

Uno No Mercy

The rules on one page

Players

2 to 6

You need

An UNO Show 'em No Mercy deck of 168 cards

Goal

Be the first to play every card in your hand, or be the last player left in the game

Game ends

A round ends when one player goes out or every other player is knocked out. If you keep score, the first player to 1000 points wins.

Setup

1. Choose a dealer. Shuffle all 168 cards and deal 7 to each player.
2. Put the rest face down as the draw pile.
3. Turn its top card face up to start the discard pile. If it is not a number card, turn over another until a number card comes up.
4. The player on the dealer's left goes first, and play moves clockwise.

How to play

1. **Match the top card.** On your turn, play 1 card that matches the top card of the discard pile in color, number or symbol. A wild card can go on any card. After a wild card, match the color that was named.
2. **Draw until you can play.** If no card in your hand matches, draw from the draw pile one card at a time until you get one that does. Then play it.
3. **Use the colored action cards.** Skip: the next player loses their turn. Reverse: play changes direction. Draw 2 or Draw 4: the next player draws 2 or 4 cards and loses their turn. Discard All: also discard every card of its color from your hand. Skip Everyone: you take another turn.
4. **Play the wild cards.** Wild Reverse Draw 4: play changes direction, then the next player draws 4 cards. Wild Draw 6 or Wild Draw 10: the next player draws 6 or 10. Either way they lose their turn. Wild Color Roulette: the next player names a color and turns up cards until that color appears. They keep them all and lose their turn.
5. **Stack Draw cards.** When a Draw card is played on you, you can play a Draw card of the same or higher value on it. The total passes to the next player. This goes on until a player cannot stack, or chooses not to. That player draws the whole total and loses their turn.
6. **Swap hands on a 7 or 0.** When you play a 7, you must swap your whole hand with another player of your choice. When anyone plays a 0, every player passes their whole hand to the next player in the direction of play.
7. **Mercy Rule: 25 cards and you are out.** If you ever hold 25 or more cards, you are out of the game. Set your hand aside, and play carries on without you.
8. **Say Uno.** Say "Uno" when you are down to 1 card. If another player catches you first, before the next player starts their turn, you draw 2 cards.
9. **Win the round.** The first player to play their last card wins the round. You also win if every other player has been knocked out by the Mercy Rule.

What each card does

Card	What it does	When you can play it
Number card (1 to 6, 8, 9)	Nothing extra. The next player has to match it.	On the same color or the same number
7	You swap your whole hand with another player you choose.	On the same color or any 7
0	Every player passes their whole hand to the next player in the direction of play.	On the same color or any 0
Skip	The next player loses their turn.	On the same color or any Skip
Reverse	Play changes direction. With 2 players you take another turn.	On the same color or any Reverse
Draw 2	The next player draws 2 cards and loses their turn, unless they stack.	On the same color or any Draw 2
Draw 4	The next player draws 4 cards and loses their turn, unless they stack.	On the same color or any Draw 4. In a stack, also on a Draw 2 or a Wild Reverse Draw 4
Discard All	You also discard every card of its color from your hand, under it.	On the same color or any Discard All
Skip Everyone	Every other player is skipped, and you take another turn.	On the same color or any Skip Everyone
Wild Reverse Draw 4	Play changes direction. The next player in the new direction draws 4 cards and loses their turn, unless they stack. With 2 players, that is you.	On any card. In a stack, only on a Draw 2, a Draw 4 or another Wild Reverse Draw 4
Wild Draw 6	The next player draws 6 cards and loses their turn, unless they stack.	On any card. In a stack, on anything but a Wild Draw 10
Wild Draw 10	The next player draws 10 cards and loses their turn, unless they stack.	On any card, and on any Draw card in a stack
Wild Color Roulette	The next player names a color and turns up cards until one of that color appears. They keep every card turned up and lose their turn.	On any card, but it cannot answer a Draw card

Scoring

Points the winner of the round scores

Card or player	Points
Number card (0 to 9)	The number on the card
Skip, Reverse, Draw 2, Draw 4, Discard All or Skip Everyone	20
Wild Reverse Draw 4, Wild Draw 6, Wild Draw 10 or Wild Color Roulette	50
Each player knocked out during the round	250

The first player to play their last card, or the last player left, wins the round. In a scored game, the first player to reach 1000 points wins.



familygamerules.com/uno-no-mercy has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against a Mattel instruction sheet and product page, October 2026.

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