

Original pitch:

Game: Uno

Issue: Media Censorship

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Uno, but instead of playing the card directly you need to get the play approved. You hand your card to the dealer, who then gets to choose if it actually gets played. The dealer can choose any time to keep the card instead and substitute it with any card from their hand, regardless of if it would normally work or not. Players call Uno when handing their second to last card in to the dealer. The dealer doesn't have to call Uno, and doesn't have to draw cards if they can't play.

Gameplay Video: <https://youtu.be/CLWPVayvzds>

Aesthetic Thoughts:

- Reskin uno to make the cards more related to the values
- Instead of colors, cards are types of media?
- Instead of colors, cards are certain topics?
- Keep numbers/symbols the same for ease
- That's about it I think
- Maybe custom card back if we have time?

Keep the scoring system?

Use original uno rules? Or not?

Rules from testing:

The dealer must always play legal moves if possible; other players may submit illegal moves to try and force the dealer to play a card from their own hand.

If there are no legal moves in both the dealer's hand and the card that has been submitted, the dealer may hand back any card they wish, along with a newly-drawn face-down card. In these cases, the dealer may want to get rid of high-point cards they have in their hand.

Other players will want to submit legal moves if they think the dealer doesn't have any, in order to get their card approved.

The players have very little information about the cards of other players but some information on the cards of the dealer. The dealer has an incredible amount of information about everybody.

Art Direction (Carson):

Customize the card art so that each color corresponds to a type of news media (print, radio, television, internet). The colors preferably are to be left in for ease of use. The numbers and symbols on the cards are to be unchanged for ease of use. If we come up with a decent name for the game, a custom card back with the name would be nice if there is time for it (will update Carson if name is decided)



Object of the Game

The first player to play all of the cards in their hand in each round scores points for the cards their opponents are left holding. The first player to score 500 points wins the game.

Setup

Each player draws a card. Player with the highest point value is the first dealer. Shuffle the deck. Each player is dealt 7 cards.

Place the remaining cards facedown to form a draw pile. Turn over the top card of the draw pile to begin a discard pile. If the top card is a Wild or Wild Draw 4, return it to the deck and pick another card. For all other cards, see directions that follow.

Game Play

For the Dealer:

On your turn you play as usual: play a card that matches either the color or symbol of the card on top of the DISCARD pile. If you have no legal moves, you draw a card. If you can play the newly drawn card you must play it, if not pass your turn to the next player.

On the other players' turns, they will submit a card to you for inspection. You may play the card if it is legal, or any other legal card in your hand. If there are no legal moves in your hand, you may return any card in your hand to the player, who must then also draw a card from the deck.

For the Standard Players:

Player to the left of the dealer plays first. Play continues counterclockwise. On your turn, submit a card to the dealer. It can be either a legal card or an illegal card.

A legal card matches the top card on the DISCARD pile either by number, color or symbol.

An illegal card does not match the top card on the DISCARD pile.

For example, if the card is a Green 7, you can legally submit any Green card or any color 7. Or you may submit an illegal card. If you submit a card and the Dealer has no legal moves, they will give you a card from their hand, and you will have to draw a card from the deck. If you draw a legal card, you may submit it to the dealer.

After your turn, play moves to the next person. Before playing your next to last card, you must say "UNO". If you don't say UNO and another player catches you with just one card before the next player begins their turn you must pick FOUR more cards from the DRAW pile.

If you are not caught before the next player either draws a card from the DRAW pile or draws a card from their hand to play, you do not have to draw the extra cards. Once a player plays their last card, the hand is over. Points are tallied (see Scoring section) and you start over again.

Tips and Strategies:

The dealer must always play legal moves if possible; other players may submit illegal moves to try and force the dealer to play a card from their own hand.

If there are no legal moves in both the dealer's hand and the card that has been submitted, the dealer may hand back any card they wish, along with a newly-drawn face-down card. In these cases, the dealer may want to get rid of high-point cards they have in their hand.

Other players will want to submit legal moves if they think the dealer doesn't have any, in order to get their card approved.

The players have very little information about the cards of other players but some information on the cards of the dealer. The dealer has an incredible amount of information about everybody.

Going Out

If you forget to say, "UNO" before your card touches the DISCARD pile, but you "catch" yourself before any other player catches you, you are safe and not subject to the 4 card penalty.

You may not catch a player for failure to say "UNO!" until their second-to-last card touches the DISCARD pile. Also, you may not catch a player for failure to say it after the next player begins their turn. "Beginning a turn" is defined as either drawing a card from the DRAW pile or drawing a card from your hand to play.

If the last card played in a hand is a Draw 2 card or Wild Draw 4 card, the next player must draw 2 or 4 cards, depending upon the card played. These cards are counted when points are totaled.

If no one is out of cards by the time the DRAW pile is depleted, reshuffle the DISCARD pile and continue play.

Scoring

If you are first to get rid of all your cards, you get points for the cards left in the other players hands. Use the included score pad to record your score after each hand. Each card is worth the following:

All number cards (0-9)	Face Value
Draw 2	20 Points
Reverse	20 Points
Skip	20 Points
Wild	50 Points
Wild Draw 4	50 Points
Blank	?

The winner is the first player to reach 500 points. However, the game may be scored by keeping a running total of the points each player is caught with at the end of each hand.

When one player reaches 500 points, the player with the lowest points is the winner.

Special Cards

Draw 2 Card

When you play this card, the next person to play must draw 2 cards and forfeit his/her turn.

If this card is turned up at the beginning of play, the first player must draw two cards. This card may only be played on a matching color or on another Draw 2 card.

Reverse Card

This card reverses direction of play. Play to the left now passes to the right, and vice versa.

If this card is turned up at the beginning of play, the player to the right now plays first, and play then goes to the right instead of left.

This card may only be played on a matching color or on another Reverse card.

Skip Card

The next person in line to play after this card is played loses his/her turn and is "skipped".

If this card is turned up at the beginning of play, the first player (the player to the left of the dealer) is skipped.

This card may only be played on a matching color or on another Skip card.

Wild Card

When you play this card, you may change the color being played to any color (including the current color) to continue play. You may play a Wild card even if you have another playable card in hand.

If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color to begin play and plays the first card.

Wild Draw 4 Card

This card allows you to call the next color played and requires the next player to pick 4 cards from the DRAW pile and forfeit his/her turn.

If turned up at the beginning of play, return this card to the deck and pick another card.