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UNO Rules Cheat Sheet

The whole game on one page. Keep it beside the discard pile. · **unorules.ca/printable-uno-rules**

2–10	7+	108	500
PLAYERS	AGES	CARDS	POINTS WINS

Setup

1. **Shuffle** and deal **7 cards** to each player, face down.
2. Put the rest face down in the middle: the **draw pile**.
3. Flip the top card face up beside it to start the **discard pile**.
4. If that first card is an Action card, it applies to the first player (Skip: they miss a turn; Draw Two: they draw 2; Reverse: dealer plays first; Wild: first player picks the colour). A **Wild Draw Four** goes back into the deck and a new card is flipped.
5. The player to the dealer's left starts. Play moves clockwise.

Your turn

- Play **one card** that matches the top of the discard pile by **colour**, **number** or **symbol**, or play a Wild card on anything.
- **Example:** on a red 7 you may play any red card, any 7, or a Wild.
- No match (or you choose not to play)? **Draw one card.** If it can be played, you may play it at once. Otherwise your turn ends.
- Draw pile empty? Shuffle the discard pile (keep the top card) to make a new one.

Calling "UNO!"

Shout **"UNO!"** as you play your **second-to-last card**, when one card is left in your hand.

Forgot? If another player catches you **before the next player's turn starts**, you draw **2 penalty cards**. After that it is too late to be caught.

What is in the deck (108 cards)

Number cards 0–9	**76**
Per colour: one 0, two each of 1 to 9	
Skip, Reverse, Draw Two	**24**
Two of each per colour (red, yellow, green, blue)	
Wild + Wild Draw Four	**8**
Four of each, no colour	

Two players: Reverse works like Skip, so you play again. Skip and Draw Two also give you another turn.

What each card does

CARD	EFFECT
	**Number** – match colour or number.
	**Skip** – the next player loses their turn.
	**Reverse** – direction of play switches.
	**Draw Two** – the next player draws 2 cards and loses their turn. Play on a matching colour or on another Draw Two.
	**Wild** – play on any card and name the colour that continues.
	**Wild Draw Four** – name the colour; the next player draws 4 and loses their turn. Legal only if you hold **no card of the current colour**.

Wild Draw Four challenge: think it was played illegally? Say "challenge". The player shows you their hand. Guilty: **they** draw the 4 cards. Innocent: **you** draw 4 + 2 = **6 cards**.

Scoring

The first player with no cards left wins the round and scores every card still held by the others:

CARD	POINTS
Number cards	**face value (0–9)**
Skip, Reverse, Draw Two	**20 each**
Wild, Wild Draw Four	**50 each**

Keep a running total. The first player to reach **500 points** wins the game. Quick version: one round, highest hand loses.

Quick answers to table arguments

- **Stacking Draw Twos on Draw Twos?** Not in the official rules. Fine as a house rule if everyone agrees first.
- **Draw until you can play?** No. You draw one card only.
- **Can I play a card after drawing?** Only the card you just drew.
- **Last card is a Draw Two or Wild Draw Four?** Allowed. The next player still draws, and the cards count toward your score.
- **Said "UNO" with 2 cards left?** Nothing happens. Say it again on your second-to-last card.

Free to print and share for home, classroom, club and café use. Full rules, variants and house rules: **unorules.ca**

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