

# Contarlos (Count Them)

Designed by Dustin and Tonya Dade

2-4 players

5-6 minutes per player

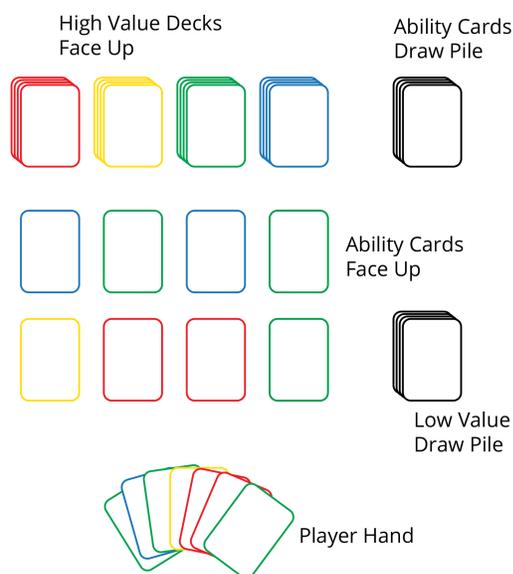
Age Requisite - Be able to add the face values of the cards

Objective: Collect the top card on a high value deck by matching the color and being equal or higher than that value, using the cards in your hand. After 4 rounds, count the value of your collected high value cards. Whoever has the most points wins.

## Setup

Using a standard UNO deck, split the cards up as follows:

- High Value Cards (6-10 - Zero counts as 10) split into their own color decks.
  - Example - Red deck of cards containing all of the 6, 7, 8, 9 and 0 cards.
  - Shuffle each color deck and place face up along the "Top" of the play area.
- Special Ability Cards (Skip, Reverse, Draw 2, Wild, +4 Wild) make 1 deck.
  - Shuffle the deck and then draw out 8 cards face up (2 rows of 4) below the High Value decks in the play area. Remaining cards become the Ability card draw pile.
- Low Value Cards (1-5) make 1 deck.
  - Shuffle the deck and deal 7 cards to each player. Place remaining cards as a draw pile.
  - Players may look at their own cards.



## Gameplay

Draw a card from the remaining low value draw pile and whoever has the highest number goes first.

## Player Actions

Players may choose to do one of the following three actions on their turn:

- Use any number of cards in your hand to add up a value that meets or exceeds the value of a high value

card. These cards must also match the color of that high value card.

- Example - Use a 2, 3 and 5 ( $2+3+5=10$ ) red cards to collect a red 9 card. The remaining 1 extra value cannot be used anywhere else.
- Place a card from your hand on an unused ability card to use that ability card.
  - The ability card cannot be used by anyone else afterward.
- Pass - If a player is unable to play, or chooses to not play, they say "pass" and are out for the rest of the round. The first player to Pass will go first next round.

## Ability Cards

- Skip - moves the top card on the corresponding high value deck to the bottom of the deck.
  - Red skip will move the top card of the Red high value deck to the bottom of the Red high value deck.
- Reverse - Moves the bottom card on the corresponding high value deck to the top of the deck.
  - Red reverse will move the bottom card of the Red high value deck to the top of the Red high value deck.
- Draw 2 - draw two cards from the low value draw pile.
- Wild - May use any color combination of cards from your hand to equal or exceed any high value card regardless of color.
- +4 Wild - You may use this card to EITHER draw 4 cards from the low value draw pile, OR use as a regular wild card.

## End of the round:

A round ends when all players have passed. As long as one person has not passed, they may continue to play if they are able.

1. Collect all low value cards (player hands, played on the ability cards, draw pile, discard pile), shuffle and deal 7 new cards to each player face down.
2. Collect the ability cards and place them in a discard pile. Draw 8 new ability cards and place them face up in the play area. You should run out of cards at the end of the 4th round signifying the end of the game.

## End of the game:

Each player counts the value of their collected high value cards. Whoever has the highest score wins. Tie goes to whoever has the most of the highest card value.