



# UNO<sup>®</sup> MASTER GAME

## CONTENT

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 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 Four Cards

1 UNO<sup>®</sup> Master Timer

6 Rubber feet

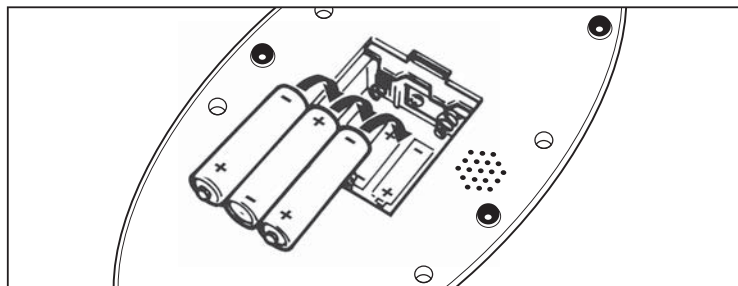
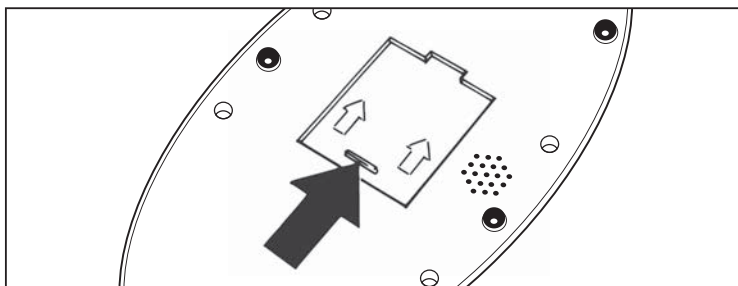
Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

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 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.

## ASSEMBLY & BATTERY INFORMATION



- Requires 3-AA batteries (not included).
- 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.

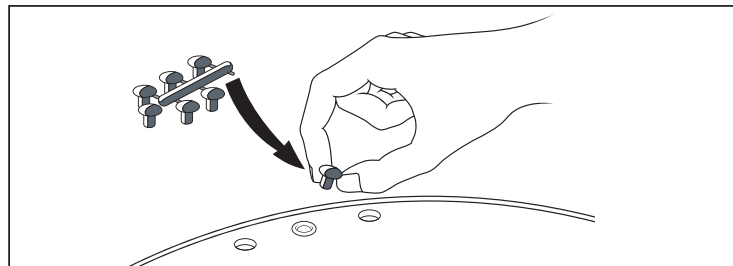


## BATTERY SAFETY INFORMATION

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.



Fix the 6 rubber feet into the holes on the bottom of the Timer as shown.

## SETUP

1. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
2. The dealer shuffles and deals each player 7 cards.
3. Place the remainder of the deck facedown in one side of the UNO<sup>®</sup> Master Timer to form a DRAW pile. The Timer should be in the center of the playing area.
4. The top card of the DRAW pile is turned over and placed in the DISCARD section of the Timer. NOTE: If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.
5. The switch on the side of the Timer has 4 positions: 0-1-2-3. The Timer is turned off when it is in the "0" position. Select one of three different speeds for the game by sliding the switch to the 1, 2 or 3 position. The higher the number, the longer you have to play—so, 1 is fastest! When the switch is in your chosen speed position, the Timer will go into its idle mode with pulsing lights but no sound.
6. When you are ready to begin, start the game by pressing the UNO<sup>®</sup> button. The Timer will instantly start ticking down at the chosen speed, so if you are first, don't dawdle!

## LET'S PLAY

The person to the left of the dealer starts play.

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).

**NOTE:** If you play a #9 or #5 card, you have played a Lightning card! See FUNCTIONS OF ACTION CARDS for the special rule.

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. 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.

## THE UNO<sup>®</sup> MASTER TIMER

As soon as you play a card on the DISCARD pile, you must then press the UNO<sup>®</sup> button. This resets the timer and begins the next player's turn.

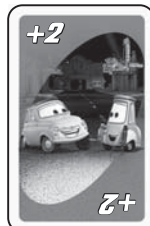
If the Timer runs out during your turn, you must draw two cards from the DRAW pile as a penalty for taking too long. Add them to your hand.

If, as your turn, you draw one or more cards from the DRAW pile because you are either unable to play or are required to by the previous player (see FUNCTIONS OF ACTION CARDS), you must also press the UNO<sup>®</sup> button as soon as you have drawn them. Remember, if the Timer goes off before you have drawn these cards and pressed the button, you must draw two more cards.

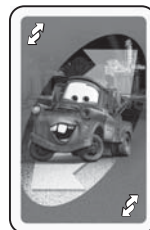
**NOTE:** Whenever the Timer has gone off during your turn, it will then go back into the lights-only idle mode while you draw your penalty cards. When you are done, the next player should press the UNO<sup>®</sup> button to restart the timer before playing.

To pause the game, simply let the Timer run out and it will revert to idle mode.

## FUNCTIONS OF THE ACTION CARDS



**Draw Two Card** – When you play this card, the next player must draw 2 cards and miss their turn. 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.



**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.

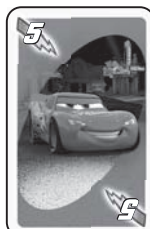
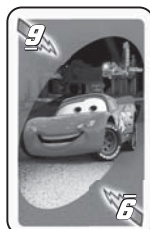


**Wild Card** – When you play this card, you get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild card on your turn even if you have another playable card in your hand. If a Wild card is turned up at the beginning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



**Wild Draw Four 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 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 4 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)!



**Lightning Cards (#9 & #5)** – Piston Cup superstar Lightning McQueen is number 95; to honor that hotshot racer, his image and a lightning bolt highlight all #9 and #5 cards. Whenever you play one of these two cards by discarding it, yell “Lightning!” You now get to immediately discard another card as long as the second card is a legal play (matching color or number, or an Action Card). But remember to be “Lightning!” fast, because you still have to play the second card before the Timer goes off or the penalty applies! If one of these cards is turned up at the beginning of play, it is just treated as a normal #9 or #5.

## 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 receives points for cards left in opponents’ hands as follows

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

## 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

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.”

© 2007 Mattel, Inc. All Rights Reserved. Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A. Consumer Relations 1 (800) 524-8697. Mattel Australia Pty. Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. [Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB, Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Dimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.\(993532-P\) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867. Importado y distribuido por Mattel de México, S.A. de C.V.R.F.C, Insurgentes Sur # 3579, Torre 3, Oficina 601, Col. Tlalpan, Delegación Tlalpan, C.P. 14020, México, D.F. MME-920701-NB3. 59-05-51-00. Ext. 5206 ó -01-800-463 59-89 Mattel Chile, S.A., Avenida América Vespucio 501-B, Quilicura, Santiago, Mattel de Venezuela, C.A. RIF J301596439, Ave. Mara, C.C. Macaracuay Plaza, Torre B, Piso 8, Colinas de la California, Caracas 1071. Mattel Argentina S.A., Curupayati 1186, \(1607\) - Villa Adelina, Buenos Aires. Mattel Colombia, S.A., calle 123#7-07 P.5, Bogotá. Mattel España, S.A., Aribau 200. 08036 Barcelona. \[csevice.spain@mattel.com\]\(mailto:csevice.spain@mattel.com\) Tel: 902.20.30.10 <http://www.service.mattel.com/es>](http://www.mattel.com)

© Disney/Pixar

Hudson Hornet is a trademark of DaimlerChrysler Corporation

Trademarks, design patents and copyrights are used with the approval of the owner VOLKSWAGEN AG

FIAT is a trademark of FIAT S.p.A.

Ferrari elements are trademarks of Ferrari S.p.A.

Chevrolet Impala is a trademark of General Motors

Porsche is a trademark of Porsche

Mercury is a registered trademark of Ford Motor Company

[www.cars-movie.com](http://www.cars-movie.com)

CONSUMER INFORMATION  
RENSEIGNEMENTS POUR LES CONSOMMATEURS  
INFORMACIÓN PARA EL CONSUMIDOR

Need Assistance? In the US and Canada, [service.mattel.com](http://www.service.mattel.com)  
Or 1-800-524-8697, M-F 8AM - 6PM, ET.

¿Necesita ayuda? En los EE.UU. y Canadá, [service.mattel.com](http://www.service.mattel.com)  
O bien 1-800-524-8697, L-V 8 a.m. - 6 p.m., hora del Este.  
En México: 01 800 463 59 89, L-V 8 a.m. - 4 p.m.

[SERVICE.MATTEL.COM](http://SERVICE.MATTEL.COM)

M2279

