"UNO! Color Theory"
New rules:

- **Two decks of uno will be needed**
1. Each player can only have one color
    - Cards will be shuffled in **4 separate piles by color**
    - Divide the number of Wild Cards (Normal, +4, Swap Hands, and blanks) evenly among the 4 piles and shuffle them in. Regard "Swap Hands" and blank Wild cards as normal Wild Cards
    - Oldest player will pick what color they want first, second oldest will pick next, and so on
    - Each player will be only dealt **5** cards

2. **15** minute time limit, if no one wins by the timer, the winner defaults to the player with the least amount cards, 2nd place with the second least, etc.
    - **Dealer flips timer**

3. Every **3** minutes, **players will swap decks with the players going clockwise**. Thus giving you a new set color to work with until 3 minutes
    - **Make these transitions quick, dealer flips timer**

4. +2 & +4 cards **can stack** (contrary to popular belief, this is not an actual rule)
    - If you must draw cards because of these, you can pick from **any color pile, regardless of your current color**

5. **Wild Cards (Normal, +4, Swap Hands, and blanks) will allow you to pick different colors no matter what for the remainder of a 3 minute slot.** Once it ends, **you will switch as normal and you will only be allowed to pick up cards of your color.** You may keep different colored cards if they are still in your hand.

6. Play until last place is determined

Roles of Numbers Cards
(If number is not there, it has no special effect)

0: Play this card, players will shift decks (which switches your color, too) clockwise

2: Play this card, then play 1 additional card you want right after

5: Play this card, swap decks (which switches your color, too) with another player of your choice

7: When drawn, everyone has to yell "Lucky". Last one to yell has to draw 4 cards (can be from any color pile

9: Play this card, players will shift decks (which switches your color, too) counter-clockwise