

OFFICIAL



RULES

***LIKE THE ONE YOU
GOT IN THE BOX!***



CONTENTS:



168 Cards

OBJECT:

Be the first to get rid of all the cards in your hand or knock out all other players from the game until you are the only one left.

UNO SHOW EM NO MERC IN A NUTSHELL

It plays just like classic UNO® by matching color, number, or symbol, but 4 special rules and 6 super-tough Action Cards have been added to spice things up (more on those later). There are also **2 ways to win**: the traditional way of getting rid of all the cards in your hand or knocking out all the other players out of the game (again, more on that in a minute). Like always, when you're down to your last card, you still gotta yell "UNO!"

SETUP

1. Choose a dealer and shuffle the cards. Tip: There are a lot of cards, so if you have trouble shuffling, try splitting the deck between multiple players.
2. Deal 7 cards to each player.
3. Place the remaining cards **FACEDOWN** in the center of the table. This is the **DRAW PILE**.
4. Flip over the top card of the **DRAW PILE** and place it **FACEUP** to form the **DISCARD PILE**. If this card is an Action Card, ignore it and flip over the next card.
5. The player to the left of the dealer goes first and play proceeds clockwise.

LET'S PLAY UNO!

On your turn, try to get rid of all your cards by playing **ONE CARD** onto the Discard Pile.

If you **HAVE** a matching card in your hand, you may **PLAY IT** on the Discard Pile.

1. You can only play a card if it matches at least one attribute of the top card on the Discard Pile: its color, number, or symbol.
2. If the card you played is an Action Card, it does something special (see Action Cards below)

If you **DO NOT HAVE** a matching card, you must **DRAW** cards from the Draw Pile until you draw a card **YOU CAN PLAY**. Then, play that card.

Once your turn is over, play continues with the next player.

NOTE: If there are no cards left in the **Draw Pile**, reshuffle the **Discard Pile** to form a new **Draw Pile**.

CALLING “UNO”

The moment you only have 1 card in your hand, you must yell “UNO” to alert the other players you are about to win. However, if someone catches you and calls out “UNO” before you (and before the next player begins their turn), then you must draw 2 cards!

WINNING

When a player plays their final card, they win. Alternatively, if all other players are knocked out of the game (see Mercy Rule), you win. Time to shuffle the cards and play again!

SPECIAL RULES

Stacking- If someone plays a Draw Card (+2, +4, +6, +10) you can **“Stack”** the penalty by playing a Draw Card from your hand of equal or higher value. If you do, the card you played adds to the total penalty for the next player. For example, if someone plays a +4 card on you, and you can play a +6 on top of it, the next player is now forced to draw 10 cards (unless they can play a Draw +6 or higher, then it goes on to the next player). This continues until someone can't play a Draw Card that equals or exceeds the value of the last card played. That player then takes the full penalty of all stacked Draw Cards. Ouch!

Mercy- If a player ever has **25 or more cards** in their hand, they are out of the game. Set aside their hand of cards until the deck runs out and needs to be reshuffled.

KEEPING SCORE (OPTIONAL VICTORY METHOD)

When a player wins a hand, they receive points based on the cards remaining in their opponent's hands. Cards are valued as follows:

- **All number cards (0-9) :** Face Value
- **Any Color Action Card :** 20 Points
 - Skip, Reverse, Draw 2, Draw 4, Discard All, Skip Everyone
- **Any Wild Action Card :** 50 Points
 - Wild Reverse Draw 4, Wild Draw 6, Wild Draw 10, Wild Color Roulette

Bonus for knocking out players: 250 Points for each player knocked out of the game during the hand (ignore the cards in their hand at the time they were knocked out). Keep a running tally of each player's points from hand to hand. When a player reaches 1000 points, they are the winner.



SPECIAL, ACTION AND WILD CARDS



7's Swap - When you play a 7 card of any color, you MUST swap your hand with another player of your choice. Play then continues in current order.



0's Pass - When you play a 0 card of any color, ALL players must pass their hand to the next player in the current direction of play.



Draw Two Card - The next player in current order must draw 2 cards and lose their turn.



Skip Card - When played, the next player in current order loses their turn.



Discard All Card - Discard all the cards in your hand that match the color of the Discard All Card. Place the extra cards under the Discard All Card.



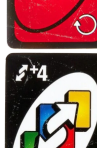
Draw Four Card - When played, the next player must draw 4 cards and lose their turn.



Reverse Card - When played, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa. With just two players a Reverse skips the other.



Skip Everyone Card - Skip all the other players and take another turn.



Wild Reverse Draw 4 Card - Reverse the direction of play, then the next player in the new direction must draw 4 cards and lose their turn. With just two players this card skips the other player and makes YOU draw 4 cards! You may use the stacking rule to send the penalty back to the other player.



Wild Draw 6 Card - The next player must draw 6 cards and lose their turn.



Wild Draw 10 Card - The next player must draw 10 cards and lose their turn.



Wild Color Roulette Card - The next player chooses a color. After that, they must reveal cards one at a time from the Draw Pile until they get a card of that color (Wild Cards do NOT count). Then they add all the revealed cards to their hand and lose their turn.