

All you must
know about

JUNO

classic rules

Object of the game

Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

Deck composition

108 cards as follows:

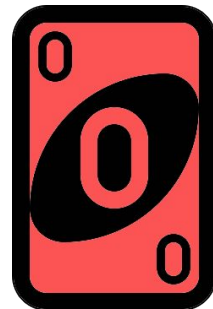
- 19 Blue cards - 0 to 9
- 19 Green cards - 0 to 9
- 19 Red cards - 0 to 9
- 19 Yellow cards - 0 to 9
- 8 Draw Two cards - 2 each in blue, green, red and yellow
- 8 Reverse cards - 2 each in blue, green, red and yellow
- 8 Skip cards - 2 each in blue, green, red and yellow
- 4 Wild cards
- 4 Wild Draw Four cards

Customize your deck!



White deck

Black deck



Setup

1. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
2. The dealer shuffles and deals each player 7 cards.
3. Place the remainder of the deck facedown to form a DRAW pile.
4. The top card of the DRAW pile is turned over to begin a DISCARD pile.

NOTE: If any of the Action Cards (symbols) are turned over to st

Let's play

The person to the left of the dealer starts play. On your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS).

EXAMPLE: If the card on the DISCARD pile is a red 7, the player must put down a red card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If you don't have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile. If the card you picked up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

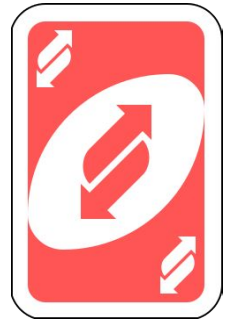
You may also choose NOT to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however you may not play any other card from your hand after the draw.

Functions of Action Cards



Draw Two Card - When you play this card, the next player must draw 2 cards and miss their turn. This card may only be played on a matching color or on another Draw Two card. If turned up at the beginning of play, the same rule applies.

Reverse Card - When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This card may only be played on a matching color or on another Reverse card. If this card is turned up at the beginning of play, the dealer goes first, then play moves to the right instead of the left.

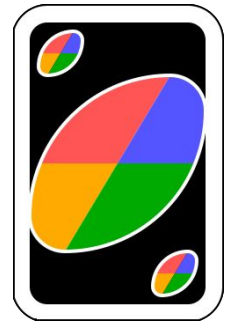


Functions of Action Cards



Skip Card - When you play this card, the next player is “skipped” (loses their turn). This card may only be played on a matching color or on another Skip card. If a Skip card is turned up at the beginning of play, the player to the left of the dealer is “skipped,” hence the player to the left of that player starts play.

Wild Card - When you play this card, you get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild card on your turn even if you have another playable card in your hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer chooses the color that continues play.



Functions of Action Cards



Wild Draw Four Card - When you play this card, you get to choose the color that continues play PLUS the next player must draw 4 cards from the DRAW pile and lose their turn. However, there is a hitch! You may only play this card when you do NOT have another card in your hand that matches the COLOR on the DISCARD pile (but it is acceptable to play this card if you have matching number or Action Cards). If turned up at the beginning of play, return this card to the deck and pick another card.

Going out

When you play your next-to-last card, you must yell “UNO” (meaning “one”) to indicate that you have only one card left. If you don’t yell “UNO” and you are caught before the next player begins their turn, you must draw two cards. Once a player has no cards left, the round is over. Points are scored (see SCORING) and play starts over again. If the last card played in a round is a Draw Two or Wild Draw Four card, the next player must draw the 2 or 4 cards respectively. These cards are counted when the points are totaled. If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

Scoring

The first player to get rid of their cards in a round receives points for all of the cards left in their opponents' hands as follows:

- All number cards (0-9)Face Value
- Draw Two.....20 Points
- Reverse.....20 Points
- Skip.....20 Points
- Wild50 Points
- Wild Draw Four.....50 Points

Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round.

The WINNER is the first player to reach 500 points.

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JUNO

seven0 rules

seven-o peculiarities

Same rules as UNO classic card game, except:

1. Every time a “0” is played, all players pass their hands to the next player in direction of play.
2. Every time a “7” is played, the player who played the “7” card must trade their hand with another player of their choice.

Deck is composed of 116 cards, similar to UNO, except that are been added 4 zero cards and 4 seven cards (1 for each color).

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serious rules

Serious rules

Rules are similar to UNO classic card game, but cards are stackable.

Each player starts with 11 cards.

Deck is composed of 140 cards, similar to UNO, except that are been added 8 reverse cards, 8 skip cards, 8 draw +2 cards (2 for each color), 4 wild and 4 wild draw +4

Cards stackability

Each player can stack a maximum of 3 cards, a card is stackable when matches the value of another card.

Action cards are stackable too and their effects sum up as follows:

- Reverse card are stackable but each cards performs the turn reversing
- Skip can be stacked as many as players can play them, but the effect sum up to 3
- Draw +2 can be stacked and the sum of the cards will be drawn by the first player that doesn't match
- Wild Draw +4 can be stacked but the cards to draw doesn't sum and the color choice is likewise wild cards
- Wild cards can be stacked but only the last player that matches will choose the color