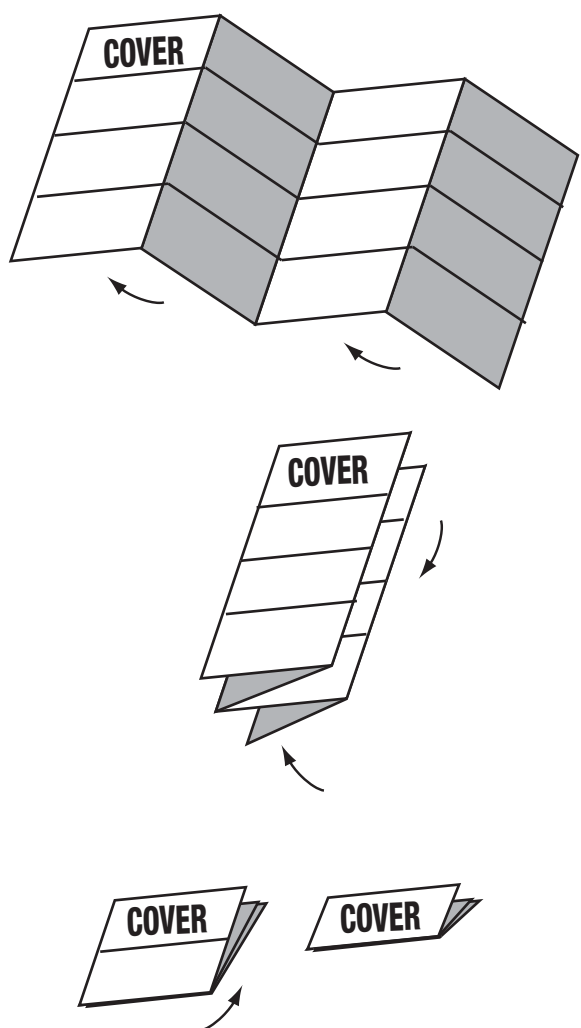


INSTRUCTION SHEET SPECS:	
Toy:	Uno Spin Travel 2, Instructions
Part No.:	R2820
Item No.:	0920
Item Size:	17" W x 11" H
Folded Size:	4.25" W x 2.25" H
Type of Fold:	accordion-center
# colors:	1 (one) both sides
Color:	Black
Paper Stock:	White Offset
Paper Weight:	70 lb.
EDM No.:	



Black Plate

Folding Diagram



A take-along version with special travel rules!

CONTENTS

- 1 UNO Spin® Wheel (To Go Version)
- 1 Storage Clip

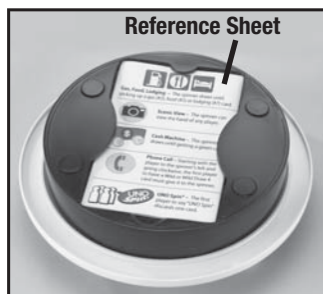
- 100 cards as follows:
- 19 Blue Cards - 0 to 9 (includes 5 Spin Cards #1-5)
 - 19 Green Cards - 0 to 9 (includes 5 Spin Cards #1-5)
 - 19 Red Cards - 0 to 9 (includes 5 Spin Cards #1-5)
 - 19 Yellow Cards - 0 to 9 (includes 5 Spin Cards #1-5)
 - 8 Draw Two Cards - 2 each in blue, green, red and yellow
 - 8 Reverse Cards - 2 each in blue, green, red and yellow
 - 8 Skip Cards - 2 each in blue, green, red and yellow
 - 4 Wild Cards
 - 4 Wild Draw Four Cards
 - 1 Reference Sheet

OBJECT OF THE GAME

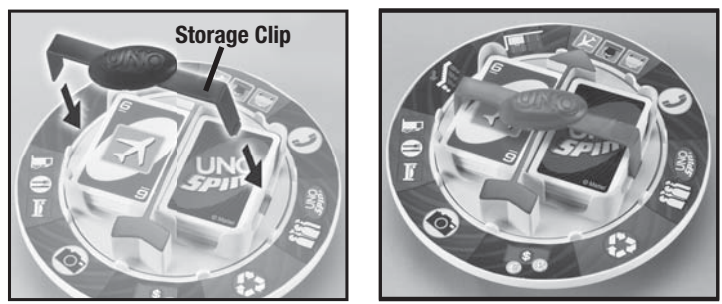
Be the first player to score 500 points. Points are scored by getting rid of all the cards in your hand before your opponent(s). You score points for cards left in your opponent's hands.

SETUP

Place the Reference Sheet nearby; this will help you to quickly identify the special rules that correspond to the icons on the wheel. **NOTE:** You can cut the Reference Sheet along the dotted lines and discard the portion not in your language. You can also store your reference sheet under your UNO Spin® wheel when not playing so it's handy when you're on the go.



Remove the storage clip that is holding the cards inside the UNO Spin® wheel by gently squeezing sides and lifting (replace after playing for easy portability).



Each player draws a card.

The person who draws the highest number deals.

Once the cards are shuffled each player is dealt 7 cards.

The remainder of the deck is placed facedown in the center of the wheel to form a DRAW pile.

The top card of the DRAW pile is turned over to begin a DISCARD pile, also in the center of the wheel.

LET'S PLAY

The person to the left of the dealer starts play.

The player taking their turn has to match the card on the DISCARD pile, either by number, color or symbol. For example, if the card is a red 7, the player must put down a red card or any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If a NUMBER CARD played features a swirling pattern, this is a Spin card and the special rule applies (see SPIN CARDS).

If the player doesn't have a card to match the one on the DISCARD pile, they must take a card from the DRAW pile. If the card picked up can be played, the player is free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

Players may choose not to play a playable card from their hand. If so, the player must draw a card from the DRAW pile. If playable, the card just drawn can be played immediately, but that player may not play a card that was already in their hand prior to the draw.

FUNCTIONS OF THE ACTION CARDS

Draw Two Card - When this card is played, the next person to play must draw 2 cards and miss their turn. This card can only be played on matching colors and other Draw Two cards. If turned up at the beginning of play, the same rule applies.

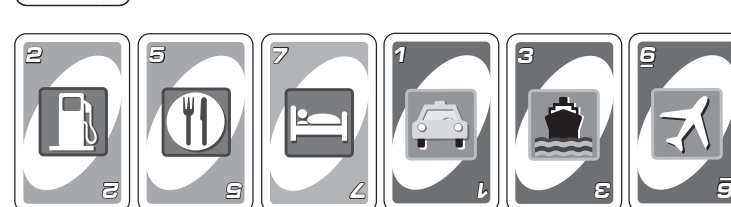
Reverse Card - Reverses direction of play. Play changes direction to the right, and vice versa. The card may only be played on a matching color or on another Reverse card. If this card is turned up at the beginning of play, the dealer goes first, and then play moves to the right instead of the left.

Skip Card - The next player in turn after this card has been played loses their turn and is "skipped." The card may only be played on a matching color or on another Skip card. If a Skip card is turned up at the beginning of play, the player to the left of the dealer is "skipped," hence the player to the left of that player commences play.

Wild Card - The person playing this card calls for any color to continue the play, including the one currently being played, if so desired. A Wild card can be played at any time - even if the player has another playable card in their hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer determines the color, which continues play.

Wild Draw Four Card - This card allows you to call the next color played and requires the next player to draw 4 cards from the DRAW pile and forfeit their turn. If turned up at the beginning of play, return this card to the deck and pick another card. **Note:** This card may only be played when the player holding it does not have a card in their hand that matches the color on the DISCARD pile. If the player holds matching numbers or action cards, however, this card may be played.

Spin Cards (20) - Five cards of each color (numbers 1 through 5) have a swirling pattern around the number, which indicates they are Spin cards. A player may play a Spin card as they would a regular number card, however, whenever a Spin card is played, the next player must spin the wheel. **Spinning the wheel takes the place of that player's turn.** (See THE UNO SPIN® WHEEL).



Special Number Cards - Some of the number cards have special icons: gas (#2), food (#5), lodging (#7) AND taxi (#1), boat (#3), plane (#6). You can play these cards just like any other number card, by matching color or number. In addition, these cards are significant when the Wheel lands on one of the corresponding icons (See THE UNO SPIN® WHEEL).

THE UNO SPIN® WHEEL

If the player preceding you plays a Spin card, you must spin the wheel and follow the action of the icon indicated by the arrow, as follows:

Gas, Food, Lodging - Draw until you pick up a gas (#2), food (#5) or lodging (#7) card. You must keep all of the cards you have drawn.

Scenic View - You get to view the hand of any player of your choice. After that player has shown you their hand, resume normal play.

Cash Machine - You'll need money for your trip. Draw until you get a green card. You must keep all of the cards you have drawn.

Phone Call - "Call" for a Wild card. Starting with the player to your left, if that player has a Wild or a Wild Draw 4 card, they must give it to you. If not, continue calling each player clockwise until you either receive a Wild or you've called everyone and no one has a Wild to give you. Play then resumes as normal.

UNO Spin® - All players rush to yell "UNO Spin." The first player to yell it gets to discard one card of their choice. Play then continues with the next person after the winner taking their turn in the current direction of play.

Escalator - Discard one card of each color in your hand. You can choose to keep some applicable cards if you do not wish to discard all of them.

Taxi, Boat, Plane - Discard all vehicle cards in your hand: taxi (#1), boat (#3) and plane (#6). You can choose to keep some vehicle cards if you do not wish to discard all of them.

Luggage - Choose a color in your hand and discard all cards of that same color. You can choose to keep some cards of that color if you do not wish to discard all of them.

Recycle - Exchange your entire hand. Count how many cards you have, discard all of them, and then draw the same amount of cards so that you have a completely new hand.

If the Wheel causes you to discard multiple cards, you get to decide which of your cards is placed on the top of the DISCARD pile, affecting the next player's turn. Thus, you can change the color, number or symbol that is in play.

GOING OUT

When you play your next-to-last card, you must yell "UNO" (meaning "one") to indicate that you have only one card left. If you don't yell "UNO" and you are caught before the next player begins their turn, you must draw two cards. **NOTE:** This rule also applies if you discard or give away your next-to-last card due to an action directed by the UNO Spin® wheel.

"Going out" is defined as playing your last card and, therefore, having no cards left. It is also possible to go out of the game by discarding or giving away cards due to an action directed by the UNO Spin® wheel.

Once a player has no cards left, the round is over. Points are scored (see SCORING) and play starts over again.

If the last card played in a hand is a Draw Two or Wild Draw Four card, the next player must draw the 2 or 4 cards respectively. These cards are counted when the points are totaled. Likewise, if the last card played is a Spin card, the next player must spin the wheel and that action must be resolved, so that any cards drawn or discarded also affect the points totaled.

If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is restuffed and play continues.

SCORING

The first player to get rid of their cards receives points for cards left in all of players' hands as follows:

All number cards (0-9).....	Face Value
Draw Two.....	20 Points
Reverse.....	20 Points
Skip.....	20 Points
Wild.....	50 Points
Wild Draw Four.....	50 Points

WINNING THE GAME

The WINNER is the first player to reach 500 points. However, an alternative scoring method is to keep a running total of the points each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.

ALTERNATIVE WAYS TO PLAY

At the beginning of a game, players may decide on a different point value to play to (i.e. 250) instead of 500, for longer or shorter games. **Players may also choose to play without keeping score, so that the first player to get rid of their cards is the winner.**

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