



Contents: 24 Cards, 6 Coins

THESE CARDS AND COINS ARE DESIGNED TO BE COMBINED WITH A UNO SHOW 'EM NO MERCY™ CARD GAME AND CANNOT BE PLAYED WITH ON THEIR OWN.

EXPANSION PACK CARDS AND COINS IN A NUTSHELL

Add these cards to your deck to dial up the brutality! You can only use your coin once per game, so choose wisely whether to save your butt or fry someone else's.

EXPANSION PACK CARDS



10's PLAY AGAIN

When you play this card, immediately take another turn.



WILD DISCARD ALL

This card matches anything so you can play it no matter what card is on the Discard Pile. Pick the color you want to discard and discard all the cards in your hand of that color. This card goes on top of those cards. Since this a Wild Card, you also get to choose the color that continues play.



WILD REVERSE DRAW 8

Reverse the direction of play AND make the next player in that direction draw 8 cards and lose their turn. You choose the color that continues play.



WILD FINAL ATTACK

First, reveal your hand. The next player loses their turn and must draw 1 card for each Action Card and Wild Card in your hand (number cards don't count). If you reveal 7 or more Action and/or Wild Cards, that player must draw 25 cards instead AND all other players must draw 5 cards. You choose the color that continues play.



WILD SUDDEN DEATH

All players, including YOU, must draw cards from the Draw Pile until they have 24 cards in their hand – ouch! You choose the color that continues play.

EXPANSION PACK COINS



Mercy



No Mercy

Each player gets 1 coin and must declare at the beginning of each game if they are going to use the “Mercy” or the “No Mercy” side. You can use it on your turn whenever you want, but only once per game so choose wisely!



MERCY

You may immediately discard your ENTIRE HAND to the bottom of the Discard Pile, and then draw 7 fresh cards from the Draw Pile to create a new hand. You may use this even if you would have been knocked out for having more than 25 cards.

NO MERCY

Immediately doubles the penalty of any Draw Card you play. For example, if you play a Wild Reverse Draw 8 it becomes a Wild Reverse Draw 16!

NOTE: the new value of the penalty applies even when stacking.



IDENTIFICATION ICON



Each UNO Show 'em No Mercy Expansion Card features a distinctive icon in the bottom left corner, making it easy to distinguish from the Core deck. If Core and Expansion cards are mixed and you need to separate them, simply look for this icon.

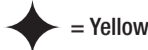


FOR COLORBLIND PLAYERS

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