



Everyone starts with 7 cards and the rest of the cards are placed in a Draw Pile face down. Next to the Draw pile is a space for a Discard Pile. The top card is placed in the Discard Pile, and the game starts!

The first player is the player to the left of the dealer and gameplay usually follows a clockwise direction. Every player views their cards and tries to match the card in the Discard Pile - either by the number, color, or the symbol/Action. If the player has no matches they must draw a card from the Draw pile. If that card can be played, play it, otherwise, the game moves on to the next person in turn.

There are Action or Symbol cards that help mix up the game:

- \* **Reverse:** If going clockwise, switch to counterclockwise or vice versa.
- \* **Skip:** When this card is played, the next player has to skip their turn.
- \* **Draw Two:** When a person places this card, the next player will have to pick up two cards and miss their turn.
- \* **Wild:** This card represents all four colors, and can be placed on any card. The player has to state which color it will represent for the next player.
- \* **Wild Draw Four:** This acts just like the wild card except that the next player also has to draw four cards.

The game continues until a player has one card left. When a player has just one card they must yell “UNO!”. If they are caught not saying “Uno” by another player before a card has been played, the player must draw two new cards. Once a player has no cards left, the game round is over and the game begins over again.

The winner is awarded points for all the cards left in everyone else’s hands: (1) Numbered Cards score their Face Value (0-9). (2) Skip, Reverse & Draw 2 are 20 Points each. (3) Wild & Wild Draw 4 are 50 Points each.