



King-size
Card Game

*Curious
George™*

	3+
	2-4

H6347



CONTENTS

36 King-Size, My First UNO® Cards with Curious George in different poses on his adventures

- (4) #1 cards (red, yellow, blue, green)
- (4) #2 cards (red, yellow, blue, green)
- (4) #3 cards (red, yellow, blue, green)
- (4) #4 cards (red, yellow, blue, green)
- (4) #5 cards (red, yellow, blue, green)
- (4) #6 cards (red, yellow, blue, green)
- (4) #7 cards (red, yellow, blue, green)
- (4) Draw 2 cards (red, yellow, blue, green)
- (4) Wild cards

OBJECT

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

LET'S GET READY!

Shuffle the cards.

Each player draws a card. The player with the highest card number is the dealer.

Reshuffle all the cards and deal 5 cards to each player.

Place the remaining cards face down to make a Draw Pile.

Turn over the top card of the Draw Pile to make the Discard Pile. If the card drawn is a Wild Card or a Draw 2 Card, continue drawing cards until you find a number card (1-7).

LET'S PLAY!

The player to the left of the dealer goes first. Look in your hand for a card that matches the number, color or character of the card in the Discard Pile. If you have a card that matches color, number or character, take the matching card from your hand and put it in the Discard Pile.

Example: If the card in the Discard Pile is a Blue Curious George #2 Card, you may play any Blue Card or any #2 Card.

Instead of playing a matching card, you may change the color of play by playing a Wild Card. Play the Wild Card and call out the color you want to play.

Example: If the card in the Discard Pile is a Blue #2 Card, you may play a Wild Card and change the color to Yellow. Draw one card from the Draw Pile. If the card you draw is a Wild Card or it matches the color, number or character of the card in the Discard Pile, you may play it. Otherwise, your turn ends.

Play moves to the player on your left (clockwise). If no one is out of cards by the time the Draw pile is used up, reshuffle the Discard pile, turn it over and continue play.

SPECIAL CARDS

Draw 2

When you play a Draw 2 Card, the next player must draw 2 cards and skip his/her turn.



Wild Card

You may play a Wild card on top of any card of any color or number. When you discard a Wild Card, you must "call" the color you wish to play. You may even call the current color if you like. You may play a Wild card even if you have another playable card in your hand.

"UNO!"

When you have one card left in your hand, you must yell "UNO" (meaning "one") before your second-to-last card touches the Discard Pile. If you don't yell "UNO" and another player catches you before the next player plays or draws a card, you must draw two cards from the Draw Pile.

If you fail to say "UNO" and no one catches you by the time the next player begins his/her turn, you do not have to draw two cards. A player begins a turn by either playing or drawing a card.

WINNING THE GAME

The first player to get rid of ALL his/her cards wins the game!



CONFORMS TO THE SAFETY
REQUIREMENTS OF ASTM F963

CONFORME À LA NORME DE SÉCURITÉ
F963 DE L'ASTM.

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