

MEGA DEATH UNO

Inspired by the variant UNO tm rules & the good folks at the Hot Death Uno web-site
<http://hotdeath.inanutshell.us/>

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Each player, on his turn, must play either a wild card or a card whose colour or number matches the card on top of the discard pile. If a Player does not have a suitable card, he must draw from the deck to retrieve a suitable card. Players forced to draw cards lose their turns. One difference is that instead of dealing seven cards, the dealer chooses how many cards to deal, from five to 15. As there are so many new cards, dealer selects only up to 30 new cards to insert into the deck for play. The rest are set aside & are left out of the deck. Finally, if a player gets all four so-called "Bastard Cards" from HOT DEATH UNO -- the Quitter, Big Brother, Retaliation, and Holy Defender -- he is automatically the winner of the game.

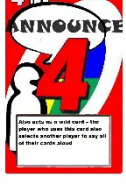
Stacking Wild-Draw 4 Cards

Draw-Wild cards work slightly different in Mega Death Uno than they do in the basic game. If a player is the recipient of a Draw 4, he may play another Draw 4 on top of it, making the next player draw eight cards. That player may in turn lay another Draw 4, making the next player draw 12 and so on until a Player plays a special card to bring the Draw-X round to a close, or draws all the accumulated cards.

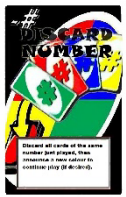
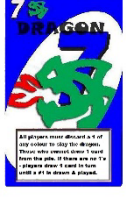
Stacking Draw 2 Cards

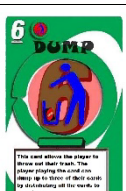
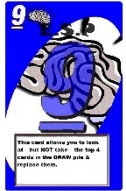
Stacking Draw 2's is the same as Draw-Wilds except that there is no protection from a stacked Draw 2 assault other than another Draw 2 or another Special Card. Spreaders may be stacked upon a Draw 2 - If this is done, the Spreader acts as another Draw 2 where everyone nw has to draw the total number of stacked Draw 2 cards. If the initial Draw card is a Spreader, it cannot be stacked upon; players must all simply draw 2 cards.

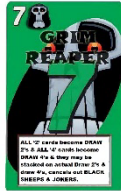
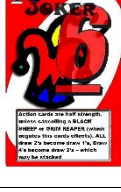
	35 When the card is in play, only 3's or 5's of any colour can be played. Any wild card cancels this effect.
	50/50 (50th Anniversary Card) When someone plays it, player chooses 2 other players. A coin is tossed to see who has to draw four extra cards. In a 2-player game, just acts as a Draw 4.
	69 The 69 card may be played on any 6 or any 9 (or on any green or yellow card). It also allows any player holding it to play a 6 on a 9 or a 9 on a 6 regardless of colour. If any player challenges such a move, the player with the 69 card shows it, and the challenger must draw two cards.

	Absorb The player with the fewest cards must "absorb" one card from the player to his/her right, one card from the player to his/her left, and one card from the deck, absorbing three cards in total. In case of a tie, the player playing the Absorb card chooses which player draws cards.
	Almost Uno Allows the player to immediately discard ALL cards in his/her hand EXCEPT one card – essentially putting them into instant UNO & able to possibly win the game next round.
	Angel This card allows the player to select ONE card from their hand & give it to any other player he/she chooses. That player MUST take the proffered card & insert it into their current hand. Play then continues.
	Anniversary 30th This card may be played at any time on any colour or number. The player gives their entire hand to any other player except one card and says, "Happy Anniversary!" That player then calls "UNO," and changes the colour of play just like "Wild."
	Announce Also acts as a wild card – the player who uses this card also selects another player to say all of their cards aloud.
	Battle When played, you choose a player to 'battle'. Choose any card to discard – the opponent selects a card of the OPPOSITE colour. The person who has the highest number gets to discard their card, the loser returns theirs to their deck. Tied players face off with their next highest cards & the winner discards all of the cards they have played down.
	Big Brother (also known in some decks as The Shitter) The most dismal card in the deck. A player under the watchful eye of (holding) the Big Brother can only play it at one of three times: on the Holy Defender, on the Magic Red 5, or as the last card he plays.
	Black Sheep Unless cancelling a previous JOKER or GRIM REAPER (which negates this card's effects), an BLACK SHEEP makes ALL draw 2's into DRAW 4's – which may be stacked. All DRAW 4's become DRAW 6's. Effects are only cancelled by the playing of a JOKER or GRIM REAPER card.

	Blue Shield (known in some decks as Penn State) The only special feature of the card is its defence against Spreaders. A player holding this card is automatically protected from Spreaders. The player who laid the Spreader draws the two cards that the holder of the Blue Shield card would have drawn, then play continues with the holder of the Blue Shield card.
	Challenge This card causes the next player to play any number or colour of the players choosing SPECIFICALLY or draw 1 card. For example – if you played this card, you could demand that the next player MUST play a blue card OR a 7. If they cannot – the player must draw a card from the draw pile & play continues.
	Clone (1 of each colour) This card repeats the actions of the card just played – it may be stacked.
	Cluster Bomb Allows the player to make everyone else but them to Draw 4. Cannot be stacked.
	Colour Blind No # cards can be played on this card. Once in play, only red & green special action cards can be played & without consequence until someone cannot play a special red or green card. That player draws from the deck, plays THAT card & play resumes.
	Deflect (1 of each colour) Can only be played on a coloured action card (ie: not a WILD or Draw 4). The action is bounced to another player of this cards' owner's choosing.
	Delayed Blast Draw 4 The Delayed Blast Draw 4 acts first as a skip, then as a normal Wild Draw 4. It may be stacked like any other Wild Draw card.
	Devil This card allows the person playing it to designate another player to make him hold his cards backwards so that everyone else can see them until a red card is played.

	Discard Colour (1 of each colour) Player may discard all cards of the same colour from their hand.
	Discard Number Discard all cards of the same number just played, then announce a new colour to continue play (if desired).
	Division This card can be played on any blue or red card and any number 0. After playing this card, all cards of all other players are shuffled. Starting from the player following the one who played this card and in the current game direction, all the shuffled cards are dealt one by one back to the players evenly.
	Dominate Reverse the order of play and discard all cards in your hand of the colour you just nominated.
	Double-Skip (1 of each colour) The Double-skip skips two players instead of just one. In a two-player game, a player who lays a Double-Skip plays again.
	Dragon If a Dragon card is played, the Dragon can only be slayed (played on) by following it with a 1 card of ANY colour representing swords. All players must play those cards if they have them. Players who cannot must draw a card. If there are no #1's - players draw 1 card in turn until a #1 is drawn & played.
	Draw 3 (1 of each colour) As per a normal DRAW 2, however the player now Draws 3 cards – these may be stacked.
	Draw Blue The next player must draw until they get any blue card.

	Draw Green The next player must draw until they get any green card.
	Draw Red The next player must draw until they get any red card.
	Draw Yellow The next player must draw until they get any yellow card.
	Dump This card allows the player to throw out their trash. The player playing the card can dump up to three of their cards by distributing all the cards to one player.
	ESP This card allows you to look at – but NOT take – the top 4 cards in the DRAW pile & replace them. This will give you a little insight into who gets them & possibly how to act against them if those cards are action cards.
	Fortress This card can be played to cancel out another player's special card. Applies to all regular UNO action cards & their variants.
	Friday The 13th This is a SKIP card with a difference. The player who places this in the discard pile SKIPS the next player as per usual... HOWEVER that player from then on ONLY plays their cards every OTHER round... in other words they are SKIPPED, then play next round, then SKIPPED, then they play, SKIP, play, etc. This effect remains until that player is able to play a WILD card of ANY description.
	Glasnost Glasnost is Russian for "openness." A player playing the Glasnost card makes the player of his choice lay all his cards face up on the table for everyone to see. The victim of the Glasnost card does not have to keep face up any cards he draws after that point, but the initial cards must remain face up.

	Grim Reaper His card's effects cancel out BLACK SHEEPS & JOKERS, & it is likewise cancelled out by them. This cards effects on its own are as follows: ALL '2' cards become DRAW 2's & ALL '4' cards become DRAW 4's & they may be stacked on actual Draw 2's & draw 4's.
	Harvester of Sorrows The Harvester of Sorrows is a Wild Draw 4. It may be stacked on another Wild Draw card, but no other Wild Draw can be stacked upon it. It also cannot be defended against. A player facing the Harvester must take his cards.
	Hero The only card to block ALL ACTION cards & their variants in Mega Death Uno. Play this card immediately to stop any Command card that is directed to you. You then call any colour and play continues.
	Holy Defender The Holy Defender acts as a protective shield against the Wild Draw, Quitter, and Glasnost cards. The player laying the Holy Defender is skipped, and the effects of the hostile card are transferred to the next person in the sequence of play.
	Hot Death The namesake of the game, the Hot Death card is a Wild Draw 8. A player may stack it just like any other Wild Draw card.
	I Don't Like These Cards A wild card that allows you to discard all but one card and draw again to make up a new hand or force an opponent to do so instead. A new colour is then selected.
	Joker This card makes ALL action cards (Draw 2, Draw 4, etc) half strength, unless cancelling a previous BLACK SHEEP or GRIM REAPER (which negates this cards effects). So ALL draw 2's become draw 1's, Draw 4's become draw 2's – which may be stacked. Effects are only cancelled by the playing of a BLACK SHEEP or GRIM REAPER card.
	"Jolly" Roger Used as a WILD card, plus the player who uses this card looks at all player's hands and can exchange one of their card for one of the card of one of the opponent players, then all other players must draw 1 card. The "NAVY" card can cancel the effect of this card. If the effect is negated in this way, the player who used this card must draws 2 cards.

 Player who plays this card chooses who gets to Draw 4 – no stacking.	Laser Guided Draw 4 Player who plays this card chooses who gets to Draw 4 – no stacking.
 Everyone is allowed play any card they want to regardless of colour. Any action card is basically dead for this round of play.	Love Action This card works like a wild card and basically spreads the love around the table. Everyone is allowed play any card they want to regardless of colour. Any action card is basically dead for this round of play. When play returns to this player – the next card played continues play under normal rules.
 When played, choose 1 player to pick a card from their hand. That card is then played as the colour of the card. Any action cards are selected, the colour is chosen but the action is dead for that round.	Lucky Dip This card works like a wild card but the person playing it is allowed to choose any of the other players to close his or her eyes and pick a card from any of the other players hands then that card is played & designates the new colour and play resumes as normal. If any action cards are selected, the colour is chosen but the action is dead for that round.
 Allows the player holding it to draw one card fewer than he would normally be required to -- for example, if a Wild Draw 4 were played against him, he would only have to draw three cards. The player does not have to play the card to receive this protection.	Luck O' the Irish The Luck o the Irish card allows the player holding it to draw one card fewer than he would normally be required to -- for example, if a Wild Draw 4 were played against him, he would only have to draw three cards. The player does not have to play the card to receive this protection.
 When played, this card, plus a player of your choice must discard your old hands and draw entirely new hands of 7 cards. You then call any colour to continue play, including the one presently being played if desired.	M. A. D. The Mutual Assured Destruction card is a double-edged sword. This card can be played on any card. After playing this card, you & a player of your choice must discard your old hands and draw entirely new hands of 7 cards. You then call any colour to continue play, including the one presently being played if desired.
 The Magic Red 5 has two special attributes. 1st, it may be played on ANY card. 2nd, it completely nullifies the Hot Death card. Poof. Like nothing ever happened.	Magic Red 5 The Magic Red 5 has two special attributes. 1st, it may be played on ANY card. 2nd, it completely nullifies the Hot Death card. Poof. Like nothing ever happened.
 MEGADEATH WILD. Draw 10 cards. Can not be stacked.	Megadeath Wild Changes the colour in play as per a normal WILD card but the next player MUST draw 10 new cards
 If played on a non-numbered card, it acts as a normal Wild card. If played on a number, the next player must draw that many cards. (Colour Blind 100 & 69 cards are exempt from this rule – too many cards & implausible to play. If played on these cards – draw the amount of cards of the last numbered card in the discard pile)	Mystery Draw The effects of the Mystery Draw card vary depending on what card it is played upon. If it is played on a non-numbered card, it acts as a normal Wild card. If played on a number, the next player must draw that many cards. (Colour Blind 100 & 69 cards are exempt from this rule – too many cards & implausible to play. If played on these cards – draw the amount of cards of the last numbered card in the discard pile)

	Navy This card can be played on any "+2" or "SPREADER" card. The next 2 players may discard any 1 blue card if they can. Can also be discarded to cancel the effect of the "JOLLY ROGER" card. If this card is discarded to activate this effect, the player can immediately discard any other card except a "Wild" or a "Wild +" card.
	Orgy This card makes ALL players draw the number of cards on the previously played card.
	Quitter When the Quitter is played, the next player in the sequence is out of the game for the rest of the hand. The Retaliation, the Holy Defender, and the Virus card are defences against the Quitter. The Quitter has no effect when there are only two players.
	Race After being played, the next player must play a 9 of any colour, then the next a 0, then 1, 2, etc. Keep the counting play going till someone cannot play a consecutive number. That player draws a card & play resumes as normal from the last card played.
	Resurrection The card may be played to take a player of the card holders choosing who has been removed from the game & re-insert him/ her into the game with a fresh hand of 7 cards. Dealer must deal the player back into the game. Play re-commences.
	Retaliation (known in some decks as F**k You!) Retaliation sends the effects of a Wild Draw, the Quitter, or Glasnost card back where it came from. It also reverses the direction of play.
	Reverse Skip (1 of each colour) The Reverse Skip card first reverses the direction of the play, then skips one player. In a two-player game, a player who lays a Reverse Skip plays again.
	Show Hand Allows you to view an opponent's full hand and they forfeit their turn.

	Skip Draw 2 (1 of each colour) Skips the next player & the following player must Draw 2.
	Skip Everyone All players are "skipped" (loses their turn) and play returns to the player that played the card.
	Spreader (Draw 2) (1 of each colour) Spreaders force every player to draw two cards (except the owner of the Spreader). The owner then plays another card. Protection card: The Blue Shield + Navy.
	Split Personality When played, choose a player & they shuffle their hand & split it into 2 piles. They then must play both hands & must discard both hands to win. If it re-appears, it cannot go to the same player.
	Surprise! This is an odd card & can be played any time as: 1) a 7 2) a reverse 3) a skip 4) a Wild card 5) a Draw 2 6) OR a red card No stacking.
	Target Draw 2 (1 of each colour) The player chooses who is to draw 2. Can be stacked, but only with other Target Draw 2's.
	Trade Hands Everyone at the table swaps hands, the direction of the swap is to the left.
	Virus The Virus card allows a player to share his misery with whomever caused it. The card can be used against any Wild Draw, Spreader, and Glasnost cards so that both players suffer the hostile card's effect.

	War All players must show their highest # card. Winner gets to discard, the rest play on. Ties go to the next highest, etc till there is a winner. Then they can discard all cards that went to war.
	Wild Match The card is played, the player playing it must call out a new colour. The remaining players in turn must draw from the DRAW pile until they draw the called colour. Players must show the cards as they draw them. Play resumes once back at the owner of this card. Cannot be stacked.
	Wild² After playing this card, you may call any colour to continue play, including the colour presently being played if desired. The next player must double the number of cards in his/her hand by drawing additional cards and forfeit his/her turn.
	Wild Downpour 1, Wild Downpour 2 When played, all other players must draw 1 or 2, respectively. The player of the card also determines the new colour. May be stacked.
	Wild Freeze When you play this card, you choose a colour and as play continues ONLY the chosen colour may be played even if you have a matching number, action or wild card. This goes on until it's your turn again. After that, normal play resumes.

END

