



JUNO[®]

INSTRUCTION BOOKLET

Play against 1 to 3 electronic opponents!

CONTENTS

Electronic UNO® game unit
(3 "AAA" batteries included).
Please remove all components
from package and compare them
to the components list. If any
items are missing, please call
1-800-524-TOYS.

OBJECT

Be the first to score 500 points.
Points are scored by getting rid
of all cards in your hand before
your opponent(s). You score
points for cards left in your
opponents' hands.

IMPORTANT:

If this product malfunctions, push in RESET or try new batteries.
Keep these instructions for future
reference as they contain important information.

A LOOK AT YOUR GAME UNIT

THE BIG SCREEN!

Your cards are shown; your opponents' cards are hidden! Large card is the card in play!

CHOOSE A CARD!

Push in the CARD SELECTOR to choose the card you want to play!

PLAY!

Push the button forward to play a card!

DRAW!

Pull the button back to draw a card!

WILD!

Press here to choose your WILD card's color. Then play it by pushing PLAY.

TURN IT ON!

Automatic shutoff feature – Push ENTER/ON to wake up the game!

SCORE!

High Score button keeps track of your greatest triumphs!

NEW GAME!

Press here to start a new game!

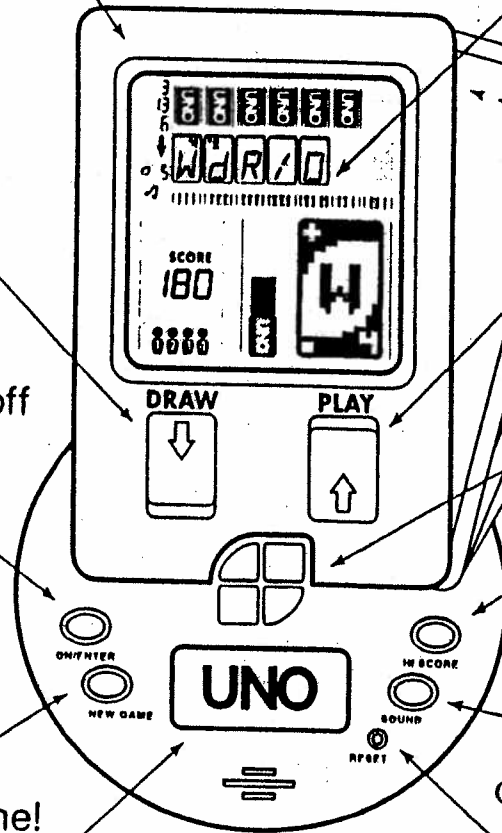
Push here to turn cool sound effects on/off!

UNO!

Don't forget to press the UNO button when you have one card left!

RESET!

Push in if game isn't working properly. (This will erase the best score.)



READY TO PLAY

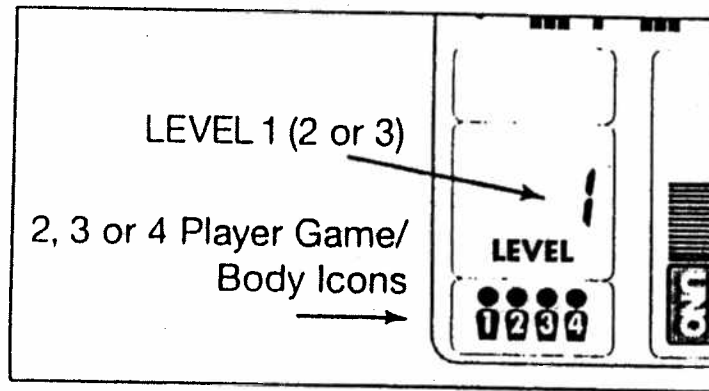
To Exit the Demo: The sample demo game is a shortened 2-player game. Before playing the game, you can just hit the UNO button to see the sample game. To exit the demo, push in RESET or take the batteries out and put them back in. After pressing RESET or changing the batteries, the game will go to a 4-Player game automatically. To play any other game, press and hold the NEW GAME button. See *To Start a New Game* below.

Waking Up the Game: If no buttons are pressed within 2 minutes, the game will go "to sleep." To "wake up" the game unit, press the ENTER/ON button. All previous game knowledge will be just as it was before it went to sleep.

To Start a New Game: After waking up the game unit, press

and hold the NEW GAME button to select the Skill Level and Number of Players for a new game. To start a new round of play after playing a round, press the NEW GAME button once. To start a new skill level after playing a game, press and hold the NEW GAME button until you hear a second beep and then release.

1. Choose Your Skill Level: You'll see the Skill Level displayed on the left side of the screen, with a flashing "1" displayed for Level 1. Use the CARD SELECTOR on the right side of the game unit to find levels 2 and 3. When the level you want appears, press the ENTER/ON button. *Note:* The higher the skill level, the more experienced the electronic opponent! Also, in Level 1, you'll start a game more often than an electronic opponent will.



2. Choose the Number of Players: You'll then see four flashing body icons which represent the Number of Players. These icons appear in the lower left of the screen. Use the **CARD SELECTOR** to select the Number of Players for your game. When you get to the number of body icons/players you want, press **ENTER/ON**. *Note:* If you select 2 body icons/2 players, your game will be You versus only One Electronic Opponent.


CARDS IN PLAY

There are 108 UNO cards. Here is a breakdown of the cards you'll see in play:

- 19 Blue cards - 0 to 9
- 19 Green cards - 0 to 9
- 19 Red cards - 0 to 9
- 19 Yellow cards - 0 to 9
- 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

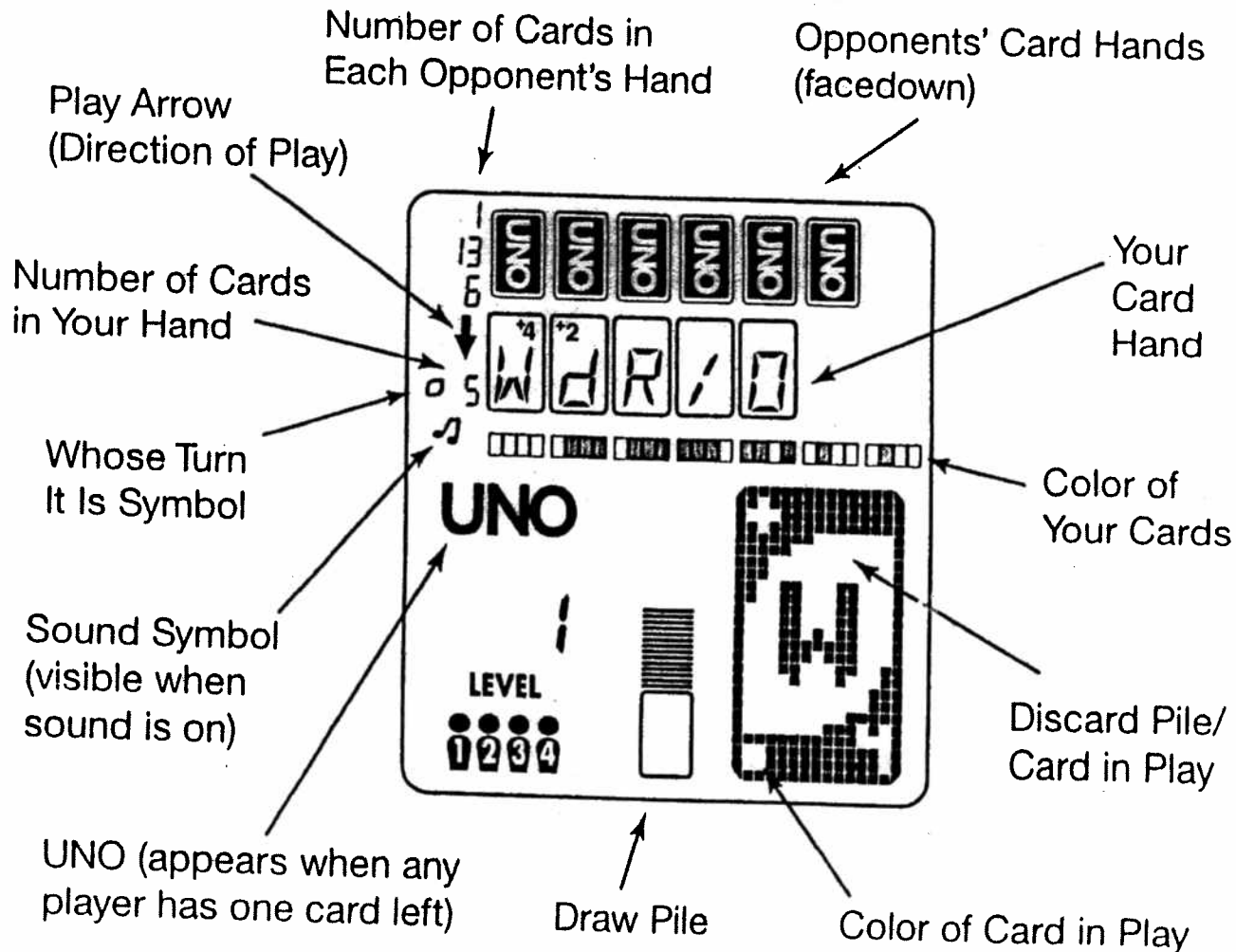
UNO IN A NUTSHELL

The Deal: At the start of the game, the computer deals each player 7 cards and randomly decides who goes first. You'll see your cards faceup on the screen, and your opponent's cards face-down. *Note:* The computer will group your cards by special cards and then number cards (lowest to highest).

Play A Card: If your far left card is flashing, it's your turn to play! You will also see a small symbol  next to your card hand if it is your turn to play. This symbol will move along the left side of the screen as play moves from player to player.

The Play Arrow will indicate the direction of play.

Onscreen, the large card in the bottom right corner is the top card of the current game's Discard pile. This is also the card currently in play. (The remaining cards stacked



to its left are the Draw pile.)

Try and match one of your cards to either the **color, number or symbol** of the card on top of the Discard pile. (The color of the large card is indicated by the color square shown underneath that card. The color of each of your cards is indicated by the color square below each one.)

Push in the CARD SELECTOR to scroll from card-to-card in your hand and stop on the one you want to play. Each card will flash in turn. Push the PLAY button forward to play the card. *Note:* Only 7 cards will be shown in your hand at one time. Continue scrolling across if you have more than 7 in your hand. See the number located to the left of your visible card hand for the true amount of cards in your hand.

If you try to play a card incorrectly, the computer will make an error sound and that card will continue to flash and will not be played. You must then choose another card to play. Whenever you draw or play a card, the computer will automatically rearrange your cards.

Draw A Card (or Pass): If you don't have a match, you can draw a card by pulling the DRAW button back towards you. Be sure you want to draw a card before you do so! The computer will allow you to draw a card even if you don't need one! The computer will not let you play any other cards in your hand after you have drawn a card. The computer will only let you play a drawn card if it can be played – otherwise, play will automatically go to the next player.

- If you can play the drawn card, the computer will flash that

card. To play that card, push in the PLAY button.

- If you decide not to play the drawn card, pull the DRAW button back towards you to Pass.
- If you cannot play the drawn card, the computer will automatically shift play to the next player.

Reneging: You may choose not to play a playable card from your card hand. If so, then you must draw a card from the Draw pile and follow the rules above.

Playing Any WILD Card: To play any WILD card, select the WILD card you would like to play. Push the PLAY button forward to play the card. The WILD card will appear as the large card on the Discard pile. Then select which color you want the card to be. Press the FOUR COLOR button to scroll through the four different

color squares located on the WILD card. The computer will show each color in turn. When the color appears, it will flash. To select that color, push the PLAY button. For specific WILD card play rules, see *Special Cards* below.

Game Play Example: If the card is a red 7, you must play a red card or any color 7. Or you can play a WILD card and change the color in play. (See *Special Cards* below.) If you don't have any match, you must draw a card from the Draw Pile. You may play that card if you can. If you cannot play the drawn card, play moves to the next player.

UNO!: When you have one card left, you must press and hold the UNO button until it says, "UNO!" If you don't press the UNO

button in time and play goes to the next player, the computer may catch you and deal you a two-card penalty! On the other hand, if you see that one of your electronic opponents is going to play his/her second-to-last card and then does not announce "UNO!," you have one second to try to catch that player by pressing the UNO button. Then you can give your opponent a two-card penalty!

How to Win: First player to get rid of all his/her cards wins the round! If you're the first one to play all your cards, you win the point value of all your opponents' cards! So the more cards your opponents have left, the more points you win! Points are scored and then you start the next round! (Press the NEW GAME button to continue play.) The first player to reach 500 points wins the game! That's *UNO in a Nutshell!*

SPECIAL CARDS



Draw 2 Play this card and the next player must draw two cards and forfeit his/her turn. If this card is the first card in play, the same occurs. You can play this card on a matching color card or another Draw 2 card.



Reverse Play this card to reverse the direction of play. You can play this card on a matching color card or another Reverse card.




Skip If this card is played, the next player forfeits his/her turn. You can play this card on a matching color card or another Skip card.



WILD A card you can play anytime (even if you have another playable card in your hand), the Wild card allows you to choose the next color to be

played (including the color currently in play, if you wish!)

 **WILD Draw 4** The best card to have! You get to choose the next color to be played – and the next player gets four cards and forfeits his/her turn! However, you can only play this card when you do **not** have a card in your hand that matches the **color** of the card currently in play on the Discard pile. However, if you have matching numbers or Special cards in your hand, the WILD Draw 4 card may be played.

GOING OUT

If the last card played in a hand is a Draw Two or WILD Draw Four card, the computer will automatically have the next player draw the two or four cards. These cards are counted when points are totaled.

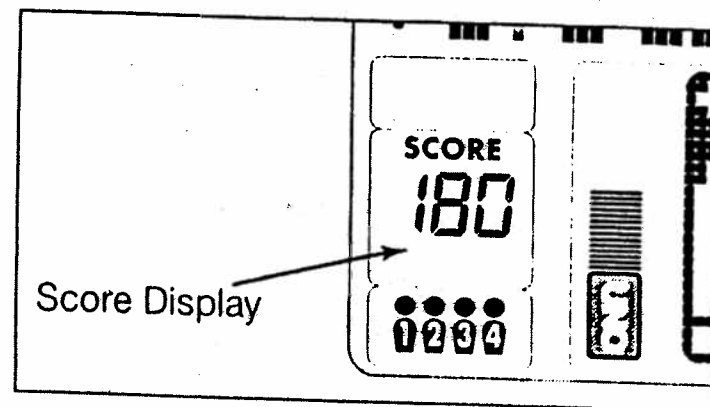
If no player is out of cards by the

time the Draw pile is depleted, the computer will reshuffle the Discard pile and create a new Draw pile. Play then continues.







SCORING

Your current score for the game in play is located on the left side of the screen.

Scoring A Round: After each round, you can press the HI SCORE button to scroll through all players' game scores (the Whose Turn It Is Symbol will flash as each score is shown so you can see whose score it is).



How Points Are Tallied: When you get rid of all your cards before your opponent(s), you score points for all cards left in your opponents' hands at the end of a round. The computer will automatically tally all points. Here is a breakdown of the point values for each of the cards:

SCORING	
	Cards 0 - 9 Face Value
	Draw 2 20 Points
	Reverse 20 Points
	Skip 20 Points
	WILD 50 Points
	WILD Draw 4...50 Points

The Winner is the first player to reach 500 points. (You may have to play several rounds before accumulating 500 points.) The winning score will be shown and the computer will announce the winner with a cool sequence of sound effects and screen animation!

High Score After Game Ends:

After the game is over and a winner has been announced, press the HI SCORE button to discover the highest Winning score for previous games. This score includes additional bonus points (the point difference between your game score and the Second Place player's score). The highest score is 999. The word "Hi" will be visible onscreen next to "SCORE" only when the game ends.

RESET

RESET clears the game's memory. If you push RESET, it will erase

the records of high scores. Use RESET if you are experiencing any problems with the game. It will automatically start a 4-Player game. To play any other game, press and hold the NEW GAME button. See *To Start a New Game* above.

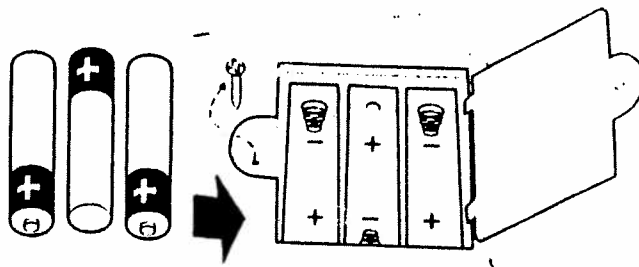
PLAY HINTS

- If you want to speed up the entire dealing sequence at the start of the game, press in the CARD SELECTOR twice (once during the card shuffling and again during the card dealing).
- If you do not think that you will win the current round, you might want to discard your highest point cards first so that your opponents will not benefit as much. Your opponents will also have to play more rounds in order to win.

HOW TO REPLACE BATTERIES

ELECTRONIC HANDHELD UNO requires 3 "AAA"-size Batteries (included). Batteries included are for sales demonstration only, and battery life may be impaired. For longer life, batteries should be replaced with alkaline batteries.

1. Unscrew battery compartment cover with a Phillips screwdriver (not included) and lift open.
2. Install 3 "AAA"-size Alkaline Batteries in compartment as shown.



3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.

BATTERY CAUTION

1. Do not use chargeable batteries.
2. Non-rechargeable batteries are not to be recharged.
3. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
4. Never mix old batteries with new batteries (replace all batteries at the same time).
5. Be sure to insert batteries correctly and always follow the toy and battery manufacturer's instructions.
6. Only batteries of the same or equivalent type as recommended are to be used.
7. Always remove old or dead batteries from the product.
8. The supply terminals are not to be short-circuited.
9. Check that the contact

surfaces are clean and bright before installing batteries.

10. Replace batteries when onscreen characters begin to fade.
11. Dispose of batteries safely.

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be

determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

2- YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free from defects in material or workmanship for 2 years (unless otherwise specified in alternate warranties) from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at our option. This warranty does not cover damage resulting from accident, misuse or abuse. **VALID ONLY IN U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Send only the product to the address above. Send all correspondence to Consumer Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245-5012, U.S.A. Or you may phone us toll-free at 1-800-524-TOYS, Monday through Thursday: 8:00 a.m.-5:00 p.m. PST (11:00 a.m.-8:00 p.m. EST); Friday: 8:00 a.m.-12:30 p.m. PST (11:00 a.m.-3:30 p.m. EST).

MATTY MATTEL™ toys



YOU CAN TELL IT'S MATTEL! CALL us toll-free or write with any comments or questions about our products or service. Monday-Thursday, 8:00 a.m.-5:00 p.m. PST; 11:00 a.m.-8:00 p.m. EST; Friday, 8:00 a.m.-12:30 p.m. PST, 11:00 a.m.-3:30 p.m. EST. Outside U.S.A., see telephone directory for Mattel listing. Consumer Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 USA.

CONSUMER INFORMATION

1 (800) 524-TOYS



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

We are dedicated to quality products.

42374

