UNO SPIN ADULTS ONLY

18+ 2–8

CARD GAME

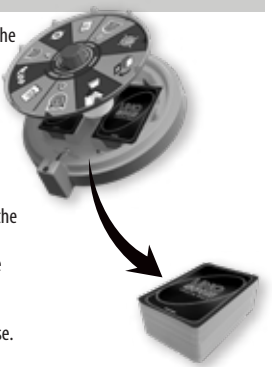
CONTENTS

1 UNO Spin® Adults Only Wheel
112 Cards

OBJECT

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

SETUP



1. Carefully remove the top of the Spin Wheel, take the cards from inside the unit and then place the top back onto the Spin Wheel.
2. Separate the 16 Challenge Cards from the rest of the deck.
3. Shuffle BOTH the UNO® deck and the Challenge Cards separately.
4. Place the Spin Wheel where all players can reach it.
5. Place the 16 shuffled Challenge Cards near the Spin Wheel.
6. Deal 7 cards to each player.
7. Place the remaining cards FACEDOWN in the center of the table. This is the DRAW PILE.
8. 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.
9. The player to the left of the dealer goes first and play proceeds clockwise.

SPIN CARDS



If a Number or Wild Card played features a swirling pattern, this is a "Spin Card" and the special rule applies (see THE SPIN WHEEL).

LET'S PLAY UNO®!

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.
2. 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 catches you and calls out "UNO" before you (and before the next player begins 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!

FUNCTIONS OF THE ACTION CARDS

NOTE: Action cards may be played on other Action cards of the same color. Wild cards may be played at any time.



Skip: When played, the next player loses their turn.



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



Discard All: Discard all the cards in your hand of the same color as the Discard All Card. The Discard All Card is placed on top of all the cards you discard.



Wild: 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 Draw Four: 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 4 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).



Spin Cards (30): Seven cards of each color (numbers 1-3 and a 4) and two WILD cards, have a swirling pattern around the number/symbol (like a thumbprint) indicating they are Spin Cards. A player may play a Spin Card as they would a regular Number or Wild Card, however, whenever a Spin Card is played, they must spin the wheel (see THE SPIN WHEEL).

THE SPIN WHEEL

If you play a Spin Card, you must spin the wheel and follow the action of the icon indicated by the arrow, as follows:



DRAW 2:

Draw 2 cards from the Draw Pile.



TARGET DRAW 2:

Choose another player who must draw 2 cards. Play then continues after you in current order.



TARGET CHALLENGE:

Choose another player to complete any challenge from the top card from the Challenge pile.



FLIP FOR NUMBER:

You must flip over cards from the Draw pile until you get a number card. Now draw that many cards from the Draw pile and add them to your hand.



DISCARD 2:

Discard 2 cards from your hand and place them on the bottom of the Discard Pile.



DISCARD ALL:

Same as the Discard All Card, only you get to choose the color.



CHALLENGE:

When the Spinner stops on a Challenge Icon, first, draw a card from the Challenge Card pile. Then, depending on if you landed on Challenge space "A", "B" or "C", you must perform the corresponding challenge on the card. For example, if the Spinner lands on the Challenge "B" space, you draw a card and do the challenge associated with the letter "B" on the card.



If you do not successfully complete this challenge, you must Draw 4 cards. Some of the challenges are subjective in nature, so all the players must agree on whether the player has successfully completed it or not. Strictness is up to you.

CHICKENING OUT

If you are unwilling to perform the challenge, you must draw 4 cards instead.

KEEPING SCORE (OPTIONAL VICTORY METHOD)

Cards are valued as follows:

All number cards (0-7) ..... Face Value
Any Action Card ..... 20 Points
- Skip, Reverse, Discard All
Any Wild Card ..... 50 Points
- Wild, Wild Draw 4

When a player wins a hand, they receive points based on the cards remaining in their opponents' hands.
Keep a running tally of each player's points from hand to hand. When a player reaches 500 points, they are the winner.



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., Gondel 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.

service.mattel.com

JJB31_0970G1_DOM

MIX
Paper
FSC FSC® C011102

MATTEL
Games