

CREDITS:

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DESCRIPTION:

Players: 2 to 8, ages 7 and up

Components: All 108 cards from one standard Uno™ deck

OBJECT:

To be the player with the highest score at the end of the game. Points are scored by matching card combinations from your hand with cards forming a row or column in the Grid.

SUMMARY:

Shuffle all the cards and deal 7 to each player. Put the rest face down for the Draw Pile. Take turns, starting with the youngest player and proceeding to the left.

On each turn, first draw a card from the Draw Pile, then do one (and only one) of the following:

- a) Play a number card or a Skip into one of the nine Grid positions.
- b) Play a Reverse into your Score Pile and reverse the order of any row or column in the Grid.
- c) Play a Draw Two into your Score Pile and draw two cards from the Draw Pile.
- d) Play a Wild Draw Four into your Score Pile and draw four cards from the Draw Pile.
- e) Play a combination of number cards into your Score Pile that matches the numbers in any row or column in the Grid (the colors of the cards do not need to match). Wilds and Wild Draw Fours may be substituted for any of the numbers, but be aware that these cards will be worth no points when the scores are totalled at the end of the game. When you play a scoring combination of cards into your Score Pile, you must show all players the cards and indicate the Grid row or column they match.

Play continues until either someone plays all their cards, or someone needs to draw a card from the Draw Pile, but no cards are left to draw. When either of these happens, the game ends, and all players count the points in their Score Piles and subtract the points left in their hands, arriving at a final score. Highest score wins.

SPECIFICS:

Draw Pile - The Draw Pile consists of all cards remaining after the initial hands of 7 cards are dealt to each player. There is only one Draw Pile for all players, and each player draws one card from the Draw Pile per turn. If a player reaches to draw a card and the Draw Pile is empty, the game ends.

Score Pile - Each player has a Score Pile that is empty at the beginning of the game. As the game progresses, each player will play many cards into his or her own Score Pile.

Grid - The Grid is a pattern of card stacks arranged face-up on the table in a square, three cards by three cards. At the start of the game, the Grid is blank (no cards). The Grid is begun on the first player's first turn by playing a number or Skip card face up on the table. The next player must lay a number or Skip card on the table, adjacent or diagonal to the first card. Play proceeds in this manner, until all nine Grid positions have been filled. Until the Grid is filled, the **ONLY** legal play is to place a number or Skip card into one of the Grid positions that is empty. If, after drawing a card at the start of your turn, you do not have a legal play available

because of this, you must show your entire hand to the rest of the players as proof, and your turn ends. Once the Grid has been formed, normal play begins, and subsequent cards played in the Grid must be placed directly on the top of any of the nine Grid stacks. Only the top cards showing in the Grid are eligible for matching to score points.

Skip - Skip cards are played into the Grid. They are the only non-number cards that can be played in the Grid. When players play card combinations into their Score Piles, Skip cards do not need to be matched. For example, if a row or column contains one Skip card, only the other two number cards in the row or column need to be matched to place them in your Score Pile. If a row or column has two Skip cards, only one number card needs to be matched. There is no way to score from a row or column that contains three Skip cards.

Reverse - Reverse cards are played into the player's Score Pile. Then, the player reverses the order of a row or a column of the player's choice. This means that the two cards at the ends of the row or column exchange places. The card in the middle of the row or column does not move. Reverses may not be played into the Grid.

Draw Two - Draw Two cards are played into the player's Score Pile. The player then draws two cards from the Draw Pile. Draw Twos may not be played into the Grid.

Wild - Wild cards may be substituted for any number card when matching the combination in a row or column to score. Wild cards may not be played into the Grid.

Wild Draw Four - Wild Draw Four cards may be used in two different ways. They may either be used like a Wild card (as described above), or they may be played into the player's Score Pile to draw four cards from the Draw Pile. Wild Draw Fours may not be played into the Grid.

SCORING:

When the game ends, all players must count the points in their Score Piles and subtract from that the points left in their hands. For the purpose of scoring, number cards count for points equal to the number shown on them. All other cards (Wild Draw Four, Wild, Draw Two, Reverse, and Skip) count for zero points.

Note that if the game ends by a player playing all the cards in his or her hand, that player will have no points to subtract from the player's final score. You do not automatically win the game, however, by playing all your cards; you must still have the highest score to win.