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The logo for Uno Infinity features the word "UNO" in large, bold, green letters with a black outline, and "INFINITY" in white letters with a black outline stacked below it. The background is a dark blue space-themed illustration with stars, a crescent moon, a planet, and a comet.

The logo for Uno Infinity features the word "UNO" in large, bold, green letters with a white outline, and "INFINITY" in smaller, white, outlined letters stacked below it. The background is a dark blue space-themed illustration with stars, planets, and a comet.

A promotional image for the Uno Infinity card game. The central element is a large, stylized "UNO" logo in teal and white, with "INFINITY" written below it in a smaller, white, sans-serif font. The background is a dark blue space-themed illustration featuring stars, a crescent moon, a comet, and a small planet.

The logo for Uno Infinity features the word "UNO" in large, bold, teal letters with a black outline. Below it, the word "INFINITY" is written in white, sans-serif capital letters. The background is a dark blue space-themed illustration with various celestial bodies like planets, stars, and a crescent moon.

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The logo for Uno Infinity features the word "UNO" in large, bold, green letters with a black outline. Below it, the word "INFINITY" is written in white, slanted letters with a black outline. The background is a dark blue space-themed illustration with stars, a crescent moon, a comet, and a small planet.

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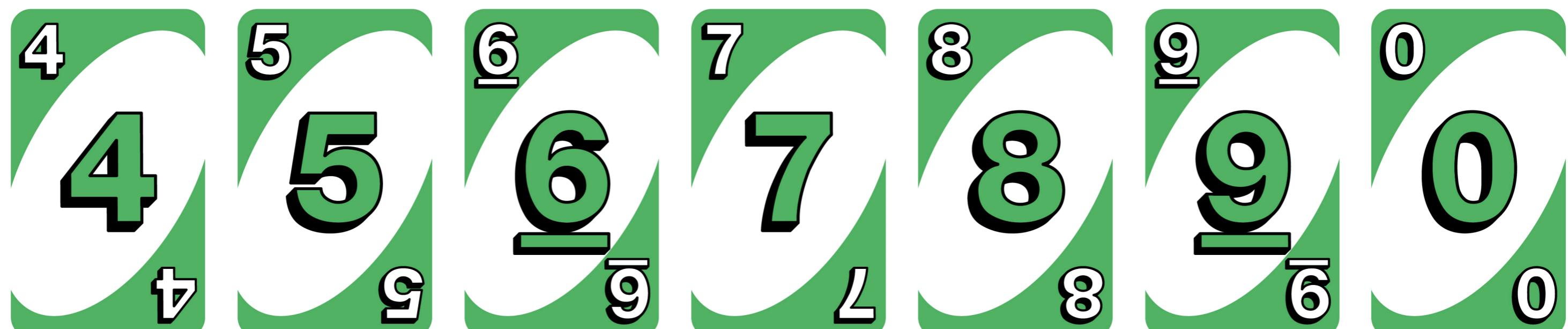
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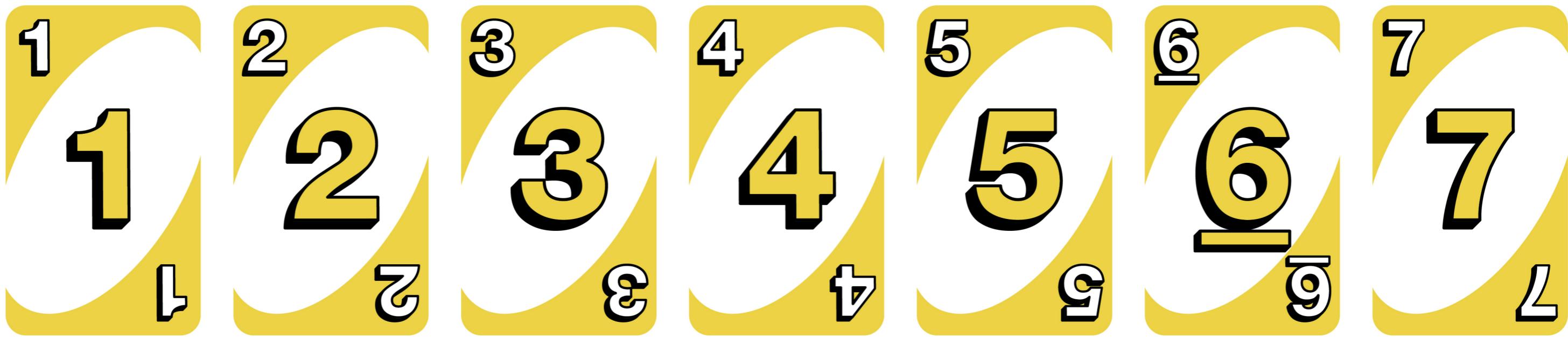
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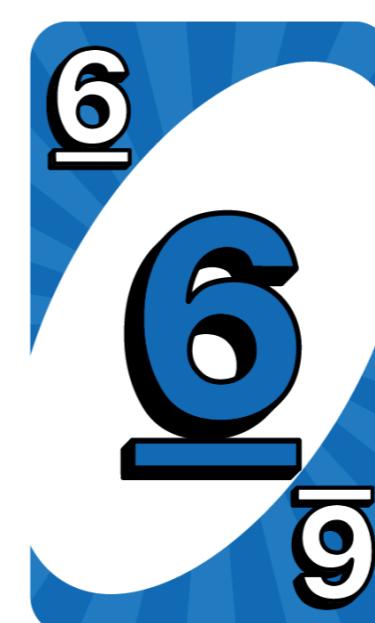
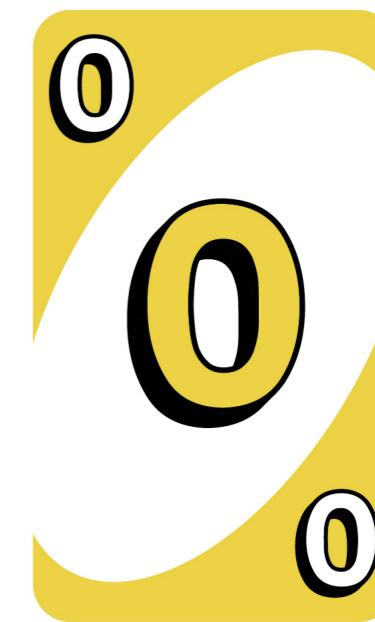
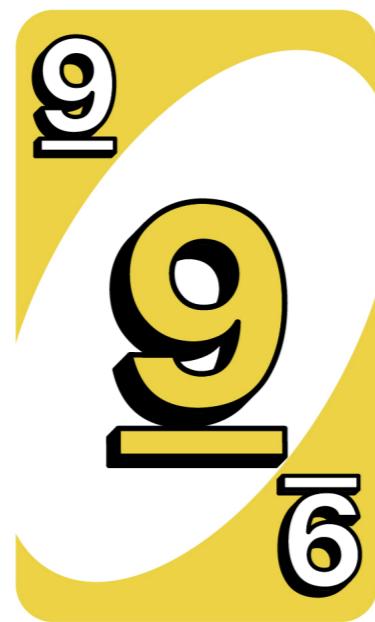
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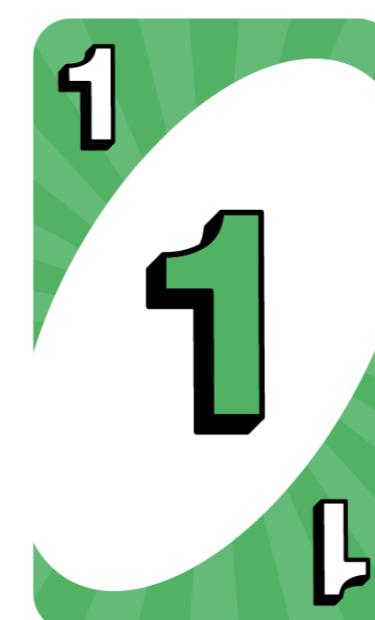
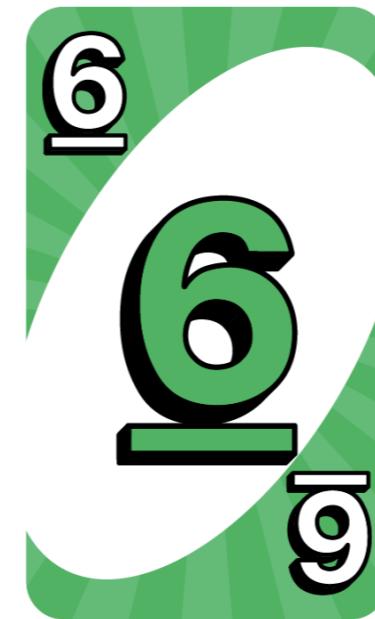














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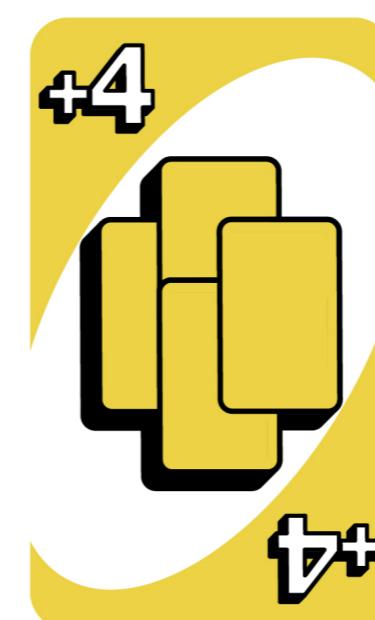
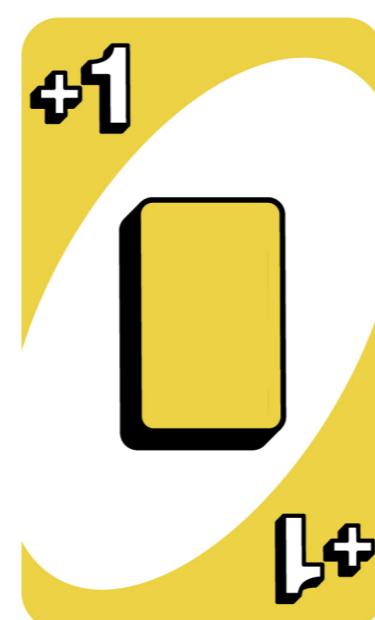
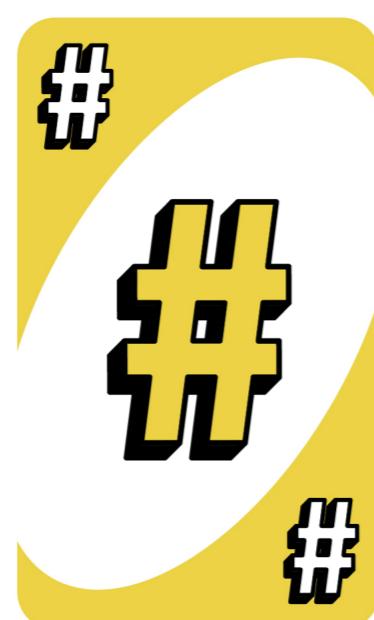
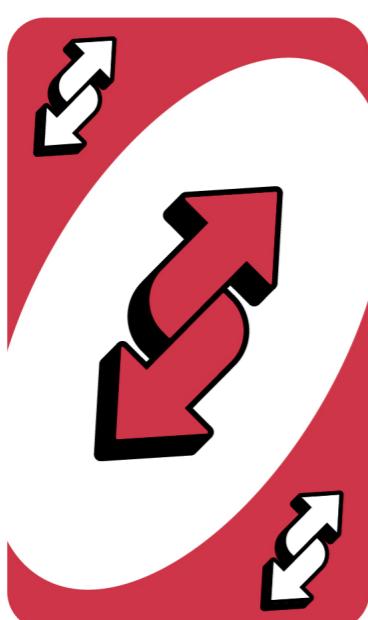
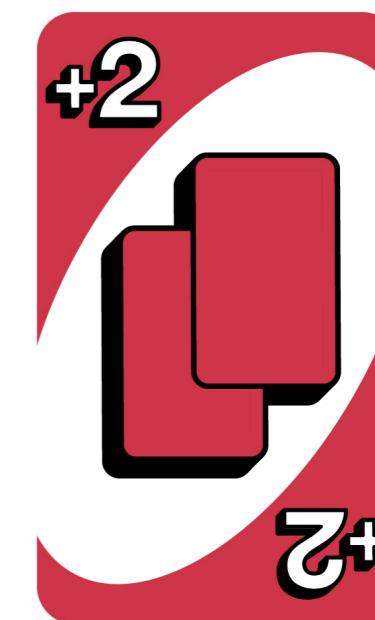
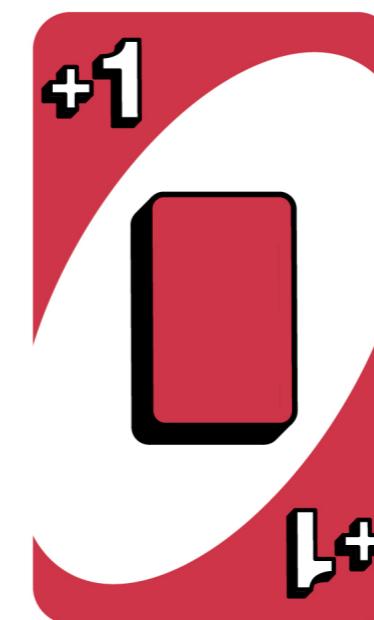
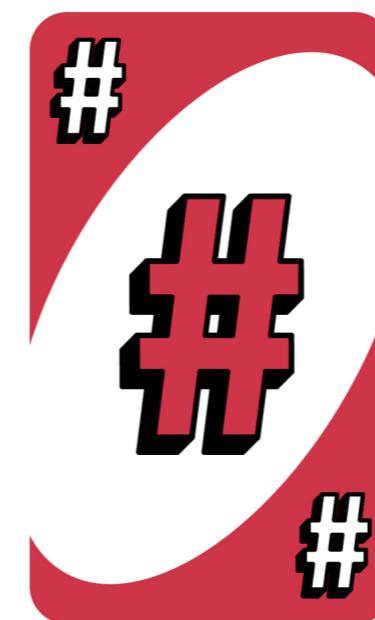
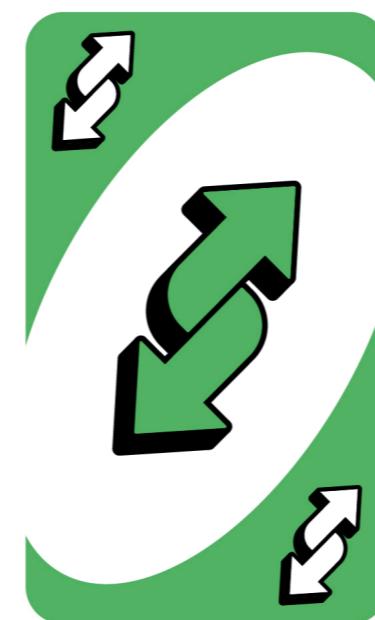
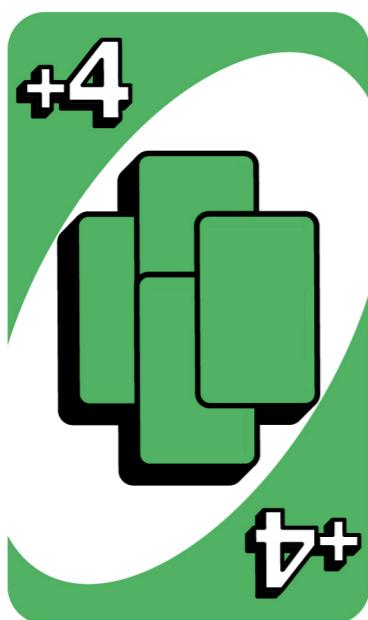
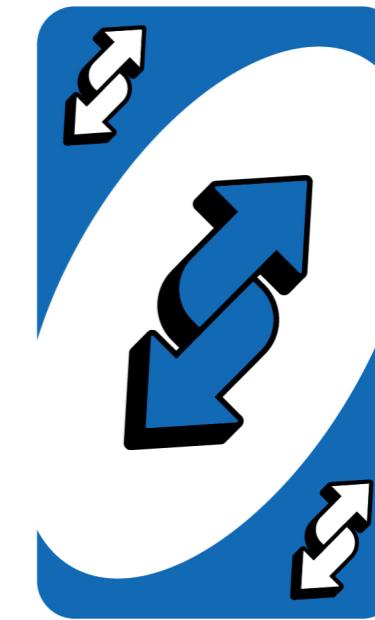
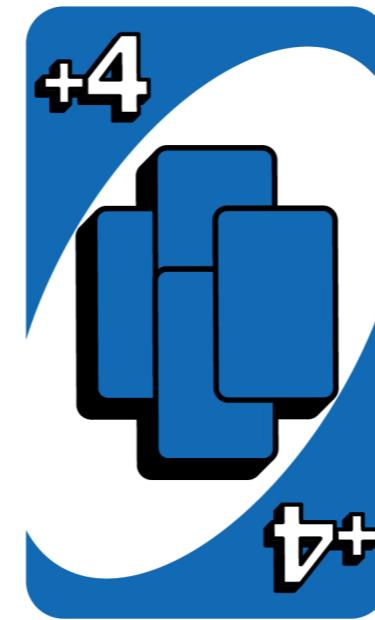
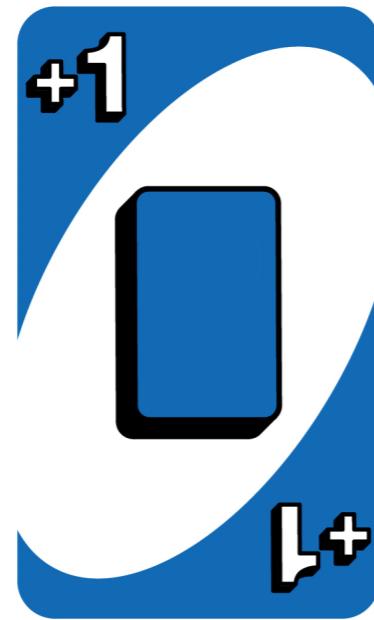
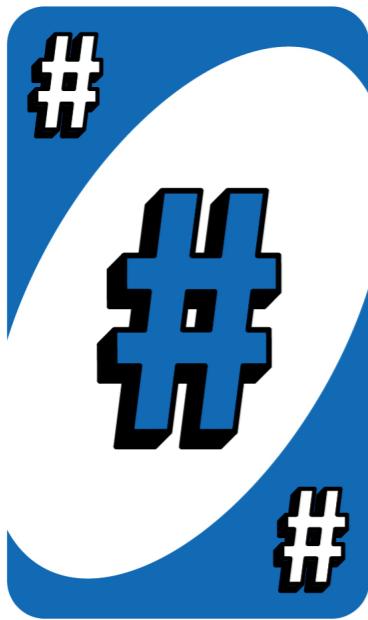
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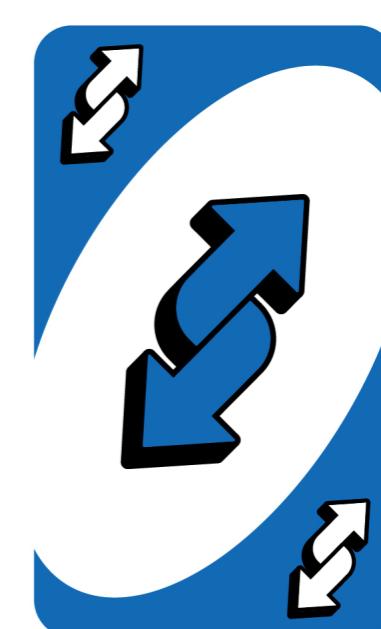
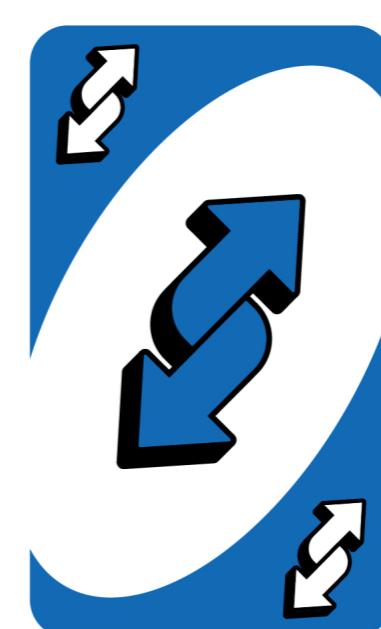
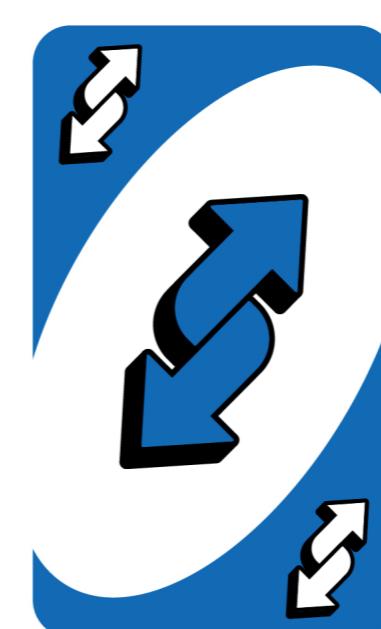
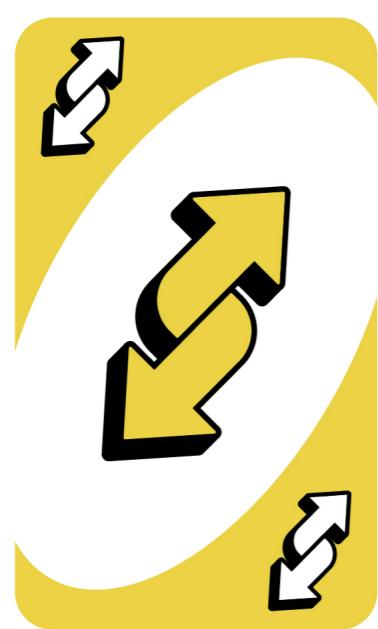
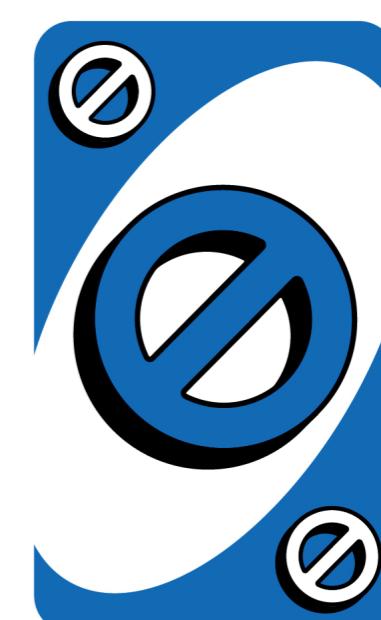
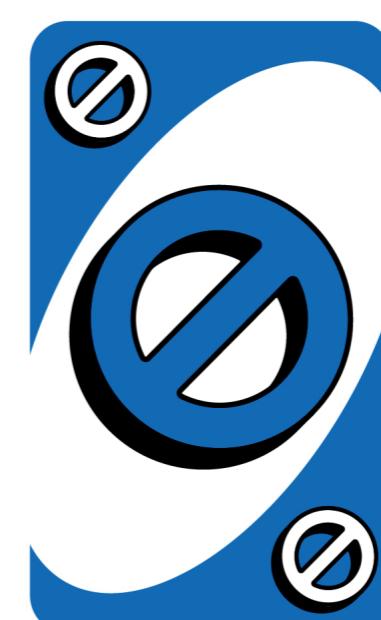
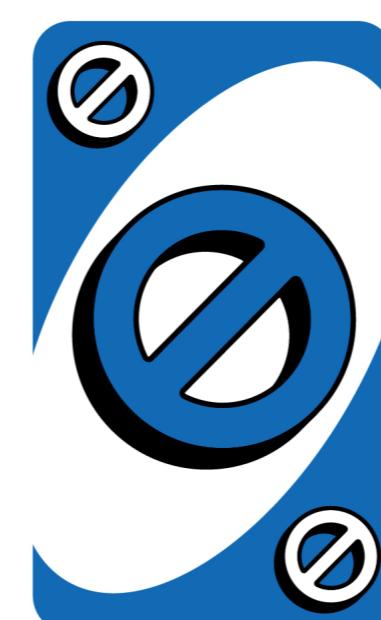
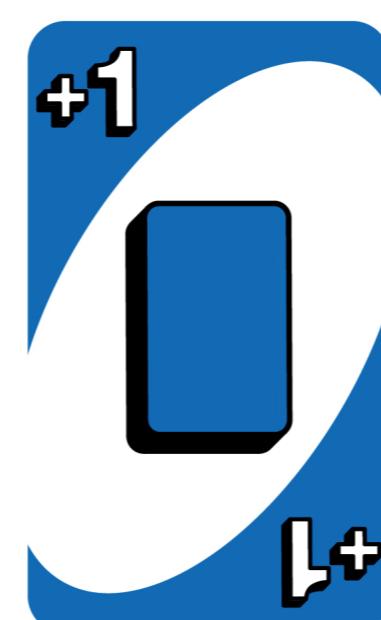
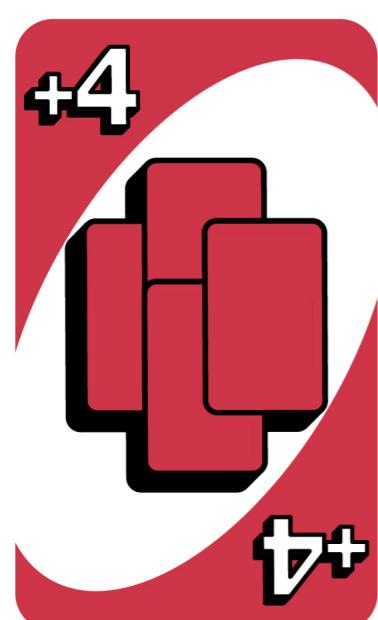
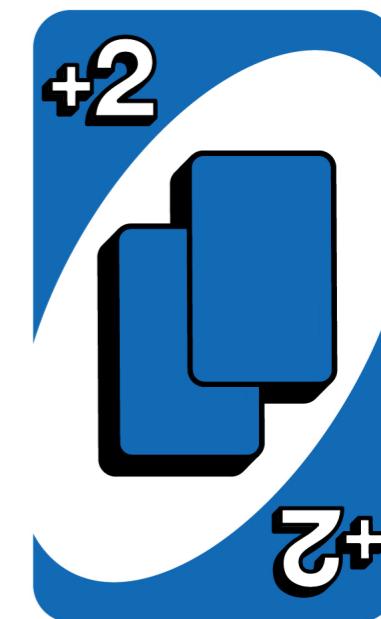
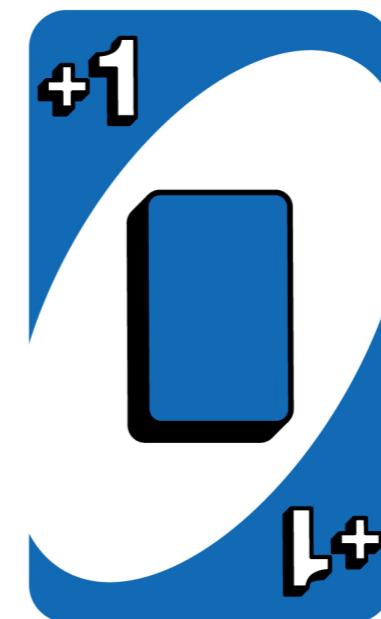
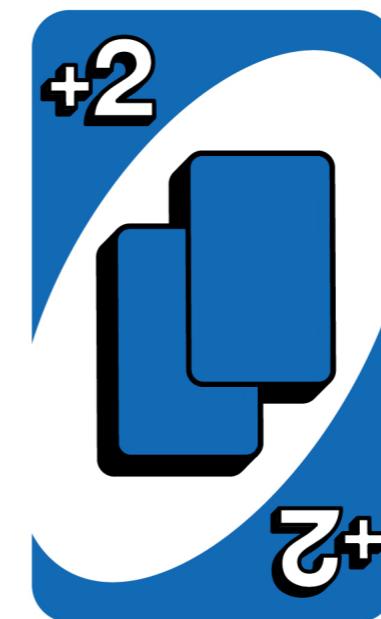
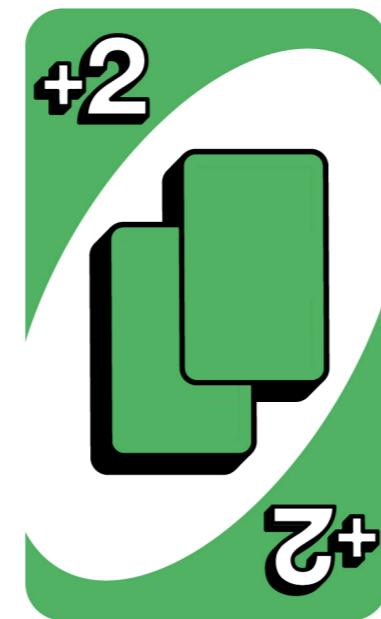
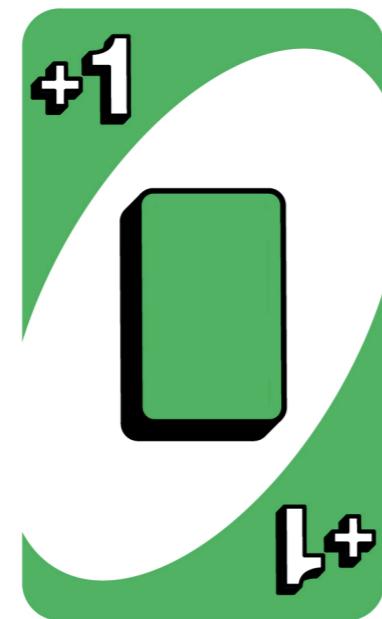
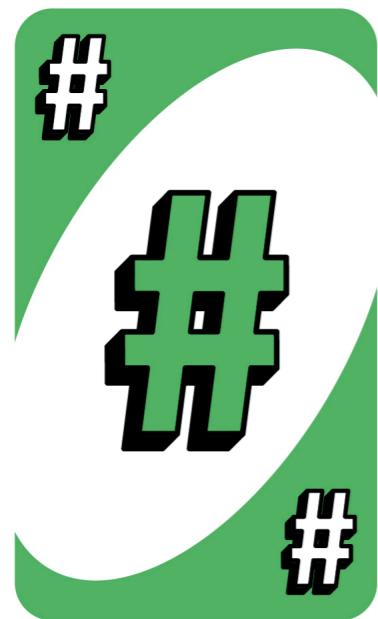
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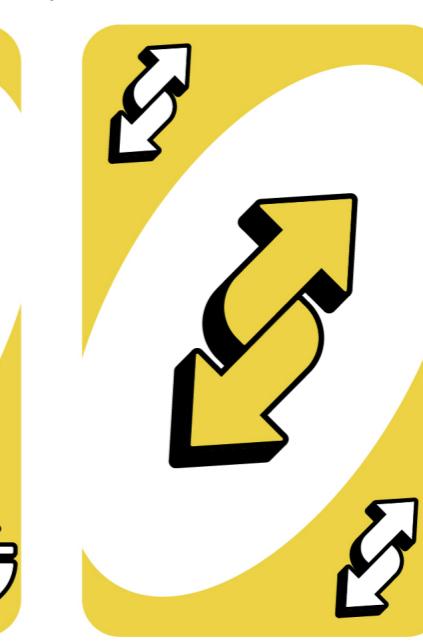
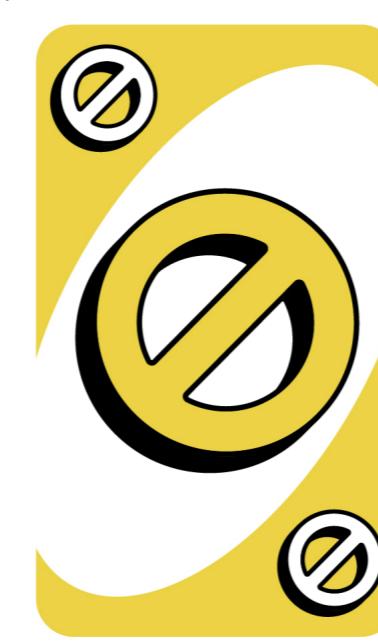
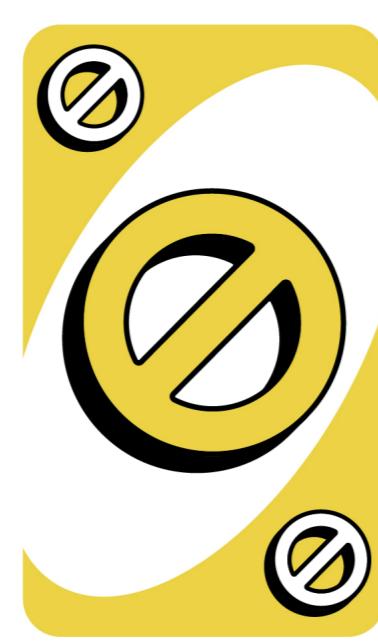
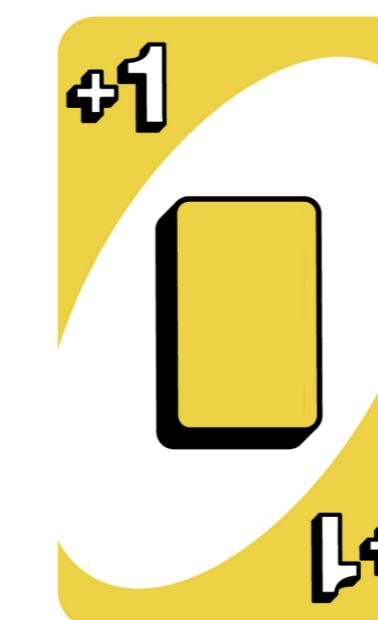
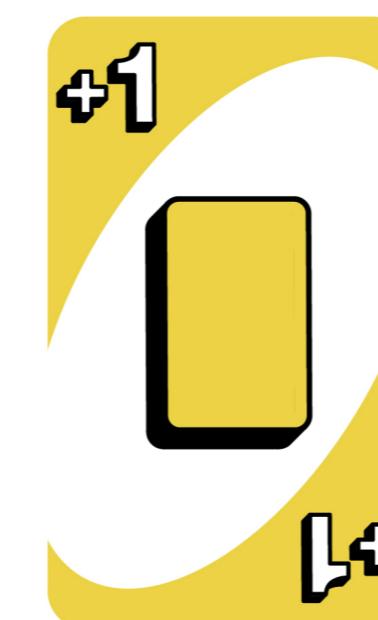
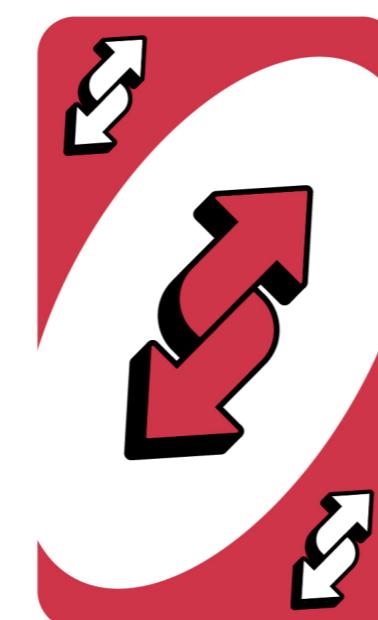
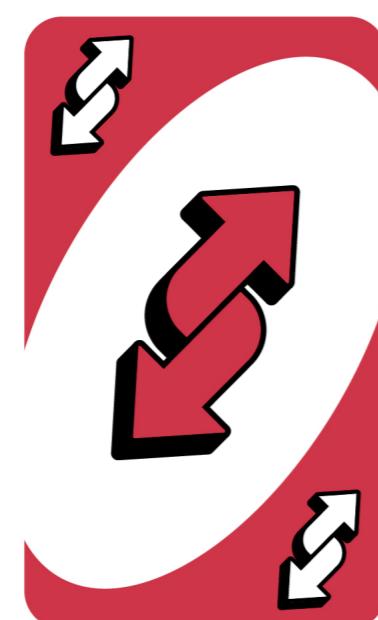
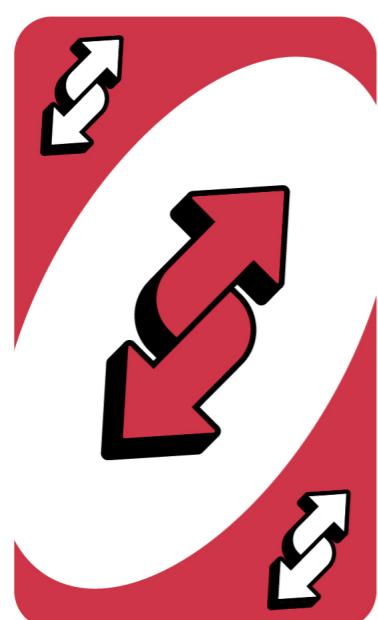
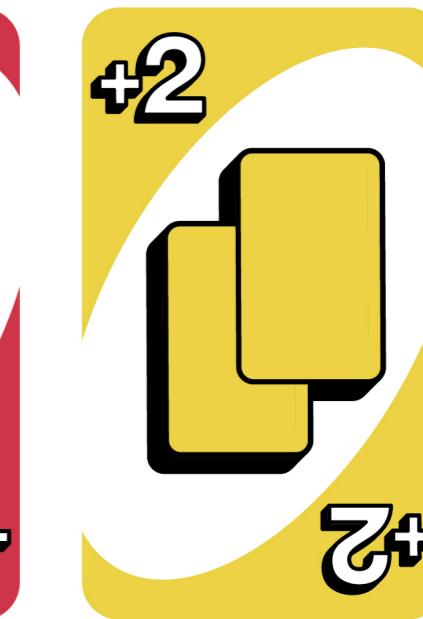
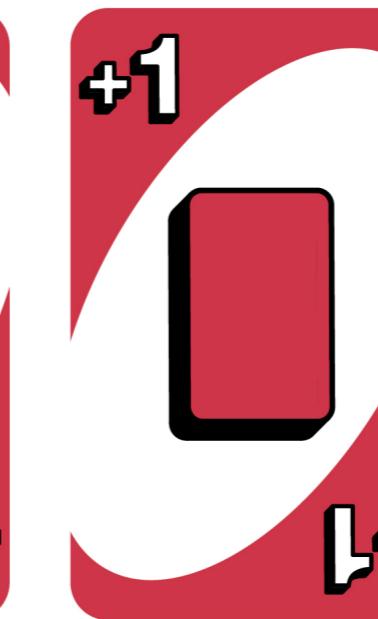
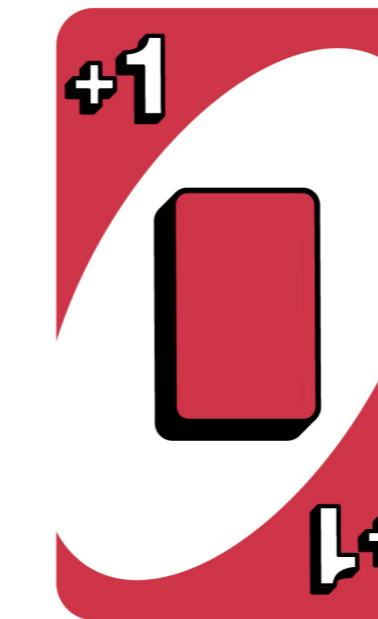
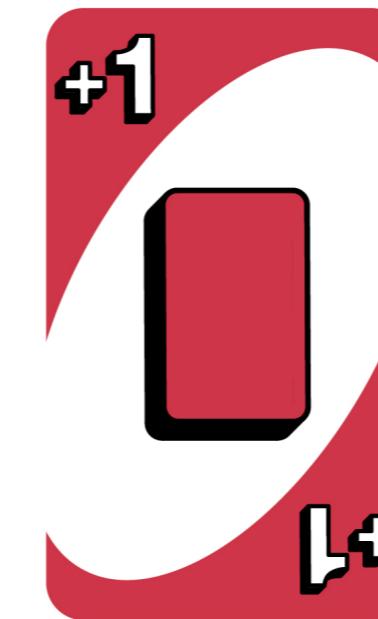
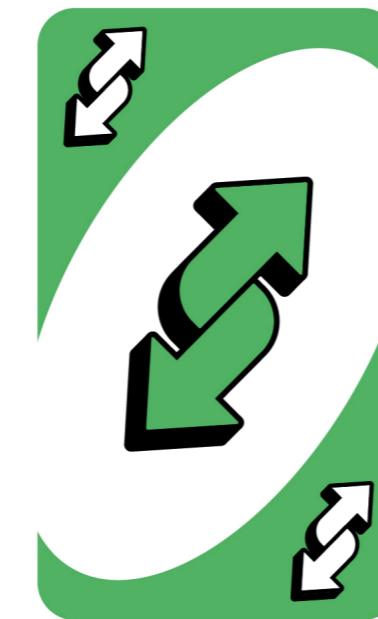
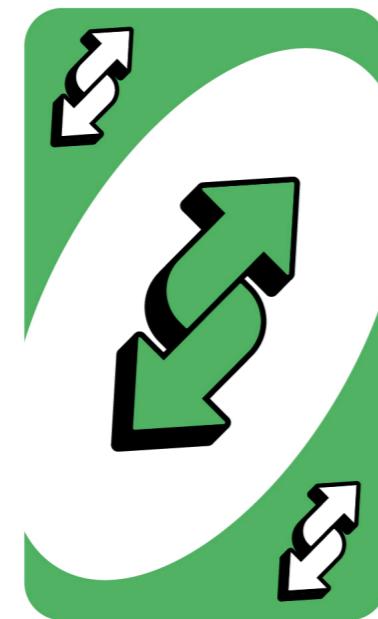
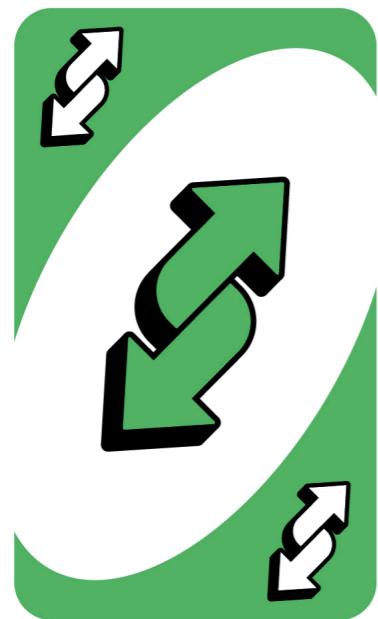




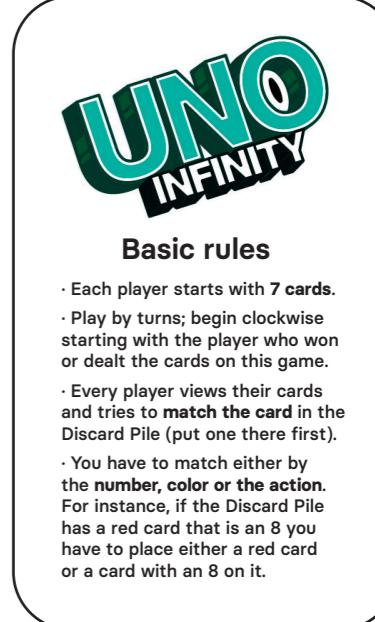
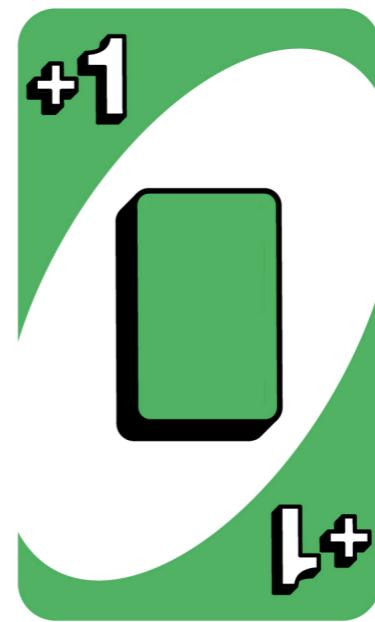
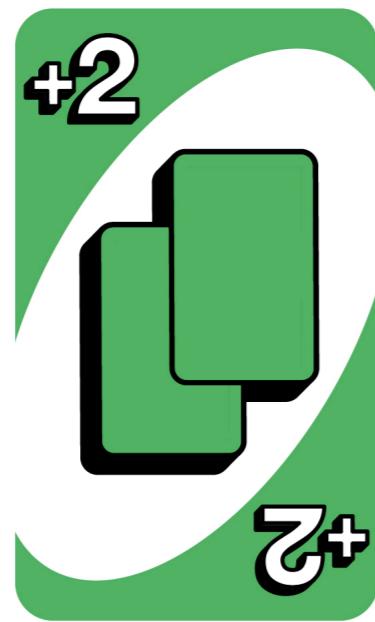
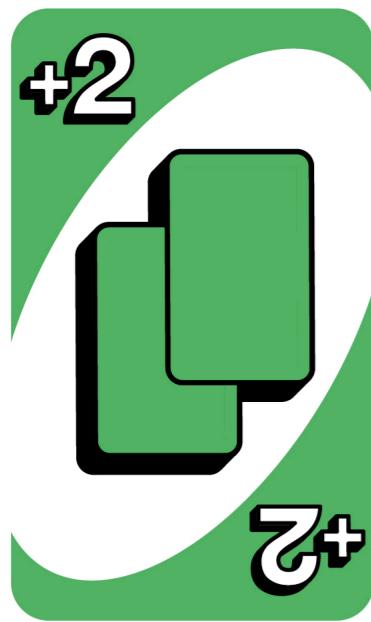
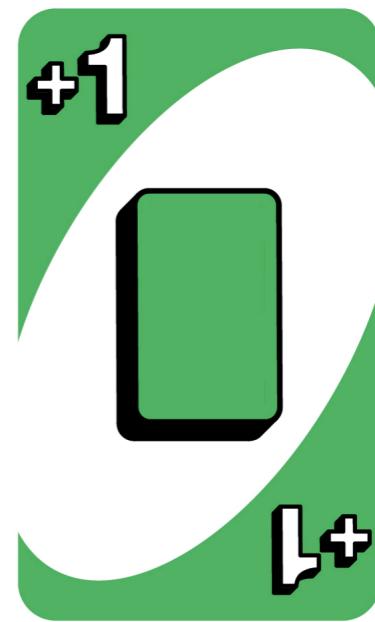
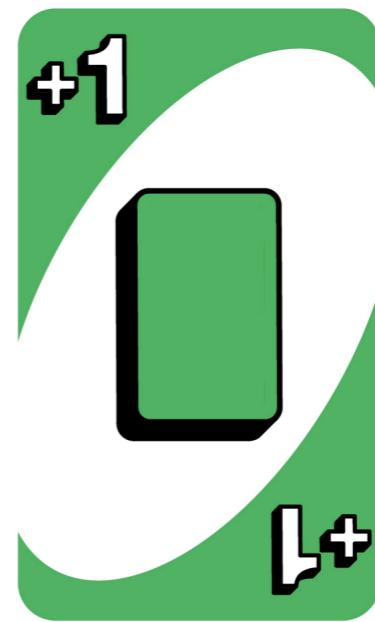
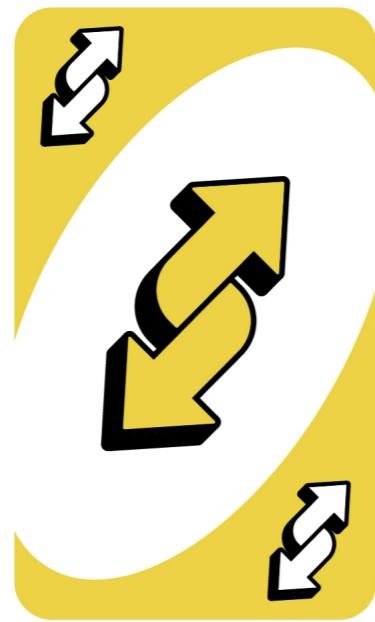
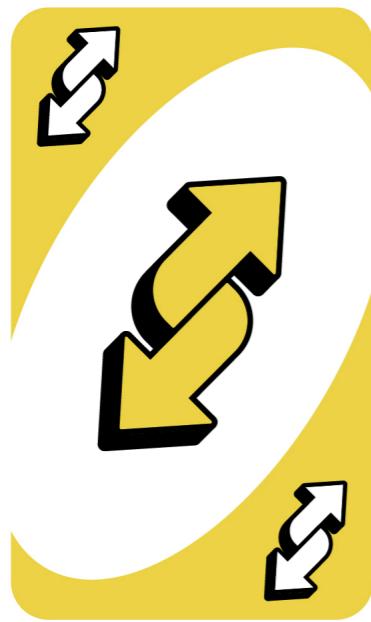












+2 Color

The next player must draw 2 cards. This card can only be played on a matching color or on another "+2" card.



+2 (Wild)

Choose the game color. The next player must draw 2 cards.



+8

Choose the game color. The next player must draw 8 cards.



+10

Choose the game color. The next player must draw 10 cards.



Reverse

The direction of the game is reversed. This card can only be played on a matching color or on another "Reverse" card.



Reverse (Wild)

Choose the game color. The direction of the game is reversed.



#

Choose a number between 1 to 9. This card represents a colored card of the chosen number.



+4 Color

The next player must draw 4 cards. This card can only be played on a matching color or on another "+4" card.



+4 (Wild)

Choose the game color. The next player must draw 4 cards.



x2

Choose the game color. The next player must draw cards corresponding to the number of cards in their hand multiplied by 2.



-2

Choose the game color. Select half of your hand (rounded down) to discard, putting the cards at the bottom of the draw deck.



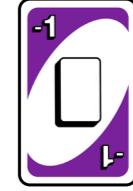
Skip

The next player has their turn skipped. This card can only be played on a matching color or on another "Skip" card.



Skip (Wild)

Choose the game color. The next player has their turn skipped.



-1

Choose a card to put at the bottom of the draw deck. This card can only be played on a matching color or on another "-1" card.



+1 Color

The next player must draw 1 card. This card can only be played on a matching color or on a "+1" card.



+6

Choose the game color. The next player must draw 6 cards.



+4T

Choose the game color. The player who chose must draw 2 cards.



++4

Choose the game color. All players, except you, must draw 4 Cards.



Replay

You play another turn. You can repeat this with more "Replay" cards. This card can only be played on a matching color or on another "Replay" card.



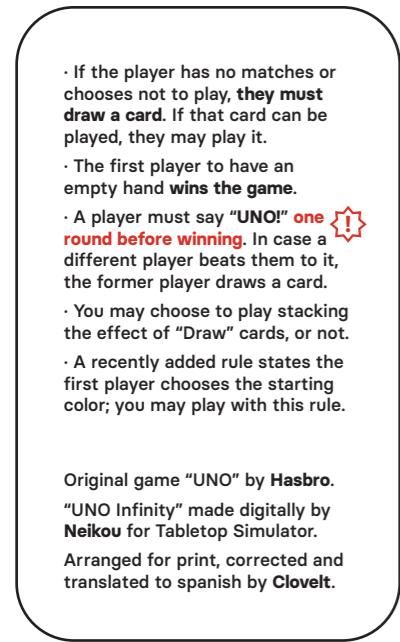
Replay (Wild)

Choose the game color. You play another turn. You can repeat this with more "Replay" cards.



Wild Card

Choose the game color.



**777**  
Choose the game color.  
Toss a coin:  
Heads - Put 7 cards at the bottom of the draw deck.  
Tails - Draw 7 Cards.



**Swap**  
Choose player to swap hands with, and then choose the game color.



**Steal**  
Choose a player to reveal their hand, then choose one of their cards to steal. Choose the game color.



**D12**  
Choose the game color.  
The next player rolls a 12-sided dice, then draws cards equal to the result.



**D20**  
Choose the game color.  
The next player rolls a 20-sided dice, then draws cards equal to the result.



**Reveal**  
Choose the game color, then select a player to reveal their hand.



**Gift**  
Choose the game color, then choose a player to gift a card from your hand.



**Joker**  
This card can be matched with any other card.



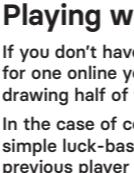
**Recycle**  
Choose the game color, then pick a card of your choice from the first 5 cards of the discard pile.



**Shield**  
This card can be used to protect you from other card effects. It can also be used as a Wild Card.



**NO U**  
This card can be used to reflect card effects. The effect cannot be blocked or reflected again. This card may also be used as a Wild Card as well.



**Playing with no dice/coin**  
If you don't have a dice or want to look for one online you may play dice cards by drawing half of the card's value instead.  
In the case of coins, you may play a simple luck-based game with the previous player to choose the result.



**Pale Cards**

These cards work like other number cards but are limited and rare, having only one of each number in the deck. This "color" cannot be chosen in effects.



**Fast cards**

These cards are distinguished by their colored background (with a ray of light). They work like other number cards, but players may play another card after it.



**# (Wild)**  
Choose a number between 1 to 9. This card represents a colored card of the chosen number and then choose the game color.



**-1 (Wild)**  
Choose the game color. Put a card at the bottom of the draw deck.



**-2**  
Choose the game color. Put 2 cards at the bottom of the draw deck.



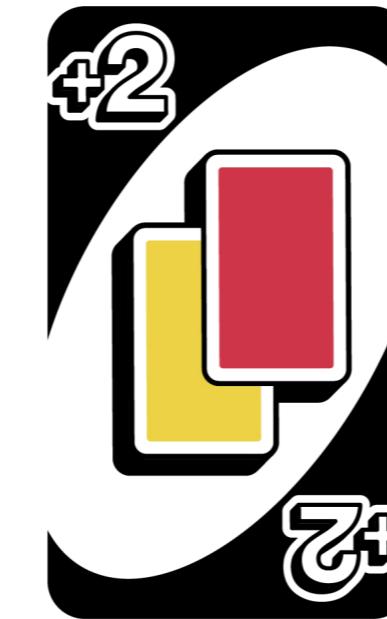
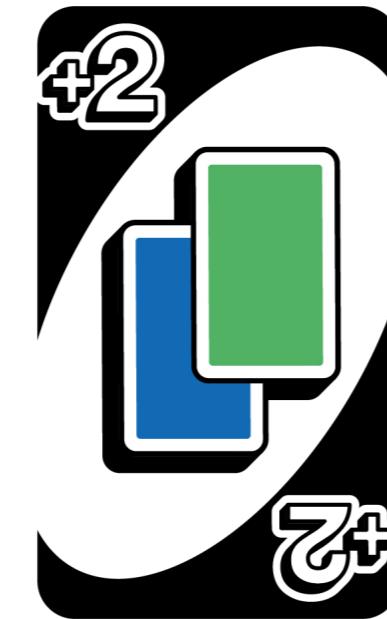
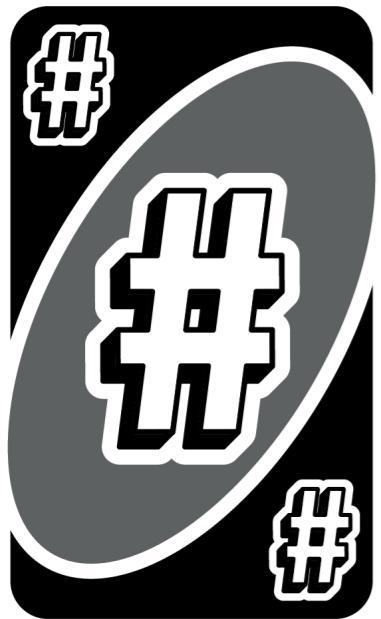
**D4**  
Choose the game color. The next player rolls a 4-sided dice, then draws cards equal to the result.



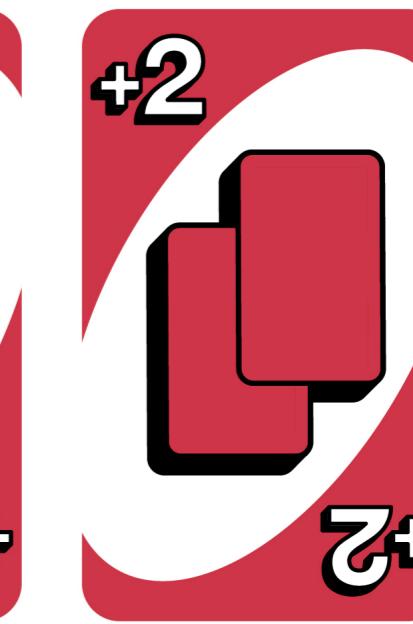
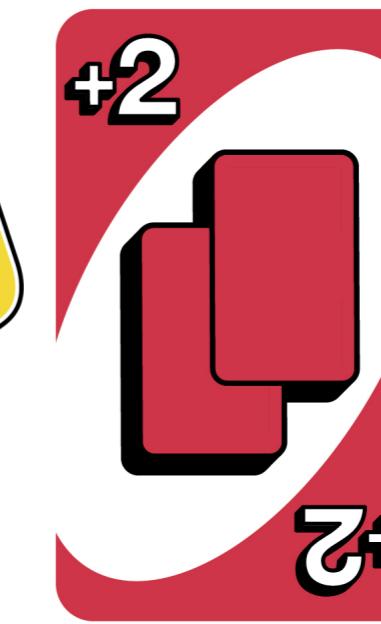
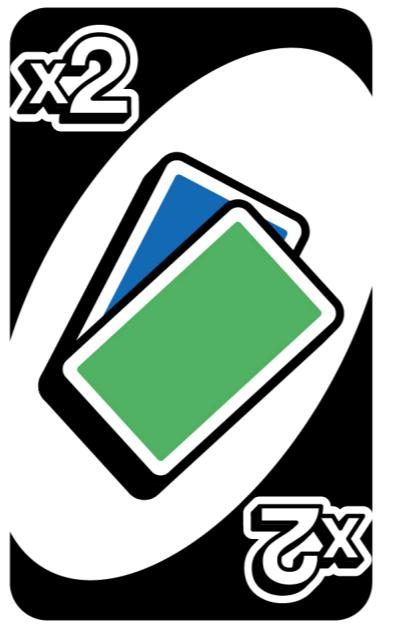
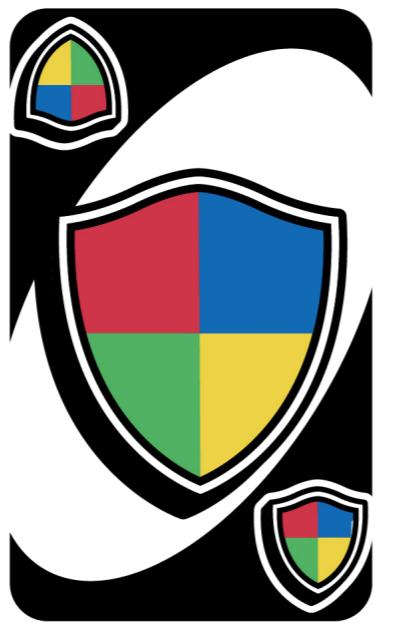
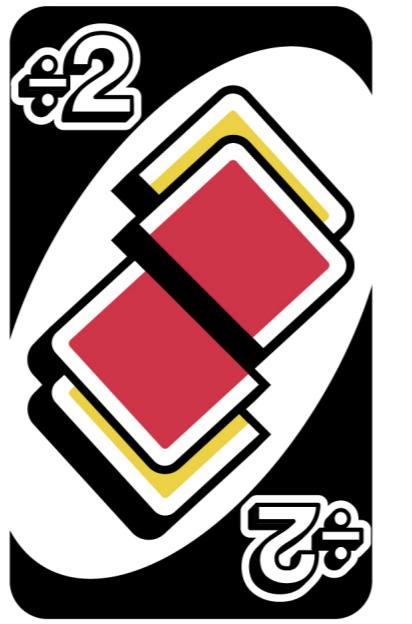
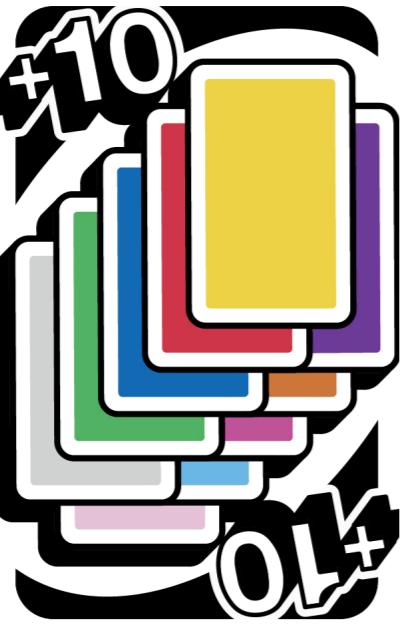
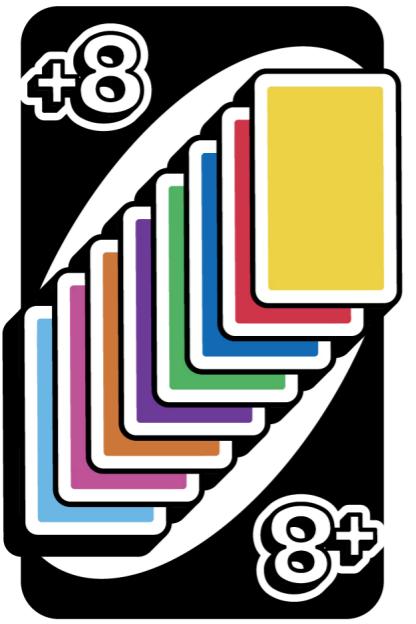
**D6**  
Choose the game color. The next player rolls a 6-sided dice, then draws cards equal to the result.



**D8**  
Choose the game color. The next player rolls a 8-sided dice, then draws cards equal to the result.









**Bomb**

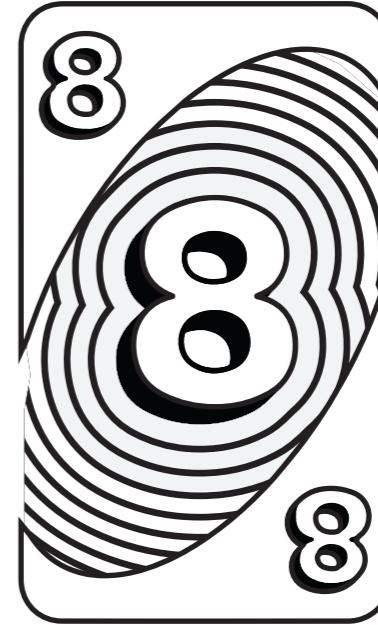
Deflect all "Draw" cards in play towards the first attacking player.

**Suckerpunch**

When a player calls "UNO!" this card may be played instantly, and that player must draw cards until they have the starting seven or they draw an action card.

**Shoot**

Choose who plays next. That person draws 1 card.

**Virus**

This card is **unplayable**. It has to be traded with another player's card or discarded with an effect card, otherwise it will stay in your hand permanently.

**Infinity**

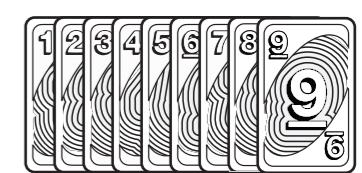
Take cards from the draw pile until one can be played right into the current top card of the discard pile. You must do this twice.



?  
If this matches a pale card, you may choose one:

- Trade a card with anyone.
- Put 2 cards at the bottom of the draw deck.
- Make any player draw 3.





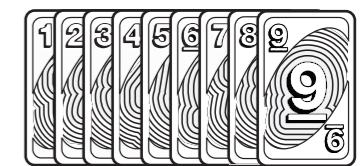
#### Emotion Cards

When one is played the player chooses the color of the game, which will trigger the corresponding action.

They can be traded, gifted, stolen or discarded with other effect cards.

Some clarifications:

- Get/kill a virus - adding an active "Virus" card or removing an active "Virus" card.
- Steal, gift, shoot, reverse, recycle and shuffle are the effects from those cards, not including the "Wild" effect.
- You lose next turn - take note to skip the next time you have to play.



Duel Cards  
When one is played a duel starts:  
Everyone except the dueler must match it with a card of the same number.  
Failing this has a **penalty** of drawing 2.

If they are stacked by another player at any point, penalty gets multiplied by 2 and a new duel starts from the beginning now using the newly played number.



#### Shuffle

Mix and shuffle the discard pile with the draw pile, then start a new discard pile with this card and choose the game color.