



Contents

113 Cards - including a Special Rule card - see the Action Cards section for details.

Object

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

Special Foil Card

You will notice there is one extra foil card included. It is an alternate version of the Wild Let's Build a Droid Card that is unique to this deck. You may keep it separate as a souvenir or use it in game play to spice up the deck! If you use it, be sure to take the other Wild Let's Build a Droid Card out of the deck and set it aside.

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.
- 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.

- 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.
- 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.

- If your new card can be played, then you may play it now.
- 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 Let's Build a Droid Card - Like a young Anakin Skywaker building C-3PO from scratch, let's build a droid out of spare parts... well, UNO® cards. First, take a card of any color and place it in front of you. The next player in current order must then place a card of a DIFFERENT color in front of them. This continues from player to player as if the cards are the parts building the droid... until one player is unable to play a card of a different color than the last card laid down. That player must draw 3 card from the Draw Pile, and all players return the cards they laid down back in to their hand. This is also a wild card, so you get to choose the color that resumes play.



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

 - Skip, Reverse, Draw 2
 50 Points

- Wild, Wild Draw 4, Wild Let's Build a Droid

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

© & ™ Lucasfilm Ltd.

www.starwars.com

©2023 Mattel. ® and ™ designate U.S. trademarks of Mattel, except as noted.Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. 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 South Africa (PTY) LTD, Office 102 I3, 30 Melrose Boulevard, Johannesburg 2196. Chinese mainland: Mattel Barbie (Shanghai). Trading Co., Ltd. Room 2005, 20th Floor, 899 Ruining Road, Xuhui District, Shanghai, 200232, PRC. Customer Care Line: 400-819-8658. Hong Kong SAR: Kids Kingdom Limited, Room 1908-9, Gala Place, 56 Dundas Street, Mongkok, Kowloon, Hong Kong, P.R.C. Customer Care Line: (852)2787-0766. Taiwan region: CHICKABIDDY CO., LTD, F5, No. 186, Sec. 4, Nanjing E. Rd., Taipei 10595, Taiwan region. Customer Care Line: 0800 001 256. Diimport & Diedarkan Oleh: Mattel Continental Asia Sdn Bhd. Level 19, Tower 3, Avenue 7, No. 8 Jalan Kerinchi, Bangsar South, 59200 Kuala Lumpur, Malaysia.



MIX Paper

