

CHEMATOODLON'20

UNO (OCHO)

Event Organizer : Tushar (9521399070)

Participation Fee: Rs.5

Google Pay: 9521399070

UPI ID: 1kumartushar@okicici



1kumartushar@okicici

tushar kumar

1kumartushar@gmail.com
+91 95213 99070

Scan my code to pay

The game will be hosted in the **Plato** app and named as **OCHO** available on Android and iOS app stores for free.

The **UNO(OCHO)** event is **exclusively** for the UG students of the Department of Chemical Engineering, Jadavpur University

Basic Rules

Object of Game

Ocho is a card-shedding game, **similar to Uno**. The goal of the game is to be the first player to discard all of their cards.

At the start of the game, the deck is shuffled and 8 random cards are dealt to each player:

The top card from the deck is placed at the center of the table to form the "discard" pile and the first player's turn can start.

Players take their turns as shown by the arrows in the middle, around the discard pile:

However, this direction can be reversed if a player plays a Reverse card (see Special Cards below).

Playing a Card

On a player's turn, he/she must do either:

1. Play a card that matches either the color, number or special symbol of the top card on the discard pile:
2. Play a 8 Wild card or Wild Draw 4 card (see Cards).
3. Draw a card from the deck.

If a player cannot do either #1 or #2, he or she must draw a card from the deck.

If the entire deck is used up, the top card from the discard pile is left and the other cards are re-shuffled and placed as a new deck.

8 Wild Card (aka "Ocho" card)

- Allows you to change the color of the next card to be played.
- A player can use a 8 Wild Card at any time, even if he/she has other playable cards.

Skip Card

- Skips the turn of the next player in sequence

Reverse Card

- Changes the direction of the next turns.

Draw 2

- Next player needs to draw 2 cards from the deck, unless they play another Draw 2 or Draw 4 Wild.

Draw 4 Wild

- Allows you to change the color of the next card to be played.
- Next player needs to draw 4 cards from the deck, unless they play another Draw 2 or Draw 4 Wild.

Draw Cards Rules

The penalty for the Draw cards can be added up by playing consecutive Draw 2 or Draw 4 cards.

For example: Player 1 plays a Draw 2 and then Player 2 plays a Draw 4. Next, Player 3 does not have any Draw cards and now needs to draw a total of 6 cards.

Shield (Special Card)

- Blocks any Draw 2 or Draw 4 cards played against you.
- The player who last played the Draw 2 or Draw 4 card against you must draw those number of cards.
- A Shield doubles as a Wild card and can also deflect another Shield.

X-Ray (Special Card)

- Doubles as a Wild card and reveals 1 random card from each opponent.
- Only the player who plays the X-ray can see the revealed cards.

Dead Red (Special Card)

- When a Dead Red is played, any player with NO red cards in their hands must draw 2 cards.
- The Dead Red is considered a red card and can be played after any red cards.
- The Dead Red cannot be blocked by a Shield.

Boo Blue (Special Card)

- When a Boo Blue card is played, the player with the fewest cards must draw 2 card.
- The Boo Blue is considered a blue card and can be played after any blue cards.
- The Boo Blue cannot be blocked by a Shield.



Note:- A second round will be held as per participation in the first round.

For further details about Chematoodlon'20 go to : <https://chematoodlon.github.io/>