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Instructions for the game uno

July 28, 2023 Wondering how to play UNO? You're in the right place. Although millions worldwide play UNOUNO is played by millions across the world, sometimes we need a refresher on how to play. We've compiled a list of rules for the famous card game, including commonly asked questions and house rules you can use to switch up your play. The instructions below are specific to the original UNO card game, compared to variations such as UNO Flip or UNO Extreme What is the UNO game? UNO is a popular card game whose objective is to be the first player to get rid of all the cards in their hand. Players take turns drawing and playing cards, aiming to match the colour or number of the top card on the discard pile or to play a wild card. When a player has only one card left, they must yell, "UNO!". What is UNO's age rage? How many players can play the Uno card game? The standard UNO stitch may appeal to them. 1. How to set up UNO? Each player starts the game with seven cards dealt face down. The remaining cards should be placed in a draw pile over to create a discard pile. If you turn over a wild card, put this to the back of the draw pile and flip the next card. How many cards are in UNO? In one standard UNO deck you'll find 108 cards: 2 UNO skip cards to the discard pile To start and work clockwise, choose either the player to the left of the dealer or the youngest player. When it's your turn, inspect the card on the top of the discard pile and see if any of your cards are playable. You can play a card when it matches either the colour or number of the card, or if you have any wild cards. You must draw a card from the draw pile if you have no playable cards. The aim of UNO is to be the first player to eliminate all their cards so you'll want to avoid picking up cards as best you can. If you use all the cards in the draw pile and no one has won, reshuffle the discard pile to continue playing. 3. UNO card meanings In UNO, you'll find cards that don't have basic numbers on them - these special cards can help you win the game, so use them wisely! UNO Reverse card This card reverses the direction of play; from clockwise to anticlockwise. You can prevent someone from winning first by using this card tactically. UNO Skip card This card simply skips the next player's turn. UNO Draw 2 card A draw 2 card forces the next player to pick up two cards and makes them skip their turn. Since the game aim is to get rid of all of your cards, playing a +2 card can be a clever strategy to prevent your opponent from winning. UNO wild card The wild card has all 4 card colours on it and allows a player to pick which colour they want the round to move on with. After playing a wild card, you should say aloud which colour you want the play to change to. You can pick the same colour, the wild card can help you to get rid of these. Wild card draw 4 Like the standard wild card, playing this card means you can dictate which colour should be played next. The difference, however, with this card is that the next player must pick up four cards from the draw pile and miss their turn. You might be surprised to hear that there are only certain circumstances when this card can be played. You can only play the draw four wild cards when you don't have a card in your hand that matches the card is colour on the discard pile. If the player who has to pick up four cards wants to, they can challenge you if they are correct in their suspicion you must draw four cards. If they are incorrect, the challenger must draw the four cards plus two additional cards. When you must say 'UNO' aloud before the play moves to the next player. If you don't say UNO in time and another player catches you, you must pick up four cards from the draw pile On the other hand, if you do not get caught before the next player makes their move you do not have to draw extra cards. Once a player has placed their last card they have won this round! It's time to score... How to score in UNO? If you are the first player to get rid of all of your cards, you get points for the cards in other players' hands. Each card is worth: Number cards - the number written on the card. Draw 2 - 20 points. Reverse - 20 points. Wild card draw 4 - 50 points. Wild card draw 4 - 50 points. Wild card draw 4 - 50 points. The player totalling the points in their hand; then when one player reaches 500 points. points, the player with the lowest points wins. What are the UNO rules? Aside from the standard UNO rules, popular house rules can be incorporated into your gameplay. Can you stack cards in UNO? There was widespread surprise around the game on Twitter in 2019, where players were shocked to find that stacking is not a standard part of UNO rules. This house rule is suggested to alter the game so that players can prevent themselves from picking up cards by forcing the next player to pick up unless they have a +2 or +4 card to continue the play. Seven-O This rule changes up your usual gameplay. Every time a seven is played, the player who used this card can trade their cards with a different player. Every time a zero is played, all players should pass their hand to the player next to them in order of play. Jump-in If a player has a matching card in colour and number to the top card visible on the discard pile, they may play it immediately. This means they can play their card even when it's not their turn, making the game continue as if it were just their go. UNO FAQs - What happens if you don't say UNO You are required to pick up four cards if you don't say UNO - How many cards do you start with in UNO? In the game of UNO, each player begins with seven cards if you don't say UNO - How many cards do you start with in UNO? In the game of UNO, each player begins with seven cards. The remaining cards are placed in a draw pile, face down, and the top card is flipped over to create the discard pile. - Do you pick up a card every time in UNO? You don't need to pick a card up. If you can't go, pick up a card from the draw pile. You may also be required to pick up cards if your opponent uses a Draw 2 or Draw 4 card on you. - Can you finish on a wild card in UNO? Yes, you can end the game with an action card. With this, the next player must draw 2 or 4 cards depending on what's played and this will add to their point total. - Can you have one that could have been played. - Can you play two identical cards at once in UNO? In the official UNO rules, stacking is not permitted. You could, however, add this rule as part of your house rules. In 'Doubles', players can play two identical cards together, for example a pair of red 4s could be played the card is red or is a 4. - What does shuffle hands mean in UNO? When the 'Shuffle Hands' card is played, the player who played the card must take everyone's hand and shuffle them together. Then they distribute them evenly among all players. Where to buy UNO? UNO remains one of the most beloved and accessible card games in the world, and for good reason. Its simple rules, fast-paced turns, and strategic twists make it perfect for players of all ages. Whether you're stacking Draw Twos, reversing the direction at the last second, or holding out for that game-winning Wild card, every round of UNO brings fresh excitement. Contact our friendly team today if you want further advice about the UNO game. Shop our other quick play games like UNO view our range of party games here Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The license readoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. This post contains partner links to various products. Mattel Games UNO Card Game for Family Night,... UNO is the classic family card game that's easy to learn and so much fun to...In a race to deplete your hand, match one of your cards with the current card...Strategize to defeat your competition with special action cards like Skips,...Uno is one of the most popular card games out there, and luckily the rules to Uno are pretty simple and easy to learn. The game is made for audiences seven years and older and is playable by 2 to 10 players. For these reasons, Uno is a fantastic easy game for family game nights or as a classic party game. In this post, we will go over the rules of Uno as well as some of the different Uno games out there. Each player gets seven cards, dealt one at a time and face-down. The remaining cards form a draw pile is flipped and forms the discard pile. This action begins the game. There are three customizable cards included with the game. Players can make up their own symbols and rules, and add the mat to their games. Uno is a popular game that is played very similarly to Crazy Eights. The rules for Uno are pretty simple and the entire family can get involved in playing. Once you get to know the Uno rules, make sure to start employing some Uno strategy as well!In Uno, the player to the dealer's left starts the game, and the play moves clockwise. Players examine their cards and try to match the top card of the discard is a blue 5, a player can play any blue card or any color card with a 5. Players may play Wild cards at any time, and the player may choose to change the leading color with it. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match, they must draw from the draw pile. If a player cannot match or does not wish to match or does not wish players to draw cards until they can play one, up to 10 cards.NOTE: If the first card flipped from the draw to the discard (which initiates the game) is an action card, the first player will complete the action. The only exceptions are if wild cards or wild card draw four is flipped. If this occurs, reshuffle the cards and start again. If the draw pile is ever exhausted, remove the top card from the discard. Shuffle the discard thoroughly, and it will be the new draw pile. Continue playing on the single card from the discard as usual. Reverse: Switches the directions of turns. If the play is moving left, it moves right. Skip: The next player skips their turn. Draw Two: The next player must draw two cards AND lose their turn. Wild: This card can represent any color card. The player must declare which color it represents for the next player must draw four cards and lose their turn. A player may play this card only when no other card in hand matches. It is strategic to keep this in hand as long as possible. Wild Shuffle Hands: There is only one of these cards in each deck. They were recently added as well, as the deck from before 2018 does not have a copy. This card acts like a wild, but all cards from all players are taken and shuffled and, as evenly as possible, dealt to each player, starting with the player to the left of the current player. That same player then chooses the new color. Newer Uno decks have wild cards with a blank space that is meant to be written on. This means you can use a pencil (or pen if you are confident) to write some fun "house rules" on your Uno Wild Cards. The world is your oyster, and there really isn't any limit to what you can write on the card. Play continues until a player has a single card. They must declare, "UNO!" They must draw two cards if they have an uno and do not declare it before other players tally scores. The game repeats. Typically, players will play until someone reaches 500+ points. When the game ends, the winner receives points. All their opponents' cards are collected and given to the winner receives points. Wild Custom Cards: 40 pointsThe winner is the first player to reach 500 points - or whatever the mutually agreed upon target score is - Uno Dou is the ultimate experience for two players. Using a standard Uno deck you can play Uno with just one other player. to empty their hand each round. The winner has the lowest score. The first to have 200 or more points loses. The game Uno Stacko is a beautiful mix of Uno and Jenga. Stack a tower high of blocks covered with traditional uno symbols. You must remove your blocks based on the last one pulled when playing. Be careful; knocking over the tower ends the game. The winner will be the last player to place a block successfully. The game Uno Triple Play has players discarding into three different discard piles. As they play, the discard piles will begin to become overloaded. If you overload a tray, you must draw! The first player to empty their hand is the winner! The game Uno Mario Kart has new action cards and themes around the wonderful Nintendo classic Mario Kart. Players will be competing to empty their hands first during the rounds. The winner of the game will be the first player to reach 500 or more points. In the game Uno All Wilds, all the cards are wild! The cards are wild! The cards are wild! The cards are wild be the first player to reach 500 or more points. In the game Uno All Wilds, all the cards are wild! The cards are will There are new action cards, such as a targeted draw two and the ability to swap hands! The first player to reach 500 points or more wins the game! The game Uno Showdown, they must race to be the first player to hit their paddle. This action sends cards flying at their opponent that they must add to their hand. The first player to reach 500 points is the winner. The game Uno Ultimate Marvel adds so much more to the game. With superheroes and special powers donning the cards, elevating the game. With superheroes and special powers donning the cards, elevating the game. be the winner! Another similar game to Uno is Phase 10, which is a rummy style game also published by Mattel! This rule is a house rule that is optional to play with. When a 7 card is player may choose another player to switch hands with you. In addition, when playing a 0, all players pass their hands one to the left. Yes, the last card you play may be a wild card. Remember to call Uno when you have only one card remaining! Uno is a card game for as few as 2 players and as many as 10 players. 112 cards as follows: 19 Blue cards - 0 to 9 19 Red cards - 0 to in Blue, Green, Red and Yellow 8 Draw 2 cards - 2 each in Blue, Green, Red and Yellow 4 Wild Draw 4 cards 4 Blank Card ideas) Rulebook UNO is a house game that can be played with your family, friends, siblings and even your children. It is a dynamic game. There is no limitation on age but the minimum age is 7 years to play this game and this game and this game can be played by 2-10 players. It is a simple yet interesting house game. UNO has 108 cards which include both numbers and dare cards. Objective of the game is to be the first player to score 500 points. The objective of each round is to be the first person to play all the cards in your hand. Read the whole article and you will find this game very interesting. Special Cards UNO is interesting because of all the special cards which add spices to the game. There are total 5 types of special cards which add spices to the game. There are total 5 types of special cards which add spices to the game. There are total 5 types of special cards which add spices to the game. There are total 5 types of special cards which add spices to the game. There are total 5 types of special cards which add spices to the game. There are total 5 types of special cards and more added like swap hands and shuffle hands. These cards can definitely help you in winning a game if played with some strategy. Let's talk about all the cards in detail: Skip As the name says, it causes the next person to skip their chance. If you are playing in 2 then immediately it will be your chance again. The symbol of a skip is a circle and a slanting line inside it. There are 8 skip cards or similar colors. It is a great way to stop another person from going out with the cards. Reverse This card reverses the order/direction of the game from left to right order then it changes the direction from right to left. You can use this card either on the reverse card or on matching colored face-up cards. The symbol of a Reverse card is two arrows going in opposite directions. Draw 2 Cards The symbol of this card is '+2'. When you use this card then the next player to play has to draw 2 more cards or +2 cards. This is such a powerful card. If this card is turned up at the beginning of the game then also the first player has to draw the cards. Wild Card It can be used on any card. It is a magic card as you can use it to change the color (current running color) to any color. The wild card can be used even if the player has another playing card in his deck. This card can be used at any time and on any color, or number card. If this card is turned up at the beginning of the game then the first player has the right to choose any color to begin this game with or you can put this back in the draw pile at the back or shuffle the deck. Wild Draw 4 Cards The brief of the cards is in its name only. This card is KING among all the other cards as it gives you dual benefits. This card allows you to call out the color to be played next and also causes next player to draw four more cards. Like '+2' draw rules, the next player to draw four more cards. Like '+2' draw rules, the next player to draw four more cards. Like '+2' draw rules, the next player to draw four more cards. Like '+2' draw rules, the next player has to skip his chance also. You can use this card only when you have no other cards to play (optional). Swap Hands The recently added card in the game of Uno. This is one of the most wanting cards in the whole game. If a player plays this card then he/she can swap his/her hands with anyone in the game and the player who played this card will choose the color to be played. Check out this article: How To Play Uno Flip and what are it's rules HOW TO PLAY UNO The basic steps of playing UNO are to take turns with each player and use face-up cards or special cards. Let's see the steps one by one - Firstly distribute 7 cards to each player randomly and then the game will continue clockwise, the left player will play the next. At the beginning of the turn, the player can choose his card by matching the number or color from the center-placed card. If the card is matched then you can draw any of the special cards from your hand. It can be a Wild Card or Wild draw 4 card. We have already discussed it in the brief above. If none of the cards matched (face cards or special cards) then the player has to pass their chance to the next player. Also, don't forget to throw special cards in between to make other players stop from winning and also for adding spice to the game. The player who finishes their cards earlier, will automatically wins the match but to win the game you have to check the second last chance and someone caught him for not saying 'UNO' before another player plays his/her turn then he/she has to draw two cards officially but you can make it draw four cards from the draw pile. If the other player for not saying 'UNO' or catching a player for not saying 'UNO' doesn't mean that the Player has won the game. He still has to play his last card. It is possible that a person can say 'UNO' several times in a particular game. Some Unofficial UNO Rules But Makes the Much Better. Well, these rules are valid in Uno ultimate. You can also save yourself from the '+2' card by adding one more "+2" card on top of it if you have one. This trick will lead the other next person to draw a total of 4 cards. Also, This can continue for 1 whole round also. We also play like, a player cannot put +2 on a +4 card but +4 can be put on +2 cards. You can try as many variants, which makes your game better. In official rules of Uno, if a person doesn't say Uno in his second last card he/she has to pick 2 cards from the game with a power card but to make the game more interesting and difficult you can add that player cannot end the game with any power card. Stacking of cards is not allowed in official Uno but in uno ultimate it is allowed you can try out that version of uno. Scoring Board Points So, let's talk about how to calculate the score and who will win the game and how. Basically, the player who gets rid of all of their cards won the game and all of their opponent's points will be yours and the whoever reaches first 500 points will win the match. Alternative Scoring & Winning Another way to score points is the winner. Here below we have listed the score points of each card and according to this, you can calculate the score, All number cards (1-9) Face Value Draw 2 20 Points Reverse 20 Points Skip 20 Points Wild Draw 4 50 Points Wild Draw 4 5 cards have four-color "suits", which are red, yellow, blue and green. Stacking the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? Multiple cards of the same number but different colors are allowed? must take everyone's hand and shuffle them together. Then they distribute them evenly among all players. Last Word In this post, we have covered all the rules of uno whether it's official or unofficial with video tutorials and pdf instructions. We have answered some of the highly and frequently asked questions. Do let us know in the comment section what we have missed, so we can add it to this post. Uno is the highly popular card game played by millions around the globe. This game is played by matching and then discarding the cards in one's hand till none are left. Since its inception, there are now many versions of Uno that one can play. Here are the rules of the original or classic Uno. Setup: The game is for 2-10 players, ages 7 and over. Every player starts with seven cards, and they are dealt face down. Next to the pile a space should be placed in the Discard Pile, and the game begins! Game Play: The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction. Every player views his/her cards and tries to match the card in the Discard Pile. You have to match either by the number, color, or the symbol/Action. For instance, if the Discard Pile has a red card that is an 8 you have to place either a red card or a card with an 8 on it. You can also play a Wild card (which can alter current color in play). If the player has no matches or they must draw a card from the Draw pile. If that card can be played, play it. Otherwise, keep the card, and the game moves on to the next person in turn. You can also play a Wild card, or a Wild Draw Four card on your turn. Note: If the first card turned up from the Discard Pile) is an Action card, the Action from that card applies and must be carried out by the first player (as stated, it is usually the player to the dealer's left). The exceptions are if a Wild or Wild Draw Four card is turned up. If it is a Wild card, Mattel has now stated that the first player to start (usually the one on the dealer's left), can choose whatever color to begin play. If the first card is a Wild Draw Four card - Return it to the Draw Pile, shuffle the deck, and turn over a new card. At any time during the game, if the Draw Pile becomes depleted and no one has yet won the round, take the Discard Pile, shuffle it, and turn it over to regenerate a new Draw Pile. Take note that you cannot put down on top of another Draw Two, or Wild Draw Four during the same turn, or put down two Wild Draw Four cards together. The game continues until a player has one card left. The moment a player has just one card they must yell "UNO!". If they are caught not saying "Uno" by another player has just one card they must yell "UNO!". If they are caught not saying "Uno" by another player has just one card they must yell "UNO!". Assuming that the player is unable to play/discard their last card and needs to draw, but after drawing, is then able to play/discard that penultimate card, the player has to repeat the action of calling out "Uno". The bottom line is - Announcing "Uno" needs to be repeated every time you are left with one card. Once a player has no cards remaining, the game round is over, points are scored, and the game begins over again. Normally, everyone tries to be the first one to achieve 500 points, but you can also choose whatever points number cards that help mix up the game. These are called Action or Symbol cards. Reverse - If going clockwise, switch to counterclockwise or vice versa. It can only be player to the dealer's right is next (normally it would be the player to the dealer's left). Skip - When a player places this card, the next player has to skip their turn. It can only be played on a card that matches by color, or on another Skip card. If turned up at the beginning of play, the first player (to the dealer's left) loses his/her turn. The next player to that player to that player to that player are the beginning of play, the first player (to the dealer's left) loses his/her turn. The next player to that player to that player to that player are the beginning of play, the first player (to the dealer's left) loses his/her turn. player will have to pick up two cards and forfeit his/her turn. It can only be played on a card that matches by color, or on another Draw Two. If turned up at the beginning of play, the first player draws two cards and gets skipped. 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. It can be played regardless of whether another card is available. If turned up at the beginning of play, the first player chooses what color to continue play. Wild Draw Four - This acts just like the wild card except that the next player also has to draw four cards as well as forfeit his/her turn. With this card, you must have no other alternative cards to play that matches the color of the card previously played. If you play this card illegally, you may be challenged by the other player to show your hand to him/her. If guilty, you need to draw 6 cards instead. If turned up at the beginning of play, return this card to the Draw pile, shuffle, and turn up a new one. In recent years, Mattel has introduced two new Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards, Uno now has 112 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards per deck. These 4 additional Wild cards types to Uno. Instead of 108 cards per deck. still play classic Uno without these new cards by simply removing them before you start the game. Wild Swap Hands Card, it has the same attributes, namely, you can choose to either play it or not, at any of your turns, and also choose the color of play. Ideally, you would probably want to swap your cards with the player who has the least number of cards! Being a powerful Action card, only one is provided per deck. If turned up at the beginning of the game, the first player to start gets to choose the color and also swap his hands with another person. Note: Being a Wild card, the same rule applies to the Swap Hands card. Once you play this card and swapped your turn is up, and you are not allowed to put down any card immediately! The person who plays this card gets to collect ALL the cards from EACH player's hand. Give them a good shuffle, and deal the cards one-by-one, in a clockwise direction until there are no more cards left in your hand. This means that some players may end up with either more or less cards than what they had before the Wild Shuffle Hands card was played. Also, the person who played the Wild Shuffle Hands card gets to choose what color to resume play. Play now resumes in the current direction of the game. If turned up at the start of the game, it acts like a Wild card, and the first player gets to choose the color that begins play. Wild Customizable Card - There are 3 of them provided in any deck, and they are all blank. These are meant for you to write down your own "house rules". Before the game starts, make sure everyone agrees to the rules and also on how many of the Wild Customizable cards will be used. You can use 1-3 of them per game. These are Wild Cards, so the same rules apply to them - The person who plays them gets to choose the color of play, and if turned up at the start, then the first player chooses the color of play. Note: Being a Wild card, the same rule applies to the Customizable card. Once you play this card, your turn is up, and you are not allowed to put down any card immediately after that until your turn arrives again. Left to right: 3 Wild Customizable cards, Wild Swap Hands card, and Wild Swap Hands card or 1 Wild Shuffle Hands card. What house rules can you make up? Mattel says it's up to your imagination, but of course it has to be something everyone agrees with. These blank customizable cards were introduced by Mattel to add a huge dash of unpredictability and extra fun to the game. Although the cards were introduced by Mattel to add a huge dash of unpredictability and extra fun to the game. Although the cards were introduced by Mattel to add a huge dash of unpredictability and extra fun to the game. suggestion is to use a detachable plastic sticker and write on the sticker instead, and then lightly stick it onto the card for the duration of the game. What if your last card is a Wild Swap Hands or Wild Shuffle Hands card, you can treat it like a normal Wild card and play it to end the game right there and then - No further action is required to swap your hand with another players (in the case of a Wild Shuffle Hands card). A few wacky suggestions for customizable house rules (Do make up your own!): The next player needs to do 3 sit-ups and if he/she fails or refuses, then draw 2 cards. Everyone but you must draw 2 cards immediately discard their Wild cards. Everyone but you. Call out the color you want. Then act or play a charade, and the first player who correctly guesses it can discard all the cards of that color that they have in hand at that moment. Everyone skips a turn, or rather, you take an extra turn. What if you prefer Uno with either the Wild Shuffle Hands or Wild Swap Hands card? Simple. Just look at the back of the Uno box. It will be stated on the back, what "version" this box contains, be it a Wild Swap Hands card, OR a Wild Shuffle Hands card, OR a Winning: When a player no longer has any cards and the game ends, he/she receives points. All opponents' cards are given to the winner and points are counted. This also applies even if the last card is an Action card, such as a Draw Two or a Wild Draw Four - The next player must draw the required cards which will then be tallied up. The first player to attain 500 points is the winner. The scoring for the cards is as follows: Numbered cards (0-9) - Face value Draw Two/Skip/Reverse - 20 points each Wild/Wild Draw Four - 50 points each Wild Swap Hands/Wild Customizable cards - 40 points each Wild Swap Hands/Wild Draw Four - 50 points each Wild Wild Draw Four - 50 points each Wild Wild Draw Four - 50 points each Wild Wild Wild Wild Wild Draw Four - 50 po reaching 500 points (or any designated amount) are slowly eliminated until only two are left. The final two players then challenge each other (under Two Player Rules For two players, there is a slight change of rules: Reverse works like Skip Play Skip, and you may immediately play another card If you play a Draw Two or Wild Draw Four card, your opponent has to draw the number of cards required, and then play immediately resumes back on your turn. For four players (two-partner teams), players sit opposite their partners, and play until one of either partner goes out with one Uno card left. Scoring for the winning team is done by adding up all the points from opposing partner's hands.