

UNO ULTIMATE™

Card Game



Contents in English



As UNO Ultimate™ grows and expands, new cards and rules will be added. Make sure to scan the QR code to find the latest UNO Ultimate™ instructions available.



UNO ULTIMATE™ IN A NUTSHELL

If you can't be a Superhero at least you can play UNO® like one! Each player chooses the identity of a DC character who has powers you can use on EVERY TURN! After you choose your character, you play the game with a corresponding Character Deck.

In the UNO Ultimate™ game you match colors, numbers and symbols just like classic UNO®. Each Character Deck has a special power and Wild Cards designed just for that character. There's also a Danger Deck with cards that can really change the game! Like any great superhero battle, there's gonna be a lot of powers and stuff flying around, so buckle-up and pay attention!

OBJECTIVE

Be the first player to get rid of all the cards in your hand **OR** be the last player with cards in your Character Deck.

CONTENTS

224 Cards – including 4 Character Decks, 4 Character Cards, and 1 Danger Deck (32 Danger Cards.)
1 Blind Bag (4 Foil Cards).

GAME COMPONENTS:

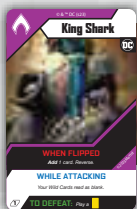


CHARACTER CARDS



CHARACTER DECKS

DANGER DECK



Enemy Card



Event Card

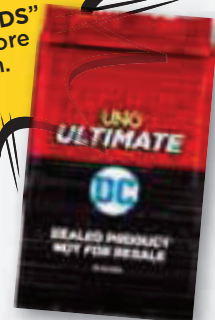


Item Card



Location Card

**COLLECTIBLE
FOIL CARDS!**
See "FOIL CARDS"
section for more
information.



BEFORE THE BATTLE BEGINS

THE FIRST TIME YOU PLAY

Unwrap each deck but **DON'T SHUFFLE THEM YET!**

EVERY TIME YOU PLAY

1. Choose which Superhero character you wish to play and find the Character Deck with that character's images. **NOTE:** if there are less than four people playing, take any Character Decks not being used and return them to the box. They won't be needed in this game.
2. Separate your Character Deck Cards from the Danger Deck Cards.
3. Combine each player's Danger Deck cards, and then shuffle them to form one Danger Deck (remember, **ONLY** use the cards that are associated with the Superheroes being used in the game).
4. Remove the Character Card from your deck and place it near you so all the other players can see it.
5. **SHUFFLE** your Character Deck.
6. Take the top seven cards from your Character Deck to form your hand, and then place the remaining cards face-down in front of you to form your Character Deck Draw Pile.

LET'S TALK

UNO Ultimate™ has some important keywords you'll need to know in order to play:

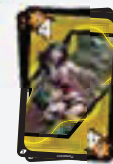
Add Take the number of cards indicated from your Character Deck and **add** them to your hand.

Draw Draw the required amount (such as a "Draw 2" Card) from your Character Deck Draw Pile and lose your turn.

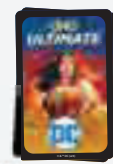
Burn Take the number of cards indicated from the top of your Character Deck and put them face-up in a pile, known as the Burn Pile, next to your Character Deck.

Note: Burning cards must always be burned one at a time and placed face-up in the Burn Pile.

*Note: Sometimes a card will instruct you to **burn** cards from your hand instead of your Character Deck. Unless the location is specified, **burn** always means from your Character Deck.*



Burned Cards
Face Up



Character Deck
Face Down

Recover Take the number of cards indicated one at a time from the top of your Burn Pile (unless otherwise specified) and place them on the bottom of your Character Deck.

SET UP



LET THE BATTLE BEGIN

The youngest player goes first. Play any card from your hand face-up to the middle of the playing area to begin a Discard Pile that all players will share.

Play begins in clockwise order (unless a Reverse Card was played, in which case it begins in counter-clockwise order).

ON YOUR TURN

Here is the sequence of steps you will take:

Start of Your Turn:

- Resolve any start-of-turn effects from Danger Deck Cards, Action Cards, or opponent-controlled character powers.
- If you have a character power that activates at the start of your turn, you may activate it now.

Play:

- Play a card from your hand.
- If you have a character power that activates based on the card you played, resolve its effects now.

Battle:

- If you have an Enemy attacking you and the card you played satisfies the Enemy's defeat cost, defeat the Enemy.

Danger:

- If the card you played to the Discard Pile shows a Danger Icon, flip over the top card of the Danger Deck and resolve its effects.

End of turn:

- Resolve any end-of-turn effects.

WHEN YOU ARE READY TO PLAY A CARD

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

- You may play a card from your hand matching the top card of the Discard Pile by color, number, or symbol.
- If you play an Action Card, it does something special (see Action Cards section).
- You may choose to draw a card instead of playing one, even if you have a playable card in your hand.

If you **DO NOT HAVE** a matching card, **DRAW ONE CARD** from your Character Deck.

- If your *new* card can be played you may play it now.
- If your *new* card cannot be played, add it to your hand.

When your turn ends, play continues to the next player in turn order.

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 catches you and calls out "UNO" before you (and before the next player begins their turn), then you must draw 2 cards!

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Games

WINNING

There are two ways to win:

1. If you get rid of all the cards in your hand, you **WIN!**
2. If you are the last player with cards in your Character Deck, you **WIN!**

NOTE: If the last card you play to win has a Danger Icon on it, you **DO NOT** have to draw a Danger Card. You still win.

LOSING

- If your Character Deck ever runs out of cards you are **OUT OF THE GAME.**
- If another player gets rid of all the cards in their hand.

AFTER THE GAME

Remember to match each Character Deck with its corresponding Danger Deck cards for easy set up in another session.

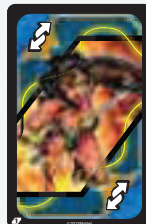
ACTION CARDS

NOTE: Action Cards can be played on other Action Cards of the same type (for example, if the top card of the Discard Pile is a yellow Reverse, you can play a Reverse of any color on top of it.) Wild Cards can be played on top of any card.



Draw Two

The next player must draw 2 cards and lose their turn.



Reverse

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

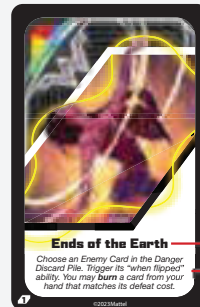


Skip

The next player loses their turn. Attacking Enemies do not affect you if you are skipped.

NOTE: If you are waiting to have your turn skipped and you get hit by any other effect that would

skip you or cause you to lose a turn, that effect is ignored.



Wild

A Wild Card can be played on anything so you can play them no matter what card is on the Discard Pile, and then you get to choose the color that continues play. The Wild Cards in your Character Deck have special instructions. Read the instructions and then perform them.

Wild Card Name

Instructions

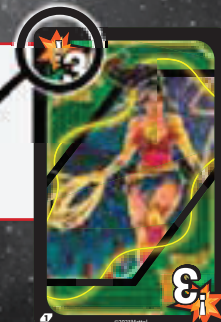
DANGER ICON

Some cards have a "Danger" icon on them.

When you play a card with a Danger Icon turn over the top card of the Danger Deck.



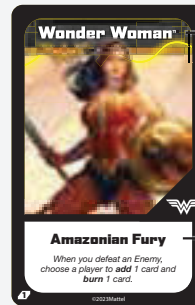
Danger Icon



CHARACTER CARDS

Each character in the UNO Ultimate™ card game has a special power you may choose to use during your turn. These powers sometimes come at cost or require some action to trigger them. Also, attacking Enemies can temporarily alter your ability to use them.

The Character Card will tell you:



The Superhero's name.

The name of the power, what cost you must pay to use the power, and what the power does when you enable it.

FOIL CARDS

Every UNO Ultimate™ Core package comes with its own set of 4 Foil cards kept in “blind bags” so you never know which ones you’re gonna get!

These cards are collectible versions of the Wild and Character Cards you use in the actual game. You can keep them separate for collecting or you can swap them out with their matching non-foil versions to make an extra-flashy deck! NOTE: if you use them in game play they may experience wear and tear unless properly protected. There are 5 levels of rarity indicated by a colored dot in the bottom-right corner of the card.

● Common ● Uncommon ● Rare ● Super Rare ● Ultra Rare

You can find them in other UNO Ultimate™ games, in UNO Ultimate™ Add-On packs and even specially marked classic UNO® packages.

Other games and Add-On packs sold separately, subject to availability. Certain products may not be available in every country.

ADVERTISEMENT: WANT TO ADD MORE SUPERHEROES TO THE BATTLE?

There are UNO Ultimate™ Add-On packs you can buy that let you play as other Superheroes. If you are using the cards from an Add-On Pack, make sure all the cards in the game are for the Superheroes currently playing. For example, if you swap out Aquaman for Superman, make sure there are no Aquaman-themed Danger Cards left in the game.

Packs sold separately, subject to availability. Add-on packs may not be available in every country.

IN THIS DECK

AQUAMAN™

The king of the seven seas, Aquaman needs to have his locations in play to really take control of the game. Use your cards to “fish” for new locations and get the benefits of battling in your character-specific locations as well as from your character power.



WONDER WOMAN™

Always thirsting for battle, Wonder Woman thrives when she is fighting and defeating enemies. Play your “!” Cards purposefully to get enemies into the game so you can then defeat them! Don't be afraid to keep Enemy Cards around longer to activate your character power when you need to take control of the game.



SUPERMAN™

More powerful than a locomotive and faster than a speeding bullet. The big blue Boy Scout is not to be underestimated. With a well-balanced deck of utility wild cards, Superman is perfect for going up against any other character. Since his power is reactive make sure to always be on your toes when someone tries to skip you.



GREEN LANTERN™

Protector of sector 2814, Hal Jordan battles with all his will and might. As a Green Lantern, your power is related to your willpower. Green Lantern's power mirrors his willpower. Use his character power strategically when you have powerful cards in your burn pile to surprise your opponents. Remember to keep an eye on your character deck so it doesn't get down to only a few cards!



DANGER DECK APPENDIX

Across all UNO Ultimate™ games - Core, Booster Pack and Add-On Pack, etc. - there are many types of cards in the Danger Deck:

ENEMY CARDS

When you draw an Enemy Card, place it in front of your Character Card. This Enemy is now attacking your character. If an Enemy Card is already there it is replaced by the new one. Move the previous Enemy to the Danger Deck Discard Pile (this does NOT count as “defeating” the Enemy).

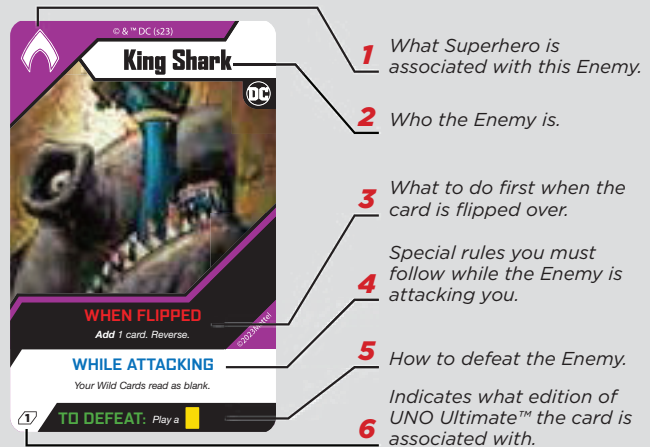
An Enemy is only defeated when the player plays a card that matches the type of card listed in the “To Defeat” section.

An Enemy cannot be defeated on the turn it is drawn.

Each Enemy has its own defeat cost. Wild Cards cannot be used to defeat an Enemy unless the defeat cost specifically shows a Wild Symbol.”

When an Enemy is defeated, place the card in the Danger Deck Discard Pile.

The Enemy Card will tell you:



Example

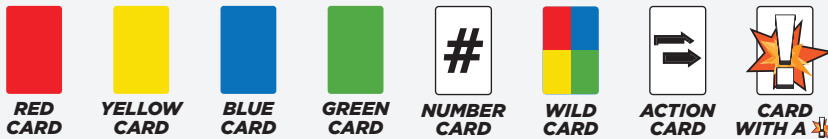
To defeat “Play a ”.

This means that if/when you play a red card this Enemy is defeated.

DEFEAT COST SYMBOLS

When you see one or more of these symbols in the “To Defeat” section at the bottom of an Enemy Card, that is the cost you must pay to defeat that Enemy.

NOTE: If there is more than one symbol, you only need to match one of them to defeat the Enemy.



EVENT CARDS



An Event Card immediately forces one or more players to take an action.

After the action on the Event Card has been taken, the Event is considered completed. Place the card in the Danger Discard Pile.

NOTE: If the Danger Deck runs out of cards, simply gather the cards from the Danger Deck Discard Pile, shuffle them and then create a new Danger Deck.

ITEM CARDS



Item Cards can add extra power to your Character. When drawn, immediately place it next to your Character Card. They are not character-specific so any player can attach any Item Card to their character. You may only have up to 3 Item Cards attached to your character at any time. If you draw an Item Card and you already have three attached to your character, you may discard one of your attached Item Cards or discard the one you just drew. Some Item Cards stay in play for a time while others make you “destroy” them in order to take advantage of their effect. The cards will tell you what to do. If another card tells you to “destroy” an Item Card, you don’t get to enjoy the “destroy effect” when you do it. Some Item Cards have “At the Start of Your Turn” effects. If you have more than one of these, choose the order in which you perform them.

LOCATION CARDS



Location cards change the game by creating a specific location for the action of the game. Each location is an iconic locale in the DC Universe, and each location alters the game in different ways: some are helpful, some carry penalties, etc. The text on the card will let you know what to do. When a Location Card is drawn, it is placed in the center of the playing area and affects all players. A Location Card stays in play until a new Location Card is played, or the action of a different type of card destroys it.