Hot Death UNO Redux v3

The Constitution

Card Types
New cards are categorized by how they are used.

Field
When played, field cards are placed on the table in front of you. **They do not count as part of your deck** but they stay active unless an event causes them to be discarded. When a field card is first played, the next player must play as if the field card is still at the top of the deck.

Defense
Defense cards are used to reduce or negate attacks. Most defense cards can be played on any card as long as they are being used to defend against an attack. .

Attack
Attack cards are used to make another player draw cards, or in rare cases have other effects. These cards always affect the next player in turn order.

Global
Global cards affect all players.

Technical
Technical cards have miscellaneous effects and are too broad to categorize.

* = Directed Attack
Directed attacks are played during your turn, but their target may be any player they choose. These cards may be classified under other categories, but are denoted with an asterisk. In most cases, play will continue after the user of the directed attack, but if the attack is blocked, play continues from the player who played the block. **Directed attacks cannot be [Dodged](#)** (there is no discernable direction for the attack to continue).

Basic Rules (House)

1. **All players start with 8 cards**.
2. There is no point system.
3. Stacking but no 2s on 4s or vice versa.
4. Most defense cards can be played on any other card, regardless of face value, but only when they are being used to defend.
5. There are 3 card attributes: color, suit, and text. While most cards with the same text have the same suit, unless otherwise specified, a card can be played on another if any of the 3 attributes match.
6. **You must call Uno when you have 1 card or you can not win.**
7. You are only required to draw 1 card during your turn if you are unable to play or would rather skip your turn.

Jump-Ins

1. A card can only be used to jump in if it has the same color, number, **and** writing
2. A player must announce "Jump In!" before jumping in or it doesn't count
3. If your turn was skipped by any means, you cannot jump in
4. Jumping in on a stack resets the stack to the value of the card jumped in with

Penalties

If certain rules are broken and the perpetrator is caught, they are subject to a penalty of immediately drawing 2 cards. The following are such rules:

1. Jumping in with the wrong card
2. Someone else calls Uno before you do when you have one card
3. You call Uno incorrectly on someone else

Special Duel Rules

Rules that apply only when 2 players remain

1. Delayed blasts act as regular draw 4s.
2. Reverses, Double Skips, and Reverse Skips all act as a regular skip.

Ending Rules

1. Unless otherwise specified, ending on a special card will not activate
2. If a player ends on Gold Coin, they must still flip the card. If it lands face-down, they are back in.
3. If your final card is an attack and your attack is reflected, you are still in the game
4. If your final card is AIDS and it is being used to defend an attack, you must still draw your share of cards

Elimination Mode Rules

1. Rather than being the first one to get rid of all of your cards, the goal is to not be the last one out.
2. Quitter takes the user out instead of the next player.
3. If you catch a player with Quitter in their hand, you are out of the game instead and their Quitter card is discarded.
4. Communism will not bring back players who are out, but will still activate.
5. Ending on a card will activate its effects unless it's impossible/inapplicable.

Special Start Conditions

1. If the first card is a Directed Attack, the dealer gets to choose the victim.
2. Attack cards affect the dealer.
3. If the first card is a Field card, it goes to the dealer and immediately takes effect.
4. A Reverse starts the round to the right of the dealer **(not on the dealer)**.
5. Skip skips the first player, Double Skip skips the first two.
6. Reverse Skip starts the round to the right of the dealer and skips the first player.
7. Communism does nothing.
8. Quitter quits the dealer.
9. If Plague is the first card, it is recognized as being released by the dealer.
10. If the first card is one of the Four Horsemen, it is placed in neutral play (next to the discard pile) and the top card is a Red 4.

Card Draw Hierarchy

Card hierarchy helps to identify which cards carry their effects over others when used against each other. For example, Luck/Yin/Yang/Virus do not modify the amount of cards drawn from Ping, but Luck/Yin/Yang/Virus will still modify cards drawn from a AIDS split.

1. Ping, Spreader, Gift, Gold Coin
2. Luck, Yin/Yang, Virus
3. AIDS

The Apocalypse *v3*

In the deck hides the Four Horsemen of the Apocalypse. These cards are the following:

1. Death
2. Famine
3. War
4. Conquest

These cards are all field cards, but have various effects. However, if they are all active at the same time, regardless of who holds them, The Apocalypse begins. During The Apocalypse, the very rules of Hot Death Uno crumble. All special cards lose their additional effects and return to their base value. **All Hot Death Uno rules as you know them are erased and the game becomes governed by the rules of the original 1971 Uno.**

New Cards

Below includes instructions for the new cards introduced in this version of Hot Death Uno. All card quantities are in proportion to a set of 4 decks.

69 (x2)(Red & Yellow 6)
Works as a 6 or a 9. Players with a 6 or 9 of the same color can jump in, and can be used to jump in on a 6 or 9 of the same color. Card numerical value is 69.

AIDS (x2)(Green 3)
If you are being made to draw cards, you may play this card and split the amount with whoever made you draw. If used on a stack, the amount is split between the user of AIDS and the last player to stack. Cannot be used on [Spreader](#), [Ping](#), or [Field cards](#).

Backstab (x4)(One of each Reverse) *v3*
Player before you draws 2 and the turn order is reversed. Blockable, stackable.

Blue Shield (x2)(Blue 2) *v2*
Defends against drawing cards. If the user is forced to draw 4 or more, the shield will block the attack and break, skipping their turn. If the user is made to draw less than 4, the attack is blocked and their turn is skipped. Any player with Blue Shield active can choose to stack an attack rather than absorb it with their shield when applicable. Unless stacked, the [Harvester of Sorrows](#) breaks the shield and the victim must still draw 4. A broken shield is discarded at the bottom of the pile.

Clone (x2)(Green 2) *v3*
All effects of the card on the top of the deck before this card is played are repeated and applied to the next player in turn order. Does not apply to field cards.

Communism (x1)(Red 7)
All players must combine cards and redistribute evenly amongst all players. Piles may be uneven, so once the last card is sorted the piles are first-come-first-serve. All [Field cards](#) in your hand after the shuffle become active for you immediately.

Conquest (x1)(Red 4) *v3*

User activates the Conquest card on themselves. During the user's future turns, they may choose to play normally **or** to "invade" a player. During an invasion, both players must play a **number card** face down next to each other on the table. This number card represents each player's "army" and its size. Both of the cards are then flipped over to reveal their magnitude. The winner is the player with the larger army. **The loser of the battle always draws 2.**

If the holder of Conquest loses, both players discard their armies.

If the holder of Conquest wins, they capture the other player's army and place both cards face-up stacked around the Conquest card.

Once an army from every other player has been captured, the holder becomes "The Conqueror". The Conqueror is able to change the color at will during their turn before they play, **unless they have Uno**.

The holder can only conquer each player once. If either opponent's army card is Quitter, both battling players are Quitted. If the defender has no number cards they immediately lose and draw 1 extra card.

Cure (x4)(One of each 1)
Cures the user of the Virus. One Cure cures one Virus. Must be played like a regular card.

Death* (x1)(Red 4) *v3*
User selects a victim to have the Death card active. Immediately after, the victim must flip over the top card on the draw pile. If the card is a number card, place the card next to the Death card. The number depicted is the number of rounds the victim has remaining to live. If the flipped card is NOT a number card, the clock begins at 4. When the clock hits 0, the victim is ejected from the game, but the Death card stays active on the field. Death is unavoidable.

Luck and Virus extend or reduce the clock of Death by 1 round respectively.

If redistributed via Communism, the new holder will have 7 rounds left to live. If the flipped card is another of the Four Horsemen, the card is immediately put into neutral play.

Delayed Blast (x2)(Wild)
Skips the next player and makes the player after them draw 4. Stackable.

Dodge (x4)(One of each 8) *v2*
Effects of all attack cards miss you and are applied to the next player. If you are dodging a stack of +2, you can continue the stack with any +2. Can not dodge [Harvester of Sorrows](), [AIDS](), or [Spreader]().

Double Skip (x4)(One of each Skip)
Skips the next two players.

Famine (x1)(Red 4) *v3*
When played, Famine is placed face-up near the deck as a global [Field card](). While active, all players must make all possible moves, and if unable to play, draw until they are able to play.

Fuck This Person In Particular* (x1)(Blue 0) *v2*
Deflects all attacks onto a player of the user's choice. Play continues from after the user unless the victim plays any sort of defense. **Can not be played on any card**.

Fuck You (x1)(Blue 0)
Returns all attacks to where they started. Acts as a reverse and the player in the opposite direction of whoever started the attack goes next. You can't Fuck You Spreader, but you can Fuck You Ping. A Fuck You can be Fuck You'd. **Can be played on any card**.

Gift* (x4)(One of each 5) *v2*
User picks a card from their hand to give to a player of their choice. Gifts must be discreetly passed to the recipient so that no other player can see what is being gifted. If the user shows the gifted card, they must keep the gift. **You can not gift your last card.**

Glasnost* (x2)(Red 2)
User picks someone to lay out their whole deck face up. New cards added to the victim's hand do not have to be face up. Can be blocked with [Fuck You](), [Fuck This Person In Particular](), and [Holy Defender](), or shared between the user and victim with [AIDS]().

Gold Coin* (x1)(Yellow 0) *v2*
Player places the card on their thumb, raises high in the air, and flips the card. The player gets a bank of 1 card per player in the game. If the card lands face up, they can distribute those cards however they want amongst the other players. Unblockable, redirectable.

Harvester of Sorrows (x2)(Draw 4)

Unblockable/undodgeable draw 4. Stackable.

Holy Defender (x1)(Red 0)

Blocks all attacks besides Harvester of Sorrows, Ping, Gift, AIDS, and Spreader.

Hot Death (x2)(Draw 4)

Draw 8. Stackable with draw 4 or other draw 8.

I Don't Like These (x1)(Yellow 1)

Discard all of your cards and draw until you are back at your original amount excluding this card.

Luck (x1)(Green 4) *v2*

Draw 1 less card every time you must draw. When played, this card is activated for yourself. Not applicable to Spreader. Notably applicable to Plague and Harvester of Sorrows.

M.A.D. (Mutually Assured Destruction)* (x1)(Yellow 2)

You and a player of your choice must discard your hand and leave the game.

Magic 5 (x1)(Red 5)

Can be used to defend only against Hot Death. If any Hot Deaths were used in a stack onto the user, their quantity is removed from the stack. **Can be played on any card.**

Martyr* (x1)(Red 1) *v3*

When played, you must be taken out of the game and give all of your remaining cards to 1 player of your choice.

Mystery Draw (x3)(Wild)

If played on a card with a number value, the next player draws that number of cards. Applies to 69 card. Acts as a regular Wild if placed on a non-number card or 0. Unstackable.

Penn State (x2)(Blue 2)

The only defense to Spreader. User of Spreader must draw the user of Penn State's cards. User of Penn State puts the card on the top of the pile and play continues from the user. Any holder of Penn State **must play** if Spreader is used against them. If multiple players have Penn State, the user of Spreader draws the 2 cards of each player.

Ping* (x3)(Blue 1)

Player of your choice draws 1 card. Play continues normally. There is no condition in this game that stops Ping or alters its 1 card pickup.

Plague (x1)(Green 6) *v2*

This card must be put in play as soon as it is drawn. While Plague is active, every player must draw 1 card during their turn **after they play**. If they are forced to draw via an Attack card or when they don't have anything to play, they must draw 1 extra card. When it is the Plague user's turn next, the Plague is put on top of the pile and their turn is used up.

Skipped players do not have to draw. Players with Luck active do not have to draw. Players with Virus active must draw 2 cards from Plague. If the user jumps in, they then play the Plague on top of their jump-in and play continues from there.

Prophet (x1)(Red 0) *v2*

User picks a victim who must reveal their hand privately to the Prophet. The Prophet cannot reveal anything about the hand they have seen on their own. While there is a Prophet active, during their turn, players can choose to ask the Prophet **a single yes or no question** (1 per turn) about what they have seen before they play. The Prophet must always answer truthfully with a **"yes"**, **"no"**, or **"I don't remember"**. If the Prophet ever answers "I don't remember" to the same question twice, they must draw 2.

The Prophet must choose to see a player's hand before they play during their turn.
If the Prophet sees Quitter in a player's hand, and another player asks if they have Quitter, then the holder of Quitter is Quitted. However, if the Prophet sees M.A.D. in a player's hand, and a player asks if they saw it, both the Prophet and the holder of M.A.D. are eliminated.

If the Prophet sees any of the Four Horsemen, that card is immediately put into play on its holder (or in neutral space if it's a Global card)

Quitter (x1)(Red 9)
The next player is removed from the game. Can be dodged, blocked with [Holy Defender](#), or redirected with [Fuck You](#)/[Fuck This Person In Particular](#). If [AIDS](#) is played, the user is taken out too.

Accusations
Being caught holding Quitter is a crime. If you are caught with Quitter by any means, you are Quitted (removed from the game). Anyone can accuse anyone of having Quitter at any point during the game and must clearly state that they are making an accusation. However, such an accusation is taken very seriously–if accused of holding Quitter, play must be paused and **you must show your whole hand to all of the players**. If you do **not** in fact have Quitter when accused, the player who made the accusation is removed from the game. In elimination mode, if you are wrong, you must draw 8.

Recycler (x1)(Blue Reverse) *v2*
Once Recycler is played, the order is reversed and all cards played afterwards must be played in a new pile. The cards will accumulate until the next reverse card is played, in which the player whose turn it **becomes** must draw the entirety of the recycled pile. If Reverse Skip is played, the pile falls onto the player whose turn it would be next. If [Communism](#) is used while Recycler is in play, it is placed on top of the original pile and all hands, including the recycled pile, must be evenly distributed. The Recycler dump can be redirected (i.e. [Dodge](#) or [Fuck You](#)) but not blocked.

Reverse Skip (x4)(One of each Skip)
Reverses the direction of play and skips the next player.

Spreader (x4)(One of each Draw 2)
Everyone draws two. Can **only** be defended against by [Penn State](#). User gets to go again. Does not stack and cannot be stacked on.

Swap (x1)(Green Reverse) *v3*
Swap hands with the player before you. Reverses play.

Taste the Rainbow (x1)(Wild) *v3*
Next player must draw until they have either drawn a card of all 4 colors or have drawn any kind of wild card. Blockable.

The Chosen One (x1)(Yellow 1) *v2*
User draws 5 cards, looks at all of them, and picks 1 card to keep. User then puts the other 4 back on top of the deck in whatever order they choose.

The Flood (x1)(Blue 8) *v3*
All active field cards are discarded save for The Four Horsemen and Yin/Yang.

If Plague is active, it is discarded and the user of The Flood does not have to draw.

Virus* (x2)(Green 0)
When played, the user picks a person to infect. When infected, add 1 card every time you are made to draw a card, **including when drawing to skip your turn**. Virus card remains in front of the victim until they are cured. Can be stacked on a single player. Does not affect Ping.

War (x1)(Red 4) *v3*
User declares War on all other players. The color is changed to their choice, and from then on, only cards of the same color or wild cards can be played.

Fuck You and Magic 5 can still be played on any card, and Defense cards can still be played on any card if used to defend.

Yin and Yang (separate cards) (x1)(Wild) *v2*
Same as luck. Activated on self immediately when drawn.

If two different players have Yin and Yang in play, one of them discards their hand and they become a team of 2, sitting in the spot of the player whose hand was kept. While in a team of two, all attacks upon them are halved, and all of their attacks on others are doubled. Attacks from Spreader, Ping, and Harvester of Sorrows are not halved. If they contribute to a stack, their contribution is doubled.

If the same player has both Yin and Yang in play, they are immune to all attacks save for Spreader, Gift, Ping, Gold Coin, and AIDS. If the player is made to draw, they can stack or their turn is skipped. If a stack ends with a Harvester of Sorrows, the holder of Yin and Yang must draw the total value of the stack.

If Communism is played, the holders of Yin and Yang will be determined by the reshuffle.

Yin and Yang holders are not immune to Quitter or MAD.

Credits

The origins of Hot Death Uno are a mystery. The most visible resource currently online comes from the blog of Dameon D. Welch, "The PhoneBoy Blog" and his article "Hot Death Uno". Many of the original rules laid out in this article are mirrored in this document. However, the game itself is heavily altered–the points system has been entirely removed, certain cards have been removed, and certain cards have adopted their likeness but have had their functionality changed. Multiple release versions of HDU have been developed, with each version including a host of new mechanics and cards.

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