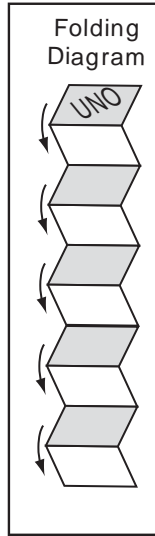


1L ENGLISH, INSTRUCTIONS

Black Plate
Prints
PMS 1545 U

INSTRUCTION SHEET SPECS:	
Toy:	UNO Flip
Toy No.:	-0920
Part No.:	N7857
Trim Size:	
Folded Size:	4.25" W x 16.5" H
Type of Fold:	4.25" W x 2.75" H
# colors:	1 panel w 6 panels
Colors:	1 (one) both sides Black
Paper Stock:	White Offset
Paper Weight:	70 lb.
EDM No.:	



Front



Contents

- 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
- 6 UNO Guy™ Figures
- 6 Crash-Pads
- 1 Launcher

Object of the Game

Get ready... Take aim... Flip UNO Guy™ as you race to be the first player to get rid of all of your cards! You'll score points in each round for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

Setup



- Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
- The dealer shuffles and deals each player 7 cards.
- Place the remainder of the deck facedown to form a DRAW pile.
- The top card of the DRAW pile is turned over to begin a DISCARD pile.
NOTE: If the first card turned over features UNO Guy™, treat this card as a normal number card to start play. If any of the other Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.
- Each player takes an UNO Guy™ and a crash-pad. Place your crash-pad directly in front of you.
- Place the Launcher within easy reach of all players.

HINT: Players may want to practice launching UNO Guy™ onto each other's crash-pads a few times before beginning. See Flipping UNO Guy™.

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).

If you play a number card that features an image of UNO Guy™, you get to aim for another player's crash-pad! You can also choose to flip UNO Guy™ if you play a Wild Draw 4 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. 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

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.

Back



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.



Flip Card - Get ready to flip! An image of UNO Guy™ appears on 5 cards of each color (numbers 1 through 5). You'll play one of these cards like you would any number card—by matching color or number. However, this card is flippin' great, because playing one means you get to launch UNO Guy™ at the player of your choice! If UNO Guy™ lands on that player's crash-pad, give that player one card out of your hand. If UNO Guy™ misses the crash-pad, nothing happens and play resumes as normal. (See FLIPPING UNO GUY™ for how to launch.)

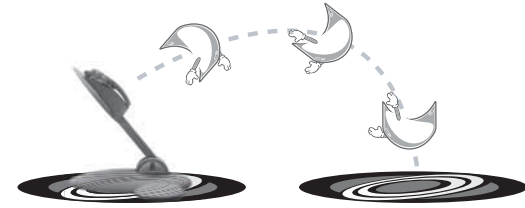


Wild Draw Four Card - When you play this card, you get to choose the color that continues play PLUS the next player must draw 4 cards from the DRAW pile and lose their turn. However, there is a hitch! You may only play this card when you do NOT have another card in your hand that matches the COLOR on 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.

FLIP STYLE: You can choose to play a Wild Draw 4 card "Flip Style." Instead of the next player drawing 4 cards, you can decide to flip UNO Guy™ at a player of your choice. If you get a hit, that player must draw 4 cards. However, if you miss, YOU draw the 4 cards! Play resumes with the player next to you taking their turn. (See FLIPPING UNO GUY™ for how to launch.)

FLIPPING UNO GUY™

To flip UNO Guy™, always start with the launcher on your crash-pad directly in front of you. Place your UNO Guy™ figure on the launcher and aim for that player's crash-pad. Push down on the launcher and release to flip UNO Guy™ into the air. If UNO Guy™ lands anywhere on the crash-pad, that's a hit!



Play a Flip or a Wild Draw 4 card to flip UNO Guy™ onto the crash-pad of the player of your choice.

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.

NOTE: This rule also applies if you give away your next-to-last card to an opponent after flipping UNO Guy™ onto that player's crash-pad.

"Going out" is defined as playing your last card and, therefore, having no cards left. It is also possible to go out of the game by playing a Flip card as your next-to-last card, then flipping UNO Guy™ onto an opponent's crash-pad and giving that player your last card. In fact, it's encouraged!

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
Reverse.....	20 Points
Skip.....	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.

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