Biomolecule UNO Rules

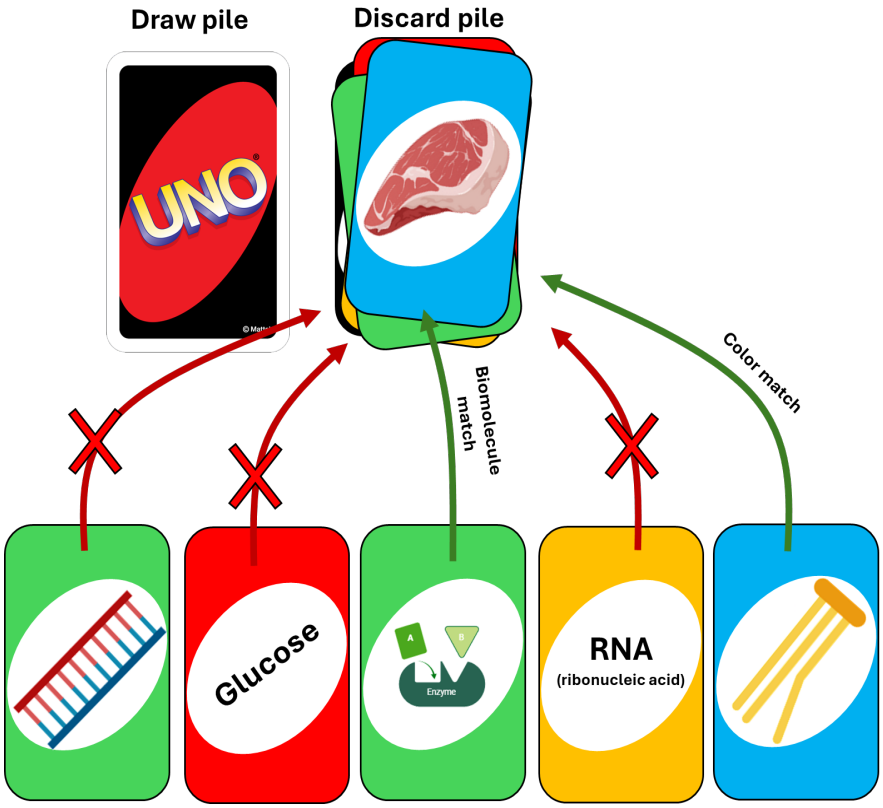
Setup: The game is for 2-4 players. Every player starts with seven cards in hand. The rest of the cards are placed face down in one or more Draw Piles easily accessible by each player. Flip the top card of the Draw Pile and place this card in a new pile called the Discard Pile (see below). You can now start the game!

Game Play: The first player is normally the player to the left of the dealer and gameplay usually follows a clockwise direction. Every player views his/her cards and tries to match the topmost card in the Discard Pile.

You have to match the card in the center either by color or by biomolecule category (carbohydrate, lipid, protein, or nucleic acid). For instance, if the topmost card of the Discard Pile is a red card with an image of a DNA helix, you have to place either a red card or a card of any color with a word or image that matches the nucleic acid category. There are NO Wild Cards in this game.

If the player has no matches, they must draw a card from the Draw Pile. If that card can be played, play it. Otherwise, keep the card in hand, and the game moves on to the next person. In the event that the improper biomolecule category is matched as a player attempts to alter the color in play, another player can challenge their card. If the card is incorrect, the offending player must pick up their card and one extra card from the Draw Pile and skips their turn. In the event that a player places their second-to-last card onto the Discard Pile, they must say “Uno!” to let other players know they have one card left in their hand. If an opponent recognizes that a player has failed to say “Uno” under these circumstances, the offending player must draw a card from the Draw Pile (without having to pick up the card they just played).

End Game: The game ends when one player places their last card in hand onto the Discard Pile. They are declared the winner.



Player cards