

Combat **UNO** Rules

Combat Uno shares most of the same rules as regular UNO. Here is a refresher of how UNO works:

- Each player starts with 7 cards. One player will deal each round. The person on the dealer's left becomes the dealer next round. The dealer will flip over a card from the deck to start play.
- On your turn, you can play any card of the same color OR number/type as the card at the top of the pile. If none of your cards can be played, you must draw 1 card and then the next player will go.
- The skip card skips the next player. The reverse card changes the direction of play. The draw two and draw four cards make the next player draw that many cards, and then play proceeds to the next person after them.
- The round ends when one person gets rid of all of their cards.
- As soon as you have only one card remaining in your hand, you are required to yell "UNO!" If you do not, and someone else says "UNO" before you do, you must draw two more cards.

In addition to the regular rules, here the extra rules that make up Combat UNO:

- If you have the exact same card as the card on top of the pile, you can play it any time, even if it is not your turn. It must match exactly. For example, if a red 3 is on the pile, you can play a red 3 from your hand at any time.
- After a player uses the above rule to play out of turn, it becomes the next player after that person's turn. In other words, it is as if the person who just played their card had their turn.
- If two players try to play a card at the same time, whichever card hits the pile first is the valid play. The other player must return their card to their hand.
- Draw Two and Draw Four Wild cards stack. If someone plays a Draw Four Wild Card, another player can play a Draw Four Wild Card out of turn. The next person would then have to draw eight cards. Draw Two cards stack in the same way, but with one difference: a Draw Two card played out of turn must be the exact same color (unless it is your turn, in which case you can stack a Draw Two of any color and pass the drawing to the next person).
- If a player touches the deck to start drawing for whatever reason, they are committed to drawing, even if somebody does something that would make them not have to draw anymore. (Example: Someone has to Draw Two. They touch the deck right before another person stacks their Draw Two. That person has to finish drawing those two cards. In this case, the Draw Two cards' effects don't stack anymore since someone already drew for one of them.)

Scoring:

- At the end of the round, players are given a score based on the cards remaining in their hand. The objective is to have the least points at the end of the game.
- Here are the scoring values:
 - Numbered Card – the number on the card (ex: a yellow 4 is worth 4 points)
 - Skip, Reverse, or Draw 2: 20 points
 - Wild or Wild Draw Four: 50 points
- The game ends whenever the last place player reaches a predetermined point amount, or after a certain number of rounds.

*** If playing with a special deck containing cards not listed above, special rules and scoring may apply to those cards.**

