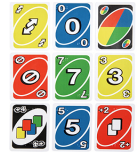




Dirty UNO



The Standard Rules of UNO apply.

Additional Dirty Uno Rules

1. Zero – When a 0 is legitimately played, all players pass their entire hand to the person next to them in the current direction of play.
2. Seven – When a 7 is legitimately played, the player who played the card has the option to trade hands with any other player in the game.
3. Identical Cards – If a player has the identically numbered card (1-9) in the same color as played by the player immediately before them
 - a. The 2nd player **must** play the card even if they have another legitimate play. This also applies if the card was just drawn because they did not play a card from their hand.
 - b. The 1st player who initially played the 1st card must draw cards equal to the number of the card played.
 - c. Example: Player 1 plays a green 5, player 2 has a green 5, player 2 must play the green 5, and player 1 must draw 5 cards.

Note 1: Play must be consecutive. If there is an intervening player even if they played no card, then this rule does not apply.

Note 2: If the cards are identical 7s. The 1st player draws and adds 7 cards to their hand **BEFORE** the second player decides to trade hands. (This rule helps protect the 1st player from getting slammed by getting both a bad hand from trade and then getting 7 more cards.)

Special Notes:

1. A player must declare Uno when they have a single card left in their hand. This includes when hands are traded or when a Zero (0) is played where they receive the hand with a single card. The player must declare Uno before the next player starts their turn. If Uno is not declared the player must draw 2 cards. Even if the player just received the card, they **MUST** declare Uno. If the next player completes their turn before anybody notices that “Uno” was not called, they don’t draw any additional cards.
2. Draw 4 (+4) Wild Cards can only be played if the player has no other legitimate play.
3. Plain Wild Cards can be played at any time except when the Identical Cards situation (see above) occurs.
4. If a player can not make a play from their hand, they must draw a card, if the drawn card can be played, the player **optionally** can play the card drawn or opt to end their turn without playing a card unless the Identical Card rule applies.
5. A player may opt not to play a card from their hand and instead draw a card. If the card drawn can be played, the player can optionally play the drawn card but no other card from their hand during this turn. If either card is the Identical Card (as explained above), the Identical Card **must** be played.
6. If a penalty card (draw 2 (+2) or wild draw 4 (+4)), is played as the last card, the penalty is applied to the next player, and the cards received are counted in their score.
7. When the last card is the Identical Card (see above), the penalty is applied to the previous player, and the cards received are counted in their score.
8. If a zero (0) is played as the last card, no cards are passed, and the round ends.
9. At the start of play, the first card turned over is considered as if the dealer played it. If it is a wild card the dealer should declare the “color” before looking at their cards. If the card is a Reverse, play starts counterclockwise with the player on the right of the dealer.



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Scoring

The hand ends when one of the players has played the last card in their hand. The game ends when one of the players has a score greater than 500. Note: If at any time a player achieves a score of exactly 500, that player returns to a 0 score.

Cards numbered 1, 2, 3, 4, 5, 6, 8, and 9 are counted as face value

0 and 7 Cards – 50 points

Plain and Draw 4 Wild Cards – 50 points,

Draw 2 (+2), Reverse, and Skip Cards – 20 points



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