



UNO[®]

Original

Ages 7 and Up
2 to 10 Players

OBJECT

To be the first to score 500 points. Points are scored by getting rid of all cards in your hand before your opponent(s). You score points for cards left in your opponents' hands.

CONTENTS

108 cards as follows:

19 Blue cards - 0 to 9

19 Green cards - 0 to 9

19 Red cards - 0 to 9

19 Yellow cards - 0 to 9

8 Draw Two cards - 2 each in blue, green, red and yellow

8 Reverse cards - 2 each in blue, green, red and yellow

8 Skip cards - 2 each in blue, green, red and yellow

4 Wild cards

4 Wild Draw Four cards

Please remove all components from package and compare them to the components list. If any items are missing, please call 1-800-524-TOYS

UNO IN BRIEF

Once the pack is shuffled, each player is dealt 7 cards with the remainder of the deck placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile. The first player is the one to the left of the dealer and has to match the card in the DISCARD pile either by number, color or symbol. For example, if the card is a red 7, the player must put down a red card or any color 7. Alternatively, the player can put down a Wild card. (See FUNCTIONS OF SPECIAL CARDS.)

If the player doesn't have a card to match the one on the DISCARD pile, a card from the DRAW pile must then be picked up. If the card picked up can be played, the player is free to put it down in the same turn. Otherwise, play moves on to the next person.

When a player has only one card left, they must yell "UNO" (meaning "one"). Failure to do this results in them having to pick up two cards from the DRAW pile. This is only necessary, though, if they are caught by one of the other players. Players may choose not to play a playable card from their hand. If so, the player must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, but the player may not use a card from the hand after the draw. Once a player has no cards left, the hand is over. Points are scored (see SCORING SECTION) and play starts over again.

RULES OF THE GAME

CHOOSING A DEALER

Every player picks a card. The person who picks the highest number deals. Special cards count as zero. The player to the left of the dealer starts play.

STARTING THE DISCARD PILE

Once the hands are dealt, the card on the top of the remaining deck is turned up to begin the DISCARD pile. If a Special card is the first one turned up from the DRAW pile, certain rules apply (see FUNCTIONS OF SPECIAL CARDS).

FUNCTIONS OF SPECIAL CARDS

The functions of the Special cards and when they may be played are set out below.

Draw Two Card

When this card is played, the next person to play must draw two cards and forfeit their turn. If turned up at the beginning of play, the same rule applies. This card can only be played on matching colors and other Draw Two cards.

Reverse Card

This simply reverses direction of play. Play to the left changes direction to the right, and vice versa. The card may only be played on a matching color or on another Reverse card. If this card is turned up at the beginning of play the dealer plays first then play moves to the right instead of the left.

Skip Card

The next player to play after this card has been laid loses their turn and is "skipped." The card may only be played on a matching color or on another Skip card. If a Skip card is turned up at the beginning of play the player to the left of the dealer is "skipped," hence the player to the left of that player commences play.

Wild Card

The person playing this card calls for any color to continue the play, including the one currently being played if so desired. A Wild card can be played at any time — even if the player has another playable card in the hand. In a case where a Wild card is turned over at the beginning of play, the person to the left of the dealer determines the color which continues play.

Wild Draw Four Card

This is the best card to have. The person who plays it calls the color which continues play. Also, the next player has to pick up four cards from the DRAW pile and forfeit their turn. Unfortunately, the card can only be played when the player holding it does not have a card in their hand to match the color on the DISCARD pile. If the player holds matching numbers or Special cards, however, the Wild Draw Four card may be played. If this card is turned up at the beginning of play it is returned to the deck and another card is picked.

GOING OUT

A player who forgets to say UNO before their second-to-last card touches the DISCARD pile, but calls UNO before any other player "catches" them, is safe and is not subject to the penalty. Players may not be caught for failure to say UNO until their second-to-last card touches the DISCARD pile. They may also not be caught for failure to say UNO after the next player begins their turn. "Beginning a turn" is defined as either drawing a card from the DRAW pile or drawing a card from your hand to play. If the last card played in a hand is a Draw Two or Wild Draw Four card, the next player must draw the two or four cards respectively. These cards are counted when the points are totaled. If no player is out of cards by the time the DRAW pile is depleted, the deck is reshuffled and play continues.

SCORING

The first player to get rid of their cards receives points for cards left in opponents' hands as follows:

All number cards (0-9)Face Value
Draw 220 Points
Reverse20 Points
Skip20 Points
Wild50 Points
Wild Draw 450 Points

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping a running total of the points each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.

PENALTIES

Players who make card play suggestions to other players must draw four cards. If a Wild Draw 4 card is played illegally (that is, if the player holds a matching color to one that's on the DISCARD pile) and the person who plays it is challenged, the hand must first be shown to the player who has made the challenge. If the Wild Draw 4 card has been played illegally, the offending player must draw 4 cards. If the card has been correctly played the challenger must draw 2 cards in addition to the 4. The challenge can only be made by the player who is required to pick up the 4 cards after the Wild Draw 4 card is laid.