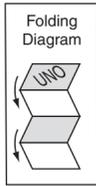


1L ENGLISH

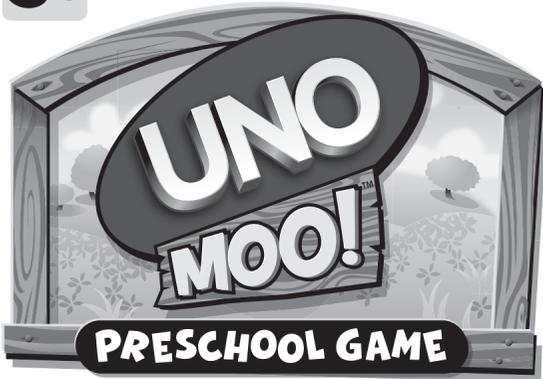


INSTRUCTION SHEET SPECS:	
Toy:	Uno Moo!
Toy No.:	N7793
Part No.:	-0920
Trim Size:	4.75" W x 17" H
Folded Size:	4.25" W x 4.25" H
Type of Fold:	1 panel w 4 panel h
# colors:	1 (one) both sides Black
Colors:	White Offset
Paper Stock:	70 lb.
Paper Weight:	
EDM No.:	



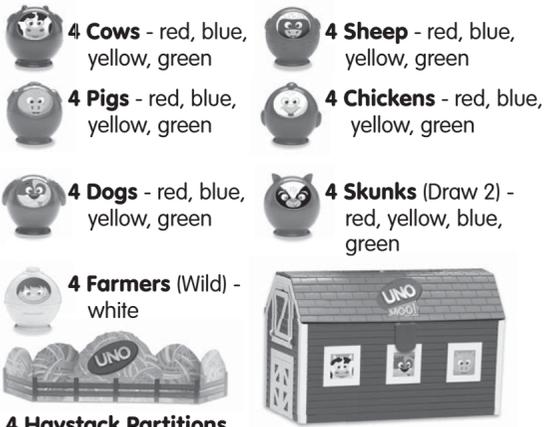
3+

2-4



CONTENTS

28 UNO Moo!™ Figures:



4 Haystack Partitions

1 Play-and-Store Barn

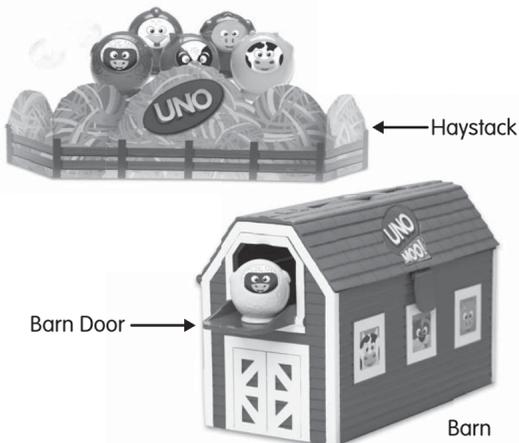
Please remove all components from the package and compare them to the components list. If any items are missing, please call 1-800-524-8697. Outside of the U.S., please consult your telephone directory for a listing of your local Mattel office.

OBJECT

Be the first player to get all of your figures back in the barn!

LET'S GET READY!

1. Place all of the figures in the barn and mix them up.
2. Each player takes a haystack. Stand your haystack in front of you so that you can hide your figures behind it out of view of the other players.
3. Each player draws 5 figures from the barn. Place them behind your haystack.
4. One player will take a figure from the barn and close the barn roof. Place that figure on the barn door on the side of the barn as shown.



5. The youngest player goes first.

LET'S PLAY

- When it's your turn, compare your figures with the figure on the Barn Door. Play one of your figures by matching the color or type of animal.

Example:

If the animal on the barn door is a BLUE COW, you may play any BLUE animal OR any color COW.



- There are also 2 SPECIAL FIGURES you may be able to play:



Skunk (Draw 2): If you play a skunk figure, the next player must DRAW 2 figures from the barn and lose their turn! A skunk can only be played on a matching color figure or any color skunk.



Farmer (Wild): Instead of playing a matching color or animal figure, you can play a farmer figure. The farmers are **WILD**, which means they match any other figure and can be played at any time (on your turn). After you play a farmer, you call the color that is now in play. **NOTE:** If the farmer is the first figure placed on the barn door at the beginning of play, then whoever goes first chooses the color in play.

- When you play a figure, push the figure on the barn door into the barn and then place your figure on the door. The figure you play will be the figure the next player tries to match.
- If you don't have a matching figure or a farmer that you can play, you must draw 1 figure from the barn. If the figure you draw matches the color or animal on the barn door, or is a farmer, you may immediately play it. Otherwise, your turn ends.

- Play then moves to the player on your left (clockwise).

SAYING "UNO Moooooo!"

When you have one figure left, you must say "UNO Moo!" ("UNO" means "one") before your next-to-last figure touches the barn door. If you don't yell "UNO Moo!" and another player catches you before the next player plays or draws, you must draw 2 figures from the barn.

If you fail to say "UNO Moo!" and no one catches you by the time the next player begins their turn, you do not have to draw. A player begins a turn by either playing or drawing a figure.

WINNING THE GAME

The first player to get ALL of their figures back to the barn wins the game! That means when you place your very last figure on the barn door, you win!

Go to letsplayuno.com to find these rules online.

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N7793-0920



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