



UNO[®] SHOWDOWN[™]

Game

CONTENTS

- 112 cards as follows:
- 19 Blue cards - 0 to 9
- 19 Green cards - 0 to 9
- 19 Red cards - 0 to 9
- 19 Yellow cards - 0 to 9
- 8 Draw 2 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 4 cards
- 4 Wild Showdown cards
- Showdown Unit

There is a total of 20 Showdown cards distributed throughout the deck (not including the Wild Showdown cards).

WARNING: Do not aim at eyes or face. Only use contents supplied with this toy. Do not fire at point blank range.

Please remove all components from the package and compare them to the component list. If any items are missing, contact your local Mattel office.

Keep these instructions for future reference as they contain important information.

HOW TO REPLACE BATTERIES

UNO[®] Showdown[™] requires 3 AAA size Alkaline Batteries (not included). Use only Alkaline Batteries. Toy may not function with other types of batteries.

1. Unscrew battery compartment cover with a Phillips screwdriver (not included) and lift open.
2. Install 3 AAA size Alkaline Batteries in compartment as shown. (See Figure 1.)
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.

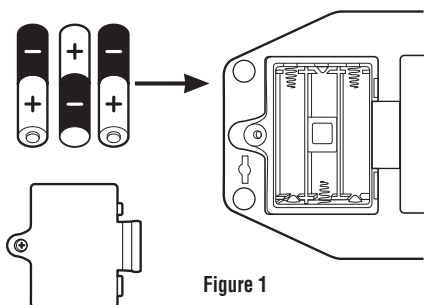


Figure 1

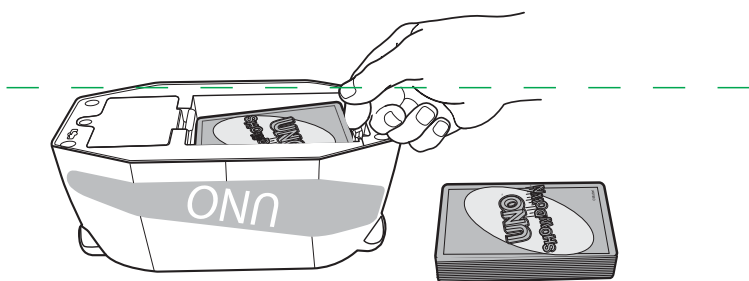
OBJECT

Be the first player to score 500 points. The first player to get rid of all the cards in their hand scores points for the cards left in their opponents' hands.

SET UP

Remove the UNO[®] Showdown[™] deck from the storage area.

Place the UNO[®] Showdown[™] unit in the game play area where all the players can reach it.



HOW TO PLAY

Each player is dealt 7 cards.

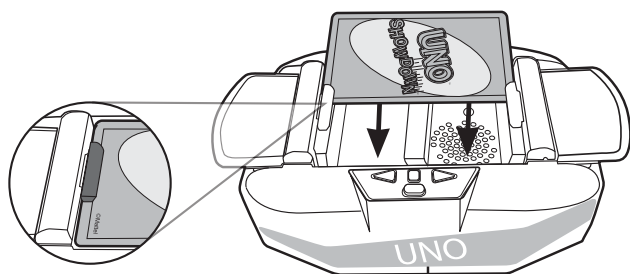
Place the rest of the deck in the playing area to form a Draw pile. Then take one card from the Draw pile and place it face-up next to it to begin a DISCARD pile.

The player to the left of the dealer begins play and must match the card on top of the DISCARD pile either by number, color or symbol. For example, if the card is a red 7, you must throw down a red card or any color 7 onto the DISCARD pile. Or, you can throw down a Special card if appropriate (see Special cards section). If you don't have anything that matches, you must draw one card from the Draw Pile.

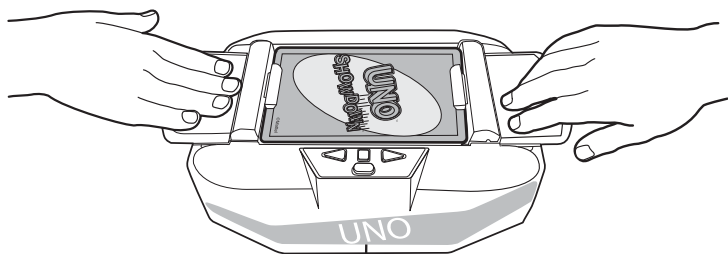


If the card played has a Showdown icon on it, it's time for a head-to-head face off!

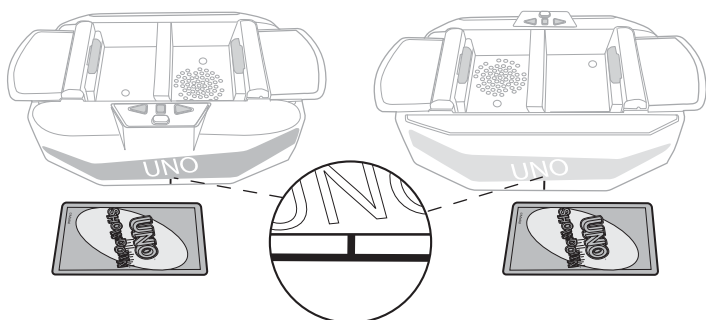
The player who played the card takes the Showdown unit and places it between themselves and the next player in the current order of play (unless they played a Wild Showdown Card – more on that later).



Next, they take the number of cards indicated by the Showdown icon from the Draw pile and slide them face down into the unit making sure to slip them underneath the tabs as shown.



Both players place a hand on a paddle, and then the timer button is pressed. As the timer counts down, the RED LIGHTS FLASH and the COUNTDOWN TONES beep. Players wait until the light FLASHES GREEN to press down on their paddle. The cards will FLIP towards one of the players, and that player LOSES the showdown and must add the cards to their hand.



If it is unclear which player won the showdown because of where the card(s) land, use the lines on the side of the unit as an indicator. The player with the most amount of cards on their side of the dividing line must take them and add them to their hand.

IMPORTANT: if a player presses down on their paddle BEFORE the timer flashes green, the countdown will STOP and the red light will point in the direction of the guilty player. That player automatically loses the showdown and must put the cards in their hand.

NOTE: having a SHOWDOWN icon on a card does not make a match. Number cards must match by COLOR or NUMBER only.

ACTION CARDS



Draw Two card - When you play this card, the next player must draw 2 cards and skip their turn.



Reverse card - When you play this card, the direction of play reverses (if play is currently to the left, then it changes to the right, and vice versa).



Skip card - When you play this card, the next player must skip their turn.

NOTE: Action cards may ONLY be played on cards with matching color or action symbol.

WILD CARDS



Wild card - When you play this card, you get to choose the color that continues play. You may play a Wild card on your turn even if you have another playable card in your hand.



Wild Showdown Card - When you play this card, you get to choose which player to have a showdown with and you get to choose the amount of cards (1-3) that will be in the showdown. You also get to choose the color that continues play. You may play a Wild Showdown card on your turn even if you have another playable card in your hand.



Wild Draw 4 card - When you play this card, you get to choose the color that continues play PLUS the next player must draw 4 cards from the DRAW pile and skip their turn. However, you may only play this card when you do NOT have another card in your hand that matches the COLOR on the DISCARD pile.

NOTE: If you suspect that a Wild Draw 4 card has been played on you illegally (i.e. the player has a matching color card), then you may challenge that player. The challenged player must show you (the challenger) their hand. If guilty, the challenged player must draw the 4 cards instead of you. However, if the challenged player is innocent, you must draw the 4 cards PLUS an additional 2 cards (6 total)!

GOING OUT

When you're down to your last card, you must yell "UNO" 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.

If the final card a player lays down has a Showdown icon on it, there must be a showdown between themselves and the next player in the current order of play (unless it's a Wild Showdown Card) before the player can win the round.

If they win the showdown, they win the round.

If they lose, they must add the cards from the showdown to their hand and play continues.

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

FOR AN EXTRA CHALLENGE...

Players may decide before the game that when someone plays their last card, there must be a Showdown. Once a player lays their last card on the discard pile, they take a new card from the Draw Pile, place it in the Showdown unit, and face off against the next player in current order. If they win the showdown, they win the round. If they lose, they must take the card and keep playing.

WINNING

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping 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.

SCORING

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
Wild Showdown	40 Points

ACTION CARDS ON FINAL PLAY

If the last card played in a round 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.

DRAW PILE RUNS OUT

If the DRAW pile runs out of cards, re-shuffle the DISCARD pile and continue play.

When exposed to an electrostatic source, the product may malfunction. To resume normal operation, remove and re-install the batteries.

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