

# Uno Quick Reference Guide

## Objective of the Game

The main objective in Uno is to be the first player to discard all of your cards. Players match cards by color or number, using action cards strategically to outplay opponents. When a player has only one card left, they must say 'Uno' to avoid a penalty.

## Key Card Types

- Number Cards: These cards range from 0 to 9 in four colors: red, blue, yellow, and green.

- Action Cards:

\* Skip: Skips the next player's turn.

\* Reverse: Reverses the direction of play.

\* Draw Two: Forces the next player to draw two cards and lose their turn.

- Wild Cards:

\* Wild: Allows the player to change the current color.

\* Wild Draw Four: Changes color and forces the next player to draw four cards. Can only be played if you have no other playable card.

## Basic Gameplay Rules

1. Play begins with the player to the dealer's left.
2. Each player must play a card that matches the color or number of the top card on the discard pile.
3. If a player cannot play a matching card, they must draw from the draw pile.
4. Special rules apply for action cards like Skip, Reverse, Draw Two, and Wild cards.
5. The round ends when a player discards their last card.

## Scoring Summary

- Number Cards: Face value (0-9 points)

- Draw Two, Skip, Reverse: 20 points each

- Wild and Wild Draw Four: 50 points each

The game continues until a player reaches a score of 500, but players can set a different target for shorter games.

*Quick Reference Guide provided by UnoOnline.info*