



Starlight Uno Games

Where Fun Rules!

We're big fans of playing by the book, so here are the official UNO Rules.

We also love playing the unexpected card to bring an extra twist of fun and happiness!

So we've added some 'House Rules' and 'Kids Rules' for you to use or adapt for your own event. The House Rules will help add an extra round of fun and help boost your fundraising.

However you choose to Play it Forward for Sick Kids, we hope you have fun and know you're raising vital funds to bring happiness to sick kids in hospital.

Even our **Captains** Starlight love UNO. Watch how to play here:



House Rules

Dealing

Each player receives seven cards, and the remaining cards form the draw pile. The top card of the draw pile is flipped to start the discard pile.

Matching

Players take turns matching the top card of the discard pile with a card from their hand, either by number, colour, or symbol.

Drawing

If a player cannot match a card, they must draw a card from the draw pile. If the drawn card can be played, the player can play it immediately; otherwise, the turn passes to the next player.

Special Cards



The direction of play is reversed



The next player in turn order is skipped.



The player can change the current colour in play.



The next player must draw two cards and forfeit their turn.



The player can change the current colour in play, and the next player must draw four cards and forfeit their turn.

UNO

When a player has only one card left, they must call "UNO" before their second-to-last card touches the discard pile. If they fail to do so and are caught by another player before the next player's turn, they must draw two cards.

Winning

The first player to get rid of all their cards wins the hand. The winner of the hand scores points based on the cards remaining in the other players' hands.





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Fun Kids Rules

Mark the box
of the ones you
want to follow!

- ☐ **Dance Off!** – Play a Reverse card? Show off your best 5-second dance move!
- ☐ **Lap Around the Table** – Play a Skip? Take a quick jog around the table.
- ☐ **Number 7 - Lucky Seven** – All players must give their hand to the player to their right.
- ☐ **Compliment Train** – Play a Green Card? Compliment the player to your left.
- ☐ **Animal Noise** – Play a Red Card? Make an animal noise!
- ☐ **Freeze Frame** – At the start of your next turn, freeze like a statue for 5 seconds.
- ☐ **Spin Around** – Play a Yellow Card? Spin around once.
- ☐ **Make a Funny Face** – Play a Blue Card? Pull your silliest face until your next turn.
- ☐ **Switch Seats** – If two players play the same number in a row, they swap seats!
- ☐ **Mime a Movie Scene** – Play a 0? Act out a movie scene until someone guesses it.
- ☐ **Quack Colour Rule** – Choose a colour. If it's played by anyone in the next round, they must quack like a duck.
- ☐ **Paper Plane Toss** – Play a 2? Toss a paper plane across the table
- ☐ **SHH! Silent Round** – Play a Wild card? Everyone stays silent until their next turn



UNO Games House Rules

- ☐ **Draw 4 = \$4 Dare Donation** – Donate \$4 or do a silly dare chosen by the group!
- ☐ **Wild Card = Maximise your Impact** – Play a Wild Card? Donate \$10 to help double the joy for sick kids or go wild with an extra donation of your choice.
- ☐ **Skip = Give It Forward** – Play a skip? Donate \$5 on their behalf!
- ☐ **Reverse = Match a Mate** – Play a Reverse? Ask a player to match your \$5 donation.
- ☐ **Keep the games going** – Buy back in for \$2, \$5 or \$10 to keep your hand in the game.