



UNO®

Instructions

UNO™ is pronounced /oo' no/, not /yoo' no/.

Congratulations. You have just purchased a classic: UNO®

America's favorite family card game.

Like all classics, it has staying power.

It has delivered hours of family fun for years and will continue to do so for years to come.

AGES: 7 and up. **PLAYERS:** 2 to 10

OBJECT: To be the first player or partnership to score 500 points. Points are scored by ridding yourself of all the cards in your hand before your opponent(s).

EQUIPMENT: 108 cards consisting of:

19 cards - 0 through 9 - blue in color

19 cards - 0 through 9 - green in color

19 cards - 0 through 9 - red in color

19 cards - 0 through 9 - yellow in color

8 cards marked Draw Two - 2 blue, 2 green, 2 red, 2 yellow

8 cards marked Reverse - 2 blue, 2 green, 2 red, 2 yellow

8 cards marked Skip - 2 blue, 2 green, 2 red, 2 yellow

4 cards marked Wild

4 cards marked Wild Draw Four

SUMMARY OF PLAY

Each player is dealt seven cards, the remaining cards are placed face down in the center of the table to form the drawpile. The top card of the drawpile is turned over and placed next to the drawpile to form the discard pile.

The first player selects a card from his hand by matching either color, number, or word of the top card in the discard pile. The first player's card is placed as the top card of the discard pile for the next player to match. A Wild card will always fit. If at any time a player cannot play any of his cards, he must draw one card from the drawpile which he may play if it fits the sequence. If after drawing one card, he still cannot play, turn passes to the next player.

Special action cards add excitement to the game by reversing the direction of play, skipping the next player or instructing the next player to draw a certain number of additional cards.

Since the cards are marked in such a way as to make them immediately understandable, only a few games will make you an expert player. As you learn to play and to use the strategy that is possible with the various cards in the deck, you will find the game very stimulating and exciting.

HOW TO PLAY UNO

To begin play, each player draws a card from the unexposed deck to determine the dealer. Only the 0 through 9 cards are used to determine the first dealer, all other cards are placed back into the pack and the player redraws. The player who draws the highest card deals.

The dealer begins play by dealing seven cards face-down one at a time to each player starting with player on his left. The remaining cards (the drawpile) are placed in the center of the table with the top card turned faceup (discard pile) next to the drawpile. Each player should sort his cards by color in his hand, being careful not to expose his cards to any other player.

The hand begins with the player to the left of the dealer attempting to play one card from his hand by either matching the color, number or wording of the top card of the discard pile. A player plays his card by placing it faceup on top of the discard pile. Example: After the deal a red three is turned up. The player to the left of the dealer may play any red card or match the number three card of another color.

In the event the first card turned up is a word card, play begins as follows:

Wild Draw Four Card — This card is placed back in the deck and another card is drawn from the drawpile.

Wild Card — The player to the left of the dealer calls the color, then plays.

Draw Two Card — The player to the left of the dealer must draw two cards and play passes to the next player.

Reverse Card — The dealer plays first. Play continues to the right.

Skip Card — The player to the left of the dealer Skips his turn, and the following player plays first.

Play continues with each player either matching the number or color of the card played by the player before him (the top card of the discard pile) or by following the directions of a word card. If, at the time of your play, you are unable to match color, number, word card or play a wild card, you must draw one card from the drawpile. If the card drawn is playable you may play it immediately. If the card drawn is not playable it is added to your hand and play passes to the next person. The first player to rid his hand of all cards is the winner of that hand. (See Scoring.)

WORD CARDS

DRAW TWO CARDS: When a Draw Two is played, the next player must draw two cards from the drawpile and forfeit his turn. You may not cancel the effect of a Draw Two card by playing another Draw Two card. After the player draws two cards and forfeits his turn, the next player may match the Draw Two card, thus forcing another draw and forfeiture of turn by the next player after him.

REVERSE CARDS: The playing of this card reverses the direction of play until such time another Reverse card is played. After the playing of a Reverse card, the next player in the new direction may match the Reverse card with another Reverse card returning play to the former direction.

SKIP CARDS: The playing of this card causes the next player to be "skipped" (lose a turn). You may not cancel the effect of a Skip card by playing another Skip card. After the player is "skipped" and loses a turn, the next player to play may match the Skip card thus forcing the player after him to be skipped.

Remember, after a player draws two or is skipped, the following player may match the word card (with any color), play any card of the same color as the word card, or play a wild card.

WILD CARDS: The cards marked "Wild" may be played on any color or type of card. The player playing a Wild card may change the color of play or elect to continue with the same color. The playing of a Wild card does not cancel the effect of a word card previously played, nor does it have any effect on the next player other than to force the play of the named color. (Example: If a Draw Two is played, the following player cannot play a Wild Card on top of a Draw Two to cancel.) A Wild card may be played even though a player holds other playable cards in his hand; further, it does not have to be played before the playing of a Wild Draw Four card, in that a Wild Card has no "color" until it is played. (See "Wild Draw Four Cards".) e.g., A Red Six is played. The next player holds a Red Four, a Blue Six, a Red Reverse and a Wild card. Even though this player holds Red cards, he may play his Wild card and name a color (including Red). There is no restriction to the playing of Wild cards.

WILD DRAW FOUR CARDS: The playing of this card not only gives a player the right to call the color of the play, but also forces the next player to draw four cards from the pile and forfeit his turn. This card may only be used when a player does not have a card in his hand matching the color being played. Note: A player may have a matching number or word card of a different color in his hand and play his "Wild Draw Four" card.

EXAMPLES OF PLAY:

1. A Red Four is played. The next player has no Red cards in his hand, but holds a Blue Four. He may play his Wild Draw Four card.

2. A Blue Six is played. The next player has a Blue Skip, Red Six and a Wild Draw Four card in his hand. He may not play the Wild Draw Four card because he has a Blue card to play. Of course he may play the Red Six on the Blue Six if he so chooses.

3. A Red Five is played. A player has no Red card in his hand, but he has a regular Wild card. He may play his Wild Draw Four card because the Wild card is neutral and represents no color until it is played.

Note: The Wild Draw Four card, like a Wild card, has no color until it is played.

GOING OUT: As a player plays his next to last card, he must call out "UNO" (meaning "ONE"). This warns all players that he may be able to go out on his next turn. If a player fails to say "UNO" by the time his card touches the discard pile, any other player in the game may "catch" him. If a player is "caught", he immediately draws two cards from the drawpile. Play then continues. A player not saying "UNO" must be caught before the next player makes his draw or else he is "safe", in which case no penalty draw is made. SEE RULES TO REMEMBER—#8.

When a player plays his last card, thus ridding his hand of all cards, the hand is over. Points are scored, the cards are collected, reshuffled and a new hand is begun with the deal passing to the left. If the last card played is a Draw Two or Wild Draw Four card, the next player must draw the two or four cards. These cards are counted when points are totaled.

In the event no person goes out by the time the drawpile is depleted, reshuffle the discard pile, except the top card, and continue play with the reshuffled drawpile.

COUNTING AND SCORING: The value of the cards are as follows:

All cards — through 9	Face Value
Draw Two Cards	20 pts.
Reverse Cards	20 pts.
Skip Cards	20 pts.
Wild Cards	50 pts.
Wild Draw Four Cards	50 pts.

Once a player has gone out, all other players total the points in their hands. This total is awarded to the player who went out. The first player to reach 500 points is the winner.

Variation: The game may be scored by keeping a running total of the points each player is caught with in his hand. When one player reaches 500 (or any designated amount), the game is over and the player with the least number of points is declared the winner.

PENALTIES: If a player makes a suggestion to any other player on what card to play, he must immediately draw four cards. Normal play is then continued.

If a player plays a Wild Draw Four card when he has a playable color in his hand, he is penalized and must draw four cards. Whenever a Wild Draw Four card is played, the player required to draw four cards, and only that player, may challenge the playing of the card. If challenged, the player must show his hand to the challenger to confirm the correctness of the play. If the play was not legal, the Wild Draw Four card is returned to the player's hand, the correct card is played and the player successfully challenged must draw four cards. Normal play is then resumed. If the play was legal, the challenger must draw two cards in addition to the other four and play resumes as normal.

RENEGING: A player on any turn may choose not to play a card in his hand. If so, he must draw a card just the same as if he had no play to make. If the card drawn is playable, he may play that card but he may not play a card already in his hand. Only the card drawn may be played. If you choose to renege, with playable colors in your hand, and draw a WILD DRAW FOUR card, you may not legally play that WILD DRAW FOUR card. If you do, however, you are subject to being challenged and having to draw penalty cards. (See Penalties section).

The Strategy of Reneging

e.g. Your opponent has played his second to the last card. It was a Wild card and he called it red. Most likely his last card is red. You have a red card in your hand but you want to change the color so your opponent will not go out. You draw a card hoping that you will get a Wild card to prevent him from going out.

TWO-HANDED PLAY, PARTNERS AND MULTI-TABLE TOURNAMENTS: Rules for Two Players — Play UNO with two players with the following special rules:

1. Playing a Reverse card acts like a Skip. The player who plays the Reverse may immediately play another card.
2. The person playing a Skip card may immediately play another card.
3. When a Draw Two card is played and your opponent has drawn two cards, the play is back to you. The same principle applies to the Wild Draw Four card.
Regular UNO rules apply in all other instances.

Four Players — When playing partners, always sit across from your partner. When either partner goes out, the hand is over. Total all of the points in both opposing partners hands and credit this amount to the team going out.

Variation: With four players, play four hands with each of the other three players as your partner (a total of 12 hands). Each player keeps track of his points score in each partnership. Play several rounds, with the person scoring the highest number of points declared the winner.

With eight players, play two separate games at two tables, with each player having every other player as a partner for four hands each (a total of 28 hands). Score as above.

4-6-8-10 players: If several couples wish to play "UNO" seat them alternately, one man, one woman, etc. and play the men versus the women. Once a man or woman goes out, all of his (or her) teammates throw in their cards and the opposing team totals the points in all of their hands. First team to accumulate 500 points is the winner.

Challenge UNO: This game is scored by keeping a running total each player is caught with in his hand. As each player reaches a designated amount, we suggest 500, he is eliminated from the game. When only two players are left in the game, they play head to head. When one of the players reaches or exceeds the amount designated he (or she) loses. The winner of that final hand is declared the winning player of the game. (See special rules for two handed UNO). "THE MAKERS OF UNO FIND THIS VARIATION THE MOST CHALLENGING WAY TO PLAY"

Rules to Remember

1. Wild cards can be played at any time during the course of the game.
2. Wild Draw Four cards can only be played if you do not have a playable color in your hand.
3. Draw Two, Draw Four, or Skip cards cannot be cancelled by the playing of a matching card by the next player. The word cards directions are always followed even if a draw card is the last card played in the game.
4. You can match color on color, number on number or words on words.
5. When a Wild card or Wild Draw Four card is played, you may call any color you wish. This may be the color already being played or a color you do not have in your hand.
6. When reneging, you may play the card drawn from the drawpile if it is playable but you may not play a card from your hand after a draw.
7. A player who forgets to say UNO before his card touches the discard pile, but "catches" himself before any other player catches him, is safe and is not subject to the penalty.
8. You may not catch a player for not saying UNO until his second to last card touches the discard pile. You may not catch a player for not saying UNO after the next player begins his turn. "Beginning a turn" is defined as either drawing a card from the Draw Pile or drawing a card from your hand to play.
9. You may match color or number or word on any turn. You do not have to match color if you can. You always have the option of matching color or number or word. EXCEPTION: You may not "match" the Wild Draw Four card. If you have the color called in your hand, you may not play your Wild Draw Four card without being subject to a challenge.
10. When a card is played (any card including WILD cards) any card played previously has no further bearing on play.
11. Word cards may be matched by color or word. For example, a RED DRAW TWO card may be played on a RED SKIP card. Any word card may be played on any other word card as long as they are the same color.
12. As the rules say, "If challenged, the player must show his hand to the challenger to confirm the correctness of the play." This means that the player challenged must show his hand to the challenger only to the extent that the challenger can determine that the play was correct (or incorrect). Since the color of the cards is the determining factor in proving whether the play of the WILD DRAW FOUR card was legal or not, the player challenged is required only to show the COLOR of his cards to the challenger.

Other Family Fun Products From International Games

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O'NO 99™ Card Game	Sea World™ Treasure Key Board Game
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