The deck consists of cards of 4 colors: red, green, blue, and yellow. The ranks in each color are 0-9. There are 3 "action" cards in each color, labeled "skip", "draw two", and "reverse". There are also special black action cards, "wild" and "wild draw four". There are two copies of each colored regular and action card, except for the zero card, which only have one per suit. There are four "wild" and "wild draw four" cards each, producing a total of 108 cards.

Seven cards are dealt to each player, and the top card of the stock is exposed to start the discard pile. If the exposed card has a special ability, it is treated as if the dealer played that card, and the special effect occurs (i.e., skip, draw two, reverse, or wild). If the exposed card is to be a wild draw four the computer return the card to the deck and the next card is exposed. Play begins with the player the computer choose before the shuffle screen.

At each turn, a player may play a card from their hand that matches either the color or rank (or both) of the top exposed card, or play a wild or wild draw four. If a player has no legal card to play, that player draws the top card of the stock, and may either play it or place it in their hand. If a player decides not to place a card and draws instead there is no penalty. After playing a single card or drawing, the next player takes a turn. If the stock is emptied, the discard pile is shuffled by the computer.

When a player plays down to only one card, that computer displays "Uno" to warn other players. The hand is over when one player has discarded all of their cards. Randomly the computer will declare that the player has not declared "Uno" and is penalized two cards.

After a player plays all their cards, the other players count the number of points pertaining to the values of the cards in their hands. Number cards are face value, colored special cards worth twenty, and wilds worth fifty. The first player to go out receives points for the cards left in his/her opponents' hands. The first person to reach a certain point value (officially 500) wins.

## Action cards.

| Card | Description |
| --- | --- |
| *Draw Two* | The next player must draw two cards and lose their turn. |
| *Skip* | The next player must skip their turn. |
| *Reverse* | The order of play is reversed from clockwise to counter-clockwise, or from counter-clockwise to clockwise. If the initial exposed card in the discard pile is reverse, then the dealer makes the first play, and play continues in a counter-clockwise direction. |
| | If there are only two players, the Reverse card is treated as a Skip card:[1] the next player must skip their turn. |
| *Wild* | The person playing it names a color, and the next legal play must be that color unless another wild is played. |
| *Wild Draw Four* | Acts like a wild, but the next player must draw four cards and skip their turn. This card may only be played if the player holding it doesn't have any card matching the current color. See penalties for more information about this card. |

Human Player:



Your hand is divided by color of card; RED, YELLOW, GREEN, BLUE & SPECIAL. SPECIAL is the Draw Four and Color Change cards. As for the other cards the numbers represents the number cards, D is for Draw Two, R is for Reverse and S is for Skip.

When it is your turn the computer will display HUMAN PLAYS. First choose if you want to SORT your hand, PLAY a card or TAKE a new card Press S, P or T. If you PLAY a card then first choice is play the color R, Y, G, B or S. Then play the type of card 0-9,S,D,R. If the card is an S, that is, SPL another choice of C or F is displayed to choose Color Change of Draw 4. Then confirm the play. If you don't have the card of it's an illegal play the computer will make you choose another card.

All Uno rules apply.

Computer player will play automatically and according to the rules.

Game ends when one player scores 500.