

Playing

- Jump-In** In this variation a player can assume control of the game if they have the exact same card that is on top of the discard pile.
- Multiple Card Play** Some groups allow players to play multiple cards of the same rank at once. For example, a player could play two Number 7 cards together if they have them in their hand.
- Points** The winner scores points for the remaining cards in their opponents' hands. All Wild cards are worth 50 points, other action cards are worth 20, and number cards are worth their face value.
- Draw Card Ending** You *are* allowed to play a Draw Two or Draw Four Wild card as your final card to end the round.
- Uno Callout** Upon having one card left, you must call out Uno!. If, before the next player starts their turn, another player calls out Uno! before you, you must draw two cards.
- Ask for Help** If a player is unable to play on their turn, they may ask for help. All other players may choose to offer a card face-down.

Drawing

- Stacking** Draw cards can be stacked. A player that can't add to the stack must draw the total.
- Stacking (Flat)** Only draw cards of equal value can be added to a draw stack.
- Stacking (Escalating)** Only draw cards of equal or greater value can be added to a draw stack.
- Draw to Match** If you don't have a match, you must continue drawing cards until you can play one.
- Pick Up & Put Down** If you do not have a legally playable card in your hand, you must draw from the draw pile. You can play it immediately if it is legal.
- Force Play** If you draw a playable card, you *must* play it immediately.
- Uno Express** Upon playing a Draw Two or Wild Draw Four card, the next player only draws one or two cards, respectively.
- The Dark Side** Upon playing a Draw Two card, the next player must draw five cards. Upon playing a Wild Draw Four card, the next player must draw until they receive a card of the specified color.
- Mercy Rule** If any player gets 25+ cards in their hand, they are out of the game!

Specific Cards

- Seven-O** When someone plays a 7, that player must swap hands with another player. When anyone plays a 0, everyone rotates hands in the direction of play.
- Slap on Six** If a 6 is played, everyone must slap the deck. The last player to place their hand on top of everyone else must draw 2 cards.
- Challenge Rule** The Draw Four Wild card can only be played when the player has no other cards of the same color as the discard pile. The victim can challenge this play. The challenged player reveals their hand. If the Draw Four Wild card was played illegally, the challenged player must draw four cards. Otherwise, the challenger must draw six cards.
- No, You!** Playing a Reverse card reflects an adverse effect onto the previous player.
- Skip Forward** Playing a Skip card forwards an adverse effect onto the next player.
- Targeted Draw Cards** When playing a draw card, choose who draws cards.
- Draw Two Skip** If a Draw Two card is played then the victim must draw two cards and lose their turn.

