

UNO is like a rollercoaster built out of colored cards. It looks friendly and simple, yet by the end of the game someone is plotting revenge and two players are no longer speaking. Here's a lively tour through the game and its rules.

What is UNO?

UNO is a fast-paced card game where players race to discard all their cards first. It mixes luck, strategy, and just a pinch of mischief. The name "Uno" comes from the Spanish and Italian word for "one," which you must heroically shout when you have one card left.

What's in the Deck?

A standard UNO deck contains:

- **Numbers 0–9** in four beautiful colors: red, yellow, blue, green
- **Action cards** designed to cause subtle chaos
- **Wild cards** that let you unleash rule-bending sorcery

The Objective

Get rid of all your cards before the others do. Victory feels sweet. Losing feels like drowning in +2's.

How to Play

1. Everyone gets **7 cards** to start.
2. One card from the deck goes face-up to form the discard pile.
3. Match the **number, color, or symbol** of that card on your turn.
4. If you can't match anything, draw a card. If it works, you may play it instantly.

Your turn is done once you play a card... or stare at your cards in defeat.

Action Cards (the spicy seasoning)

- **Skip:** Next player doesn't get a turn. You are their new nemesis.
- **Reverse:** Play direction flips. Left becomes right. Time bends.
- **Draw +2:** Next player draws two cards and misses their turn. Smiles fade.
- **Wild:** Change the color. You control destiny now.
- **Wild Draw +4:** Change color and force 4 cards onto the next player. Only use when you have no card that matches the current color... allegedly.

Some newer decks add:

- **Wild Shuffle Hands:** Total chaos. Hands redistribute like a card tornado.
- **Customizable Wilds:** Make your own rule. Democracy or dictatorship? You choose.

The Legendary UNO Call

Once you have **one card**, you must shout “UNO!”

Forget, and if someone snitches before you say it, you draw **2 cards**.

Your pride gets bruised too.

How to Win a Round

First to empty their hand wins. Score points from opponents' leftover cards.

Play until someone reaches **500 points** or until your friendships collapse.

House Rules: A Gateway to Madness

Most groups add their own spin:

- Stacking draw cards into apocalyptic combos
- Drawing until you find a playable card
- Special slapping rules
- Talking bans

Just make sure everyone agrees beforehand, unless you enjoy mid-game rule disputes.