



CARD GAME

CONTENTS 112 Cards

OBJECTIVE Have the fewest number of points after 9 rounds.

SET UP

- Deal each player 6 cards **FACEDOWN**.
- 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.
- Players arrange their 6 cards in a 2x3 grid **FACEDOWN** in front of them.
- Each player turns 1 of the cards in their 2x3 grid **FACEUP**.
- The player to the left of the Dealer goes first and play proceeds clockwise.



2 x 3 Grid



Draw Pile



Discard Pile

LET'S PLAY!

Remember, you want to have the lowest overall score. You do this by:

- Replacing high cards with low cards.
- Clearing columns based on matching color or number (more on that later).

ON YOUR TURN you may either take the top card from the Discard Pile or draw a card from the Draw Pile.

DRAWING

DRAWING A CARD FROM THE DRAW PILE

- You may use this card to replace one of the cards in your grid. It can replace either a **FACEUP** card or a **FACEDOWN** card.
- If you choose to use this card to replace one of the cards in your grid:
 - Put the old card from your grid in the Discard Pile **FACEUP**.
 - Put the new card from the Draw Pile into your grid **FACEUP**.
- If you choose not to use this card to replace one of the cards in your grid:
 - Put the card into the Discard Pile **FACEUP**.
 - Turn one of the **FACEDOWN** cards in your grid **FACEUP**.

DRAWING A CARD FROM THE DISCARD PILE

- You **MUST** use this card to replace one of the cards in your grid. It can replace either a **FACEUP** card or a **FACEDOWN** card.
- Remove a card from your grid and place it in the Discard Pile **FACEUP**.
- Put the new card from the Discard Pile into the space on your grid **FACEUP**.

HINT: You will want to replace a **FACEUP** card in your grid if the new card is either:

- a. of lower value
- b. a color or number you need.

However, if you like the **FACEUP** cards in your grid but still think the new card can help you, you may choose to replace a **FACEDOWN** card but that's riskier because you won't know the value of the **FACEDOWN** card until you replace it. If it's higher-value or a color or number that you didn't need – Success! But if it's lower value or a color you needed – oops!

ACTION CARDS

ACTION CARDS can also be placed into your grid. However, Action Cards in your grid can only be enacted when placed on the Discard Pile **FACEUP**.

NOTE: if the top card on the Discard Pile at the end of your turn is an Action Card, the action must be completed.



REVERSE - Reverse the direction of play.



SKIP - Skip the next player.



DRAW 2 - Next player draws 2 cards from the Draw Pile and without looking at them adds them to their grid as a new column, **FACEDOWN**, then loses their turn.



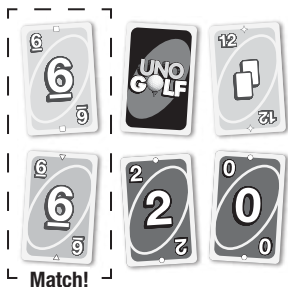
DOUBLE DRAW 2 - Player who plays this card gets to either:

1. Select any two players to draw 2 cards from the Draw Pile and add to their grid as a new column, **FACEDOWN**.
2. Pick one player to draw 4 cards from the Draw Pile and add to their grid as new columns, **FACEDOWN**.

No one's turn is skipped and play continues as normal.

CLEARING COLUMNS

At any point in the game, including at the end of the hand, if you have two **FACEUP** cards of the **SAME COLOR** or **NUMBER** in a vertical column, you may immediately clear those cards from your grid. Put the cleared cards on top of the Discard Pile in the order of your choice.



CALLING "UNO!"

When you only have one **FACEDOWN** card left in your grid, you must call "UNO!" to alert the other players you are about to end the round.

However, if you forget and someone calls out "UNO!" before you (and before the next player begins their turn), you must add 2 cards from the Draw Pile to your grid **FACEDOWN**.

ENDING THE ROUND

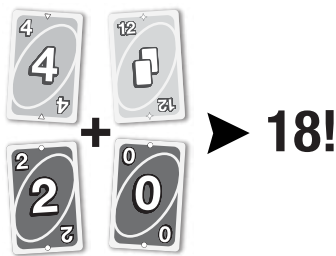
The round is over when one of the player's cards are all **FACEUP**.

When this happens, all players flip the remaining **FACEDOWN** cards in their grids **FACEUP**. If this creates any two-in-a-rows, they may be cleared.

Find the total score of your grid by adding up the points shown on each card. The player with the fewest points wins the hand.

Record each player's score on a separate piece of paper (not included), adding it to the previous round's score when appropriate.

Shuffle all of the cards together and deal out a new set of 6 cards to each player. The winner of the previous hand plays first in the following round.



WINNING

After 9 rounds, the player with the lowest total score WINS!



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



= Green



= Blue

©2025 Mattel. Mattel Europa B.V., Gonder 1, 1186 MJ Amstelveen, Nederland. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697 and 1-800-432-5437 for Fisher Price products. 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. 16-18 William Pickering Drive, Albany 1331, Auckland. Mattel Barbie (Shanghai). Trading Co., Ltd. Room 2005, 20th Floor, 899 Ruining Road, Xuhui District, Shanghai, 200232, PRC. Customer Care Line: 400-819-8658. Kids Kingdom Limited, Room 1908-9, Gala Place, 56 Dundas Street, Mongkok, Kowloon, Hong Kong, P.R.C. Customer Care Line: (852)2782-0766. 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. Mattel South Africa (PTY) LTD, Office 102 I3, 30 Melrose Boulevard, Johannesburg 2196.