# Gridlock Rules

1. Two teams compete – each trying to achieve a different objective. These are randomly generated and will appear on the board.
   1. Objectives are worth 2 points if you need to meet two conditions, 1 point for only one. The first team to three points wins!
2. During your turn, you can do one of three things to work toward your objective:
   1. Place a card from your hand onto the board (uno rules apply)
   2. Use a reverse card on the board to move cards around (uno rules apply)
   3. Discard a card from your hand and draw a new card
3. Each card has a color and value. They are as follows:
   1. Number Cards have color and value on the card
   2. Skip Cards have the color on the card and the negative number value of a neighbor
   3. Draw 2 Cards have the color on the card and a neighbor’s value plus 2
   4. Regular Wild Cards take the color of a neighbor and the value of a neighbor
   5. Draw 4 Wild Cards take the color of a neighbor and the value of a neighbor +/- 4
   6. Reverse Cards have the color on the card and a value of zero. They also have the special ability to swap themselves with other cards on the board