**Ten-pin Gameplay then moves clockwise once the first player has been determined. The first player must pull one card off the top of the unused deck and place it in the center beside the deck Official Uno rules say that the player is allowed to play this card if it's a match; otherwise the next player in line goes. This actually differs from how most people play where players without a match have to keep pulling from the draw pile until they pull a match.**

Uno:

**Family Games**

**This makes it harder for each player as they can quickly rack up a huge hand of cards in one go. Make sure you all decide which way you want to play before you start playing. Uno has been ruining family relationships since 1971, but for those of you who haven't obsessively memorized the basic Uno rules to use against your sibling's sneaky moves, it's time to re-familiarize yourself. The basics might still be embedded in your mind from childhood vacations spent playing the card game, but a small nudge in the right direction should help bring the rest of the Uno rules to the front of your mind. The game was originally developed in 1971 by Merle Robbins in Reading, Ohio, a suburb of Cincinnati. When his family and friends began to play more and more, he spent $8,000 to have 5,000 copies of the game made. He sold it from his barbershop at first, and local businesses began to sell it as well.**

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