

A WORD ABOUT SPINNING

If the Idol does not spin at least 1 full revolution, that spin doesn’t count and another should be taken.

If the Tiki Idol stops in between 2 players and it’s unclear who he is pointing to, the player who spun the idol gets to decide who takes the special action.

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 no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile AND all Tiki Face Cards inside the Tiki idol (except the one showing) are 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
Reverse	20 Points
Skip	20 Points
Tiki	20 Points
Wild Tiki	50 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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OBJECT OF THE GAME

Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

SETUP

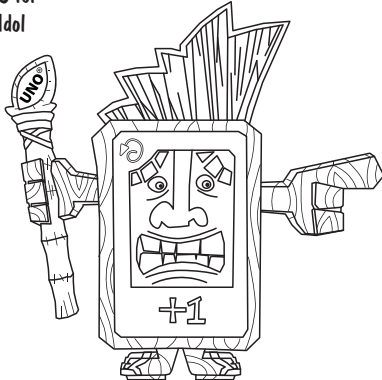
- Place the Tiki Idol Spinner in the middle of the playing area.
- Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
- The dealer shuffles and deals each player 7 cards.
- Place the remainder of the deck facedown to form a DRAW pile.
- The top card of the DRAW pile is turned over to begin a DISCARD pile. NOTE: If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions. If it is a Tiki Face card, place it in the Tiki Idol and draw another card to start the Discard Pile.



DRAW PILE



DISCARD PILE



TIKI IDOL SPINNER

In most cases, if the player is unable to perform the action, they are not penalized and play continues as before. For example, if the Tiki Face card says, “discard all yellow cards” and you don’t have any yellow cards, you do not have to take a card from the Draw Pile. However, if the action is Go To (see below) and you have no card in your hand to play, you must draw a card from the Draw Pile.

Once the action has been completed, play resumes in the CURRENT ORDER unless the action on the Tiki Face card is “Go To” (see below) and then play resumes with that player.

THE ACTIONS ON THE TIKI FACE CARDS ARE:



**DRAW 1:**  
the chosen player must draw 1 card from the Draw Pile.



**DRAW 2:**  
the chosen player must draw 2 cards from the Draw Pile.



**DRAW 4:**  
the chosen player must draw 4 cards from the Draw Pile.



**DISCARD 2:**  
the chosen player may discard any 2 cards of their choice.



**DISCARD ALL:**  
the chosen player may discard all of the cards of the color indicated.



**GO TO:**  
play IMMEDIATELY continues with the chosen player and they lay down the next card to continue game play. If the player has no card in his hand to play, he must draw a card from the Draw Pile.

**TIP**  
Already know how to play original UNO® card game? If you’re familiar with the basic rules, you can jump ahead to the Special UNO® Tiki Action Cards section.

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 Tiki Face card (See SPECIAL UNO® TIKI ACTION CARDS).

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



**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.



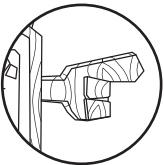
**SKIP CARD** – When you play this card, the next player is “skipped” (loses their turn). This card may only be played on a matching color or on another Skip card. If a Skip card is turned up at the beginning of play, the player to the left of the dealer is “skipped,” hence the player to the left of 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.

SPECIAL UNO® TIKI ACTION CARDS

**Tiki Face Card** – On your turn, instead of placing a card on the discard pile, you may choose to play a Tiki Face card. You may play a Tiki Face card on your turn even if you have another playable card in your hand. Place the card face-up INSIDE the Tiki Idol so all players can see it. Spin the Tiki Idol and when it stops, whoever the Tiki Idol’s hand is pointing to must perform the action on the card.



SPIN SYMBOL

You will notice that some of the regular UNO® cards have a “Spin” symbol on them. Whenever a card with a Spin symbol is played, that player must spin the Tiki Idol. Whoever the Tiki Idol’s hand is pointing to when the spinning stops must perform the action on the Tiki Face card showing in the Tiki Idol.

For example, if the Tiki Idol has a Draw 4 Tiki Face card in it, and a player plays a Blue 2 card with a Spin symbol on the discard pile, the player who played the Blue 2 card spins the Tiki Idol. When the idol stops spinning, whoever the Tiki Idol’s hand is pointing to must draw 4 cards from the draw pile. Each time another card with a Spin icon is played, the idol is spun and 4 cards must be drawn. This will only change when someone plays a DIFFERENT Tiki Face card in the Tiki Idol. After that, whoever the Tiki Idol lands on must perform the new action.

