



Rule Book English

Requirements

One standard Uno deck of cards is needed for each seven players (7 players = 1 deck, 8 players = 2 decks, 15 players = 3 decks, etc).

A table or other solid surface of sufficient size (i.e. so that the players are not able to see each other's cards) is also needed.

Due to the game mechanics, it is recommended that a sufficient period of time, at least 30 minutes, is allocated. The average completion time of the game increases as the number of players increases. It is possible to limit the gameplay time to e.g. 1 hour (see Special Situations, § 6).

Starting the Game

At start, all players and viewers gather around the playing table. Those wishing to participate touch the table, while those wishing to spectate do not.

When it is clear who plays, the oldest player shuffles the deck properly, and then deals seven cards for each player to the table, value side down. Each card is dealt separately, starting from the player on the dealer's left side and proceeding clockwise.

After the cards have been dealt, the players pick the cards as their **hand cards** so that only they themselves are able to see the value side. The rest of the deck is put on the table, value side down, and used as the **draw pile**.

The youngest player starts the game by playing a card of their choice value side up, thus starting the **discard pile**. The player is not allowed to play Wild + Draw 4 as their first card. After this, the turn is passed to the next player clockwise.

Basic Gameplay

The player in turn plays one or more of their hand cards to the discard pile. The player can play any card that matches the value or color of the top card of the discard pile. The player can also play multiple cards with a same value in one turn as long as the first card is itself playable to the discard pile.

Example

Matt has red 8 (R8), green 8 (G8), blue 0 (B0) and blue 4 (B4). The player before Matt played red 4. Matt can now play either the R8 (matching color), or B4 (matching value). He can also play both R8 and G8 (R8 first).

The player can also play a Special Card, if it is otherwise playable. Special Cards' use is explained later.

After the player has played one or more cards to the discard pile, the turn passes to the next player (either clockwise or counterclockwise, clockwise at first), if the Special Card does not change the order.

If the player is unable to play a card from their hand, they draw cards from the draw pile until they are able to play. The player can also draw cards even if they have suitable cards in their hand; this is explained in Special Situations § 14. If the draw pile gets exhausted, steps in Special Situation § 4 are applied.

Special Cards

There are certain special cards in the Uno deck. Their behavior is explained here.



Draw 2

Draw 2 can be played, if it matches the color or value of the discard pile. Multiple Draw 2 cards can be played simultaneously. If the previous player played a Draw 2 card, the current player draws two cards and loses their turn. If two Draw 2 cards were played, they draw four cards, etc.

However, if the current player also has a Draw 2 card, they can play it (or them, if many) to the discard pile, after which the next player either draws four (or 2 times the number of Draw 2 cards) cards or plays Draw 2. The chaining can be continued as long as the player in turn has at least one Draw 2 to continue the chain.

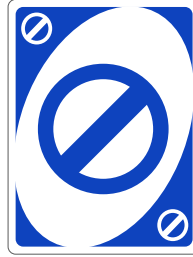


Reverse

Reverse can be played, if it matches the color or value of the discard pile. Multiple Reverse cards can be played simultaneously.

After the card has been played, the turn order is reversed, i.e. if the game was going clockwise, it continues counterclockwise, and vice versa. If the player plays an even number of reverse cards, the order does not change.

When only two players remain, the Reverse card works similar to the Skip card.



Skip

Skip can be played, if it matches the color or value of the discard pile. Multiple Skip cards can be played simultaneously.

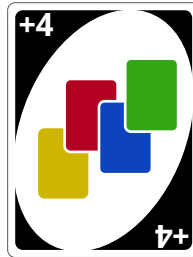
When the player plays the Skip card, the next player loses their turn. If multiple Skips are played, the next players also lose their turns respectively.



Wild

Wild can be played on top of any color or value. Multiple Wild cards can be played simultaneously, but the player can only change the color once.

After the player has played the Wild card, they can choose the color for the next player to match. The player who played the Wild card can not play other cards in their turn.



Wild+Draw 4

Wild+Draw 4 can only be played if none of the other hand cards is playable. The card can also be played on top of Draw 2, if the player in turn does not have Draw 2 cards for chaining. Multiple Wild+Draw 4 cards can be played simultaneously, but the player can only change the color once.

If the previous player played Wild+Draw 4, the player in turn must either draw four cards; or play Wild+Draw 4, after which the next player must draw eight (or four times the number of Wild+Draw 4 cards) cards. The chaining can be continued until the player in turn is unable (or unwilling) to play a Wild+Draw 4 card.

When the player plays the Wild+Draw 4 card, they can choose the color as when playing the Wild card. In Wild+Draw 4 chaining, each chaining player can change the color. The last color is applied when the chaining ends.

If the player next in turn after the Wild+Draw 4 card believes, that the previous player has played the card illegally (i.e. the previous player had other suitable cards), they can then suspect. The player who played the Wild+Draw 4 card must then show their hand cards to the suspecting player (but not to other players). If the suspicion was correct, the player who played the Wild+Draw 4 must draw four cards, and the next player can play any card (not Wild+Draw 4, if they have any other cards). If the suspicion was false, the player suspecting draws six cards and loses turn.

Special Situations

§1: Say "Uno" when one card remains

When the player plays cards from their hand so that only one card remains, they must say "UNO!" within three seconds after playing the card(s). If the player does not do so, they must draw two cards. However, if the fault goes unnoticed until the next player plays cards to the discard pile, the player at fault is not punished.

§2: Can't end with Special Card

If the player plays a Special Card as their last card, they must draw one card from the draw pile, say "UNO!" and continue playing in their next turn.

§3.1: No helping

If the player helps another player, the helper must draw two cards. Giving general advice regarding the game and ruleset is not considered helping.

§3.2: Spectators are not allowed to help, either

If a spectator helps a player, the steps in §13 are followed. If the helper is allowed to join the game, they must sit to helpee's opposite side of the table and draw two cards (in addition to the nine cards they have drawn). If the spectator is not allowed to join, they must go away from the player; or, if such arrangement is not possible, be ejected from the premises.

However, if the player being helped is a novice KPGUT player, and if the oldest player agrees, the spectator may be allowed to help the player.

§4: Draw pile exhausted

If the draw pile is exhausted, the discard pile, excluding the topmost card, is shuffled and turned value-side down as a new discard pile. The shuffling is done by the oldest player already finished; or if no such player, the oldest spectator; or if there are no spectators, the oldest player.

§5: Both draw pile and discard pile exhausted

If the discard pile can no longer be reasonable used as a new draw pile, the game ends as in Special Situation § 6.

§6: Ending the game prematurely

If the game must be ended prematurely (due to time constraints, etc), the relative ranking of remaining players is determined by the amount of hand cards each player has (less = better). If two or more players are tied, their relative ranking is determined by the amount of number cards (less = better). If two or more players are still tied, their relative ranking is determined by the amount of 0 cards (1 cards, ... 9 cards; more = better). If, after going through all the previous steps, there still are players tied, their relative ranking is considered to be equal.

§7: Side slide

If the player has a number card with equal color and value as the discard pile, they can play the card even if it is not their turn. Using this situation does not affect the turn order. This special situation can not be used, if the player was already in turn.

§8: Player away

If the player is not present in their turn, two cards are drawn from the draw pile to their hand cards without looking them, after which the player loses their turn.

§9: Giving up

If the player gives up, their hand cards are shown to other players, after which the shuffler (see §4) shuffles the cards to the draw pile. The player is considered to have lost to all other players. If multiple players give up, they are considered to share the last position.

§10: Cheating

If the player cheats, and another player catches them before the player next in turn plays cards to the discard pile, the cheater picks all the cards they played back to their hand, and then draws two cards as a penalty. If the fault goes unnoticed for a longer time, the player is not punished.

§11: Conflicts

If the players disagree on the rules or game state, a yes-no resolver question (e.g. "Did Matt cheat?") is made. Each player then votes either "yes" or "no", and the answer with most votes is considered to be correct. In case of a tie, the oldest player's vote breaks the tie.

§12: Marked cards

If a card is worn down or damaged so that its value can be recognized without seeing the value side, the card can not be changed or removed, but it must be used as-is. Such cards can be removed from the deck between the games.

§13: Joining mid-game

If someone wishes to join an ongoing game, and there is not yet a winner, the person may join if the oldest player agrees. The new player must draw nine cards and then sit around the table to play.

§14: Tactical draw

The player can, if they so choose, draw cards also when they have playable cards in hand. However, any other player can suspect, that the player is drawing cards unnecessarily. In such situation, the suspected player shows their hand to the suspecting player. If the suspicion was right, the steps in §15 are then followed. If false, the suspecting player must draw four cards.

§15: Unsportsmanlike conduct

If the player continuously or grossly breaks the rules of the game or the player etiquette, or if they clearly play without an intention to reach the best possible ranking, the oldest player (or the youngest player, if the player in fault is the oldest player) must give them a warning. If the player continues said behavior, the player is ejected from the game similar to steps in §9. Players ejected per this situation are not given any rank at all.

Ending the Game

When the player has played all their hand cards in accordance with the rules, they finish the game. The first player to finish is the winner. The remaining players continue the game until only one player remains: the loser. If time or other constraints so require, the game may be ended prematurely, see Special Situation §6.

After the game, the loser shuffles all the cards. If more rounds are played, the loser then passes the deck to the oldest player, who then re-shuffles the cards and deals them as explained in Starting the Game section. If more rounds are not played, the loser puts the cards and these instructions back to their casing.

Player Etiquette

There are only gentlemen and fine ladies playing. The winner is allowed to celebrate their victory, as is the loser allowed to be disappointed in themselves; but mocking other participants is not acceptable. All players are expected to remain calm and polite at all times, even if the gameplay mood may get loud.

After finishing the game, it is polite to watch the game to its end and properly assume the responsibilities of a non-player. The spectators may at times see players' cards, and this is acceptable; the spectators are expected to be able to keep what they see to themselves. Players are not helped, unless so decided with the player and the oldest.

Scoring

As the game is played seriously for the fun, keeping score is usually unnecessary.

However, the following scoring system can be used to keep track of the cumulative relative rank of the players when multiply games are played in session. When scoring is used, a single game is not allowed to exceed one hour. Keeping track of the time is a responsibility of the oldest player, even after they have finished the game.

When a player finishes, they get a score equal to the full minutes elapsed since the beginning of the game. If the game is in progress after one hour, the relative ranking for the remaining players is determined as explained in Special Situation § 6. The best remaining player gets 65 points, the next gets 70, the next gets 75, etc. Players who have given up are given a score of the second-last player + 30, or 60, whichever is greater. Players ejected as per Special Situation §15 are not given score, and will be disqualified from the rest of the session.

After the session, each player divides the sum of their points with the number of the games they participated. The player with a lowest score (average) is the winner, and the player with the highest score is the loser.

About these Rules

When kingi89 Pro Gamer Uno Tour™ rules are used, the regular Uno rules are not used at all. These rules cover the gameplay completely.

These rules are based on the ruleset once used in Oriveden seurakunta's youth work events. The rules were clarified and written down by Riku "kingi89" Eskelinen in 2009. The rules have been updated from time to time based on the feedback and experience. This revision was written in 2016.

These rules may be used, copied and distributed verbatim for non-commercial purposes. The latest version of these rules is available at <http://kingi89.fi/kpgut>.

Rule changes

This revision has a stricter interpretation for drawing cards without reason and for other unsportsmanlike conduct. A scoring system was also added.

Printing

These instructions should be printed to an A4 sheet as duplex (both sides). The sheet should then be folded on the column boundary, and four times on the other direction, so that it fits to the card container case.

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