

# Uno Dos (GC15)

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## General description

If Uno means 'one', then Dos means 'two', which makes this game the sequel to the hugely popular Uno card game. Uno and Dos have lots in common, but are two very different games.

For two to four players only. Age 7+

## Object of the game

Earn points by being the first player to get rid of all your cards by matching the cards in the centre by number. In Dos, colour matches only earn a bonus. The first player to reach a score of 200 points (or any number the players agree on) is the game winner.

## In the box

Dos has 108 cards as follows:

* 24 Blue – three each of 1, 3, 4, 5; two each of 6, 7, 8, 9, 10; two each of Wild #
* 24 Green – three each of 1, 3, 4, 5; two each of 6, 7, 8, 9, 10; two each of Wild #
* 24 Red – three each of 1, 3, 4, 5; two each of 6, 7, 8, 9, 10; two each of Wild #
* 24 Yellow– three each of 1, 3, 4, 5; two each of 6, 7, 8, 9, 10; two each of Wild #
* 12 Wild DOS cards.

The cards in the Dos pack have braille embossed in the top left and bottom right corners to tell you the card's number (or wild card status) and colour.

## Set up

1. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
2. The dealer shuffles and deals each player seven cards.
3. The dealer places two cards face up from the draw pile in the middle of the playing area to form the ‘centre row’. Note: during play the centre row may increase beyond these first two cards. More on that later.
4. Place the deck beside the centre row, leaving space for a discard pile.

## Let’s play

The person to the left of the dealer starts play.

On your turn, you must either:

1. Number match one or both of the cards in the centre row with your cards from your hand or
2. Draw a card from the draw pile.

## Number matching

You may play cards from your hand that match the numbers on the cards in the centre row in two ways:

1. Single number match: Play a single card that matches the number of one of the cards in the centre row regardless of the colour. Example: if you have a red 7 in your hand, and one of the cards in the centre row is a blue 7 you may play your card.
2. Double number match: Play two cards (and only two) that add up to one of the cards in the centre row. Example: if the card in the centre row is a 7, you may play any two cards that add up to seven, 5+2, 3+4, 6+1 regardless of the colour.

If you are able, you may make a single number match or a double number match on each of the cards in the centre row, but only one match per card.

## Number and colour match

If the cards you play also have the same colour as the one you are matching in the centre row, you get a colour match bonus for each match.

**Single colour match:** If the card you play matches the number and colour of a card in the centre row, you earn a bonus at the end of your turn. Bonus: At the end of your turn, you may lay one card from your hand face-up in the centre row.

Example, if you have a red 7 in your hand, and one of the cards in the centre row is a red 7, you earn a single colour match bonus when you match those cards.

**Double colour match:** If the two cards you play both add up to match the number and colour of a card in the centre row, you earn a double bonus. Bonus: At the end of your turn, you lay one card from your hand face-up in the centre row and then all other players must draw one card from the draw pile.

Example, if the card in the centre row is a red 7, and you play two red cards that add up to 7 you earn a double colour match bonus.

Note: If only one of the two cards is the same colour as the cards in the centre row, you do not earn a double colour match.

## Draw

If you cannot or do not want to make a match, you must draw a card.

If you can make a match after drawing, you may do so.

If you have drawn and still cannot or do not want to make a match, lay one card from your hand face-up to the centre row.

Note: If there are more than two cards in the centre row, you may match any or all of them. There is no maximum limit to the number of cards in the centre row. Therefore, on occasion, there will be more than two cards in the centre row for a player’s turn. However, there must always be at least two cards in the centre row.

## Ending your turn

It is important to follow these steps in order when ending your turn:

1. Take all the cards you played, including the centre row cards you played them on, and put them in the discard pile.
2. If there are now fewer than two cards in the centre row, refill it with cards from the deck until there are two cards in the centre row.
3. Next, if you earned any colour match bonuses during that turn, don’t forget to add one card from your hand to the centre row for each colour match bonus you earned.

## Special cards

Wild DOS Card.

This card counts as a 2 of any colour, making it especially useful in forming a double match. You decide what colour the wild DOS card is when you play it. If the Wild DOS card is face up in the centre row, you decide what colour it is when you match to it.

Example: if the centre row has a red 7 and you have a red 5 and a Wild DOS card in your hand, you may combine those cards to make a double colour match on the red 7. If the 5 in your hand is not a red, you can still combine it with the Wild DOS card to make a double number match.

Wild # card.

The wild # card counts as any number from 1-10 in that card’s colour. You decide what number the wild # card is when you play it. If the wild # card is face up in the centre row, you decide what number it is when you match to it.

Example: if the centre row has a red 7, you can designate your wild # card a 7 and make a single number match. If your wild # card is red, you can make a single colour match as well. If you have a blue 3 card and a yellow wild # card in your hand, you can combine the two by designating the yellow wild # card as a 4 and playing them on the red seven making a double number match. If the 3 card and the wild # card are both red, you can make a double colour match as well.

## DOS Rule

If you ever have exactly two cards in your hand, you must shout out DOS (meaning two). If you forget to do so and another player calls out DOS before you, you must immediately draw two cards as a penalty. If this happens during your turn, do not add the penalty cards to your hand until the end of your turn.

## Ending the round

The round ends when one player goes out by getting rid of all the cards in their hand. That player earns points for the cards left in the other players’ hands. Note: If the player earned double colour match bonuses on the turn they went out, remember to have the other players draw cards before scoring.

## Scoring

All number cards (1, 3-10) = face value

Wild DOS = 20 points

Wild # = 40 points

Record each player’s score on a piece of paper (not included). The winner of the previous round becomes the dealer for the next round.

## Winning the game

The first player to reach 200 points wins the game.

## How to contact RNIB

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