

Game Rules: One

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1. Card Mapping (Cheat Sheet)

Colors = Suits: Hearts (♥), Diamonds (♦), Clubs (♣), Spades (♠)

Number Cards

- **3 through 10:** Standard number cards (match by number or suit).

Action Cards

- **2: Draw Two (+2)** (Must match the active suit or another 2).
- **Jack (J): Skip** (Next player loses their turn).
- **Queen (Q): Reverse** (Reverses order of play; in a 2-player game, acts as a Skip).
- **King (K) / Ace (A): Wild** (Can be played on any card; the player calls a new suit).
- **Jokers (2 cards): Wild Draw Four (+4)** (Can be played on any card; player calls a new suit, and the next player draws 4 cards and loses their turn).

2. Setup

1. **Players:** Best for 2 to 4 players with a single deck. *(If playing with 5+ players, deal 5 cards each instead of 7, or shuffle two decks together).*
2. **Deal:** Deal **7 cards** face-down to each player.
3. **Piles:** Place the remaining cards face-down in the center to form the **Draw Pile**. Flip the top card over to start the **Discard Pile**.
 - *If the starter card is a Joker, bury it in the deck and flip another.*
 - *If it's an action card (2, J, Q), apply its effect to the first player.*

3. How to Play

Play begins to the dealer's left and proceeds clockwise. On your turn, you must match the top card of the Discard Pile in one of three ways:

1. **By Suit:** Play any card matching the active suit.
2. **By Rank/Number:** Play any card with the same rank (e.g., a 7 on a 7, or a Jack on a Jack).
3. **By Wild:** Play a King/Ace (Wild) or a Joker (Wild Draw 4) regardless of the current card.

- **If you cannot play (or choose not to):** Draw **1 card** from the Draw Pile. If that card is playable, you may play it immediately. If not, your turn ends.
- **Reshuffling:** When the Draw Pile runs out, leave the top discard card in place and shuffle the rest to form a new Draw Pile.

4. Calling “One!” and Winning

- As soon as you play your second-to-last card and have only **1 card left**, you must announce “**One!**” aloud.
- If another player catches you before the next player begins their turn, you must draw a **2-card penalty**.
- The first person to play their final card immediately wins.

After each game, add a rule (e.g. “playing a 10 card lets you swap hands with another player of your choice”).