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UNO Party Rules Cheat Sheet

The big-group edition on one page. Keep it beside the draw pile. · **unorules.ca/uno-party-rules**

6–16	7+	224	500
PLAYERS	AGES	CARDS (2022)	POINTS WINS

Setup

1. Take out the **Direction Tracker** card and the two **Link Cards**. They are table pieces, not hand cards.
2. Shuffle the rest (split the deck, several people shuffle) and deal **7 cards** each.
3. The rest goes face down as the **draw pile**. Flip the top card to start the **discard pile**; if it is an action card, flip again.
4. Put the Direction Tracker where everyone can see it, clockwise side up. Keep the Link Cards near the middle.
5. The player left of the dealer starts.

Your turn (same as classic UNO)

- Play **one card** matching the top discard by **colour**, **number** or **symbol**, or a Wild.
- No match? **Draw one card.** Play it if it fits, otherwise your turn ends. You may always draw instead of playing.
- Skip, Reverse (flip the tracker!), Draw Two, Wild and Wild Draw Four work as in classic UNO. Wild Draw Four only when you hold no card of the current colour; it can be challenged.
- Draw pile empty? Reshuffle the discards.

Speed Play: jump in out of turn

Hold a number card with the **same number AND colour** as the top discard? Slap it down at any time, even when it is not your turn. Play continues from you.

Too slow (the real player went first) or a wrong match? **Take it back and draw 1 card.**

Calling "UNO!"

Shout **"UNO!"** when you play your second-to-last card. Caught silent before the next turn starts: **draw 2**. In a noisy room this is where most penalties happen.

Editions: 2022 (HMY49) 224 cards, 6–16 players. 2025 refresh (JJV58) 168 cards, 6–14 players. Same rules, same cards.

The three new Party cards

CARD	WHAT HAPPENS
	**Wild Pile Up** – flip the top draw-pile card face up in front of you to start a mini-pile (keep flipping if it is a Wild). Each player in turn must add a card of the **same colour** and pass it on. Wilds may be added but do not change the colour; action cards may be added but do nothing. The first player who **cannot match takes the whole mini-pile**. Play continues from them in that colour. Nobody picks a new colour.
	**Point Taken** – count "3… 2… 1!" On "1" everyone points at one other player. Each pointed-at player draws **1 card per finger, max 5**, in turn order. Playing it also clears any Link Cards.
	**Wild Drawn Together** – pick two players and give each a Link Card, then name the colour. Whenever one linked player has to draw, **the other draws the same number**. The link lasts until a Point Taken card is played.

Scoring (optional, for a longer game)

Quick game: first to empty their hand wins, reshuffle, go again. Longer game: the round winner collects the cards left in everyone's hands:

CARD	POINTS
Number cards 1–9	**face value**
Skip, Reverse, Draw Two, Point Taken	**20 each**
Wild, Wild Draw Four, Wild Pile Up, Wild Drawn Together	**50 each**

First player to **500 points** wins the game.

Table arguments, settled

- **New colour after a Wild Pile Up?** No. The mini-pile's colour continues.
- **Does a Skip inside the mini-pile skip anyone?** No. Action cards in the mini-pile have no effect.
- **Eight people pointed at me.** You still draw only 5.
- **Speed Play with a colour-only match?** Wrong play: take it back and draw 1.
- **Who goes next after a Reverse?** Flip the Direction Tracker every time, then follow it.
- **Fewer than 6 players?** Allowed, but the party cards lose their point. Use a classic deck.

Free to print and share for home, classroom, club and café use. Full UNO Party guide and other versions: **unorules.ca**

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