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# UNO braille edition card game (GC14)

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Please retain these instructions for future reference. These instructions are also available in other formats.

## General description

UNO has partnered with the National Federation of the Blind to make this UNO braille edition. There are 108 playing cards with braille dots in two corners and four quick-play reference cards with traditional text and braille.

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. Don't forget to yell "UNO!" when you're down to your last card!

The game is for 2-10 players aged 7+

## Orientation

Hold the cards with the longest side of the card running vertically, with the braille facing you. The braille description for each card is embossed on the top left and bottom right hand corners. The colour symbols are b for blue, g for green, r for red and y for yellow.

The pack contains 118 cards, which are as follows:

* 19 cards - 0 up to 9 - blue in colour (braille: b0 to b9)
* 19 cards - 0 up to 9 - green in colour (braille: g0 to g9)
* 19 cards - 0 up to 9 - red in colour (braille: r0 to r9)
* 19 cards - 0 up to 9 - yellow in colour (braille: y0 to y9)
* Eight Draw cards - Two each in blue, green, red, yellow (braille: b+2, g+2, r+2, y+2)
* Eight Reverse cards – Two each in blue, green, red, yellow (braille: brv, grv, rrv, yrv)
* Eight Skip cards – two each in blue, 2 green, 2 red, 2 yellow (braille: bsk, gsk, rsk, ysk)
* Four Wild cards (braille: wi)
* Four Wild Draw Four cards (braille: wi+4)
* Ten reference cards (text and braille)

## The object of the game

To be the first player or partnership to score 500 points. Points are scored by ridding yourself of all the cards in your hand before your opponent(s).

Each player is dealt seven cards and the remaining cards are placed face down in the centre of the table to form the draw pile. The top card of the draw pile is turned over and placed next to the draw pile to form the discard pile.

The first player selects a card from his hand by matching either the colour, number or word of the top card in the discard pile. The first player's card is placed as the top card of the discard pile for the next player's card to match. A Wild card will match any card. If a player cannot play any of his cards, he must draw one card from the draw pile which he may play, before the turn passes to the next player.

Special action cards add excitement to the game by reversing the direction of play, skipping the next player or instructing the next player to draw a certain number of additional cards.

## The dealer

Each player draws a card from the unexposed deck to determine the dealer. Only the 0 to 9 cards are used to determine the first dealer, any other cards drawn are placed back into the pack and the player redraws. The player who draws the highest card deals.

## Dealing

Seven cards are dealt facedown to each player starting with the player on the dealer's left. The remaining cards (the draw pile) are placed in the centre of the table with the top card turned face up (discard pile), next to the draw pile. Each player should sort their cards by colour, being careful not to expose them to any other player.

## Play

Play begins with the person to the left of the dealer matching the card exposed on the discard pile. Play continues with each player either matching the number or colour of the card played by the player before (the top card of the discard pile) or by following the directions of a word card. If a player is unable to match the colour, number, word card or play a wild card, they must draw one card from the draw pile.

If the card drawn is playable they may play it immediately. If the card drawn is not playable it is added to their hand and play passes to the next person. The first player to rid all the cards is the winner of that hand (See Counting and Scoring).

## Special cards

Draw Two - The next player must draw two cards from the draw pile and forfeit his turn. The player cannot cancel the effect of a Draw Two card by playing another Draw Two card. The following player may match the Draw Two card and force another draw and forfeiture of a turn by the next player.

Reverse - Reverses the direction of play until another Reverse card is played.

Skip - The next player is `skipped' (loses a turn). The Skip card cannot be cancelled by playing another Skip card. The following player may match the Skip card and forcing the next player to lose a turn.

Remember, after a player draws two or is skipped, the following player may match the word card (with any colour), play any card of the same colour as the word card or play a wild card.

Wild Cards - Wild cards may be played on any colour or type of card. The player playing a Wild card may change the colour of play or elect to continue with the same colour.

The Wild card does not cancel the effect of a word card previously played or have any effect on the next player other than to change the play to the named colour. A Wild card may be played even though a player holds other playable cards in his hand. There is no restriction to the playing of Wild cards.

Wild Draw Four Cards - Gives a player the right to call the colour of play and forces the next player to draw four cards from the draw pile and forfeit his turn. This card may only be used when a player does not have a card in his hand matching the colour being played.

## Going out

As a player plays his second last card he must call out `UNO' (meaning `ONE'). This warns all players he may be able to go out on his next turn. If a player fails to say `UNO' by the time his card touches the discard pile any other player in the game may `catch' him. If a player is `caught' not saying `UNO' he immediately draws two cards from the draw pile. Play then continues. A player must be caught before he makes his next draw or he is safe and no penalty draw is made.

When a player plays his last card the hand is over. Points are scored, the cards are collected, reshuffled and a new hand is begun with the deal passing to the left. If the last card played is a Draw Two or Wild Draw Four card the next player must draw the two or four cards. These cards are counted when points are totalled.

If no one has won before the draw pile is depleted, reshuffle the discard pile, except the top card, and continue play with the reshuffled draw pile.

## Counting and scoring

The value of the cards are as follows:

All cards 0 - 9 - Face Value

Draw Two Cards - 20 points

Reverse Cards - 20 points

Skip Cards - 20 points

Wild Cards - 50 points

Wild Draw Four Cards - 50 points

Once a player has gone out all other players total the points in their hands. This total is awarded to the player who went out. The first player to reach 500 points is the winner.

The game may also be scored by keeping a running total of the points each player is caught with in his hand. When one player reaches 500 (or any designated amount), the game is over and the player with the least number of points is declared the winner.

## Penalties

If a player makes a suggestion to any other player on what card to play, he must immediately draw four cards.

If a player plays a Wild Draw Four card when he has a playable colour in his hand he is penalised and must draw four cards. Whenever a Wild Draw Four card is played the player required to draw four cards, and only that player, may challenge the playing of the card. If challenged the player must show his hand to the challenger to confirm it doesn't contain a playable colour. If the play was correct the challenger takes two cards in addition to the other four and play resumes as normal.

If a playable colour was in the hand shown the Wild Draw Four card is returned to the player's hand and the player successfully challenged must draw four cards. Normal play is then resumed.

## Two-handed play and partners

### Rules for two players

1. A Reverse card acts like a Skip. The player who plays the Reverse may immediately play another card.

2. The person playing a Skip card may immediately play another card.

3. When a Draw Two card is played and your opponent has drawn two cards, the play is back to you. The same principle applies to the Wild Draw Four card.

Basic UNO rules apply in all other instances.

### Rules for four players

When playing partners, always sit across from each other. When either partner goes out, the hand is over.

Total all of the points in both opposing hands and credit this amount to the team going out.

## Challenge UNO

This game is scored by keeping a running total each player is caught with in his hand. As each player reaches a preset figure, we suggest 500, he is eliminated from the game. When only two players are left in the game they play head to head.

When one of the players reaches or exceeds the preset figure they lose. The winner of the final hand is declared the winning player of the game. (See special rules for two handed UNO.)

## How to contact RNIB

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