

# UNO FLEX!

Card Game



## Contents

112 Cards - including 8 Power Cards (see the Power Cards section for details).

## Object

Be first to get rid of all the cards in your hand.

## UNO FLEX™ IN A NUTSHELL

UNO Flex™ has three kinds of cards:



**CLASSIC**



**FLEX**



**POWER**

You play just like classic UNO® by matching color, number or symbol. But this game includes “Flex” Cards, which have two sides that allow you to change the color of the card so you can make a match. There are also flex Action and Wild Cards, too (more on that later). Like always, when you’re down to your last card, you still gotta yell “UNO!”

## Set Up

1. Separate the 8 Power Cards from the rest of the deck.
2. Give one Power Card to each player.
3. Players begin with their Power Cards on the green “✓” side.
4. Choose a dealer and shuffle the rest of the cards.
5. Deal 7 cards to each player.
6. Place the remaining cards **FACEDOWN** in the center of the table. This is the **DRAW PILE**.
7. Flip over the top card of the **DRAW PILE** and place it **FACEUP** to form the **DISCARD PILE**. If this card is an Action Card, ignore it and flip over the next card.
8. The player to the left of the dealer goes first and play proceeds clockwise.

You will notice that some of the Classic Cards have a “flip” icon on them. We’ll tell you more about that in the “Power Card” section.



## Let's Play UNO Flex™!

On your turn, you try to get rid of your cards by playing **ONE CARD** onto the Discard Pile.

**If you HAVE a matching card in your hand, you may PLAY IT on the Discard Pile.**

1. You can only play a card if it matches at least one attribute of the top card on the Discard Pile: its color, number, or symbol.
2. If the card you played is an Action Card, it does something special!  
(see Action Cards below)

**If you DO NOT HAVE a matching card, DRAW ONE CARD from the Draw Pile.**

1. If your *new* card can be played, then you may play it now.
2. You may choose to draw a card instead of playing one, even if you have a playable card in your hand.

Once you play or draw a card, play continues with the next player.

**NOTE:** If there are no cards left in the Draw Pile, reshuffle the Discard Pile to form a new Draw Pile.

## Calling “UNO!”

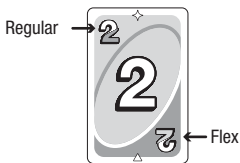
The moment you only have 1 card in your hand, you must yell “UNO” to alert the other players you are about to win.

However, if someone beats you to it and calls out 'UNO' before the next player takes their turn then you must draw 2 cards!

## Winning

When a player plays their final card, they win. Time to shuffle the cards and play again!

## Flex Cards



Each Flex Card has a primary “regular” side and a secondary “flex” side. The card plays as the primary “regular” side in routine game play unless you choose to use the secondary “flex” side. For example, the top card on the Discard Pile is green but you have no green cards to play. But you do have a Flex Card that has a yellow “regular” side and a green “flex” side, so you use the “flex” side and play it as a matching green card. However, the next player in order must match the YELLOW “regular” side, not the green “flex” side.

**NOTE:** if you choose to play the “flex” side of the card, the “regular” side or “center oval color” of the card is the color that continues game play, not the color of the “flex” side.

There are also flex Action Cards – see Action Card section for details.

## Power Card

The Power Card determines whether or not you are able use the “flex” side of a card. If your Power Card is on the green “✓” side, you may choose to use the “flex” side of a card. If your Power Card is on the red “✗” side, you may not.

After you use your Power Card to play the “flex” side of a card, you must flip it from the green “✓” side to the red “✗” side. The card will stay on the red “✗” side until:

- Every player's Power Card is on the red “✗” side at the same time, then all players turn their cards back to the green “✓” side.
- You play a Number Card with a “flip” symbol on it.
- Someone plays a Wild Flip card (see Wild Card section)

**If you play a Number Card with “flip” icon on it, you MUST flip your Power Card. If it is currently on the green “✓” side it flips to the red “✗” side, and vice versa.**

## Action Cards

Action Cards may be played on other Action Cards of the same color.



**Draw Two card** - When played, the next player must draw 2 cards and lose their turn.



**Reverse card** - When played, the direction of play is reversed. If play was moving clockwise, it now moves counter clockwise and vice versa.



**Skip card** - When played, the next player loses their turn.



**Wild All Flip card** - All players must flip their Power Card. This is also a Wild Card, so you call the color that continues play.

## Flex Action Cards



**Flex Draw Two card:**

Regular Side - Acts like a classic Draw 2 Card.

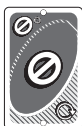
Flex Side - Forces every other player to draw 1 card. The next player does not lose their turn.



**Flex Reverse card:**

Regular Side - Acts like a classic Reverse Card.

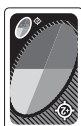
Flex Side - Acts as a **REVERSE** then **SKIP**, so game play goes in the opposite direction and the first player in that direction is skipped.



**Flex Skip card:**

Regular Side - Acts like a classic Skip Card.

Flex Side - The “flex” side is a **SKIP ALL** which passes over all other players so the turn comes back to you.



**Flex Wild Target Draw 2 card:**

Regular Side - Acts like a classic Wild Card.

Flex Side - Acts as a “targeted” Draw 2 Card where you choose the player to draw 2 cards. Play then continues with the next player in current order. This is also a Wild Card, so you call the color that continues play.



**Flex Wild All Draw card:**

Regular Side - Acts like a classic Wild Card.

Flex Side - Forces every other player to draw 2 cards. The next player does not lose their turn.



**Flex Wild Draw Four card:**

Regular Side - This card matches anything so you can play it no matter what card is on the Discard Pile. However, there's a catch: you can only play a Wild Draw Four if you **DO NOT HAVE ANY CARD IN YOUR HAND THAT MATCHES THE COLOR OF THE DISCARD PILE**.

When played, the next player has 2 options: Draw 4 cards and lose their turn OR challenge.

- If you **DO NOT** have a card that matches color: the challenger draws 6 cards instead of 4 and loses their turn.
- If you **DO** have a card that matches color: YOU must draw 4 cards and they draw none.

This card is also a Wild Card, so you get to choose the color that continues play (regardless of the outcome of any challenge).

If the player challenges you, then you must show them your entire hand to confirm whether or not you have a card that matches the color of the Discard Pile – Wild Cards are considered a match, too.

Flex Side - Acts as a “targeted” Draw 4 where you choose the player to draw 4 cards. Play then continues with the next player in current order. This is also a Wild Card, so you call the color that continues play.

## Keeping Score (Optional Victory Method)

When a player wins a hand, they receive points based on the cards remaining in their opponent's hands. Cards are valued as follows:

All number cards (1-8) .....	Face Value
Any Action Card .....	20 Points
- Skip, Reverse, Draw 2, Flex Skip, Flex Reverse, Flex Draw 2	
Any Wild Card .....	50 Points
- Flex Wild Target Draw 2, Flex Wild All Draw, Flex Wild Draw 4, Wild All Flip	

Keep a running tally of each player's points from hand to hand. When a player reaches 500 points, they are the winner.



## FOR COLORBLIND PLAYERS

Special graphic symbols have been added to each card to help identify the color(s) on that card. This will allow players with ANY form of color blindness to easily play!



= Red



= Yellow



= Green



= Blue

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