

UNO

ELITE™



Contents

112 UNO Cards

56 NFL Player Cards

4 Foil NFL Player Cards

Object

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

UNO Elite™ In A Nutshell

There are two types of cards in UNO Elite™:



UNO® Cards



NFL Player Cards

You play just like classic UNO® by matching color, number and symbol, but most of the traditional actions you take (like Skip, Reverse and more) are found on the NFL Player Cards. "How do you do that?" you ask. Well, whenever you play a card with an "Elite" Icon you may activate the power of an NFL Payer Card from your "Lineup" (more on this later). And like always, when you're down to your last card, you still gotta yell "UNO!"

Let's Play UNO Elite™!

QUICK PLAY MODE

SET UP

1. Separate the 112 UNO® cards from the 56 NFL Player Cards and shuffle each deck separately.
 2. Choose a dealer and deal 7 UNO® cards to each player.
 3. Place the remaining UNO® 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. Deal 8 NFL Player Cards **FACEDOWN** to each player. This will be their individual Player Deck. Set the remaining Player Cards aside – they won't be used.
 6. Each player shuffles their individual Player Deck and then flips over the top 3 cards of their Player Deck, setting the cards in a row in front of them, to form their "Lineup." Leave space nearby for a **FACEUP** player Discard Pile.
- NOTE:** each Player Card has a color (Red, Blue, Green, Yellow) associated with it.

Player's Play Area



Lineup



Player Deck



Player Card Discard Pile

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 (see "Action Cards") or has an Elite Icon on it (see "Activating a Player Card"), it does something special!*

***NOTE:** Elite Icons do not count as a matching symbol.*

*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.*
- 2. You may choose to draw a card instead of playing one, even if you have a playable card in your hand.*

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

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

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 "do" (and before the next player begins their turn), then you must draw 2 cards!

ELITE ICON



Some UNO® cards have an "Elite" Icon on them. If you play one of these cards, it allows you to activate the power of one of the Player Cards in your Lineup.

ACTIVATING A PLAYER CARD

You may activate a *Player Card* any time you play an *UNO®* card with an *Elite Icon* on it to the *Discard Pile*. You may **ONLY** activate a *Player Card* if it matches the color of the card you played. For example, if you play a *Red 3* card with an *Elite Icon* you may activate a *red Player Card* from your *Lineup*. If none of the *Player Cards* in your *Lineup* are red, you don't have an eligible *Player Card* and cannot activate one this turn.

If you **DO** have an eligible *Player Card*, use its power (see *Player Card Action Key*), then place it **FACE-UP** in a *Player Card Discard Pile* next to your *Player Deck*.

When you're done, draw 1 card from the top of your *Player Deck* and add it to your *Lineup*, bringing it back up to 3. Your turn is now over.

If your *Player Deck* runs out **DO NOT** shuffle the discards to form a new deck. Use *Recover Action Cards* (see "Action Cards") to get *Player Cards* back into your *Player Deck* to keep your *Lineup* from running out.

NOTE: you may choose **NOT** to activate an eligible *Player Card* if you want.

WINNING

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

ACTION CARDS



ELITE WILD - This card can be played on any card. You choose the color that continues play. If any of the cards in your *Lineup* match the color you chose, you may activate one of those *Player Cards*.



WILD RECOVER - This card can be played on any card. Take up to 3 *Player Cards* of your choice from your *Player Card Discard Pile* and put them under your *Player Deck* in any order. This is also a wild card so you choose the color that continues play.



RECOVER - Take any one *Player Card* of your choice from your *Player Card Discard Pile* and put it under your *Player Deck*.

PLAYER CARD ACTIONS

Icon Types: When performing actions on the Player Cards, some will apply to either a Standard UNO card or a Player Card. These icons will tell you which card is affected:



UNO Card



Player Card



Skip: The next player in current order skips their next turn.



Reverse: Reverse the direction of play. If play was moving clockwise, it now moves counterclockwise and vice versa.



Draw: Draw the number of UNO cards indicated by the number from the Draw Pile.



Peek: Look at another player's hand.



Play Again: you get to immediately take another turn.



Discard: The next player in current order must discard 1 card (UNO® or Player depending on the icon) to the appropriate Discard Pile.



Recover: Take 1 card (UNO® or Player depending on the icon) from its respective Discard Pile and return it to (1) your hand if it's an UNO card, or (2) the bottom of your Player Deck if it's a Player Card.



Swap: Take a card at random from another player's hand and then give them a card of your choice from your hand.



Target: If you see this icon, you get to choose which other player must do the action. For example, if you see a Skip icon and the Target icon, you decide which player will be skipped.



Everyone: If you see this icon, every other player must do the action. For example, if you see a Skip icon and the Everyone icon, all other players will be skipped.

OTHER WAYS TO PLAY

Once you've enjoyed a few games of UNO Elite™, try **DRAFT MODE** or **DYNASTY MODE** to inject some strategy into how you build your Player Deck.

DRAFT MODE

You play the same as Quick Play Mode, except players take turns drafting NFL Player Cards to build their Player Decks.

DRAFTING PLAYER CARDS

1. Shuffle the 56 Player Cards and then flip over a number of cards equal to the number of players, plus 2 (for example, if playing with 4 players, flip over 6 cards). Lay the cards out for all players to see.
2. The youngest player gets to draft first, so they choose 1 Player Card from those showing.
3. Then, in clockwise order, the rest of the players draft 1 Player Card.
4. Continue until everyone has drafted 1 Player Card (there should be 2 cards remaining).
5. Return the undrafted cards to the bottom of the pile then flip over the same amount of Player Cards for more drafting, only this time the player that chose last chooses first and the drafting goes in reverse order.
6. Continue this process until each player has drafted 8 Player Cards.
7. Each player shuffles the cards they drafted from their Player Deck. Play then begins as normal.

DYNASTY MODE

To play Dynasty Mode, each player must have their OWN set of NFL Player Cards, either from their UNO Elite™ Starter Pack or a Draft Pack (sold separately). Before the game begins, each player builds their Player Deck from the cards they own. Each deck must be constructed following the Player Deck Construction Rules below.

Player Deck Construction Rules

1. Your Player Deck must have 8 Player Cards.
2. You cannot have more than 1 card of any player, by name.
3. You must have at least 1 card of each color: blue, green, yellow and red. Dual Color cards count as 1 of the colors shown.
4. You cannot have more than 2 Wild cards and/or 2 Dual Color cards.
5. You cannot have more than 4 instances of any single action icon (Draw, Skip, Play Again, etc.).
 - a. If a Player Card has more than 1 icon, each icon counts for the above rule.
 - b. Icon modifiers (numbers, Targeted, Everyone, etc.) do not make an icon unique.

SPECIAL FOIL CARDS

You will notice there are 4 extra foil Player Cards included. These are random and a different set of cards is included with each package of UNO Elite™. You may keep them separate as collectibles or use them in game play to spice up your Player Deck! There are three types of Foil Cards:



BASE COLOR FOIL: A Base Color Foil is the same as a regular Player Card except for the foil. There is one Base Color Foil in all 4 UNO® colors for each player in the UNO Elite™ universe.



DUAL COLOR FOIL: A Dual Color Foil has 2 colors on it (Green/Blue or Red/Yellow). Dual Color Foils can be activated by playing an Elite card of either color. For example, a Green/Blue Dual Color Foil Player Card can be activated by playing either a green Elite card or a blue Elite card.



WILD FOIL: A Wild Foil counts as all 4 colors and can be activated by ANY card showing an Elite Icon, regardless of color.

FOR COLORBLIND PLAYERS

Special graphic symbols have been added to each card to help identify the color(s) on that card. This will allow players with ANY form of color blindness to easily play!



= RED



= YELLOW



= BLUE



= GREEN

PLAYER ACTION QUICK REFERENCE



UNO Card



Player Card



Skip



Reverse



Draw



Peek



Play Again



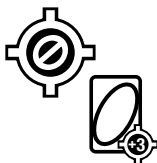
Discard



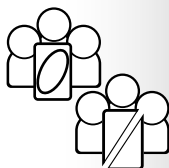
Recover



Swap



Target



Everyone

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