This Gospel Rule may be applied to any version of Uno.

## Use the ordinary rules for Uno along with this Gospel Rule:

1. When you receive a Draw Two or Draw Four card, instead of drawing those cards from the draw pile, you draw them from the other players. You can take all of the cards from a single player or from different players as long as they add up to the right amount ( +2 or +4 ). The player(s) you take the cards from must present their cards to you face down so that your
 selection is random. You cannot take all of another player's remaining cards-they must be left with at least two cards. If there are not enough other players with enough cards to reach 2 or 4 then use the draw pile as well.

## Want to explore this Gospel Rule further? Here are some prompts to help you do that:

When a person is given a Draw Four card and they start taking cards from others, the gut reaction of the people losing cards might be to object. Yet, having fewer cards in Uno is a good thing.

When is giving what you have to others a good thing? Give examples?

In Luke 8:43-48 a woman who was living with constant bleeding jostled her way through a crowd and managed to touch the hem of Jesus' coat. She was instantly healed and Jesus felt it. Power had come out of him. The woman was terrified that Jesus would be angry but instead he was overjoyed to give her such a gift.

Why was the woman afraid that Jesus would be upset? Why wasn't he upset?

In one or two of your own words, what is the gamechanging idea behind this Gospel Rule?

