The top card has to be placed in the Discard Pile, and the game begins!

Every player views his/her cards and tries to match the card in the Discard Pile.

If the player has no matches or they choose not to play any of their cards they must draw a card from the Draw pile. If that card can be played, play it. Otherwise, keep the card, and the game moves on to the next person in turn.

The game continues until a player has one card left. The moment a player has just one card they must yell "**UNO**!".

You have to match either by the number, color, or the symbol/Action.

You can only put down one card at a time; you cannot stack two or more cards together on the same turn.

If they are caught not saying "Uno" by another player before the next player takes their turn, that player must draw two new cards as a penalty.

The bottom line is – Announcing "Uno" has to be repeated every time you are left with one card.

Every player starts with seven cards, and they are dealt face down. The rest of the cards are placed in a Draw Pile face down. Next to the pile a space has to be designated for a Discard Pile.

The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction.

Once a player has no cards remaining, the game round is over, points are scored, and the game begins over again.