



UNO

Eye-Eye, SpongeBob! Card Game

Contents

- 1 SpongeBob Game Tray
- 112 cards as follows:
 - 19 Blue cards - 0 to 9 (includes 5 Eyeball Cards #1-5)
 - 19 Green cards - 0 to 9 (includes 5 Eyeball Cards #1-5)
 - 19 Red cards - 0 to 9 (includes 5 Eyeball Cards #1-5)
 - 19 Yellow cards - 0 to 9 (includes 5 Eyeball Cards #1-5)
 - 8 Draw Two cards - 2 each in blue, green, red and yellow
 - 8 Reverse cards - 2 each in blue, green, red and yellow
 - 8 Skip cards - 2 each in blue, green, red and yellow
 - 4 Wild cards
 - 4 Wild Draw Four cards
 - 4 Reference cards ("Cheat Sheets")

Object of the Game

"Are ye ready, kids?" Follow the direction of SpongeBob's wacky eyeballs as you race to be the first player to get rid of all of your cards! You'll score points in each round for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

Setup

LEFT EYE	RIGHT EYE	WHO & WHAT HAPPENS?
Green	Draw 4	The Player of Your Choice draws 4 cards.
Green	Discard 1	The Player of Your Choice discards 1 card.
Green	Draw Yellow/Blue	The Player of Your Choice draws cards until picking up a Yellow, Blue or Wild card.
Black	Draw 4	Nothing happens. Play continues as normal.
Black	Discard 1	Nothing happens. Play continues as normal.
Black	Draw Yellow/Blue	Nothing happens. Play continues as normal.
Red	Draw 4	You draw 4 cards.
Red	Discard 1	You discard 1 card.
Red	Draw Yellow/Blue	You draw cards until picking up a Yellow, Blue or Wild card.

- Remove the reference cards from the deck and place them within easy reach of all players; these "cheat sheets" will help you quickly interpret the icons on SpongeBob's eyeballs.

- Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
- The dealer shuffles and deals each player 7 cards.
- Place the remainder of the deck facedown to form a DRAW pile in one side of the SpongeBob game tray.
- The top card of the DRAW pile is turned over to begin a DISCARD pile in the other side of the SpongeBob game tray. **NOTE:** If the first card turned over features SpongeBob's eyeball, treat this card as a normal number card to start play. If any of the other Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.

Let's Play

The person to the left of the dealer starts play.

On your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS).

EXAMPLE: If the card on the DISCARD pile is a red 7, the player must put down a red card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).



If you play a number card that features an image of SpongeBob's eyeball, you get to mess with his head...by making SpongeBob's eyeballs spin! See SPINNING SPONGEBOB'S EYEBALLS.

If you don't have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile. If the card you picked up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

You may also choose NOT to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however you may not play any other card from your hand after the draw.

Functions of Action Cards



Draw Two Card - When you play this card, the next player must draw 2 cards and miss their turn. This card may only be played on a matching color or on another Draw Two card. If turned up at the beginning of play, the same rule applies.



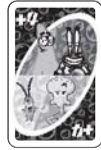
Reverse Card - When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This card may only be played on a matching color or on another Reverse card. If this card is turned up at the beginning of play, the dealer goes first, then play moves to the right instead of the left.



Skip Card - When you play this card, the next player is "skipped" (loses their turn). This card may only be played on a matching color or on another Skip card. If a Skip card is turned up at the beginning of play, the player to the left of the dealer is "skipped," hence the player to the left of that player starts play.



Wild Card - When you play this card, you get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild card on your turn even if you have another playable card in your hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer chooses the color that continues play.



Wild Draw Four Card - When you play this card, you get to choose the color that continues play PLUS the next player must draw 4 cards from the DRAW pile and lose their turn. However, there is a hitch! You may only play this card when you do **NOT** have another card in your hand that matches the **COLOR** on the DISCARD pile (but it is acceptable to play this card if you have matching number or Action Cards). If turned up at the beginning of play, return this card to the deck and pick another card.

NOTE: If you suspect that a Wild Draw 4 card has been played on you illegally (i.e. the player has a matching card), then you may challenge that player. The challenged player must show you (the challenger) their hand. If guilty, the challenged player must draw the 4 cards instead of you. However, if the challenged player is innocent, you must draw the 4 cards PLUS an additional 2 cards (6 total)!



Eyeball Card - An image of SpongeBob's eyeball appears on 5 cards of each color (numbers 1 through 5). You'll play one of these cards like you would any number card—by matching color or number. However, this card is special—in a wacky, SpongeBob kind of way—because playing one means you get to try your luck at taking SpongeBob's eyeballs for a spin! See SPINNING SPONGEBOB'S EYEBALLS.

SPINNING SPONGEBOB'S EYEBALLS

You may have noticed that SpongeBob's eyeballs on the game tray are, well, oddball. When you push down on SpongeBob's nose, his eyeballs spin. Strange, but true.

Here's why: Whenever you play a card that has an image of SpongeBob's eyeball under the number, you get to make his eyes spin on the SpongeBob game tray. Push firmly down on his nose and then release. Where his eyes stop tells you what happens next and who it happens to: The **LEFT** eye indicates which player will perform an action; the **RIGHT** eye reveals what action that player will perform, like this:

LEFT EYE
Reveals **WHO** acts

If the left eye is:

GREEN - Any player of your choice acts (Yippeee!)

BLACK - No player acts (Whew!)

RED - You act (Oh, tartar sauce!)

RIGHT EYE
Reveals **WHAT** the action is

If the right eye is:

+4 - Draw 4 cards

- Discard 1 card

- Draw cards until a Yellow, Blue or Wild card is drawn

CHEAT SHEET

Brain feeling a bit porous and need a little help figuring it out? Here's a handy-dandy reference table.

LEFT EYE	RIGHT EYE	WHO & WHAT HAPPENS?
Green	Draw 4	The Player of Your Choice draws 4 cards.
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Green	Draw Yellow/Blue	The Player of Your Choice draws cards until picking up a Yellow, Blue or Wild card.
Black	Draw 4	Nothing happens. Play continues as normal.
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Red	Draw 4	You draw 4 cards.
Red	Discard 1	You discard 1 card.
Red	Draw Yellow/Blue	You draw cards until picking up a Yellow, Blue or Wild card.

After a player performs the action directed by SpongeBob's eyeballs, play resumes with the player after you (the spinner) taking their turn (even if the next player was the one you chose to draw or discard).

If an Action Card had been discarded due to the spinning of SpongeBob's eyeballs, the next player must also follow the direction of that card since it is now on the top of the Discard Pile.

Going Out

When you play your next-to-last card, you must yell "UNO" (meaning "one") to indicate that you have only one card left. If you don't yell "UNO" and you are caught before the next player begins their turn, you must draw two cards.

Once a player has no cards left, the round is over. Points are scored (see SCORING) and play starts over again.

If the last card played in a round is a Draw Two or Wild Draw Four card, the next player must draw the 2 or 4 cards respectively. These cards are counted when the points are totaled.

If you go out of the game by playing an Eyeball card, you still have to spin his eyeballs and that action must be completed. This means that if his eyeballs direct you to draw cards, you have to draw cards and the game resumes (you didn't win yet). However, if his eyeballs direct you to discard a card, you still won since you don't have any cards left to discard. Not always smooth sailing to victory, is it?

If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

Scoring

The first player to get rid of their cards in a round receives points for all of the cards left in their opponents' hands as follows:

All number cards (0-9)Face Value
Draw Two20 Points
Reverse20 Points
Skip20 Points
Wild50 Points
Wild Draw Four50 Points

Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round.

Winning the Game

The **WINNER** is the first player to reach 500 points.

Alternative Scoring and Winning

Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 500 points, the player with the lowest points is the winner.

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