

HOW-TO HOST A VIRTUAL UNO® GAME



Just because we can't be in the same room doesn't mean we can't play a little UNO®! As long as every player has a deck of UNO® cards, a camera (*phone, tablet, computer*) and access to the same virtual video platform (*Zoom, WebEx, Hangout, etc.*) you are ready to play.

Here is how you can host your own virtual UNO® game:

Step One: First, select one player as the Dealer. The Dealer keeps track of each player and their order of play (*each player's display may show the other players in different positions on their screen, so the Dealer will decide the order and keep track during game play*).

Step Two: To begin, each player shuffles their deck, deals out seven cards to themselves, and then holds their cards up to the camera so the other players can see (*remember – only show the back of the cards in your hand!*).

Step Three: The Dealer takes one card from his or her deck and holds it up to the camera facing front so all players can see what card it is. This will be the start of the DISCARD PILE. The Dealer continues to hold up their card until the next card is played.

Step Four: The next player in order must match that card by color or number if they can. They may also play an action card if they are able. This player continues holding their card in front of the camera until another card is played. If they can't play a card, they must draw a card from their draw pile and put it in their hand.

Step Five: Play continues just like classic UNO®, until one player gets rid of all the cards in their hand. And, as always, don't forget to yell "UNO" when you're down to one card!

