

# Super Ultra Extreme Extreme Uno

An alternative rule set where all the cards matter.

These add to and supersede the original rules.

## Setup

Deal 7 cards to each player.

The remaining cards form the Draw Pile, face down on the table.

The player to the left of the dealer flips and plays the top card in the Draw Pile.

Turns start in a clockwise direction.

## Card Effects

### 0 - How the Turntables

All players pass their hand to the next player in the current direction of play.

### 1 - Everyone Discard a Card

Each player MUST discard one card into the discard pile. A player cannot discard their last card.

### 2 - Pick Up Two

This is considered the same card as a +2. The next player must pick up two cards. This also stacks.

### 3 - Another Turn!

Have another turn!

### 4 - Reverse and Skip

Reverse the direction of play and skip the next player.

### 5 - Push Back

The player before you (in the current direction of play) have a turn. Play then resumes in the current direction. A push back only moves to the player next to you.

### 6 - 6's and 9's

Everyone discards their 6's and 9's into the Discard Pile. Players do not have to discard these cards.

### 7 - The Ol' Switcheroo

You must swap hands with another player.

### 8 - Pick 'em Up

The next player must pick up the Discard Pile, and their turn is skipped.

### 9 - 6's and 9's

Same as a 6.

### Skip

This skips the next player. If an effect is active, then it skips you and pushes the effect to the **next** player.

### Reverse

Reverse the direction of play. If an effect is active, then it pushes the effect in the new direction.

### +4

The next player picks up 4 cards. This does not need to be your only playable card.

## Effect Stacking

Card effects stack with each other. Pickups can be stacked with 2, +2, and +4. 8 (pick up the discard pile) can be stacked with 8's to move it to the next player. All effects can be moved with 3, 4, 5, Skip, and Reverse. 0, 1, 6, and 9 cannot be negated.

## Playing

You can only play one card at a time.

A card can only be played if it matches the colour, the symbol, or if it's a black card of the top card on the discard pile. 2 and +2 are considered to be the same symbol.

If you cannot play, then continue to pick up cards until you can - you may choose not to play the card. If you do not want to play, then continue to pick up cards until you pick up another that you could play - you may choose not to play it. Your turn is then over.

Players may choose to leave the game at any time. Their cards are shuffled into the draw pile. Players may also choose to join at any time, and they are dealt 7 cards each.

It is useful to have an arrow or object to indicate to all players the current direction of play.

## Saying Uno

As soon as you only have one card in your hand you must say Uno before another player says Uno or before the next player plays a card. If a player fails to say Uno in time, then they must pick up two cards. These rules also apply when swapping hands with another player if any of these players have only one card.

## Winning

Be the first player to play your last card. You may not discard your last card. You cannot win with a black card. If you play a black card as your last card, you take back the black card, draw 2 more cards and your turn is skipped.