

UNO No Mercy rules cheat sheet

One page, every rule.
Full guide with examples: open-mercy.com/rules

SETUP

- **Players:** 2 to 20. Best with 3 to 6.
- **Deck:** 168 cards. The classic 108 plus 60 No Mercy cards.
- **Deal:** 7 cards each. The next card starts the discard pile.
- **Goal:** empty your hand first, or be the last player not eliminated.

YOUR TURN

- Play one card matching the top card by **color, number or symbol**. Wilds go on anything.
- **Can't play?** Draw until you can, then play it. House rule: draw one card and move on.

DRAW STACKING

Hit by a Draw card? Answer with a Draw card of **equal or higher value** and the whole total passes to the next player. Can't stack: draw the full total and lose your turn. A +10 with a +6 on top is 16 cards.

Official Equal or higher only. A +4 cannot go on a +10.

House Wild Draw cards (Reverse Draw 4, Draw 6, Draw 10) stack on any Draw card. Colored draws still need equal or higher.

Casual Any Draw card stacks on any Draw card.

MERCY RULE

25 cards in hand at any moment and you are out.

Checked after every draw, including mid-penalty. If everyone else is eliminated, the last player left wins, even with cards in hand.

UNO CALL

- Call **"UNO!"** when you go down to one card, before the next player's turn.
- Caught not calling: draw 2 (printed rule). In Open Mercy an opponent presses CAUGHT and you draw 10.
- No call needed when one play (like Discard All) takes you straight to zero.

SCORING (OPTIONAL)

- Number cards: face value. Action cards: 20. Wild cards: 50.
- **+250** for each player you eliminated with the mercy rule.
- Keep a running tally across hands. First to 1000 points wins.

TWO PLAYERS

- Reverse acts as a Skip. Wild Reverse Draw 4: the printed rule makes **you** draw 4 unless you stack; Open Mercy sends the 4 to your opponent.
- 0 Rotate is a hand swap. 7 Swap has one target.

ALL 168 CARDS

CARD	QTY	EFFECT
Number 0 to 9	76	Match by color or number. 0 and 7 have effects below.
0 Rotate		Every hand moves one seat in the play direction.
7 Swap		Swap your whole hand with any player. Open Mercy lets you keep yours.
Skip	12	Next player loses their turn.
Reverse	12	Play direction flips. Acts as a Skip with two players.
Draw 2	12	Next player draws 2 and loses their turn, unless they stack.
Draw 4 (colored)	12	Next player draws 4 and loses their turn, unless they stack. Follows color matching.
Skip Everyone	12	Everyone else is skipped. You play again.
Discard All	12	Discard every card of that color at once. You choose which one stays on top.
Wild	4	Play on anything and name the next color.
Wild Reverse Draw 4	4	Name a color, next player draws 4, and the direction flips.
Wild Draw 6	4	Name a color, next player draws 6. Stackable.
Wild Draw 10	4	Name a color, next player draws 10. The biggest single hit in the deck.
Wild Color Roulette	4	Next player names a color and draws until it shows up. Wilds drawn don't count. Could be 1 card, could be 15.

Counts: 76 numbers (4 colors, one 0 and two each of 1 to 9), 72 colored action cards (6 types, 3 per color), 4 Wilds, 16 special Wilds.

QUICK STRATEGY

- Hold your +6 and +10 to answer a stack rather than to open one.
- Skip Everyone right before you go out: nobody gets a turn to stop you.
- Color Roulette is a gamble both ways. A color with few cards left in the deck hurts more.
- A 7 is a defense: swap out of a 20-card hand before the mercy rule finds you.

UNO® and UNO Show 'Em No Mercy® are trademarks of Mattel, Inc. This is an independent, unofficial reference. [Open Mercy](https://open-mercy.com) is a free browser game built on this ruleset, with multiplayer for 2 to 20 players and solo vs AI. It is not affiliated with Mattel. Full guide: open-mercy.com/rules