OFFICIAL

RULES

TEAMS PDF

UNOTEAM.NET

CONTENTS

112 cards

OBJECTIVE

The first team to get rid of all their cards wins the game.

UNO TEAMS™ IN A NUTSHELL

The gameplay follows the same rules as classic UNO® — players match cards by color, number, or symbol. However, in UNO Teams you don't play alone — you play in 2-player teams. Before the game begins, decide who your partner is and make sure you're seated across from each other at the table. Special cards and rules help teammates support each other to achieve victory. Both partners must get rid of all their cards for the team to win. And don't forget — when you or your partner have only one card left, you must shout "UNO!"

SETUP

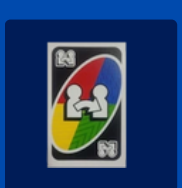
1. Pair up into teams and sit across from your teammate in the play area.
2. Choose a dealer and shuffle the deck.
3. Each player is dealt 7 cards.
4. Place the remaining cards face down in the center to form the DRAW pile.
5. Take the top card from the draw pile and place it face up next to it to start the DISCARD pile. If it's a special card, ignore its effect for the first turn.
6. Each player may look at their own cards but should not show them to their partner. TIP: It helps if your partner knows which color or card you're hoping to play soon.
7. The player to the dealer's left goes first, and play proceeds clockwise.

"Draw Two"
The next player must draw 2 cards and loses their turn.

"Reverse"
Changes the direction of play. If the game was proceeding clockwise, it now continues counterclockwise (and vice versa).

"Skip"
The next player loses their turn.

"Wild"
This card can be played on any other card, regardless of the color on the discard pile. It also lets you choose the color to continue play.



"Wild Team Play"
First, the player chooses a color. Then, the turn passes directly to their teammate. If the teammate can play a card, they do so, and the game continues. If they cannot, the player who played this card must draw 2 cards as a penalty. Play then continues from the teammate with the chosen color.

"Wild Team Draw Four"
The next player must draw 2 cards and skip their turn, and their teammate also draws 2 cards (even if they are out of the game). This card also functions as a "Wild," so the player who plays it chooses the color to continue play.

COMMUNICATION

During the game, teammates may talk to each other — but they cannot mention specific cards they have in their hands.
When any Wild card is played, a teammate may not say anything that could influence the color chosen to continue the game.

CALLING “UNO!”

When a player is down to only one card, they must shout “UNO!” to let everyone know. If their teammate forgets to do so, the turn is still valid, but if the player themselves forgets to call “UNO,” they must immediately draw 2 cards as a penalty.

ENDING A ROUND

When a player gets rid of all their cards, their teammate must give them half of their hand, and the game continues. If the teammate has only one card left, they give nothing, and the player temporarily leaves the game (they may return later — see the next section for details).

WINNING

A team wins when both players have played all their cards — that’s it! Time to shuffle the deck and start a new match of UNO Teams.

SCORING

If you want to add more variety to the game, you can use a scoring system. At the end of each round, the winning team earns points based on the cards remaining in their opponents’ hands.

- All numbered cards (1–9): Points equal the number on the card
- Action cards (“Reverse,” “Skip,” “Draw Two”): 20 points each
- Wild cards (any type): 50 points each
- Team Wild Cards (“Choose Color,” “Team Play,” “Team Choose Color + Draw Four”): 50 points each