

Mini Project-UNO

Game Components

- 108 cards as follows:
- 19 Blue cards - 0 to 9
- 19 Green cards - 0 to 9
- 19 Red cards - 0 to 9
- 19 Yellow cards - 0 to 9
- 8 Skip cards - 2 each in Blue, Green, Red, and Yellow
- 8 Reverse cards - 2 each in Blue, Green, Red, and Yellow
- 8 Draw 2 cards - 2 each in Blue, Green, Red, and Yellow
- 4 Wild cards
- 4 Wild Draw 4 cards

Game Rules

The first player to play all the cards in their HAND in each round scores points for the cards their opponents are left holding. The first player to score 400(can be changed) points win the game.

A dealer shuffles and distributes each player 7 cards. The top card from the DRAW pile is turned over to begin a DISCARD pile. The person to the left of the dealer starts to play. The next player must match a card from his HAND to the card on top of the **DISCARD** pile either by the number or by the color. If the player doesn't have a card that matches the one on the DISCARD pile then the player must take a card from the **DRAW** pile. If the DRAW pile is depleted then the DISCARD pile is reshuffled and play continues.

Players may also choose not to play a playable card from the HAND. If so, the Player must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however, the player may not play any other card from the HAND after the draw.

A player must tell "UNO" to indicate that he has only one card left in HAND. If they don't tell "UNO" and the other player catches before the next player begins their turn, the player must draw two cards. Once a player plays their last card, the player gets the score of the cards left in the opponent's HAND.

Special Cards

Draw 2 Card

When a player plays this card, the next person to play must draw 2 cards and forfeit his/her turn. If this card is turned up at the beginning of the play, the first player must draw two cards. This card may only be played on a matching color or another Draw 2 card.

Reverse Card

This card reverses the direction of play. The player to the left now passes to the right and vice versa. If this card is turned up at the beginning of the play, the player to the right now plays first, and the play then goes to the right instead of the left. This card may only be played on a matching color or another reverse card.

Skip Card

The next player in line to play after this card is played loses his/her turn and is "skipped". If this card is turned up at the beginning of the play, the first player (the player to the left of the dealer) is skipped. This card may only be played on a matching color or another skip card.

Wild Card

When a player plays this card, the player may change the color being played to any color (including the current color) to continue playing. Players may play a Wild card even if they have another playable card in hand. If this card is turned up at the beginning of the play, the person to the left of the dealer chooses the color to begin play and plays the first card.

Wild Draw 4 Card

This card allows the player to call the next color to be played and requires the next player to pick 4 cards from the DRAW pile and forfeit his/her turn. However, there is a hitch! The player can only play this card when they don't have a card in their HAND that matches the color/number of the card previously played. If turned up at the beginning of the play, ignore this card and pick another card.

Note: A Player may play a " *Wild Draw Four* " card even if they have a matching number or word card of a different color in their hand. If another player suspects that a player has played a Wild Draw 4 card illegally, they may challenge them. A challenged player must show his/her HAND to the player who challenged. If the challenged player is guilty, they must draw 4 cards. If the challenged player is not guilty, the challenger must draw the 4 cards, plus 2 additional cards. Only the player required to draw the 4 cards can make the challenge.

Two Players

Playing a Reverse card works like playing a Skip card. By playing the Reverse card, the Player may immediately play another card. By playing a Skip card, the Player may immediately play another card. After playing a Draw 2 card or a Wild Draw 4 card, the opponent draws the number of cards indicated, and play is back to the player.

Scoring and Winning

- For number cards (0-9) the score is its face value.
- Draw 2, Skip, and Reverse cards worth 20 points.
- Wild Card and Wild Draw 4 Card worth 50 points.

References

- [https://en.wikipedia.org/wiki/Uno_\(card_game\)](https://en.wikipedia.org/wiki/Uno_(card_game))
- http://service.mattel.com/instruction_sheets/UNO%20Basic%20IS.pdf
- <https://www.unorules.com/>

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