



# uno rewritten

## CONTENTS:

120 cards as follows:

- **20 Blue cards** - 0-9
- **20 Green cards** - 0-9
- **20 Red cards** - 0-9
- **20 Yellow Cards** - 0-9
- **8 Skip cards** - 2 in each color, Blue, Green, Red and Yellow
- **8 Reverse cards** - 2 in each color, Blue, Green, Red and Yellow
- **8 Draw 2 cards** - 2 in each color, Blue, Green, Red and Yellow
- **8 Wild cards**
- **8 Draw 4 Wild cards**

## OBJECTIVE:

- The first player to play all cards in their hand wins the game.

## SET UP:

- Each player draws a card. Player with the highest point value is the dealer. Shuffle the deck. Each player is dealt 7 cards.
- Place the remaining cards facedown to form a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a Wild Draw 4, return it to the deck and pick another card. For all other cards, see directions that follow.

## SPECIAL CARDS:

- **0 Card** - When played, all players exchange their hands clockwise. If this card is turned up at the beginning of play, all players exchange their hands clockwise. This card may only be played on a matching color or another 0 card.
- **Draw 2 Card** - This card can be played on any player. When played, the target player must draw 2 cards and forfeit their turn. To indicate the turn skip, lay the card in front of the player. After their turn has passed, place the card at the bottom of the discard pile. If this card is turned up at the beginning of play, the first player must draw two cards and forfeit their turn. This card may only be played on a matching color or on another Draw 2 card.
- **Skip Card** - This card can be played on any player. When played, the target player's turn is skipped. To indicate the turn skip, lay the card in front of the player. After their turn has passed, place the card at the bottom of the discard pile. If this card is played at the beginning of the round, place in the discard pile and skip the first player's turn. This card may only be played on a matching color or on another Skip card.



# uno rewritten

- **Wild Card** - When you play this card, you may change the color being played to any color (including the current color) to continue play. You may play a Wild card even if you have another playable card in hand. If this card is turned up at the beginning of play, the first player chooses a color and plays their turn. This card may be played on any card.
- **Wild Draw 4** - This card allows you to call the next color played and requires a player of your choosing to draw 4 cards and forfeit their turn. To indicate the draw, the Wild Draw 4 is placed in front of the target player. After the target player's turn has passed, return the card to the bottom of the discard pile. You may play this card even if you have a playable card. If turned up at the beginning of play, return to the deck and pick another card.

## LET'S PLAY!:

- Player to the left of the dealer plays first. Play moves clockwise. Match the top card on the DISCARD pile by number, color, or word. For example, if the card is a Green 7, you must play a Green card or any color 7. If you don't have anything that matches, you must pick a card from the DRAW pile. If you draw a card you can play, you are not required to play it. However, you may only draw a max of 20 cards before you must play a card or forfeit your next turn. Before playing your second to last card, you are not required to say "UNO". Once a player plays their last card, the game is over.

## WHY:

- Uno doesn't really work well for online play (latency) nor does it have good replay value as it is mostly reliant on chance. I decided to rewrite it to lean more towards strategy and reformat it for online play.
- Card Sheet: <https://i.imgur.com/840TrRP.png>
- Card Back: <https://i.imgur.com/wZzFLDi.jpg>