Instructions: Each player must have 7 cards to start with. Players must place a card down when the card on the table is the same color or the same digit (Ex: A blue 4 is on the table so a green 4 can be placed). Besides numbers and colors, there are +2 cards, +4 cards, skips, wild cards, +4 wild cards, and reverse cards. Again, these cards can only be placed down if it’s the same value or the same color except for the wild cards. Wild cards can be placed anytime when it’s your turn. When placed, you can change the color that is being played. Same goes with +4 wild cards except that the next player must draw 4 cards and they have to skip their turn. +2 cards is the same with +4 wild cards with the exception of choosing a different color. With the +4 wild cards and +2 cards, they can be stacked which can increase the value of cards that must be drawn (Ex: Placing down a +2 card down, the player next to you places another +2 card and it is now +4 which leads to the 3rd player drawing 4 cards unless the player has a +2 or +4 card). When placing the skip cards, it skips the next player’s turn. Reverse cards switch the direction of turns (If turns were going clockwise, it will go the opposite direction if the reverse card is played). When a player has one more card left on their deck, they must yell out “UNO!” which keeps them from drawing any more cards. If someone yells out “Challenge UNO!” when a player has only one card without saying “UNO!”, they must draw 2 cards. The player who draws their last card on the table, wins the game.