

# **The Dukes of Hazzard Card Game from the makers of UNO**

## **A mix between rummy and UNO**

### **Scores:**

#### **Good Guys**

- **Bo** 10 points
- **Luke** 10 points
- **Uncle Jesse** 5 points
- **Daisy** 5 points
- **Cooter** 5 points

#### **Bad Guys**

- **Boss Hogg** 10 points
- **Rosco** 10 points
- **Cletus** 5 points
- **Flash** 5 points

**The first player to 500 points wins**

### **Action Cards**

- **Road Block** – Take another turn and reverse the order of play
- **Speed Trap** – The player who's turn is next "goes to jail for a day" (aka loses a turn), but that player will still have to follow directions of any action cards played at them.
- **Parking Ticket** – The next player gets a \$2.00 fine (aka draws two cards and may not meld or discard)
- **Hazzard County Clout** – If you have this card it's able to cancel out the Road Block and Parking Ticket cards, and as well penalizes whoever played the Speed Trap by causing them to lose a turn, and whoever played the Parking Ticket by forcing them to draw two cards. (You can't use Clout on Hogg Wild)
- **Hogg Wild** – The next player has made Boss Hogg angry and must draw four cards from the draw pile and may not meld or discard.

### **Instructions:**

- Dealer shuffles the cards and gives seven cards face down to each player
- Dealer places the remaining cards in the center of the table (this is the draw pile).
- Dealer turns the top card over to start the discard pile. (If an action card is turned over it is played per it's rules immediately.
- Players will now take a card from the discard or draw pile, meld (lay down 3 or more matching or sequencing cards) if possible, and discard one card you wish to and then play goes to the next player.

### **Scoring:**

- If any player is "going out" (aka using all their cards) they receive not only the points for the cards they melded, but will also get a bonus 50 points
- If you play your melds of three and have any other cards in your hand that score is subtracted from the total points you receive, so it's good to get rid of what you can.
- If a player has no meld, the cards remaining in their hand are deducted from their score. If the points in the players hand are greater than the points of their total score, the difference becomes a minus score.