



CARD GAME

## Contents

112 Cards

## Object

Be first to get rid of all the cards in your hand.

## Set Up

1. Choose a dealer and shuffle the cards.
2. Deal 7 cards to each player.
3. Place the remaining cards **FACEDOWN** in the center of the table. This is the **DRAW PILE**.
4. Flip over the top card of the **DRAW PILE** and place it **FACEUP** to form the **DISCARD PILE**. If this card is an Action Card, ignore it and flip over the next card.
5. The player to the left of the dealer goes first and play proceeds clockwise.

## Let's Play UNO®!

On your turn, you try to get rid of your cards by playing **ONE CARD** onto the Discard Pile.

**If you HAVE a matching card in your hand, you may PLAY IT on the Discard Pile.**

1. You can only play a card if it matches at least one attribute of the top card on the Discard Pile: its color, number, or symbol.
2. If the card you played is an Action Card, it does something special!  
*(see Action Cards below)*

**If you DO NOT HAVE a matching card, DRAW ONE CARD from the Draw Pile.**

1. If your *new* card can be played, then you may play it now.
2. You may choose to draw a card instead of playing one, even if you have a playable card in your hand.

Once you play or draw a card, play continues with the next player.

**NOTE:** If there are no cards left in the Draw Pile, reshuffle the Discard Pile to form a new Draw Pile.

## Calling UNO!

The moment you only have 1 card in your hand, you must yell "UNO" to alert the other players you are about to win.

However, if someone beats you to it and calls out 'UNO' before the next player takes their turn then you must draw 2 cards!

## Winning

When a player plays their final card, they win. Time to shuffle the cards and play again!

## Action Cards



**Draw Two card** - When played, the next player must draw 2 cards and lose their turn.



**Reverse card** - When played, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa.



**Skip card** - When played, the next player loses their turn.



**Wild card** - This card matches anything so you can play it no matter what card is on the Discard Pile. When you play a Wild card, you also get to choose the color that continues play.



**Wild Shenron's Wish Card** - After you play this card, FLIP over the top card on the Draw Pile and place it on the Discard Pile. If there is a Dragonball icon on the card, you get to choose ONE of the following actions: 1) make the next player in order draw 2 cards, 2) reverse the direction of game play, 3) select another player who must skip their turn when it comes around, 4) discard another card from your hand. This card is also a wild card, so you choose the color that resumes play.

NOTE: if there is NO Dragonball icon on the card you flip over, your turn is over.



**Wild Draw Four card** - This card matches anything so you can play it no matter what card is on the Discard Pile. However, there's a catch: you can only play a Wild Draw Four if you **DO NOT HAVE ANY CARD IN YOUR HAND THAT MATCHES THE COLOR OF THE DISCARD PILE**.

When played, the next player has 2 options: Draw 4 cards and lose their turn **OR** challenge.

If the player challenges you, then you must show them your entire hand to confirm whether or not you have a card that matches the color of the discard pile – Wild cards are considered a match, too.

- If you **DO NOT** have a card that matches color: the challenger **draws 6 cards** instead of 4 and loses their turn.
- If you **DO** have a card that matches color: **YOU must draw 4 cards** and they draw none.

This card is also a Wild card, so you get to choose the color that continues play (regardless of the outcome of any challenge).

## Keeping Score (Optional Victory Method)

When a player wins a hand, they receive points based on the cards remaining in their opponent's hands.

Cards are valued as follows:

All number cards (0-9) .....	Face Value
Any Action Card .....	20 Points
- <i>Skip, Reverse, Draw 2</i>	
Any Wild Card .....	50 Points
- <i>Wild, Wild Draw 4, Wild Shenron's Wish</i>	

Keep a running tally of each player's points from hand to hand. When a player reaches 500 points, they are the winner.



# TOEI ANIMATION

Since 1956

©BIRD STUDIO/SHUEISHA, TOEI ANIMATION

©2021 Mattel. ® and ™ designate U.S. trademarks of Mattel, except as noted. ® et ™ désignent des marques de Mattel aux États-Unis, sauf indication contraire. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at / Composez sans frais le 1-800-524-8697. Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland. Mattel U.K. Limited, The Porter Building, 1 Brunel Way, Slough SL1 1FQ, UK. Mattel Australia Pty. Ltd., 658 Church St., Richmond, Victoria, 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Continental Asia Sdn Bhd. Level 19, Tower 3, Avenue 7, No. 8 Jalan Kerinchi, Bangsar South, 59200 Kuala Lumpur, Malaysia. Mattel South Africa (PTY) LTD, Office 102 I3, 30 Melrose Boulevard, Johannesburg 2196. Importado y distribuido por Mattel de México, S.A. de C.V., Miguel de Cervantes Saavedra No. 193, Pisos 10 y 11, Col. Granada, Alcaldía Miguel Hidalgo, C.P. 11520, México, Ciudad de México. R.F.C. MME-920701-NB3. Tels.: 59-05-51-00 Ext. 5206 ó 01-800-463-59-89. Mattel Chile, S.A., Avenida Américo Vespucio 501-B, Quilicura, Santiago. Tel.: 1230-020-6213. Servicio al consumidor Venezuela: Tel.: 0-800-100-9123. Mattel Argentina, S.A., Av. Libertador 1000, Piso 11 – Oficinas 109 y 111, Vicente López – Prov. Buenos Aires. Tel.: 0800-666-3373. Mattel Colombia, S.A., Calle 123#7-07 P.5, Bogotá. Tel.: 01800-710-2069. Mattel Perú, S.A., Av. Juan de Arona # 151, Centro Empresarial Juan de Arona, Torre C, Piso 7, Oficina 704, San Isidro, Lima 27, Perú. RUC: 20425853865. Reg. Importador: 02350-12-JUE-DIGESA. Tel.: 0800-54744. E-mail Latinoamérica: Servicio.Clientes@Mattel.com. Distribuido por : Mattel do Brasil Ltda.- CNPJ : 54.558.002/0001-20 - Rua Verbo Divino, 1488 - 2º. Andar - 04719-904 - Chácara Santo Antônio - São Paulo - SP - Brasil. Serviço de Atendimento ao Consumidor: fone 0800 575 0780. E-mail: sac.matteldobrazil@mattel.com. Mattel France, Parc de la Cerisaie, 1/3/5 allée des Fleurs, 94260 Fresnes Cedex. N° Cristal 0969 36 99 99 (Numéro non surtaxé) ou www.lesjouetsmattel.fr. Mattel España, S.A., Aribau 200. 08036 Barcelona. cservice.spain@mattel.com Tel: 900 102 390 <http://www.service.mattel.com/es>.

