

Players

2 to 10

You need

An Uno deck. Current decks have 112 cards and older decks have 108.

Goal

Be the first to play every card in your hand

Game ends

A round ends when one player has no cards left. If you keep score, the first player to 500 points wins.

Setup

1. Choose a dealer. One way is to draw cards: the highest number deals, and a symbol counts as 0.
2. If your deck has blank Wild Customizable cards, write a rule on each in pencil, leave them blank or take them out.
3. Shuffle and deal 7 cards to each player.
4. Put the rest face down as the draw pile.
5. Turn its top card face up beside it to start the discard pile. If it is not a number card, turn over another until one comes up.
6. The player on the dealer's left goes first, and play moves clockwise.

How to play

1. **Play a card that matches.** On your turn, play 1 card onto the discard pile. It must match the top card in color, number or symbol. On a blue 6 you can play any blue card or any 6. A wild card matches anything.
2. **Draw when you cannot play.** If no card in your hand matches, draw 1 card from the draw pile. You may play that card right away if it matches. If not, keep it. Either way, your turn is over.
3. **Use the action cards.** Action cards have a symbol in place of a number, and you play them by matching color or symbol. Skip: the next player loses their turn. Reverse: play changes direction. Draw 2: the next player draws 2 cards and loses their turn.
4. **Play the wild cards.** A Wild card can go on any card, even when you could play something else. Name the color the next player must match. Wild Shuffle Hands also has you gather every hand, shuffle them together and deal them back out. A blank Wild Customizable card carries the rule your group wrote on it.
5. **Know the Wild Draw 4 limit.** A Wild Draw 4 lets you name the color, and the next player draws 4 cards and loses their turn. Play it only when you hold no card of the color on the discard pile. A Wild card counts as that color. The next player may challenge. If you broke the limit, you draw 4. If not, they draw 6.
6. **Say Uno.** Say "Uno" the moment you are down to 1 card, usually as you play your second-to-last card. If another player catches you before you say it, you draw 2 cards. They must catch you before the next player starts their turn.
7. **Go out to end the round.** The first player to play their last card wins the round. That is called going out. If the last card is a Draw 2 or Wild Draw 4, the next player still draws the cards.

What each card does

Card	What it does	When you can play it
Number card (0 to 9)	Nothing extra. The next player has to match it.	On the same color or the same number
Skip	The next player loses their turn.	On the same color, or on any Skip
Reverse	Play changes direction. Clockwise becomes counterclockwise, and back again.	On the same color, or on any Reverse
Draw 2	The next player draws 2 cards and loses their turn.	On the same color, or on any Draw 2
Wild	You name the color the next player has to match.	On any card
Wild Draw 4	You name the color. The next player draws 4 cards and loses their turn, or challenges the play.	On any card, but only when you hold no card of the color on the discard pile and no Wild card
Wild Shuffle Hands	You collect every player's cards, shuffle them together and deal them all back out, starting on your left. Then you name the color.	On any card
Wild Customizable (blank wild)	Everyone follows the rule your group wrote on the card. You name the color.	On any card
Wild Swap Hands (some decks)	You trade your whole hand with one other player of your choice. You name the color.	On any card

Scoring

Points for each card left in the other players' hands

Card	Points
Number card (0 to 9)	The number on the card
Draw 2	20
Reverse	20
Skip	20
Wild	50
Wild Draw 4	50
Wild Shuffle Hands	50
Wild Customizable	50

In a scored game, the player who goes out gets the points for the cards left in the other hands. The first player to 500 points wins the game.



familygamerules.com/uno has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against two Mattel instruction sheets, October 2026.

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