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# UNO Rules Book

The Complete Guide to UNO: Everything  
You Need to Know about the World's Most  
Popular Card Game



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# UNO Rules Book

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# UNO Rules Book

## *A Complete Guide to UNO Card Game*

### UNO Card Game

UNO is a card game that was invented by Merle Robbins, a barber from Reading, Ohio, in 1971. He created the game to resolve a dispute with his son about the rules of another card game called Crazy Eights. He printed the first 5,000 decks of UNO cards with the help of his family and sold them from his barbershop and local businesses.

Later, They sold out the rights to UNO to Robert Tezak, a funeral parlor owner who formed International Games, Inc. and marketed the game successfully. In 1992, Mattel acquired International Games and UNO became one of the most popular card games in the world.



# UNO Deck and Components

The UNO deck has 108 cards, divided into two types: number cards and action cards. There are four colors (red, blue, green, and yellow) and 10 numbers (0 to 9) in the deck. Each color has 25 number cards, with one 0 card and two cards of each number from 1 to 9. There are also 33 action cards, which have special effects on the game. These include eight Wild cards, eight Wild Draw Four cards, eight Skip cards, eight Reverse cards, and one Wild Shuffle Hands card. And there are 4 blank cards in the deck (only available in a few versions).



# The Uno deck contains 112 cards, including:

19 Blue cards from 0 to 9

19 Green cards from 0 to 9

19 Red cards from 0 to 9

19 Yellow cards from 0 to 9

8 Skip cards (each in Blue, Green, Red, and Yellow)

8 Reverse cards (each in Blue, Green, Red, and Yellow)

8 Draw 2 cards (each in Blue, Green, Red, and Yellow)

4 Wild cards

4 Wild Draw 4 cards

4 Blank Cards



# Number Cards

There are 76 number cards, ranging from 0 to 9. Each color has one 0 card and two cards of each number from 1 to 9.

# Action Cards

There are 24 action cards, which have special effects on the game. Each color has two cards of each type: Skip, Reverse, and Draw Two.

# Wild Cards

There are 8 wild cards, which can be played on any color. Four of them are regular Wild cards, and four of them are Wild Draw Four cards, which force the next player to draw four cards and skip their turn.

# Blank Cards

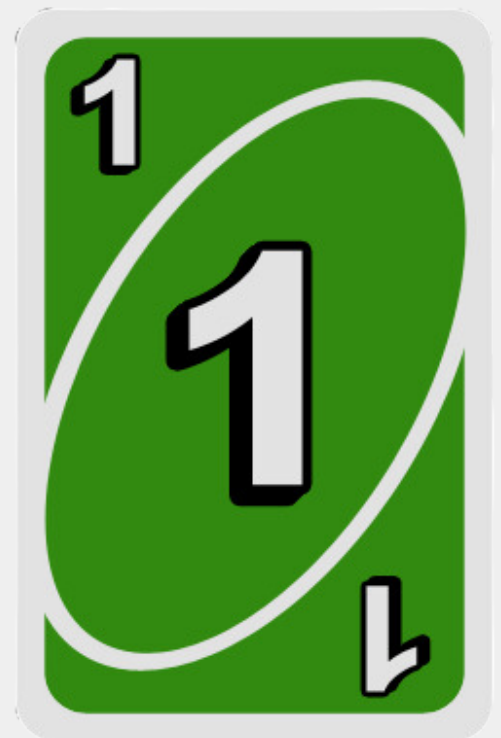
There are four blank cards, which are not used in the original UNO game. They can be used as replacement cards or as special cards with custom rules.

# UNO Cards Meaning And Rules

UNO is a fun card game with 108 cards plus 4 blank cards.in total 112 cards deck. Here is the simple and easy explanation of these UNO cards with their pictures.

## UNO Number Cards

The number cards form the basis of the game. There are four cards for each number from 0 to 9, one for each color. The easiest way to play a turn is to match the number of the card played before you. These cards can give you a lot of options in your hand to be able to take a turn.



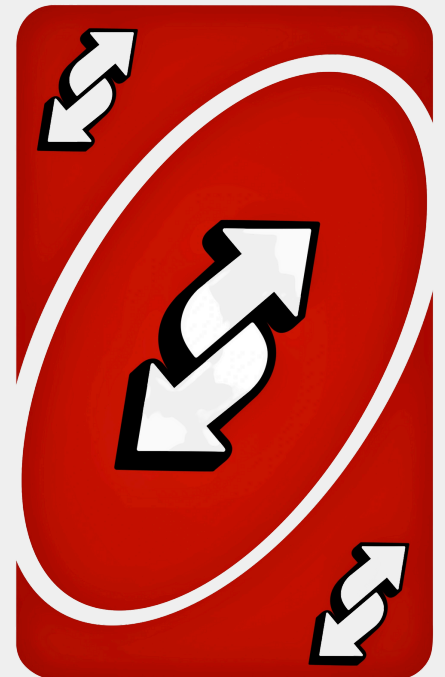
# UNO Wild Card

The wild card is very versatile. You can play it, regardless of the number or color of the previous card. When you play a wild card, you get to choose the color that the next player has to match. This can help you get rid of other cards in your hand.



# UNO Reverse Card

The reverse card switches the direction of play, going from clockwise to counterclockwise or vice versa. This means the next player to take a turn is the one seated in the opposite direction. The reverse card shakes things up and makes players pay attention.





# UNO Skip Card

The skip card allows you to make the next player in turn order miss their turn. You play the skip card and the next player has to skip their turn while the turn proceeds to the player after them. This can help if the next player has a card you want to avoid matching.



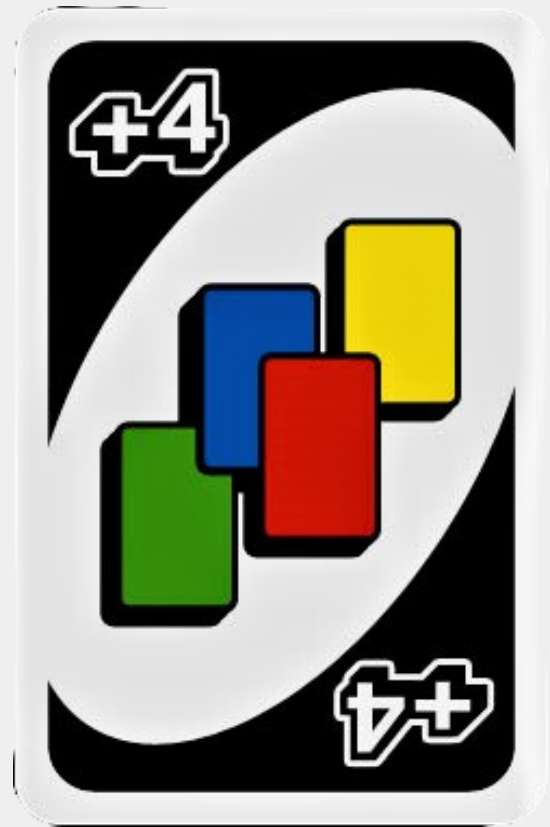
# UNO Draw Two Card

When you play a draw two card, the next player has to draw two cards from the deck and miss their turn. This penalizes the next player in line, giving you some time to get rid of more of your own cards before their turn.



# UNO Draw Four Card

The draw four card is the most powerful. The next player has to draw four cards and skip their turn, while you also get to pick the color that the next player after them has to match. This punishes the next player severely while giving you some control for a couple of turns.



# UNO Blank Cards

There are 4 blank cards, which are not used in the original UNO game. They can be used as replacement cards or as special cards with custom rules. You can use these blank cards to make your own house rules to add more fun in game you just write them on it.



# UNO Game Rules

UNO is a popular card game that can be played by 2 to 10 players. The goal of the game is to get rid of all your cards before the other players do. You can match the cards by color, number, or symbol, and use special action cards to change the game. You also have to say “UNO” when you have one card left, or else you have to draw more cards. UNO is a fun and easy game to play with friends and family.

## The Objective of the Game

The objective of UNO is to be the first player to score 500 points, achieved (usually over several rounds of play) by being the first to play all of one’s own cards and scoring points for the cards still held by the other players.

Here are the key goals and objectives of UNO:  
These given rules are the basic need to play uno card game and win it.

**Match colors or numbers:** Players need to match the color or the number of the top card on the discard pile on every turn. If a player is unable to match the color or number, they must draw cards from the draw pile until they can play.

**Get rid of high-point cards:** Use high-point cards early and get rid of them because special action cards like Draw Two, Reverse, Skip, and Wild cards give more points at the end of the game. You should play with these cards early on instead of keeping them in your hand.

**Block other players from winning:** You can block other players who can match and win by playing cards like Draw Two, Reverse, or other action cards on them or forcing them to draw cards from the dwindling draw pile.

**Use Wild and Draw Four:** You can use Wild and Draw Four Wild cards to choose a color on the next player's turn, and you can use them to extend gameplay when possible or play them on players close to winning.



**Stack Draw Two cards:** If you have multiple Draw Two cards, try to force heavy drawing penalties on other players when possible.

**Shout “UNO!” when down to one card:** If any player forgets that you have only one card left, you get to draw a penalty from the draw pile or discard pile. But if another player catches you, you gain the penalty instead! In the end, the first player who gets rid of all their cards wins the game.

# How to Play UNO

## UNO Setup

The game UNO requires a deck of cards and at least two players. To begin the game, shuffle the deck and deal seven cards to each player. The rest of the deck is placed face down to form the draw pile.

# UNO Gameplay

The game Uno requires a deck of cards and at least two players. To begin the game, shuffle the deck and deal seven cards to each player. The rest of the deck is placed face down to form the draw pile.

The player to the left of the dealer starts by playing a card of any rank or color from their hand. The first card played sets the lead suit which subsequent players must follow. Players match the lead suit and rank if possible.

If a player cannot play a card that matches the lead suit or rank, they can draw from the draw pile. Play then proceeds to the left. Players continue taking turns playing cards until one player plays their last card and wins the round.

Special action cards in the deck allow players to change the course of play. A Skip card allows the next player to skip their turn. A Reverse card reverses the direction of play. A Draw Two forces the next player to draw two cards from the draw pile and miss their turn.

And Uno card lets a player know they only have one card left and must call out “Uno” before their next turn or else draw two penalty cards. If a player forgets to call Uno and another player notices, the forgetting player must draw two penalty cards.

The winner of the round begins the next round by shuffling and handing the cards to all players again. Play continues, with a new dealer each round, until one player wins the required number of rounds.