

# UNO™ DARE!



## Card Game

### Contents

- 108 Cards as follows:
- 19 Blue cards - 0 to 9
- 19 Green cards - 0 to 9
- 19 Red cards - 0 to 9
- 19 Yellow cards - 0 to 9
- 8 Reverse cards - 2 each in blue, green, red and yellow
- 8 Skip cards - 2 each in blue, green, red and yellow
- 8 Dare cards - 2 each in blue, green, red and yellow
- 8 Wild Dare cards
- 4 Dare List cards

### Object of the Game

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.

### Setup

1. Decide which one of the 4 Dare List cards you want to use in your game. Each Dare List Card represents a specific category with different dares: Family, Showoff, Daredevil, and House Rules (where you fill in the blanks with your own special rules).
2. Next, Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
3. The dealer shuffles and deals each player 7 cards.
4. Place the remainder of the deck facedown to form a DRAW pile.
5. The top card of the DRAW pile is turned over to begin a DISCARD pile. NOTE: If any of the Action cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.

#### TIP

Already know how to play original UNO® card game? If you're familiar with the basic rules, you can jump ahead to the Special UNO Dare™ Action Cards section.

### Let's Play

The person to the left of the dealer starts play.

On your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS).

EXAMPLE: If the card on the DISCARD pile is a red 7, the player must put down a red card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If you don't have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile. If the card you picked up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

You may also choose NOT to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however you may not play any other card from your hand after the draw.

### Functions of Action Cards



**Reverse Card** – When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This card may only be played on a matching color or on another Reverse card. If this card is turned up at the beginning of play, the dealer goes first, then play moves to the right instead of the left.



**Skip Card** – When you play this card, the next player is "skipped" (loses their turn). This card may only be played on a matching color or on another Skip card. If a Skip card is turned up at the beginning of play, the player to the left of the dealer is "skipped," hence the player to the left of that player starts play.

## Special UNO™ When™ Action Cards



**Dare Card** – When you play this card, the next player must choose to either draw 2 cards, or do the dare associated with the number on the card. Simply compare the number on the Dare card with the number on your chosen Dare List card to find out what the dare will be. This card may only be played on a matching color or on another Dare card. If a Dare card is turned up at the beginning of play, the player to the left of the dealer must choose to draw 2 cards or do a dare.

Once a dare is chosen, the player must successfully complete the dare or suffer a penalty. For example, if the dare is “Remain perfectly frozen until your next turn,” and they move before their turn comes around again, they fail and must draw 2 cards. Some of the dares are subjective in nature, so all the players must agree on whether the player has successfully completed the dare or not. Strictness is up to you.



**Wild Dare Card** – When you play this card, the next player must choose to either draw 2 cards, or do the dare associated with the number on the card. You also get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild Dare Card on your turn even if you have another playable card in your hand. If a Wild Dare card is turned up at the beginning of play, the person to the left of the dealer must choose to draw 2 cards or do a dare. They also get to choose the color that continues play.

**REMEMBER:** WHATEVER THE DARE, ALL PLAYERS MAY PARTICIPATE IN MAKING THE DARE EASIER OR HARDER ON THE PLAYER DOING THE DARE BY ASKING QUESTIONS, TEASING, SLOW OR FAST PLAY, ETC. FOR EXAMPLE, IF THE DARE IS “TALK LIKE A PIRATE UNTIL YOUR NEXT TURN,” YOU MAY ENGAGE THE PLAYER IN CONVERSATION, AND THEY **MUST** REPLY IN CHARACTER. IF THEY REFUSE TO ANSWER OR SLIP UP AND FORGET THE ACCENT, THEY FAIL AND MUST DRAW 2 CARDS.

## Going Out

When you play your next-to-last card, you must yell “UNO” (meaning “one”) to indicate that you have only one card left. If you don’t yell “UNO” and you are caught before the next player begins their turn, you must draw two cards.

Once a player has no cards left, the round is over. Points are scored (see SCORING) and play starts over again.

If the last card played in a round is a Dare card or Wild Dare card, the next player must either draw 2 cards or perform the dare. These cards are counted when the points are totaled.

If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

## Scoring

The first player to get rid of their cards in a round receives points for all of the cards left in their opponents’ hands as follows:

All number cards (0-9) . . . . .	Face Value
Reverse . . . . .	.20 Points
Skip . . . . .	.20 Points
Dare . . . . .	.20 Points
Wild Dare . . . . .	.50 Points

Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round.

## Winning the Game

The WINNER is the first player to reach 500 points.

## Alternative Scoring and Winning

Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 500 points, the player with the lowest points is the winner.

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