



Game

CONTENTS

1 UNO Flash™ Game Unit

108 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 Two cards - 2 each in blue, green, red and yellow

8 Skip cards - 2 each in blue, green, red and yellow

8 SLAP cards - 2 each in blue, green, red and yellow

4 Wild cards

4 Wild Draw Four Cards

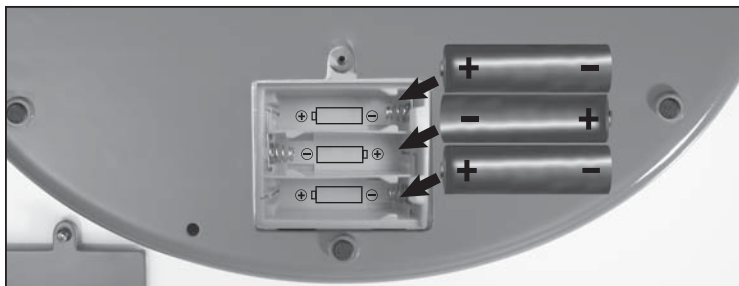
Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

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

OBJECT OF THE GAME

Race the timer and your opponents to be the first player to get rid of all of your cards in each round! The winner of the round scores points for the cards everyone else is left holding. Points in rounds accumulate and the first player to reach 500 points wins.

BATTERY INFORMATION



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

- Requires 3 "AA" batteries.
- For longer life use only alkaline batteries.
- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.
- If game malfunctions, check the battery installation.
- BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS OR LIGHTS DIM.



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 batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

SETUP

Speed Switch

- ∞ = Timer off; as much time as you want per turn
- 6 = 6 Seconds per turn
- 4 = 4 Seconds per turn



On/Off Switch

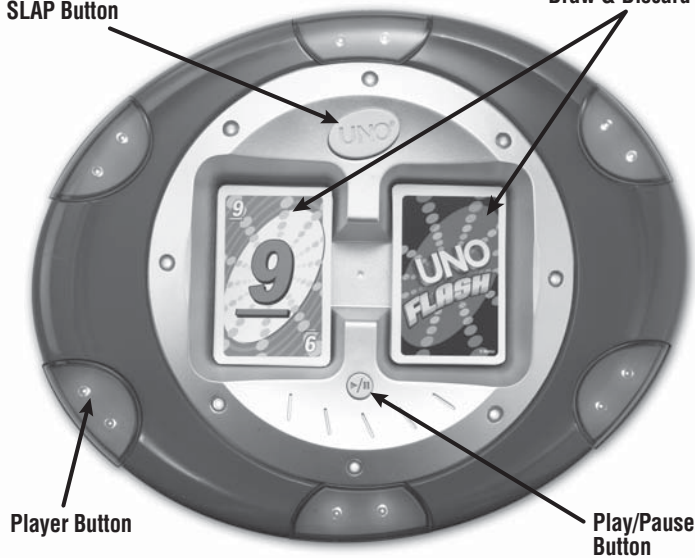
- X = "Try me" mode
- 0 = Off
- I = On

1. Before beginning, decide how fast you would like to play. On the bottom of the unit, use the Speed Switch to select your desired speed. Then, flip the On/Off Switch to the "On" position. Turn the unit back over.
2. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
3. The dealer shuffles and deals each player 7 cards.
4. Place the remainder of the deck facedown in one side of the tray to form a DRAW pile.
5. The top card of the DRAW pile is turned over to begin a DISCARD pile in the remaining side of the tray. **NOTE:** If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.
6. To begin play, each player presses the Player Button in front of them. The button you press will be your personal Player Button for the game.
7. Press the Play/Pause Button to start the game, and the unit will immediately select who goes first. You're part of the action now... don't blink!



SLAP Button

Draw & Discard Tray



To Resume or Reset

If you pause the unit during a game, or the unit goes to sleep due to inactivity, press the Play/Pause Button to resume playing. If any Player Button is flashing, press that button and the unit will select the next player to take a turn.

If you want to start a new game, you can reset the unit by holding down the Play/Pause Button and SLAP Buttons simultaneously for about 3 seconds, until the lights and sounds activate.

LET'S PLAY

When your Player Button lights up, it's your turn and the clock is ticking!

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

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.

As soon as you've completed your turn, you must press your Player Button. The unit will then immediately select the next player to play... watch out, it could be you again!

If you do not press your Player Button before time runs out, indicated by a buzzer, you must draw two cards from the DRAW pile as a penalty for taking too long. Add them to your hand.

NOTE: If you play the SLAP card on your turn, do NOT press your Player Button; you will press the SLAP Button instead (See "SLAP card" in FUNCTIONS OF ACTION CARDS).

FUNCTIONS OF ACTION CARDS



Draw Two Card – When you play this card, the next player selected by the unit must draw 2 cards and miss their turn (even if that player is you!). The player drawing the 2 cards must do so and press their own Player Button before time runs out; if time does run out the player must draw an additional 2 cards. This card may only be played on a matching color or on another Draw Two card. If turned up at the beginning of play, the same rule applies.



Skip Card – When you play this card, the next player is "skipped" (loses their turn). The skipped player must still press their Player Button before time runs out, so this is not the time to snooze. 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 same rule applies.



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'll want to call the color out fast or risk the wrath of the next player! 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 player chosen by the unit to take the first turn chooses the color that continues play.



Wild Draw Four Card – When you play this card, you get to choose the color that continues play PLUS the next player selected by the unit must draw 4 cards from the DRAW pile and lose their turn (even if that player is you!). The player drawing the 4 cards can pause the unit in order to have enough time to do so. Playing this card comes with a catch, 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 (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. 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 Four 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 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)!



SLAP card – Slapping this card down will make everyone slap happy! As soon as you play this card, press the SLAP Button on the game unit (do not press your Player Button). The unit will instantly go into Slap mode and all of your opponents must race to slap (press) their own Player Buttons as fast as they can. The Player Button of the last player to slap will then flash and that player must draw 2 cards in penalty. Press the flashing Player Button to resume the game. If turned up at the beginning of play, return this card to the deck and pick another card.

REMEMBER: If you accidentally press the Player Button instead of the SLAP Button after playing this card, you cancel the SLAP action and play continues as normal.

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.

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 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.

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 (0-9)	Face Value
Draw Two	20 Points
Skip	20 Points
SLAP	20 Points
Wild	50 Points
Wild Draw Four	50 Points

Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round

WINNING THE GAME

The WINNER is the first player to reach 500 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 500 points, the player with the lowest points is the winner.



ALTERNATIVE PLAY: Targeted Draw 2 & Wild Draw 4 cards

Want a little less randomness? Want a little more control over who gets slammed with penalties? Want to save yourself and hurt your opponents? Then you're going to love this alternative way to play the Draw 2 and Wild Draw 4 cards! Everyone must agree before beginning the game that you will play using this alternative rule. Now when you play one of these Action Cards, instead of letting the unit decide who takes the penalty, you call out the opponent that you want to draw the cards. Don't press the Player Button when you do this—you can press the pause button or just let time run out while your targeted victim draws the appropriate amount of cards



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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