UNO MYTHO

6+

0-11

20"

2-6

🔄 **Setup.** Shuffle the cards and deal 5 to each player. The rest forms the draw pile. Flip the first card of the draw pile to create the **visible pile**, and next to it is the **hidden pile** (initially empty). The top card of the visible pile is the **reference**.

🎯 **Goal.** Get rid of all your cards.

🎲 **Game turn.** Take turns playing. During your turn, you can draw (from the draw pile) and/or play on one of the piles (face up/down on the visible/hidden pile). For the visible pile, your card must match (**in number or color**) the reference (which is then updated).

😕 **Liar.** If you play a card on the hidden pile, any other player can **challenge** by flipping it over.

- If the card matches the reference, the challenger **draws** a card.
- Otherwise, the bluffer **draws** a card and **takes** another card at random from the **challenger's hand**.

➡️ **After a challenge.** The flipped card becomes the new reference.

⚠️ **No risk, no reward.** If the challenger is wrong, they cannot take a card from the honest player's hand!

📌 A player playing their last card can still be challenged.

📌 You can also win by correctly challenging with only one card left in hand.