2 to 10 Players

INSTRUCTIONS

**Wrigley Field™**

4 Wild Draw Four cards

4 Wild cards

8 Skip cards - 2 each in blue, green, red and yellow

8 Reverse cards - 2 each in blue, green, red and yellow

19 Yellow cards - 0 to 9

19 Red cards - 0 to 9

19 Green cards - 0 to 9

19 Blue cards - 0 to 9

112 Cards as follows:

*NOTE: If any of the Action Cards (symbols) are turned over to start the DISCARD turn, however you may not play any other card from your hand after the draw.*

3. Place the remainder of the deck facedown to form a DRAW pile.

**FUNCTIONS OF ACTION CARDS**

**Draw 2 Card** - When you play this card, the next player must draw 2 cards and lose their turn.

**Reverse Card** - When you play this card, the direction of play reverses. If play is already in progress, the next player to draw must play a card on the top of the DISCARD pile, either by number, color or symbol (represent Action Cards; see FUNCTIONS OF ACTION CARDS). **EXAMPLE**: If the card on the DISCARD pile is a red 7, the player must play down a red card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

**Skip Card** – When you play this card, the next player is “skipped” and play continues (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.

**UNO**

To get rid of your cards, 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 after the next player begins their turn, you must draw two cards.

**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.

**WINNING THE GAME**

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

- **Skip Card** – 20 Points
- **Draw Two** – 20 Points
- **Wild** – 50 Points
- **Wild Draw Four** – 50 Points

**SCORING**

When no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

**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 (represent Action Cards; see FUNCTIONS OF ACTION CARDS). **EXAMPLE**: If the card on the DISCARD pile is a red 7, the player must play 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 top of the DRAW pile. If you are dealt a card from the top of the DRAW pile and do not have a playable card in your hand, you must draw another card from the top of the DRAW pile (See FUNCTIONS OF ACTION CARDS).

If you do have a card that matches the one on the DISCARD pile, you must take a card from the top of the DRAW pile, or if you do not have a card of the same suit, you must take a Wild card (See FUNCTIONS OF ACTION CARDS).

**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.

**SETUP**

1. Each player draws a card; the player that draws the highest number (count Action Cards 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 the DISCARD pile.

**NOTE**: If any of the Action Cards (symbols) are turned over to start the DISCARD turn, however you may not play any other card from your hand after the draw.

5. Each player in turn draws 2 or 4 cards respectively. These cards are counted when the next card is played, and the next player goes (See FUNCTIONS OF ACTION CARDS).

If the last card played in a round is a Draw Two or Wild Draw Four card, the next player must draw 2 or 4 cards respectively. These cards are counted when the next card is played, and play starts over again.

**SCORING**

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

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**ALL CARDS (0-9) — FACE VALUE**

- **Draw Two** ..................... 20 Points
- **Reverse** ..................... 20 Points
- **Skip** .......................... 20 Points
- **Wild** .......................... 50 Points
- **Wild Draw Four** ............. 50 Points
- **Wrigley Field™** ............. 50 Points

**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.

**SCORING**

When no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

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**UNO**

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