



## Official Rules

# Super Power, No Sissies,

Get Out of My House, 2 In The Doghouse, Fire In the Kitchen,  
Spank The Baby, It's Not Your Turn, Siamese Triplets,  
Back Up The Truck ...

# Uno®

*Before there were House Rules,  
There was Super Power.*



'Super' Power is built upon the rules of Uno. So, make sure you are familiar with the essentials of Uno. Included here is a brief introduction to Uno.

### Uno In a Nutshell

Each player is dealt 7 cards with the remaining ones placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile.



The first player has to match the card in the DISCARD pile either by number, color or word. For example, if the card is a red 7, player must throw down a red card or any color 7. Or the player can throw down a Wild Card. If the player doesn't have anything to match, he must pick a card from the DRAW pile. If he can play what is drawn, great. Otherwise play moves to the next person.

When you have one card left, you must yell "UNO" (meaning one). Failure to do this results in you having to pick two cards from the DRAW pile. That is, of course if you get caught by the other players.

Once a player has no cards left, the hand is over.

### Supplies & Materials:

For 1-4 players a single deck (one package) of UNIO cards. For 5-10 players use a double deck (two packages) of UNO cards. For 10-16 use a triple deck. For more than that.... you figure it out.

Optional specialty UNO cards i.e. Star Trek , etc.

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## Super Power, No Sissies

These two rules are inseparable. Typically a game is played with at least these two rules. 'Super Power' entails one primary rule which significantly changes the pace of the game. Meanwhile 'No Sissies' adds several riders which primarily effect the scale of the game.



### Super Power

If a player has, in their hand, a card which is "identical" to the top card on the discard pile, they may play their card out of turn.

- The card must match by color and number or word.
- Play resumes from the person who played the card out of turn.
- The player playing out of turn must play before the player whose turn it actually is.
- Draw cards accumulate. This works for draw two's and draw four's.

**For Example:** A yellow draw two is played. It is not your turn, but you have a yellow draw two. You may play your yellow draw two (if you are quick enough). The next player then must draw 4 cards. If that player has a draw two of any color, it can be played since it is their turn. The next player must then draw 6 cards

- An identical card may be played after the current player has begun to draw.

**For Example:** The current player ('Player A') does not have a playable card, so they begin to draw cards. Another player ('Player B') then plays an identical card. 'Player A' may then stop drawing cards as play resumes from 'Player B.'

- When a series of identical 'Skip Cards' are played, these do not accumulate. Simply skip one player from the player who played the last skip.

### No Sissies

When in doubt, draw more cards.

- Dealer chooses how many cards are dealt.
- Dealer may choose when to start the discard pile. As soon as the dealer has done so, by drawing one card from the draw file and placing it face up on the table/floor/picnic blanket. play begins.
- If you are caught with a single card without having said "UNO" you must draw 5 cards.
- If it is your turn and you do not have a card you can play, you must draw cards from the DRAW pile until you have a card which you can play.

**For Example:** It is your turn. The last card played is a blue five and you have no blues, 5's or wilds, then you must draw until you get a card which you can play. But, if you draw a card which you can play, you do not have to stop there, you can keep drawing if you so choose (This is usually done in the hopes of finding a draw card). You must play a card to end your turn.

### The Rest of the Rules

The rest of these rules are optional. It is recommended that new players be gradually introduced to the rules by adding one rule at a time over the course of several games. If you choose to do this, you may want to add the rules following the order in which they are introduced here.

### Get Out Of My House

Whenever a zero is played, everyone passes their hand to the player on their left (clockwise).



- Once the zero has been played, play is frozen. No one may play a card onto the discard pile from their hand until they have passed their cards and been passed a new hand.

### n In the Doghouse

Rather than ending the game immediately when one person has played all of their cards, the game doesn't end until 'n+1' players have played all their cards. While play continues, the players who are out of cards are regarded as being "In The Doghouse."

- You must choose a number for n. Typically, '2 In The Doghouse' is good for 8 players. An interesting game can be played with 4 players and two in the doghouse.
- If a new player wants to join a game already in progress it is often feasible to just start them in the doghouse.

### Interactions:

When playing 'n In the Doghouse' with other rules, they may have the following interactions.

- **Get Out of My House:** When passing hands, the hand is always passed to your immediate left, even if that person has no cards. As such, someone who is already in the doghouse may be passed cards, and someone who has cards may be passed none. After the cards have

been passed there are typically new residents of the doghouse. Also, keep in mind that if you are passed a single card, you must say "UNO" to avoid drawing a penalty (typically 5 cards).

- **Spank The Baby:** If you are in the doghouse, and the Spank The Baby rule is invoked, you too must slap the pile and draw cards according to this rule. Just because you are out of cards doesn't mean that you don't need to "Spank the baby."

### Fire In The Kitchen

When a blue card is 'legally played' (number or words must match previous card) on a red card, the player who played the last red card must take into their hand all of the red cards which are contiguous with the last red card.



**For Example:** Suppose that 2 red cards were played, then a green, then 6 more red cards, the last of which was a red 5. If the current player plays a blue five onto the discard pile, the six red cards immediately beneath the blue card, and contiguous with each other are placed into the hand of the person who played the last red card (the red 5 in this case).

- A wild card called blue doesn't activate this rule.

### Spank The Baby

Whenever a red 3 (note the resemblance to a baby's tush when turned on it's side) is played every player must slap the discard pile. Each player then counts the number of hands beneath theirs and draws that number of cards.



- The first person to slap the pile does not draw any cards. This is the individual whose hand is beneath everyone else's.
- The person whose hand is is top of the pile of hands must draw a number of cards equivalent to the number of players less one.
- When playing with more than a single deck, remove half of the red threes. For a double deck, remove 2 of the 4 red threes. When playing with a triple deck, remove 3 of the 6 red threes.

#### Interactions:

- **n In The Doghouse:** See the interactions for this rule.

### It's Not Your Turn

If a player plays illegally out of turn, that player must retrieve their card from the pile along with the two cards immediately beneath their card on the discard pile.

- Play resumes with the person whose turn it actually is.
- The actual current player must then play with respect to the top card on the discard pile after the intrusive player has removed the necessary cards.

**For Example:** The top of the discard is a red 2. Player A plays a green 2. It is now player B's turn. Player C has a green 2 and plays at the same time as player B. Player C's card ends up underneath of player B's card. This means that player B has played out of turn. Player B must take their card and the two green 2's which are immediately beneath their card on the discard pile, and place them in his hand. Since player C was the last person to play legally, it is now player D's turn. Player D must play with respect to the red 2 which is now the top card on the discard pile. Of course, anyone could jump in on the red 2 as well.

- After the necessary cards have been removed from the draw pile, if the remaining card on top of the discard pile is a draw card, it must be determined whether the cards have already been drawn. If so, the current player is not obligated to draw cards. Otherwise, they are.

### Siamese Triplets

If three of the exact same card are played in a row, and are on top of the pile then any card can be played next.

- This card can be played by any player
- Play resumes from whomever plays the "fourth" card.
- If the three cards are draw cards, and the fourth is not, then the draw cards are muted, and no-one needs to draw for them.

### Back Up The Truck

When a player must draw as a result of any number of draw cards being played, the player may force another player to draw by playing any number of number cards whose number value add up to the number of cards which they are supposed to draw. When this player plays the number cards, the previous player (The player closest to the current player in the reverse direction of play) must then draw the cards, unless she can also play number cards equivalent to the number of cards to

be drawn. This continues until a player finally draws. Play continues from the player who draws.

**For Example:** Player A plays a green draw two, player C plays a green draw two out of turn (skipping player B), player D plays a red draw 2. Player A must now draw 6 cards. But, player A plays a blue 2 and a yellow 4 (adds to six). Player D must now draw six cards. But Player D plays two green 3's. Now Player C must draw six cards. But, Player C plays a yellow 4, a blue 1 and a green 1. Now, player B must draw 6 cards. Player B's cards do not allow her to add up to 6. So Player B draws six cards and, now it is Player C's turn and he must play with respect to the green 1 on top of the discard pile.

### Vulcan Mind Meld

This is played using the card of the same name from the 'Star Trek' edition of Uno. This card is played like a wild allowing the player to view another player's hand and then declare the new color.



### Beam Me Up Scotty

This is played using the card of the same name from the 'Star Trek' edition of Uno. This card is played like a wild allowing the player to declare the color and then get up and sit down in a different position in the circle. The other players shift to allow the moving player to sit in her new position.



### Play Testing New Rules

Go ahead, make up your own rules. Sometimes it's easier to make up the name first! As you make up new rules, be sure to play them several times to be sure that they are actually playable. Here are some good measurements...

- How does it effect the number of cards in your hand?
- How does it effect the length of game?
- How does it effect the ability to use strategy?
- Does the name help you remember the rule?

### Rule Submission

New rules may be emailed with name, description, interactions, other required rules and play-test results to [rules@superpowernosissies.com](mailto:rules@superpowernosissies.com)



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