

Uno-expanxe

Play with either 4 colors or expanded 8 (red, yellow, green, blue, orange, purple, cyan, magenta) (colors based off uno flip)

All rules are the same as regular uno except There is no point version of this game

- ☒ Draw 2: next player draw 2
- ☒ Wild draw 4: next player draw 4
- ☒ Skip: skip next players turn
- ☒ Reverse: reverse turn order
- ☒ Wild: choose next color
- ☒ Wild Shuffle hand: all players give you their hand, shuffle theirs and your hands together, evenly distribute the cards back to all players, if there is an odd number of cards you choose who gets the card
- ☒ Draw 1: Next player draw 1
- ☒ Wild Draw 2: next player draw 2
- ☒ Wild draw 2 reverse: Reverse order of play and next player draw two
- ☒ Draw 5: Next player draw five
- ☒ Wild Draw 5: Next player draw five
- ☒ Wild Draw 4 reverse: Reverse order of play and next player draw four
- ☒ Wild skip: skip next player
- ☒ Wild Draw 4 skip: skip next players turn and next player draw four
- ☒ Wild Draw 4 skip reverse: Reverse order of play then skip next players turn and next player draw four
- ☒ Draw 4: Next player draw four
- ☒ Wild Draw 6: Next player draw six
- ☒ Wild Lucky 7's: Once card played, show and place all sevens cards you have in hand, next player draws 1 for each 7 you have in hand.
- ☒ Wild Draw 8: next player draw 8
- ☐ Wild Draw 8 Reverse: reverse order of play and next player draw 8
- ☐ Wild Draw 10: next player draw ten
- ☐ Wild Draw 2 Pool: when card played all players must place all their Draw 2 cards under card, then next player draws amount the cards add up to
- ☐ Discard 2 of the same color1: place another card on top this card of the same color, if the card is an action card perform the action
- ☐ Swap 1: take one random card from another chosen player and give them a card
- ☐ Refresh: place your cards at bottom of draw deck and draw an amount of cards equal to you old hand size
- ☐ Wild Mercy: place your cards at bottom of draw deck and draw 7 cards
- ☐ Wild No mercy: play this card directly after playing any draw card, double the amount the card would normally draw.
- ☐ Wild final attack: next player draw 1 card for each action or wild card in your hand, special numbered cards don't count (eg: fast 1-9)

- ☐ Wild Force trade: pick any two players, it can be yourself, to swap hands
- ☐ Wild Discard all: choose a color and discard all cards with the same color in your hand
- ☐ Wild Sudden death: all players draw from the draw deck including yourself until every player has 24 cards in hand (Special card not included in deck)
- ☐ Wild Super sudden death: all players discard all numbered cards to the bottom of draw deck
- ☐ Wild Pile up: take the top card from the draw deck and create a new play pile, play continues on this pile until someone can't play a card then they must add the pile to their hand. All action cards have no effect while playing on a pile. Wild cards do not change color
- ☐ Skip reverse: reverse play and skip player
- ☐ Wild power reverse: reverse play and take another turn
- ☐ Wild Liars challenge: When you play it, pick a color. Now all the other players must put a card from their hand facedown on the table in front of them, in turn order, and say out loud what the card is matching to your picked color; wild cards do not count but they can still be used with a lie. Now, you must pick one player to challenge. The challenged player reveals their card. If the card revealed was a lie, then that player takes their card back into their hand and draws 1 penalty card, then you get to pick another player to challenge. If you make it through all the players and they all lied, then your turn ends. If the revealed card was a truth, then that card, along with every remaining unchallenged player's card, is discarded underneath the Wild Liar's challenge card and your turn ends.
- ☐
- ☐ Wild Targeted Draw 2: choose a player and they draw 2
- ☐ Wild Targeted Draw 4: choose a player and they draw 4
- ☐ Wild Targeted skip: choose a player and play continues from them, it can be you
- ☐ Wild Super skip: every player draws 2 cards and play continues from you
- ☐ Skip everyone: skip everyone, taking another turn
- ☐ Wild Skip everyone: skip everyone, taking another turn
- ☐ Double Draw 2: the players to your left and right pick up 2, choose which direction play continues
- ☐ Wild Double Draw 4: the players to your left and right pick up 4, choose which direction play continues
- ☐ Wild Color swap: choose another player and a color, swap every card of the same color with the other player
- ☐ Wild # card: acts as any numbered card of a certain color (despite the name suggests, this card is colored)
- ☐ Wild Odds out: any player excluding you with an odd amount of cards in their hand draws 4
- ☐ Wild Speed play: after this card is placed no card with an effect or a wild card can be played, 0's can be played, this continues until a player can't play a card, then they draw 4

- ☐ Wild luck: every player places one numbered card excluding 0 face down in front of them including you, you must choose 1 person, if they have the same card as they pick up 6
- ☒ ~~Wild no u: block any card effect targeted to you and the person who played the card carries out the effect. If played as a regular wild reverse direction of play~~
- ☐ Wild Block: block any card effect targeted to you
- ☐ Wild Eye for eye: choose one player to draw 10, you must draw 10 with them
- ☐ Wild pass hand: each player in order swaps hands with the next person in order of play
- ☐ Trade: choose a player and reveal hands to each other, both players can decide between them what 1 card they want to swap between each other
- ☐ Steal: choose a player and reveal hands to each other, you decide what 1 card they want to swap between each other
- ☐ Wild 1-9: acts as a numbered card with no color
- ☐ Wild Mini refresh: discard 5 cards of your choosing to the bottom of draw deck, draw 5 cards
- ☐ Minus 2: discard 2 cards of your choosing to the bottom of draw deck
- ☐ Wild Minus 4: discard 4 cards of your choosing to the bottom of draw deck
- ☐ Wild Destroy: next player must reveal their hand, choose one card for them to discard to the bottom of draw deck
- ☐ Warm 1-9: numbered cards that act as yellow, red, orange, magenta cards
- ☐ Cool 1-9: numbered cards that act as blue, green, purple, teal cards
- ☐ Wild Ono-99: this card has no effect when played on its own, if you play 2 Ono-99 cards at once discard 4 cards at the bottom of the draw deck
- ☐ Wild color roulette: next player must draw until they draw a card with a specified color (wild cards do not count)
- ☐ Exclamation mark (!): if you are skipped in any way, use this card and play another card. This also blocks any effect the skip would give (eg: do not pick up 2 from super skip) play then continues from you
- ☐ Wild skip two: skip the next two players
- ☐ The force2: This card is wild. Choose any player and a color they then must reveal their hand and if they have the chosen color they must draw: 2 for 4 color games, 4 for 8 color games
- ☐ Wild Blockus Draw 2: next player draws two cards, if they can legally play any card they play that card and put the other card under the draw deck, if they can not play another card they must draw and additional 2 cards
- ☐ Recycle: when this card is played search through the play deck to and choose one card to return to you hand
- ☐ Slap: each player must play a numbered card, this can be in any order, the last person to play a card must draw 2
- ☐ Wild test your luck: when this card is played place any card next to the play deck then say any color out loud and draw a card adding it to the mini deck, if the card is not the color said place you can either place another card down and choose a different color or end your turn, if you end your turn place all cards including all drawn cards at the bottom of the draw deck. If the card draws in the color said or wild you

must take all cards in your mini deck including the card just drawn. If playing with 8 colors you must say 2 different colors when using this card.

- ☐ Explosion: if this card is drawn, show it to all players and draw 3. This card acts as a normal wild card
- ☐ Wild Mixtape (Tiny diamond's mixtape): The next player must draw one random card from each player's hand.
- ☐ Wild Kaboom (Wild Duke kaboom): choose two players and shuffle their hands together, evenly distribute the cards back to the two players, if there is an odd number of cards you choose who gets the card
- ☐ Wild friendship (Wild The power of friendship): place a colored card face down in front of you, all players then must place a card face down in front of themselves, all reveal cards and you and whoever had the same card color as you can discard the card they revealed. If playing with 8 colors all players besides you can place 2 differently colored cards in front of them, only one has to be correct to discard both cards
- ☐ Wild circle of life: all players including you choose one card and pass it down according to play rotation down to the next person, add the card you receive to your hand.
- ☐ Wild gauntlet (wild infinity gauntlet): place one colored card face up on the play deck on top of this card, all players with any card of this color in their hand must draw 2. In 8 colored games draw 4
- ☐ Wild locked up: choose another player, place a numbered card (not including #) face down, then flip cards, whoever has the lower numbered card takes both cards and adds them to their hand
- ☐ Wild Almost Uno: discard cards in your hand until you have 2 cards
- ☐ Discard number: choose a number then discard all cards from your hand of that number
- ☐ Wild show hand: next player shows hand to all players
- ☐ Wild war: all players show their highest number in hand (# doesn't count) the person with the highest number discards their card while all others return the card to hand. If it is a tie the tied players place their second highest number and so on until one person remains they then discard all cards used in war.
- ☐ Wild play 2: next player must play 2 legal cards on their turn if they can't they then play nothing and draw 4, effect cards are not played out
- ☐ Wild stack number (Wild stack ?): when this card is played flip over the top card of the draw deck until you get a numbered card (# doesn't count) next player must draw the amount shown on card
- ☐ Speed 1-9: play another card of the same number, color, or a wild on top of this card
- ☐ Wild double speed: next player must play 3 cards of the same number, color, or wilds on their turn, only the last card's effect is activated

*Note: The existence of uno infinity was not known to the author until well into the creation of this game, any similar cards are most likely taken from a special version of uno, the 8 colors are taken from uno flip.

*Note: This is a fan game and the creator is in no way affiliated with mattel/

*Note: this game is not meant to be coherent or even fun to play, the main point of this game's existence is for it to have as many cards as possible.

¹There are many better names for "discard 2 of the same color" but this was the official name for it in uno triple play

²The force not to be confused with wild force trade, "The force" being based off star wars.

³Most cards with a name in parentheses is most likely the official name for a card, the alternate name is used to keep the cards names shortened to make the theme of the card less protrusive eg: wild tiny diamond mix tape is based of a character from trolls world tour, the alternate name wild mixtape gets rid of the reference of trolls world tour. This is not true for some parentheses names.