

UNO junior



MOVE!

Introduce your kids to UNO® in a way that challenges them to learn and grow as they play. Each level provides opportunities to enhance or learn new skills that expand on their knowledge of the classic game you love!

UNO JUNIOR MOVE!™ IN A NUTSHELL

Get rid of all your cards by matching a card in your hand to the top card on the discard pile. You can match by **color**, **number** and **image!** And for some extra fun, whenever you play a card with a Star Icon on it, you have to get up and perform an action (more on that later).

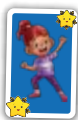
There are three levels of play in UNO Junior Move™: Beginner, Intermediate and Advanced. As the levels increase in difficulty, cards are added that skip players, reverse the direction of play or even make somebody draw extra cards!

SET UP

Before you play, remove the **4 MOVE! cards** from the deck.



JUMP



DANCE



CLAP



BEND

Shuffle them, then hold them out face-down and have each player pick a card. Each player will keep this card face-up in front of them. This card will tell what action that player must perform whenever they play a card with a Star Icon on it.

STAR ICONS

You will notice that some of the cards randomly have an icon of a star on them. Whenever you play a card that has one, you **MUST** get up and perform your action. For example, if your assigned action is “dance” and you play a card onto to the discard pile that has a Star Icon on it, you must get up and do a quick dance (how silly a dance is up to you).



The same with Jump, Clap and Bend. Then, your turn is over.

NOTE FOR ADVANCED LEVEL: if you play a card with a Star icon but forget to do your action **AND** another player catches you, you **MUST** draw an extra card!

HOW TO PLAY

After shuffling the deck, **deal five cards** to each player.



1

2

3

4

5



PARENT TIP

Have beginners lay their cards face-up so you can help them!

Make a Draw Pile with the remaining cards, then turn the top card over to create a Discard Pile.

the **draw pile** goes face down!



Draw Pile



Discard Pile

while the **discard pile** goes face up!



On your turn, match:



COLOR



NUMBER



IMAGE

If you can't make a match, draw ONE card from the Draw Pile (if it matches the discard pile, play it!).

When you are down to your last card, yell "UNO!" If you don't and someone catches you, you have to draw TWO extra cards!

Keep going until someone is out of cards. They win!

LEVELS

1. BEGINNER

For the youngest players just learning the game.

WHAT THEY'LL LEARN

- Taking Turns
- Color And Number Recognition

WHAT TO DO

Take out all the Action Cards (See ACTION CARDS) from the deck.

PARENT TIP

Begin by matching images instead of numbers.

2. INTERMEDIATE

Add some action cards back into the deck to pick up the pace.

WHAT THEY'LL LEARN

- Critical Thinking
- Sorting and Classifying

WHAT TO DO

Add the Reverse, Skip and Wild cards **BACK INTO** the deck, but **LEAVE OUT** the Draw One and Draw Two cards.



PARENT TIP

You can play a Wild card any time you want no matter what is on the discard pile.

3. ADVANCED

Add the penalty cards to the deck to increase stakes!

WHAT THEY'LL LEARN

- Logic
- Problem Solving

WHAT TO DO

Add the Draw One and Draw Two cards to the deck so that you are now using the entire deck, including all Action Cards.

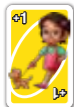
Remember, if you play a card with a Star Icon but forget to do your action AND another player catches you, you MUST draw an extra card!



PARENT TIP

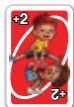
Remember, you can play an action card on top of a matching action card no matter the color.

ACTION CARDS



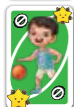
DRAW ONE CARD

The next player in order must draw one card and miss their turn.



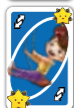
DRAW TWO CARD

The next player in order must draw two cards and miss their turn.



SKIP CARD

The next player in order is skipped.



REVERSE CARD

The direction of play reverses (if play is currently clockwise, then play changes to counterclockwise, and vice versa).



WILD CARD

This card can be played at any time. The player then decides what color will continue play.

CONTENTS

56 cards as follows:

8 Blue cards - 1 to 8

8 Green cards - 1 to 8

8 Red cards - 1 to 8

8 Yellow cards - 1 to 8

4 Draw 1 cards - 1 in each color

4 Draw 2 cards - 1 in each color

4 Skip cards - 1 in each color

4 Reverse cards - 1 in each color

4 Wild cards

4 Move Cards - 1 in each color