

# UNO TRIPLE PLAY STEALTH

7+ 2-6

## 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 Reverse cards - 2 each in blue, green, red and yellow
- 8 Skip cards - 2 each in blue, green, red and yellow
- 8 Discard Two of the Same Color cards - 2 each in blue, green, red and yellow
- 4 Wild cards
- 4 Wild Clear cards
- 4 Wild All Tap cards
- 1 Triple Play Unit

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.

## OBJECT

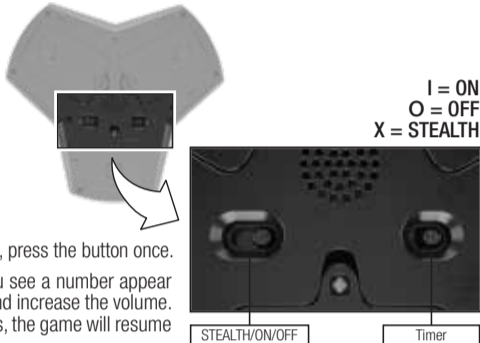
Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

## UNO TRIPLE PLAY™ IN A NUTSHELL

UNO TRIPLE PLAY™ plays like classic UNO® except there are THREE Discard Piles instead of just one. On your turn, you have to match a card in your hand to a card on one of the three Discard Piles, but you can only discard to a pile that is **LIT UP**. And if you discard to a pile that has so many cards it **OVERLOADS**, you may have to draw extra cards! Special cards help in dealing with all the Discard Pile dangers (more on that later), but like always, when you're down to your last card, you still have to yell "UNO!"

## SET UP

- Turn the ON/OFF/STEALTH switch located on the bottom of the Launcher to "ON"
- Place the UNO Triple Play™ unit in middle of the play area.
- Shuffle the deck and deal out 7 cards to each player.
- Place the remaining cards face-down to create a Draw Pile next to the unit.
- Place 1 card face-up in each of the unit's 3 Discard Pile Spaces.



**NOTE:** After two minutes of inactivity, the unit will go to sleep. To wake it up, press the button once.

**VOLUME CONTROL:** Press and hold the GO button for 3 seconds until you see a number appear on the Center Display. Release the button and press it again to decrease and increase the volume. The volume range is from 0 to 5. When the button is released for 2 seconds, the game will resume where it left off.

## LET'S PLAY!

There are three ways to play UNO Triple Play, **REGULAR MODE**, **TIMER MODE**, and **STEALTH**.

### REGULAR MODE

To begin, press the yellow "Go" button.

You will hear the start-up tone and the Card Counter lights in the center will flash **BLUE**. Press the "Go" button again to begin the round. All the Card Counter lights will flash **GREEN** and the first Discard Pile(s) will light up.

Play begins with the player to the left of the dealer.

On your turn, you must match a card in your hand with the top card in one of the **LIT-UP** Discard Piles (the amount of playable Discard Piles will vary each turn - on one turn all three piles may be lit up, on the next turn there may be only two lit up and so on). **YOU MAY ONLY PLAY TO A DISCARD PILE SPACE THAT IS LIT UP.**

You match cards either by number, color or symbol. For example, if the card on a lit-up Discard Pile is a red 7, you must throw down a red card or any color 7. 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 a card from the Draw Pile. If the card you picked up can be played, you are free to put it down in the same turn. If you can't play the card, you must press one of the available Discard Piles to activate the card counter.

**NOTE:** 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. If you don't play a card, you must still press one of the available Discard Piles to activate the card counter.



### PLAY A CARD IN A DISCARD PILE

After you determine which (if any) **LIT-UP** Discard Pile you want to play on, when you lay your card down make sure to press down firmly until you hear a "beep." The lights will rotate to be ready for the next player.

**NOTE: DO NOT PRESS DOWN FOR MORE THAN TWO SECONDS OR IT WILL RESET THE CARD COUNTER (MORE ON THIS LATER).**

You may only play to **ONE** Discard Pile per turn.

### CARD COUNTER DISPLAY

Each Discard Pile also has a Card Counter Light that indicates the condition of the pile. The more you play to a Discard Pile, the Card Counter light will change from **GREEN** (safe), to **YELLOW** (caution), to **RED** (close to **OVERLOAD**), so be careful!



### OVERLOAD

If a Discard Pile gets too many cards, it will "overload". When this happens, you will hear the overload tone and a number will flash in the Center Display. The player who played the card that caused the overload must draw the indicated number of cards from the Draw Pile (anywhere between 1-4 cards). Once you have drawn your cards, press the Go button to re-set the unit for the next player in current order.

**NOTE:** after a Discard Pile has approximately 20 cards on it, remove those cards, returning only the top card to continue the Discard Pile. This will prevent the pile from false triggering. Place the removed cards to the side. If you run out of cards in the Draw Pile, shuffle the removed cards and place them facedown to create a new Draw Pile.

### TIMER MODE

Turn the unit over and make sure the on/off button is on "off." Next, switch the Timer Switch on the bottom toward the Timer Icon. Then, turn the on/off button back to "on."

Press the Go button to begin.

Timer Mode is a fast-paced version of the Regular Mode where you have to play quickly. (Not for the faint of heart)

Once your turn begins, you will have only seconds to play a card on an available Discard Pile (remember to press and activate the card counter). The time is counted down on the Center Display so hurry up!

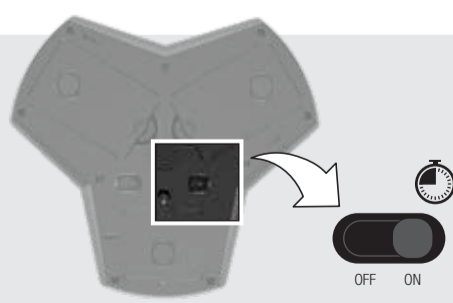
Once you play your card, the timer will re-set for the next player and the count-down will start again. If you can't complete your turn before time runs out, you must take back any cards you tried to play and **draw 6 cards** from the Draw Pile to add to your hand. (That's right...6 cards!)

Once you have drawn your cards, press the Go button to re-set the unit for the next player in current order. If you can't play a card from your hand on your turn, you must draw a card to play. If you still can't play, you must press one of the available Discard Piles to activate the card counter before the Timer expires. Remember, if the timer ever expires on your turn, you must draw 6 cards.

Press the Go button after the Timer expires to re-set the unit for the next player in current order.

If a Discard Pile overloads on your turn, the Timer stops, and the game is paused. You must draw the number of cards indicated in the Center Display and then press the GO Button to re-set the unit for the next player in current order.

Play continues until one player gets rid of all their cards (see "Going Out").

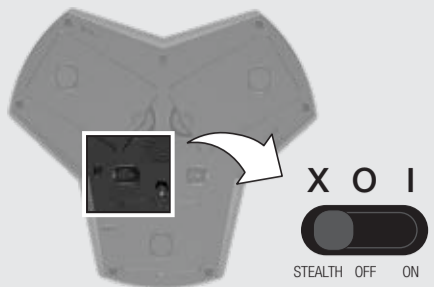


## TIMER MODE

Turn the unit over and make sure the ON/OFF/STEALTH button is on STEALTH (X).

Press the Go button to begin.

Game play is the same as in Regular or Timer mode except the Card Counter Display lights DO NOT CHANGE COLOR to indicate whether or not a pile is about to overload. They will stay blue the entire round, so any overload will sneak up on you and you won't know until it happens!.



## GOING OUT

When you have one card left, you must yell "UNO" (meaning one) before playing your next to last card. If you don't shout "UNO", you must draw two cards (that is, of course, if you get caught by the other players).

If you play your last card on a Discard Pile that overloads, you cannot go out. You must draw the number of cards indicated on the Center Display and continue playing.

Once a player successfully plays their last card into a lit-up Discard Pile, the round is over. Points are totaled (see Scoring Section) and you start a new round.

## SCORING

When you are out of cards, you get points for cards left in opponents' hands as follows:

All cards through 9	Face Value
Reverse	20 Points
Skip	20 Points
Discard 2	30 Points
Wild	50 Points
Wild Clear	50 Points
Wild All Tap	50 Points

The **WINNER** is the first player to reach 500 points. Alternatively, 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.

## CHALLENGE GAME

This game is scored by keeping a running total of what each player is caught with in their hand. As each player reaches a designated amount, we suggest 500, that player is eliminated from the game. When only two players are left in the game, they play head to head. When a player reaches or exceeds the amount designated, they lose. The winner of that final hand is declared the winning player of the game.

When your game is complete, divide the cards into 2 decks and place each deck into one of the two card storage areas on the bottom of the unit.



## SPECIAL CARDS



### Reverse

Simply reverse direction of play. Play left becomes play right, and vice versa. If this card is turned up at the beginning of play, place it back into the middle of the draw pile and pick another card.



### Skip

The next player to play loses their turn and is "skipped." If this card is turned up at the beginning of play, place it back into the middle of the draw pile and pick another card.



### Discard Two of the Same Color

Play this card when you want to discard an extra card of the same color. For example, if a yellow "7" is on an available lit-up Discard Pile, you may discard your yellow "Discard Two of the Same Color" card PLUS one more yellow card from your hand (always put the Discard Two of the Same Color on the bottom). Play the 2 cards together and only press the Discard Pile once. If the last card played is a Special card, the next player in order must do the action. You may also play a Discard Two of the Same Color card without playing another card.



### Wild

This card can be played on any card. However, unlike classic UNO®, the person playing the card does not CALL OUT the color that continues play. Instead, the next player that plays to that pile in current order decides the color that continues play. They do this by laying down a card of their choice and whatever color that card is continues play. If this card is a Special card (a green Reverse card, or a red Skip card for example), the action must also be honored by next player in order.



### Wild Clear

When you play this card, you get to "clear" a Discard Pile Space by placing your card in an available lit-up Discard Pile and holding it down for TWO SECONDS. This will reset the Card Counter and its light will go back to green. You may play this card anytime, but strategically you will want to play it on a Discard Pile that is close to overloading.



### Wild All Tap

When you play this card, one at a time every other player must tap an active discard pile until it OVERLOADS. When it does, they must draw the number of cards indicated on the Center Display.

## HOW TO REPLACE BATTERIES

UNO Triple Play™ requires 3 AA 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 AA size Alkaline Batteries in compartment as shown. (See Figure 1.)
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.

## BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

This device complies with Part 15 of the FCC rules

Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



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