

# UNO<sup>®</sup>

## Dice Game

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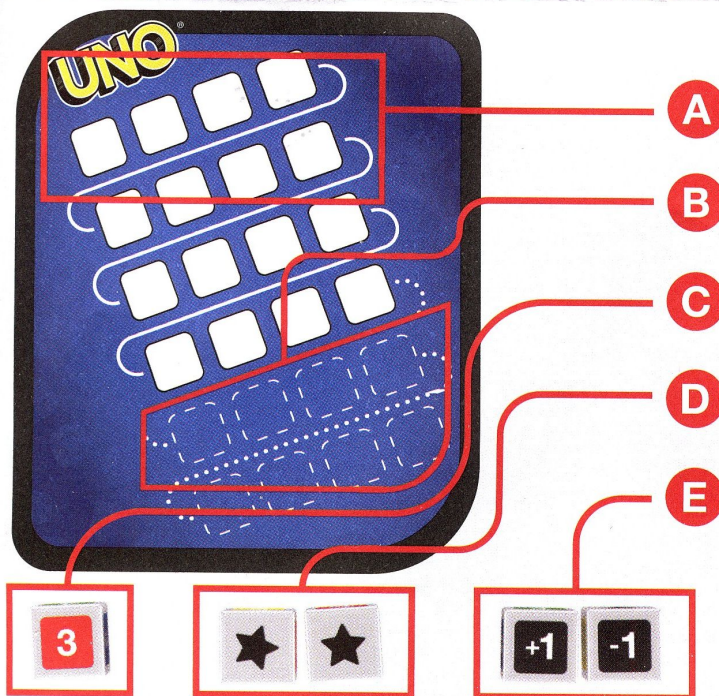


FIGURE 1



FIGURE 2



FIGURE 3



FIGURE 4



FIGURE 5



FIGURE 6



FIGURE 7

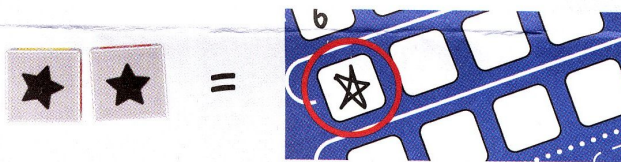


FIGURE 8

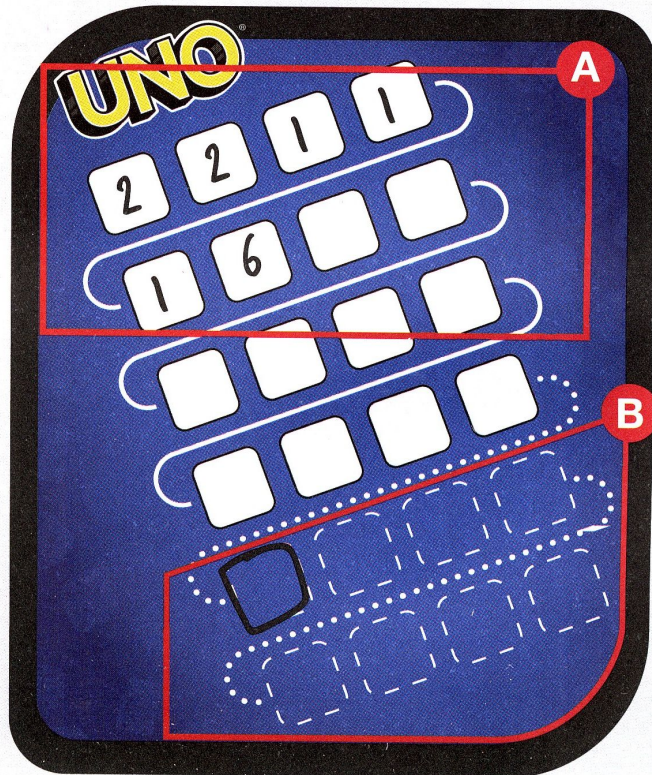


FIGURE 9

## Contents

6 Dice, 4 Game Boards (red, yellow, blue, green),  
4 Dry Erase Markers

RECAP MARKERS AFTER USE

## OBJECT

Be the first player to fill in all the spaces on your game board.

**What's on your game board. (see Figure 1)**

**A** Blank Spaces

**B** Extra Spaces

**What's on the dice. (see Figure 1)**

**C** Numbers & Colors

**D** Wild Symbols "★"

**E** +1 and -1 Penalties

## UNO® DICE GAME IN A NUTSHELL

Roll all the dice and try to create a "dice chain" by placing your dice in a sequence based on number or color. The last number written on your game board determines where your dice chain begins. You may re-roll any of your dice once per turn.

## SETUP

1. Sit in a circle, take a game board and grab a marker – youngest player goes first and the play continues clockwise.
2. Each player takes one die and rolls it until they get a number, then they write that number in the first space on their game board. (see Figure 2)

## LET'S PLAY

On your turn, the order of actions you take are:

1. **ROLL 6 DICE**
2. **BUILD A CHAIN FROM THE LAST NUMBER WRITTEN ON YOUR GAME BOARD**
3. **RE-ROLL ANY NUMBER OF UNUSED DICE (ONCE PER TURN)**
4. **WRITE DOWN CHAIN**
5. **ASSIGN PENALTIES**
6. **CALL OUT LAST DIE'S COLOR & NUMBER**

### 1. ROLL 6 DICE

For example, let's say you rolled a **Yellow 2**, **Red 6**, **Yellow 1**, **Red 1**, **Blue 5** and **Green 3**. (see Figure 3)

Now look at your game board and find the last number you wrote. We wrote a "2" in the example in *Figure 2*, so our dice chain must begin with a "2" as well.

You can match the **Yellow 2** die to the "2" on your game board (a number match), so place that die down in the play area as the beginning of your dice chain. (see *Figure 4*)

You **MUST** make a number match to begin your dice chain, but after that you may make matches based on number or color.

### 2. BUILD A CHAIN FROM THE LAST NUMBER WRITTEN ON YOUR GAME BOARD

Next, the **Yellow 1** die is a match to the **Yellow 2** die (color match), so place it to the right of the **Yellow 2** die. Now match the **Red 1** die to the **Yellow 1** die (number match), and then match the **Red 6** die to the **Red 1** die (color match). The **Green 3** and the **Blue 5** don't match the **Red 6** in either number or color, so you can't add them to the dice chain. (see *Figure 5*)

### 3. RE-ROLL ANY NUMBER OF UNUSED DICE (ONCE PER TURN)

Since the **Green 3** and the **Blue 5** don't match, you may roll them again. You get one re-roll per turn. You may re-roll some dice or all.

Let's say you re-roll a **Blue 1** and a **Green 4**. (see *Figure 6*)

Until the end of your turn, you may rearrange your dice chain in any way you wish, as long as the first die in the chain matches the number on your game board. So, in our example, the **Green 4** will not fit anywhere on the chain, but the **Blue 1** is a number match with the **Yellow 1** and the **Red 1**. If you place the **Blue 1** between the **Yellow 1** and the **Red 1**, you can increase your chain by one die. (see *Figure 7*)

### USING WILD SYMBOLS

There are also Wild Symbols (★) on the dice. Each Wild Symbol die counts as one-half of a Wild Space, so you must have TWO Wild Symbol dice to use them as a Wild Space in your dice chain. If you only roll one Wild Symbol die on your first roll, you can set it aside and try to roll another on your second roll. Once you have your two Wild Symbol dice, you may place them anywhere in your chain (including the beginning), and then continue your chain after the Wild Space with any die you wish. When you write your chain on your game board at the end of your turn, put **ONE** star in a box to represent the **TWO** Wild Symbols in your chain (see *Figure 8*).

### 4. WRITE DOWN CHAIN

You only get to re-roll once, so your turn is now over. Fill in the spaces on your game board with the numbers from your dice chain. (see *Figure 9A*)

### 5. ASSIGN PENALTIES

There are also +1 and -1 symbols on the dice which may be used as penalties against your opponents. If you roll one (or more) of these on your first roll, you may (1) set them aside and use them at the end of your turn, or (2) re-roll them if you are more interested in getting dice to increase your chain than in penalizing your opponents.

A -1 die forces an opponent of your choice to erase the last number on their game board (unless they only have one number).

A +1 die forces an opponent of your choice to add an extra space to their game board, which means they have to make more matches to win. For each +1 played against them, they use their marker to outline the next unused extra space on their game board. (see *Figure 9B*)

### 6. CALL OUT LAST DIE'S COLOR & NUMBER

After you have filled in your game board with the numbers from your dice chain (including Wild Symbols) and assigned any penalty dice to your opponents, you must call out the number and color of the last die in your chain. Any player **OTHER THAN YOU** that has the number you called out as the last number on their game board gets to add that number to their game board. Also, the player using a game board with the color you call out gets to add that number to their game board. If you are using the game board with the color you called out, you **DO NOT** get to write down the number.

For example, in *Figure 9A* the last number is a **Red 6**, so you would call out "**Red 6**." Any player **OTHER THAN YOU** that has a "6" as the last number on their game board gets to write down a "6" in the next open space on their game board. Also, any player **OTHER THAN YOU** who is using the red game board gets to write down a "6" in the next open space on their game board.

**NOTE: IF ONE PLAYER HAS BOTH THE NUMBER AND COLOR YOU CALL OUT, THEY MAY ONLY FILL IN ONE SPACE ON THEIR GAME BOARD.**

Be strategic about the number you leave at the end of your dice chain, so you're not helping your opponents. For example, it would be unwise to place a Wild Space at the end of your chain as all players would benefit.

### WINNING

The **WINNER** is the first player to fill in all the spaces on their game board, including any extra spaces that have been added due to penalties.

### WANT TO PLAY AGAIN?

Just wipe the game board clean with a dry tissue!

**This product may stain or stick to some surfaces.  
Protect play area before use.**

