



# UNO RULES

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## 1. Objective of the Game

Be the first player to get rid of every card in your hand. When you do, the round ends and you score points for the cards remaining in your opponents' hands. In a multi-round game, the first player to reach an agreed point total (for example, 500) wins the game.

## 2. Setup

- 2 to 10 players can take part.
- Choose a dealer who shuffles the deck thoroughly.
- Each player is dealt 7 cards face-down.
- Place the remaining cards face-down in the centre: this is the Draw Pile.
- Turn over the top card of the Draw Pile and place it face-up next to the pile: this is the Discard Pile.
  - If the card turned up is an action card or wild, apply its effect (or if your house rule says so, reshuffle and draw a different starting card).
- The player to the left of the dealer starts play (unless changed by an action card).

### 3. How Turns Work

- Play proceeds in a clockwise direction (unless a Reverse card changes it).
- On your turn, you may:
  - a. Play one card from your hand that matches the top card on the Discard Pile by colour, number or symbol.
  - b. If you cannot (or choose not to) play a card, you must draw one card from the Draw Pile.
    - If the drawn card is playable, you may choose to play it immediately (if your rules allow).
- After you take action (play or draw), the turn passes to the next player (unless an action card dictates otherwise).

### 4. Special Cards (Action & Wild)

**Skip** - The next player misses their turn.

**Reverse** - Reverses the direction of play (in a two-player game, acts like a Skip).

**Draw Two (+2)** - The next player draws 2 cards and forfeits their turn.

**Wild** - Can be played on any card. The player chooses the colour that play will continue in.

**Wild Draw Four** - Can be played as a Wild + forcing the next player to draw 4 cards and lose their turn. Restriction: you may only play this card if you have no card in your hand matching the colour of the top Discard card. The next player may challenge you: if you are guilty (you had a matching colour), you draw 4 cards; if you are not guilty, the challenger draws 6 cards.

**Wild Swap Hands** - (If included) You may play this card on any card. You choose the colour, and you swap your hand with a player of your choice.

**Wild Shuffle Hands** - (If included) You may play this card on any card. You choose the colour, all players combine their cards, shuffle them, then deal them back out (starting with the player to your left) until all cards are dealt.

**Wild Customisable** - (If included) Blank wild cards on which you can write a custom rule. When played you choose the colour and the custom rule on the card is followed.

## 5. Calling "UNO!"

When you have only one card left, you must shout "UNO!" (or use a designated signal).

If you forget and an opponent catches you before the next player begins their turn, you are penalised by drawing 2 extra cards.

## 6. Winning a Round & Scoring

- A round ends when a player plays their final card.
- The winner receives points based on the cards left in all opponents' hands:
  - Number cards (0-9): Face value (0 = 0, 1 = 1, etc.)
  - Skip, Reverse, Draw Two: 20 points each
  - Wild, Wild Draw Four, Wild Swap Hands, Wild Shuffle Hands, Wild Customisable: 50 points each (or 40 points if your house rules assign that)
- The first player to reach the agreed-upon total (e.g., 500 points) wins the game.

## 7. If the Draw Pile Runs Out

If the Draw Pile becomes empty during play:

- Take the Discard Pile (except for the top card), shuffle it, and turn it over to form the new Draw Pile.
- Continue play as normal.

## 8. Two-Player Game Specifics

- With only two players, the Reverse card acts like a Skip card (you play a Reverse, your opponent misses their turn, and you play again).
- Other rules remain the same unless the players agree on house rules.

## 9. Additional Rules & House Variations

- You may keep a playable card in your hand to use later – official rules do not force you to play the "best" move immediately.
- Stacking draw cards (e.g., playing a Draw Two on a Draw Two) is not official, but many groups use this as a house rule.
- Custom cards (Wild Customisable) let you create your own rule before play begins – agree on the rule, how many are in the deck, and what it does.