



Card Game

Contents

112 Double-Sided Cards

UNO FLIP™ IN A NUTSHELL

UNO FLIP™ plays like regular UNO®, except there are two sides to the deck of cards: a “Autobots” side and a “Decepticons” side. You start playing with the Autobots Side, but whenever someone plays a FLIP card, the deck is flipped over (as are the cards in your hand) and now everyone must play off of the Decepticons Side of the cards. The Decepticons Side has different Action Cards with much stiffer penalties. Players must play with the Decepticons Side cards until someone else plays another FLIP card, and then play goes back to the Autobots Side, and so on until someone has played all the cards in their hand, ending the round.

Setup

- Since the deck is two-sided, make sure all the cards of each side are facing the same way: all the AUTOBOTS Side cards facing one way, all the DECEPTICONS Side cards facing the other way.
- Choose a Dealer and then Shuffle the cards.
- The dealer shuffles and deals each player 7 cards. Hold the cards with the AUTOBOTS Side facing you and the DECEPTICONS Side facing your opponents.
- Place the remainder of the deck with the AUTOBOTS Side facedown to form a DRAW pile (the DECEPTICONS Side cards will be facing UP).
- The top card of the DRAW pile is turned over to begin a DISCARD pile (the AUTOBOTS Side cards will be facing UP).
- The player to the left of the dealer goes first and play proceeds clockwise.

Let's Play

On your turn, you try to get rid of all 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 (see above), then you may play it now. If not, your turn is over.
2. You may choose to draw a card instead of playing one, even if you have a playable card in your hand.

NOTE: When adding cards to your hand, make sure they are facing the same direction as the other cards in your hand. For example, if you are currently playing the Autobots Side, add new cards to your hand with the Autobots Side facing you.

Going Out

Whether you are playing with the Autobots Side or the Decepticons Side, 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.

Winning

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

Functions of Action Cards - AUTOBOTS SIDE



Draw One Card – The next player must draw one card and miss their turn.



Reverse Card – 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 The Might of Optimus Prime Card – First, choose another player to challenge. Next, both players reveal the highest NUMBER card (1-9) in their hand. The player with the HIGHER value card wins the challenge and may discard up to 2 cards. You may NOT discard the very last card from your hand using this rule. In the case of a tie, or if the challenged player has no number cards in their hand, the player who originally played the card is declared the winner. When discarding, the winning player places their card(s) UNDERNEATH the Might of Optimus Prime Card on the Discard Pile. This is a wild card, so the player who wins the challenge calls the color that continues play.



Flip Card – when you play this card, everything flips from the AUTOBOTS Side to the DECEPTICONS Side. Once the Flip card has been played, flip over the Discard Pile (the card just played will now be on the bottom), then the Draw Pile, then everyone's hands must flip to the other side. This new side will remain in play until another Flip card is played, changing it again. This card may only be played on a matching color or on another Flip card.

NOTE: WHEN THE DECK IS FLIPPED, IF THE NEW TOP CARD ON THE DISCARD PILE IS AN ACTION CARD (REVERSE, SKIP, DRAW, FLIP) YOU DO NOT HAVE TO TAKE THE ACTION. IF THE NEW CARD ON TOP OF THE PILE IS A WILD CARD, THE PLAYER WHO PLAYED THE FLIP CARD CALLS THE COLOR.



Wild Draw 2 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 2 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 2 cards and lose their turn OR challenge.

If the player challenges you, then you must show them your entire hand to confirm you do not 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 4 cards instead of 2 and loses their turn.
- If you **DO** have a card that matches color: **YOU** must draw 2 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).

Functions of Action Cards - DECEPTICONS SIDE



Draw Five Card – The next player must draw five cards and miss their turn.



Reverse Card – Same as the Autobots Side.



Skip Everyone Card – When you play this card, all players are “skipped” (lose their turns). Play then returns to the player who laid down the card.



Flip Card – Same as the Autobots side.



Wild The Tyranny of Megatron Card – First, choose another player to challenge. Next, both players REVEAL their hands. The player with the LOWEST value number card (1-9) must draw 2 cards from the Draw Pile. In the case of a tie, the player who originally played the card is declared the winner. This is a wild card, so the player who wins the challenge calls the color that continues play.



Wild Draw Color Card – When you play this card, the next player must draw until they get a color of your choosing (no matter how many cards they have to draw to do so) 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).

NOTE: If you suspect that a Wild Draw Color 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 cards until they get the chosen color instead of you. However, if the challenged player is innocent, you must draw the cards until you get the chosen color PLUS an additional 2 cards! Wild Cards are considered a match, too.

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 (1-9)	Face Value
Draw One	10 Points
Draw Five, Skip, Reverse and Flip	20 Points
Skip Everyone	30 Points
Wild Special Rule Cards	40 Points
- <i>Wild The Might of Optimus Prime, Wild The Tyranny of Megatron</i>	
Wild Draw Two	50 Points
Wild Draw Color	60 Points

NOTE: REMEMBER TO SCORE POINTS BASED ON WHICH SIDE (AUTOBOTS OR DECEPTICON) THE GAME ENDED ON.

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

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