

UNO ELITE™

Card Game

Contents



112 UNO® Cards
4 Game Booster Packs
10 Elite Action Cards in each
2 Promo Foil Elite Action Cards

Object

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

UNO Elite™ In A Nutshell

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 Elite Action 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 Elite Action Card from your “Lineup” (more on this later). And like always, when you’re down to your last card, you still gotta yell “UNO!”

There are 2 types of cards in UNO Elite™:



UNO® Cards



Elite Action Cards

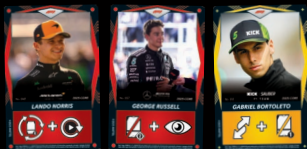
Let's Play UNO Elite™! QUICK PLAY MODE

SET UP

1. Shuffle the 112 UNO® cards.
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 UNO® Action Card, ignore it and flip over the next card.
5. Open the Game Booster Packs, shuffle the cards and deal 8 cards to each player. This will be their individual Player Deck.
6. Each player 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** Elite Action Card Discard Pile.

NOTE: each Elite Action Card has a color (Blue, Green, Red, Yellow) associated with it.

Player's Play Area



Lineup



Player Deck



Elite Action 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 UNO® Action Card (see "UNO® Action Cards") or has an Elite Icon on it (see "Activating an Elite Action 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 Elite Action Cards in your Lineup.

ACTIVATING AN ELITE ACTION CARD

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

If you **DO** have an eligible Elite Action Card, use its power (see "Elite Action Card Key"), then place it **FACEUP** in an Elite Action 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 UNO® Cards with Recover Icons to get Elite Action Cards back into your Player Deck to keep your Lineup from running out.

NOTE: you may choose **NOT** to activate an eligible Elite Action 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!

UNO® 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 Elite Action Cards.



WILD RECOVER - This card can be played on any card. Take up to 3 Elite Action Cards of your choice from your Elite Action 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 Elite Action Card of your choice from your Elite Action Card Discard Pile and put it under your Player Deck.

ELITE ACTION CARD KEY

Icon Types: When performing actions on the Elite Action Cards, some will apply to either an UNO® Card or an Elite Action Card. These icons will tell you which card is affected:



UNO® Card



Elite Action 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: The next player draws the number of UNO® Cards indicated by the number from the Draw Icon.



Peek: Look at another player's hand.



Play Again: You get to immediately take another turn.



Discard: The next player must put one of the indicated cards in its Discard Pile. That card doesn't take effect.



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



Swap Hands: Swap hands with another player.



Discard Color: Discard all cards from your hand that match this Elite Action Card's color



Search: Look at the top card of any other player's Player Deck and then decide whether or not to place it back on top or on the bottom of the deck.



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 Draw Icon and the Everyone icon, all other players must draw the number of cards indicated by the number from the Draw Pile.



Substitute: Exchange this Elite Action Card with an Elite Action Card in your Discard Pile with a different Elite Action Symbol.



Refresh: Discard your hand to the bottom of the Discard Pile and then draw cards from the Draw Pile equal to the number you discarded.

OTHER WAYS TO PLAY

Once you've enjoyed a few games of UNO Elite™, try DRAFT MODE, 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 Elite Action Cards to build their Player Decks.

DRAFTING ELITE ACTION CARDS

1. You will need at least 8 Elite Action Cards per player for this game mode.
2. Shuffle all the Elite Action Cards together 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.
3. The youngest player gets to draft first, so they choose 1 Elite Action Card from those showing.
4. Then, in clockwise order, the rest of the players draft 1 Elite Action Card.
5. Continue until everyone has drafted 1 Elite Action Card (there should be 2 cards remaining).
6. Return the undrafted cards to the bottom of the pile then flip over the same amount of Elite Action Cards for more drafting, only this time the player that chose last chooses first and the drafting goes in reverse order.
7. Continue this process until each player has drafted 8 Elite Action Cards.
8. Each player shuffles the cards they drafted to form their Player Deck. Play then begins as normal.

DYNASTY MODE

To play Dynasty Mode, each player must have their OWN set of Elite Action Cards from any UNO Elite™ products (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 Elite Action 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, red and yellow. **NOTE:** Dual Color Cards count as both colors to meet the one-card-of-each-color requirement.
4. You cannot have more than 4 instances of any single action icon (Draw, Skip, Play Again, etc.).
 - a. If an Elite Action Card has more than 1 icon, each icon counts for the above rule.
 - b. Icon modifiers (numbers, Target, Everyone, etc.) do not make an icon unique.

SPECIAL FOIL CARDS

You will notice there are foil cards in each pack. You may keep them separate or use them in game play to spice up your Player Deck! There are 4 types of Foil Cards:



BASE COLOR FOIL: A Base Color Foil is the same as a Base Color Elite Action Card except for the foil. A Base Color Foil can be activated by playing an UNO® Card of matching color with an Elite Icon.



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



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



NITRO WILD FOIL: A Nitro 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

ELITE ACTION CARD QUICK REFERENCE



**UNO®
Card**



**Elite
Action
Card**



Skip



Draw



Reverse



Peek



Play Again



Recover



Target



Everyone



Discard



Swap Hands



**Discard
Color**



Search



Substitute



Refresh

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