

# ONO! Card Game

One complete "ONO!" deck has 112 cards; 76 colored cards, 24 colored "action" cards, 8 "wild cards" and 4 "draw four wild (+4)" cards. There are four suits: red, yellow/orange, green, and blue/purple, each numbered 0-9. There are two sets of each suit. On each colored card is a vegetable or fruit that matches the color of the card. There are three types of colored action cards in each suit; "skip", "draw two", and "reverse." Each "wild" or "draw four wild" card has special instructions.

## **Basic Rules:**

- At the start of the game select a dealer to deal each player seven cards face down. The rest of the deck (the stock pile) is placed face down in front of everyone and the top card is flipped up and put into its own stack (the discard pile).
- The person to the left of the dealer starts the game.
- To use an "action", "wild", or "draw four", the person with the card must follow the instructions before he/she can use the card on another player (functions of action cards are listed on the next page).
- If an "action" card is flipped first, it is treated as if the dealer played it and the first person to go is either skipped, must draw two, or the game is reversed. If the first card is a wild it must be shuffled back into the stock pile.
- At each turn, a player may play a single card from their hand that matches the color, number, food, or action of the top card in the discard pile, or play a wild card.
- If a player does not have a matching card or if the player chooses no to use a matching card, that player must draw the top card of the stock pile and may either play that card or keep it in his/her hand. After playing a single card or drawing, the next player takes a turn.
- If the stock pile becomes empty before the game is over, then the discard pile must be reshuffled and become the new stock pile.
- Once a player is down to only one card, that player must say "ONO!" to warn other players.
- If a player does not say "ONO!" before the next player plays or draws a card, another player may yell "ONO!" and that is able to switch his/her cards with the player who has only one card left.
- If the player says "ONO!" for someone with more than one card left, then the person who yelled "ONO!" must draw four cards.
- It is perfectly legal to try and trick other players into thinking you have only one card left!

## Functions of the Action Cards

**Draw Two Card** - When this card is played, the next person to play *must draw 2 cards and miss* his/her turn. This card can only be played on matching colors and other Draw Two cards.

**Reverse Card** - This simply reverses the direction of play. Play to the left changes direction to the right, and vice versa. The card may only be played on a matching color or on another Reverse card.

**Skip Card** - The next player to play after this card has been laid loses his/her turn and is "*skipped*". The card may only be played on a matching color or on another Skip card.

**Wild Card** - The person playing this card calls for any color to continue the play, including the one currently being played, if so desired. A Wild card can be played at any time - even if the player has another playable card in the hand.

**Wild Draw Four Card** - This is the best card to have. The person who plays it calls the *color* that continues play. Also, the next player has to *pick up 4 cards* from the DRAW pile and *miss his/her turn*.

The first person to lose all of his/her cards, wins the game!!!

## Optional Rules:

### Playing for points:

All basic rules stay the same. After a player loses all of their cards, the rest of the players count up the number of points pertaining to the values of the cards remaining in their hands. Colored number cards are face value, "action" cards are worth 20, and "wild" cards are worth 50. The first person to reach a certain point value (500, 1000 ...) wins.

### For a longer game:

Add the rule that a player that does not have a matching card must keep drawing from the deck until they find either a matching or wild card.

### For a shorter game:

To shorten the game remove colored cards numbered 6, 7, 8, and 9.