OFFICIAL RULES

UNO ALL WILD RULES PDF

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CONTENTS

112 Cards

OBJECT

Be first to get rid of all the cards in your hand.

UNO ALL WILD IN A NUTSHELL

Every card is wild, so you don't need to match number or color as in regular UNO®, just play a card. "That's easy!" you say. Not so fast. Special Action Cards can really change the game, so pay attention! Like always, when you're down to your last card, you still must yell "UNO!"

SET UP

1. Choose a dealer and shuffle the cards.
2. Deal 7 cards to each player.
3. Place the remaining cards FACEDOWN in the center of the table. This is the DRAW PILE.
4. Flip over the top card of the Draw Pile to start the Discard Pile (if it's a Wild Action Card, ignore the action).
5. The player to the left of the dealer goes first and play proceeds clockwise.

LET'S GET WILD!

On your turn, you try to get rid of your cards by playing ONE CARD onto the Discard Pile.

1. Play a card.
2. If it's a Wild Action Card, perform the action (see Wild Action Cards below).

That's it.

Pretty simple, huh? But it's the Wild Action Cards that really get things going, so let's find out what they are:

Wild – Okay, technically this isn't an "action" card, but you're going to be playing a lot of these so try to keep things interesting. You could even call out a color if you want to. It won't change anything but so what – at least there's one less card in your hand, right?

Wild Reverse – When played, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa.

Wild Skip – When played, the next player loses their turn.

Wild Skip Two – When played, the next two players lose their turns.

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Wild Draw Two – When played, the next player must draw 2 cards and lose their turn.

Wild Draw Four – When played, the next player must draw 4 cards and lose their turn.

Wild Targeted Draw Two – A player of your choice draws 2 cards (they do not lose their next turn).

Wild Forced Swap – When played, you MUST choose another player and exchange hands with them (If either player ends up with one card in their hand, they must remember to shout "UNO!").

ONE MORE THING...

Let's say that the next player in order is about to go out and you don't have any way to stop them. You can take a chance and choose to draw a card instead of play any of the cards in your hand. You might just get lucky! If you do, you must either play the card you just drew or pass your turn without playing a card.

ONE MORE THING...

When a player plays their final card, they win. Time to shuffle the cards and play again!

However, if someone beats you to it and calls out 'UNO' before the next player takes their turn then you must draw 2 cards!

WINNING

When a player plays their final card, they win. Time to shuffle the cards and play again!

WINNING

When a player wins a hand, they receive points based on the cards remaining in their opponent's hands.
Cards are valued as follows:

- Any Wild Card ..... 20 Points
-
- – Wild
- Any Wild Action Card ..... 50 Points
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- – Literally anything else

Keep a running tally of each player's points from hand to hand. When a player reaches 500 points, they are the winner.