



PRESENTS

THE OFFICIAL

UNO RULES

**THE RULES OF UNO ARE SIMPLE.
HOWEVER, WE HAVE MADE IT EVEN
EASIER TO SURVEY THE RULES AND
ADDED AN FAQ AT THE END!**

CHECK OUT [UNORULES.ORG](https://unorules.org) FOR MORE!



OFFICIAL UNO RULES

Classic Uno

CONTENTS

112 cards as follows:

+7 years
2-10 players

76 Numbered cards



- 19 Red cards - 0 to 9
- 19 Blue cards - 0 to 9
- 19 Green cards - 0 to 9
- 19 Yellow cards - 0 to 9

8 Skip cards



- 2 Yellow Skip cards
- 2 Red Skip cards
- 2 Green Skip cards
- 2 Blue Skip cards

8 Reverse cards



- 2 Green Reverse cards
- 2 Yellow Reverse cards
- 2 Red Reverse cards
- 2 Blue Reverse cards

8 Draw 2 cards



- 2 Blue Draw 2 Cards
- 2 Green Draw 2 Cards
- 2 Red Draw 2 Cards
- 2 Yellow Draw 2 Cards



4 Wild cards



4 Wild Draw 4 cards



Blank Cards



Swap Hands cards



Shuffle Hands cards

Some Uno decks can also contain various numbers of these different cards. Classic Uno does not use these cards, so leave them out if you want to play the classic version.

OBJECT

The first player to play all the cards in their hand in each round scores points for the card their opponents are left holding.



The first player to score 500 points wins the game.

SET UP

Each player draws a card. The player with the highest point value is the dealer. Shuffle the deck. Each player is dealt seven cards.



Place the remaining cards facedown to form a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a Wild or Wild Draw 4, return it to the deck and pick another card. For all the other cards, see directions that follow.

Find more special rules, house rules, special cards, and a big FAQ on unorules.org.

SPECIAL CARDS

Draw 2 Card

- When you play this card, the next person to play must draw 2 cards and forfeit his/her turn.
- If this card is turned up at the beginning of the play, the first player must draw two cards.
- This card may only be played on a matching color or another Draw 2 card.



Reverse Card

- This card reverses the direction of play. Play to the left now passes to the right and vice versa.
- If this card is turned up at the beginning of the play, the player to the right now plays first, and play then goes to the right instead of the left.
- This card may only be played on a matching color or another reverse card.



Skip Card

- The next person in line to play after this card is played loses his/her turn and is "skipped".
- If this card is turned up at the beginning of the play, the first player (the player to the left of the dealer) is skipped.
- This card may only be played on a matching color or another reverse card.



Wild Card

- When you play this card, you may change the color being played to any color (including the current color) to continue play.
- You may play a Wild card even if you have another playable card in hand.
- If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color to begin play and plays the first card.



Wild Draw 4 Card

- This card allows you to call the next color played and required the next player to pick 4 cards from the DRAW pile and forfeit his/her turn.
- However, there is a hitch! You can only play this card when you don't have a card in your hand that matches the color of the card previously played.
- If turned up at the beginning of the play, return this card to the deck and pick another card.
- Note: A Player may play a "Wild Draw Four" card even if they have a matching number or word card of a different color in their hand.
- If you suspect that a player has played a Wild Draw 4 card illegally, you may challenge them. A challenged player must show his/her hand to the player who challenged. If the challenged player is guilty, he/she must draw 4 cards. If the challenged player is not guilty, the challenger must draw the 4 cards, plus 2 additional cards.
- Only the person required to draw the 4 cards can make the challenge.



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LET'S PLAY!



- The player to the left of the dealer plays first.
- Play passes to the left to start.
- Match the top card on the DISCARD pile either by number, color, or word. *For example, if the card is a Green 7, you must play a Green card or any color 7. Or, you may play any Wild card or a Wild Draw 4 card. If you don't have anything that matches, you must pick a card from the DRAW pile.*
- If you draw a card you can play, play it. Otherwise, play moves to the next person.
- Before playing your next to last card, you must say "UNO". If you don't say UNO and another player catches you with just one card before the next player begins their turn, you must pick FOUR more cards from the DRAW pile.
- If you are not caught before the next player, either draw a card from the DRAW pile or draws a card from their hand to play, you do not have to draw the extra cards.
- Once a player plays their last card, the hand is over. Points are tallied (see the Scoring section), and you start over again.

GOING OUT!

- If you forget to say, "UNO" before your card touches the DISCARD pile, but you "catch" yourself before any other player catches you, you are safe, not subject to the 4-card penalty.
- You may not catch a player for failure to say "UNO!" until his/her second-to-last card touches the DISCARD pile. Also, you may not catch a player for failure to say it after the next player begins his/her 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 2 card or Wild Draw 4 Card, the next player must draw 2 or 4 cards, depending upon the card played. These cards are counted when points are totaled.
- If no one is out of cards by the time the DRAW pile is depleted, reshuffle the DISCARD pile and continue play.

SCORING AND WINNING

If you are the first to get rid of all your cards, you get the points for the cards left in the other player's hands. Record the score after each hand. Each card is worth the following:



Face Value



20 Points



20 Points



20 Points



50 Points



50 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.



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RENEGING

You may choose not to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be played, but you may not play a card from your hand after the draw.

TWO PLAYERS (1 VS 1)

Rules for two players (1 vs. 1) - The following special rules apply to two-player UNO:

- Playing a Reverse card works like playing a Skip card. By playing the Reverse card, you may immediately play another card.
 - By playing a Skip card, you may immediately play another card.
 - After playing a Draw 2 card or a Wild Draw 4 card, your opponent draws the number of cards indicated, and play is back to you.
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FREQUENTLY ASKED QUESTIONS

You can find the whole FAQ at unorules.org/faq!

Q: Are these the official Uno rules?

A: Yes, they are. We have made them easier to read by changing the structure of the text.

Q: How many cards are in an Uno deck?

A: 112 (108 + 4 blank cards is the standard); however, some versions have more cards.

Q: How many cards do you start with?

A: 7 cards each.

Q: How do you win at Uno?

A: The first player with no cards left wins the round. First to 500 points win the game.

Q: How does a challenge work in Uno?

A: A challenge can only be made when the Wild Draw 4 card is played. If you suspect that a player has played a Wild Draw 4 card illegally, you may challenge them. A challenged player must show his/her hand to the player who challenged. If the challenged player is guilty, he/she must draw 4 cards. If the challenged player is not guilty, the challenger must draw the 4 cards, plus 2 additional cards.

Q: What happens if you don't say, Uno?

A: Before playing your next to last card, you must say "UNO". If you don't say UNO and another player catches you with just one card before the next player begins their turn, you must pick FOUR more cards from the DRAW pile.

Q: What is "stacking"?

A: Stacking is allowing to play a special card upon an already played special card. Example: Player A plays a Wild Draw 4 cards. Player B also plays the Wild Draw 4 cards, making Player C forced to pick up 8 cards.

Q: Is allowed by the official rules in Uno?

A: No. Stacking is not an official rule, however a widespread modified house rule!

Are you still wondering about anything, or are you curious to find out more? Visit unorules.org to find all the questions and answers about Uno.

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