

# UNO

· Shedding card game · 2–10 · 15–30 min · **Official** + **house**

## BEFORE YOU START

The default is Mattel's classic UNO. House variants below are choices before play, not rules to add midway through a game.

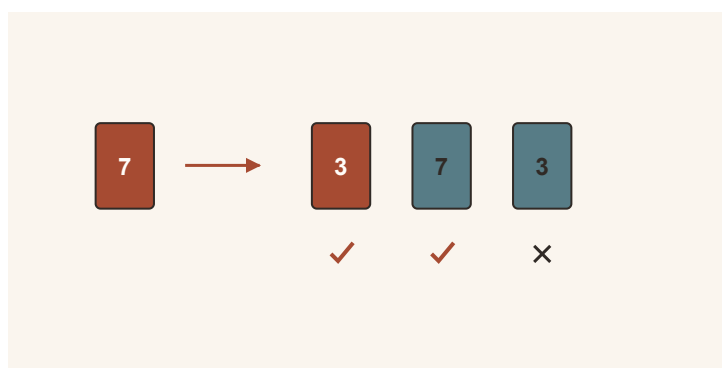
### GOAL

*Be first to shed your cards and win the round. For a classic match, accumulate 500 points.*

## YOUR TURN

- Play one card matching the top discard's colour, number or action symbol. On rust/red 7, any red or any 7 works; after a Wild, use the declared colour.
- If unable or unwilling to play from your hand, draw just one card. You may play that card if legal, but cannot then play a different card from your hand. Play passes to the next player.
- Skip skips the next player; Reverse changes direction. Draw Two means two cards and a missed turn. Wild selects a colour. Wild Draw Four selects a colour, draws four and skips.
- Wild +4 is legal only when you have no card of the current colour; a matching number or symbol in another colour does not prevent it. The affected player may challenge and see your hand: if illegal, you draw four instead; if legal, the challenger draws six.

Officially, draw penalties do NOT stack. You cannot respond to a played +2 or +4 with another draw card: take the penalty and miss your turn. Do not draw until playable or discard several cards at once.



A card may be played because it matches by colour or by symbol. The diagram is original.

## Setup, UNO and scoring

Deal 7 cards each and keep the rest as the draw pile. Reveal one discard; the player left of the dealer begins. Return an opening +4 and reveal another. Opening +2 penalises the first player; Skip skips them; Reverse starts with the dealer in reverse order; the first player chooses an opening Wild's colour.

Call UNO when playing your next-to-last card. If caught before the next player starts, draw two. When the draw pile runs out, keep the top discard and shuffle the others. With two players, Reverse acts as Skip; after a Skip the same player plays again.

First out wins the round. If the final card is +2 or +4, the next player draws before scoring. Score opponents' hands: numbers at face value, +2/Reverse/Skip 20 each, Wild/+4 50 each. First to 500 wins the match; one round is an agreed short game.

Sources: [Mattel classic UNO rule sheet](#) · rules verified 2026-10-02

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## House variants: choose before play

DK profile: draw until playable and play it; stack penalties only with the same symbol (+2 on +2, +4 on +4), never mixed. This replaces official single-card drawing and draw-penalty resolution. Unless +4 legality and challenges are explicitly agreed, restrict stacking to +2.

Seven-zero: 7 swaps hands with a chosen player; 0 passes all hands in play direction. Jump-In allows an identical card out of turn. Both are optional house rules, explicitly separated from the base game in Mattel's sheet. Neither is included in the DK profile.

If players know different rules, name the profile first. Classic UNO, UNO Flip and other editions have different actions; do not transfer rules automatically.

Sources: [Mattel: base game and labelled house variants](#)

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