

2-10

7+

# UNO<sup>®</sup> WILD JACKPOT

Card Game



## CONTENTS:

- 2 Markers
- 1 Wild Jackpot unit
- 8 Customizable Rule cards
- 108 Cards as follows:
  - 15 Blue cards - 0 to 9
  - 15 Green cards - 0 to 9
  - 15 Red cards - 0 to 9

- 15 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

- 2 Wild cards
- 4 Wild Draw Four cards
- 16 Jackpot cards - 4 each in blue, green, red and yellow
- 2 Wild Jackpot cards

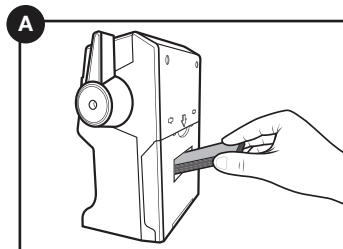
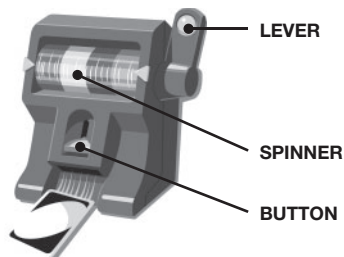
## OBJECT OF THE GAME

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

1. Hand each player an equal number of Customizable Rule cards. Set aside the remaining unused Customizable Rule cards, if any.
2. Using the provided markers, each player writes a fun, unique, or crazy rule on each of their Customizable Rule cards. If you are short on ideas, check out some suggestions in the Customizable Card Suggestion List to spark your imagination.
3. When everyone is done writing, gather the completed Customizable Rule cards, shuffle them, and **load them into the card dispenser. (A)**
4. Place the UNO® Wild Jackpot unit in the center of the table.
5. Shuffle the remaining UNO® cards.
6. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
7. The dealer shuffles and deals each player 7 cards.
8. Place the remainder of the deck facedown to form a DRAW pile.
9. 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.

**NOTE:** WHEN YOU HAVE FINISHED PLAYING, PLACE CARDS INSIDE THE UNIT FOR STORAGE.



## 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 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.



**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.



**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.



**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 4 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)!



**Jackpot card** – When you play this card, you get to pull the Wild Jackpot lever. This card may only be played on a matching color or on another Jackpot card. See the chart below to find out what happens when you pull the Wild Jackpot lever. After the action of the Jackpot Lever is completed, play continues with the next player in the current direction of play. If a Jackpot card is turned up at the beginning of play, the person to the left of the dealer chooses any player at the table, THEN presses the button on the front of the unit that dispenses Customizable Rule cards. The chosen player must then perform the rule on the Customizable Rule card.



**Wild Jackpot card** – When you play this card, you get to pull the Wild Jackpot lever. You may play a Wild Jackpot card ON ANY TURN, even if you have another playable card in your hand. See the chart below to find out what happens when you pull the Wild Jackpot lever. After the action of the Jackpot Lever is completed, play continues with the next player in the current direction of play. If a Wild Jackpot card is turned up at the beginning of play, the person to the left of the dealer chooses any player at the table, THEN presses the button on the front of the unit that dispenses Customizable Rule cards. The chosen player must then perform the rule on the Customizable Rule card. Since this is a wild card, the player who played it gets to name the color that will continue play.

## WILD JACKPOT LEVER

When you pull the Wild Jackpot Lever, the Spinner will spin and randomly stop on one of the following symbols:



Choose any player (even yourself). Press the button on the front of the unit to deal a Customizable Rule card. The chosen player must perform the rule written on that card.



Press the button on the front of the unit to deal a Customizable Rule card. The player on your RIGHT must perform the rule written on that card.



Press the button on the front of the unit to deal a Customizable Rule card. The player on your LEFT must perform the rule written on that card.



Press the button on the front of the unit to deal EACH PLAYER a Customizable Rule card. Starting with you, each player must perform the rule written on that card.



You may discard UP TO one card of EACH COLOR in your hand to the DISCARD pile. You can play the cards in any order you like. If any of the cards you play are action cards, each one will affect the next play.



Draw 4 cards from the DRAW pile.

After the action of the Jackpot Lever is completed, play continues with the next player in the current direction of play. Place any used custom rule cards in a pile behind the Wild Jackpot unit. If you run out of custom rule cards, shuffle the used cards and load them back into the unit.

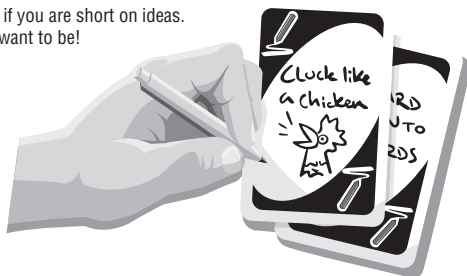
**NOTE:** the cards are erasable, so you may write new rules every time you play!

**USE A DAMP CLOTH TO CLEAN CUSTOMIZABLE CARDS.**

## CUSTOMIZABLE CARD SUGGESTION LIST

Here are a variety of custom rule suggestions you can use if you are short on ideas. Remember, they can be legitimate rules or as silly as you want to be!

1. Discard until you have 2 cards in your hand.
2. Play as many cards in a row as you can.
3. Draw until you have 7 cards in your hand.
4. Play all of your Wild cards
5. Take 2 cards from the player with the most cards.
6. Make chicken noises until your next turn.
7. Give a hug to the player with the most cards.
8. Give each player a high five with your FEET!



## 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 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 Two.....	20 Points
Reverse.....	20 Points
Skip.....	20 Points
Wild .....	50 Points
Wild Draw Four .....	50 Points
Wild Jackpot .....	50 Points
Jackpot.....	40 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.

Only use washable markers that come with the toy.

Recap markers after use. This product may stain or stick to some surfaces. Protect play area before use.  
SAFETY TESTED.

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