

Card

- Consists of either a number or special ability to represent the card
- Differentiated using a specific color with the combination of number or actions
- Numbers range from 1-9
- Actions include Draw, Skip, Reverse, Wild, and Wild Draw
- Colors consist of Red, Blue, Yellow, and Green

Deck

- Deck consists of 108 cards
- The cards are arranged in arbitrary order
- Once the game is started, the deck is drawn out to populate each players hand with cards
- While playing, the card deck becomes a pile that the users draw from
- The deck has the ability to be shuffled to randomize cards

Players' Hand

- Populated by a specific amount of cards at beginning of game (all depending on the amount of players)
- Can have cards added and removed
- Has no maximum size
- Cards in hand have no relative order

Player

- Has an existence in the game environment
- Holds a hand of cards that is dedicated only themselves
- Can place cards on playing deck
- Can draw from card pile
- A player can be declared as the dealer at the beginning of the game

Game

- Consists of 2-10 players
- Every player starts with 7 cards face down
- The deck is then placed face down as the draw pile
- There is room made for the discard pile right next to the draw pile
- Once the first card on top of the draw pile is placed face up in the discard pile, the game is started
- The first player to have their turn is the player to the left of the dealer
- Turn rotation occurs in a clockwise rotation
- Every player is allowed to view their card once the game has started
- On each turn, the player must either match the exact number, color, or symbol/action on the top card of the discard pile
- If the card matches the exact number or symbol/action of the top card in the discard pile but is not the same color as the card in the discard pile, the color is changed to the color of the card the player has used
- If a Reverse card is played, the player turn rotation is inverted (clockwise to counter-clockwise and vice versa)
- If a Draw card is played, the next player in the turn rotation must add two cards from the draw pile to their hand

- If a Skip card is played, the next player in the turn rotation loses their ability of placing or drawing a card on their next turn, hence the Skip action.
- A Wild or Wild Draw card can be played at any time during the game, no matter what card lies on top of the discard pile. The Wild and Wild Draw cards allow the player using the card to declare the new color to be played. However, the Wild Draw card forces the player that is next in the player turn rotation to draw four cards from the draw pile.
- If a player has no Wild, Wild Draw, or card in their hand that matches the color or number of the top card of the discard pile, they must draw a card from the discard pile. At this point, their turn is ended.
- Once a player has only one card remaining, they must shout the word “UNO!”. If the player does not call “UNO!” on their turn, another player can call that player out. If this happens, the player with one card remaining must draw two cards to their hand from the draw pile.
- If a player has no more cards in their hand, they are the winner.