7+ 2–4

# UNO FLIP! EXPRESS™

Card Game

## CONTENTS

**56 Cards as follows:**

### LIGHT SIDE (white border)

- 9 Blue cards - 1 to 9
- 9 Green cards - 1 to 9
- 9 Red cards - 1 to 9
- 9 Yellow cards - 1 to 9
- 4 Draw One cards - 1 each in blue, green, red and yellow
- 4 Reverse cards - 1 each in blue, green, red and yellow
- 4 Skip cards - 1each in blue, green, red and yellow
- 4 Flip cards - 1 each in blue, green, red and yellow
- 2 Wild cards
- 2 Wild Draw Two cards

### DARK SIDE (black border)

- 9 Pink cards - 1 to 9
- 9 Teal cards - 1 to 9
- 9 Orange cards - 1 to 9
- 9 Purple cards - 1 to 9
- 4 Draw Three cards - 1 in each dark side color
- 4 Reverse cards - 1 in each dark side color
- 4 Skip Everyone cards - 1 in each dark side color
- 4 Flip cards - 1 in each dark side color
- 2 Wild cards
- 2 Wild Draw Color cards

## UNO FLIP EXPRESS™ IN A NUTSHELL

UNO FLIP EXPRESS™ plays like regular UNO® EXPRESS, except there are two sides to the deck of cards: a "light" side and a "dark" side. You start playing with the Light Side, but whenever someone plays a FLIP card, the deck is flipped over (as are the cards in your hand) and now everyone must play off of the Dark Side of the cards. The Dark Side has different Action Cards with much stiffer penalties. Player's must play with the Dark Side cards until someone else plays another FLIP card, and then play goes back to the Light Side, and so on until someone has played all the cards in their hand, ending the round.

As always, if you are the first player to get rid of all of your cards in a round, you score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 250 points wins.

NOTE: REMEMBER TO SCORE POINTS BASED ON WHICH SIDE (LIGHT OR DARK) THE GAME ENDED ON.

## SETUP

1. Since the deck is two-sided, make sure all the cards of each side are facing the same way: all the Light Side cards facing one way, all the Dark Side cards facing the other way.
2. Each player draws a card and then reveals the Light Side; the player that draws the highest number is the dealer (count any card with a symbol as zero).
3. The dealer shuffles and deals each player 5 cards. Hold the cards with the Light Side facing you and the Dark Side facing your opponents.
4. Place the remainder of the deck with the Light Side facedown to form a DRAW pile (the Dark Side cards will be facing UP).
5. The top card of the DRAW pile is turned over to begin a DISCARD pile (the Light Side cards will be facing UP).

NOTE: If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.

## LET'S PLAY

The person to the left of the dealer starts play.

Whether playing the Light Side or the Dark Side, on your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS).

**EXAMPLE:** If the card on the DISCARD pile is a blue 7, the player must put down a blue card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If you don't have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile.

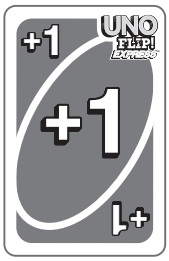
NOTE: When adding cards to your hand, make sure they are facing the same direction as the other cards in your hand. For example, if you are currently playing the Light Side, add new cards to your hand with the Light Side facing you.

If the card you picked up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

You may also choose NOT to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however you may not play any other card from your hand after the draw.

## FUNCTIONS OF ACTION CARDS

### LIGHT SIDE




**Draw One Card –** When you play this card, the next player must draw one card and miss their turn. This card may only be played on a matching color or on another Draw One card. If turned up at the beginning of play, the same rule applies.




**Reverse Card –** When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This 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, then play moves to the right instead of the left.




**Skip Card –** When you play this card, the next player is "skipped" (loses their turn). This 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 starts play.




**Wild Card –** When you play this card, you get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild card on your turn even if you have another playable card in your hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer chooses the color that continues play.




**Wild Draw 2 Card –** When you play this card, you get to choose the color that continues play PLUS the next player must draw two cards from the DRAW pile and lose their turn. However, there is a hitch! You may only play this card when you do NOT have another card in your hand that matches the COLOR on the DISCARD pile (but it is acceptable to play this card if you have matching number or Action Cards). If turned up at the beginning of play, return this card to the deck and pick another card.

**NOTE:** If you suspect that a Wild Draw 2 card has been played on you illegally (i.e. the player has a matching 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 2 cards instead of you. However, if the challenged player is innocent, you must draw the 2 cards PLUS an additional 2 cards (4 total)!




**Flip Card –** when you play this card, everything flips from the Dark Side to the Light Side. Once the Flip card has been played, flip over the Discard Pile (the card just played will now be on the bottom), then the Draw Pile, then everyone's hands must flip to the other side. This new side will remain in play until another Flip card is played, changing it again. This card may only be played on a matching color or on another Flip card. If this card is turned over at the beginning of play, the deck is immediately flipped to the Dark side.

## DARK SIDE




**Draw Three Card –** When you play this card, the next player must draw three cards and miss their turn. This card may only be played on a matching color or on another Draw three card.




**Reverse Card –** When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This card may only be played on a matching color or on another Reverse card.




**Skip Everyone Card –** When you play this card, all players are "skipped" (loses their turn). Play then returns to whoever laid down the card. This card may only be played on a matching color or on another Skip Everyone card.




**Wild Card –** When you play this card, you get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild card on your turn even if you have another playable card in your hand.




**Wild Draw Color Card –** When you play this card, the next player must draw until they get a color of your choosing (or until they have drawn a maximum of five cards) and lose their turn. Once the player has drawn a card of the chosen color, they must show it to the other players for verification. However, there is a hitch! You may only play this card when you do NOT have another card in your hand that matches the COLOR on the DISCARD pile (but it is acceptable to play this card if you have matching number or Action Cards). If this card turns up at the beginning of play, the person to left of the dealer chooses the color that continues play.

**NOTE:** If you suspect that a Wild Draw Color card has been played on you illegally (i.e. the player has a matching 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 cards until they get the chosen color instead of you. However, if the challenged player is innocent, you must draw the cards until you get the chosen color PLUS an additional 2 cards!




**Flip Card –** When you play this card, everything flips from the Dark Side to the Light Side. Once the Flip card has been played, flip over the Discard Pile (the card just played will now be on the bottom), then the Draw Pile, then everyone's hands must flip to the other side. This new side will remain in play until another Flip card is played, changing it again. This card may only be played on a matching color or on another Flip card.

**NOTE:** WHEN THE DECK IS FLIPPED, IF THE NEW TOP CARD ON THE DISCARD PILE IS AN ACTION CARD (REVERSE, SKIP, DRAW, FLIP) YOU DO NOT HAVE TO TAKE THE ACTION. IF THE NEW CARD ON TOP OF THE PILE IS A WILD CARD, THE PLAYER WHO PLAYED THE FLIP CARD CALLS THE COLOR.

## GOING OUT

Whether you are playing with the Light Side or the Dark Side, 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.

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 round forces the next player to draw one or more cards, then they must do so according to the rules of the card (see FUNCTIONS OF ACTION CARDS). These cards are counted when the points are totaled.

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

## SCORING

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

| | |
|---|---|
| All number cards (1-9) | Face Value |
| Draw One | 10 Points |
| Draw Three | 20 Points |
| Reverse | 20 Points |
| Skip | 20 Points |
| Skip Everyone | 30 Points |
| Flip | 20 Points |
| Wild | 40 Points |
| Wild Draw Two | 50 Points |
| Wild Draw Color | 60 Points |

Once the score for the round has been tallied, if no player has reached 250 points, reshuffle the cards and begin a new round.

## WINNING THE GAME

The WINNER is the first player to reach 250 points.

## ALTERNATIVE SCORING AND WINNING

Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 250 points, the player with the lowest points is the winner.

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