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Asst. R5530  
P6629  
For 1 player / Ages 7 and up  
**INSTRUCTION MANUAL**  
P/N 823D2000 Rev.A

Everybody's favorite color and number matching card game is back with an exciting twist! UNO 360™ is the ultimate gravity game where virtual motion sensors allow you to rotate the handheld to discard cards into four separate piles. Your challenge is to discard all 108 cards while limiting point and time deductions ...and, don't forget, you still have to call "UNO"!

**NOTE:** When you first purchase your game, it will be in demo mode. To exit demo mode, press the **RESET** button located beside the sound button.

### BUTTONS/FUNCTIONS:

**ON/START** – Pressing this button will turn the unit ON. Once you select a GAME MODE, begin the game by pressing the START button. Pressing this button will also "pause" the game or "wake" the game from PAUSE mode. All four MATCH PILES will flash when in PAUSE mode. Turn the game off by pressing and holding this button for 3 seconds.

**Sound Button** – Toggle between sound on and off.

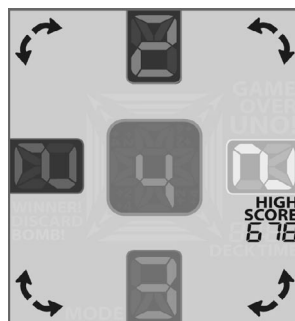


**UNO® Button** – Press this button to call "UNO" when one card is remaining and the UNO® animation has played.

**Reset Button** – When a blunt point is inserted and pressed, this button resets the game to its original settings.



**Select Button** – Before you begin, squeeze to toggle through each GAME MODE. During game play, squeeze the SELECT BUTTON to match or discard the UNO® cards.



**Deck** – The 108 UNO® cards that you begin with and discard into the DISCARD PILES.

**Active Card** – The card located on top of the DECK.

**Action Card(s)** – Cards include DISCARD TWO, WILD, WILD DISCARD FOUR, REVERSE, and BOMB CARD.

**Discard Pile(s)** – Located on the four sides on the screen. You will discard cards by matching color or number or playing an ACTION CARD into these piles.

**Direction Arrows** – Located in the corners of the screen. Rotate the handheld in the direction the arrows indicate.

**Score Indicator** – During game play your current score for that game will be displayed. When starting a new game your high score(s) will display for each GAME MODE.

### BASIC GAME RULES

In the classic UNO® card game, you discard cards by matching colors or numbers or by playing ACTION CARDS in order to get rid of all the cards in your hand as quickly as possible.

In UNO 360™, you will also play by matching color, number, or play ACTION CARDS to get rid of your DECK as quickly as possible. However, there is a 360° twist - to discard, you must rotate the handheld unit.

Play begins with cards appearing in the DECK – located in the middle of the screen. Use the four DISCARD PILES on each side of the screen to discard the ACTIVE CARD. Turn the unit in the direction(s) prompted by the arrows on screen to find a match by number, color or a compatible DISCARD PILE for ACTION CARDS. Squeeze the SELECT Button to discard the ACTIVE CARD into that DISCARD PILE.

If you cannot discard the ACTIVE CARD onto one of the DISCARD PILES you can shuffle it to the bottom of the deck by squeezing the SELECT Button.

Once your DECK is down to the final 5 cards you will hear sound effects alerting you it's almost time to call "UNO." You will press the UNO Button when you have one card remaining in your DECK. You have until the end of the UNO animation to press the UNO Button or 4 cards will be added back to your DECK.

### ACTION CARDS

**DISCARD TWO CARD** – This card will be one of four colors. You can only place it on a DISCARD PILE that is the same color as the DISCARD TWO CARD. Once this card is played, two additional cards will be placed into the DISCARD PILE where the DISCARD TWO CARD was discarded.

**REVERSE CARD** – This card reverses the current play direction by prompting you to turn the game in the new direction indicated by the DIRECTION ARROWS in the corners of the screen.

**WILD CARD** – This card can be discarded on any DISCARD PILE regardless of color or number. Also, any DECK card can be discarded onto a DISCARD PILE containing a WILD CARD.

**WILD DISCARD FOUR CARD** – This card can be placed on any DISCARD PILE regardless of color or number. Once you place onto a DISCARD PILE, all four DISCARD PILES will receive one additional discard from the DECK.

**BOMB CARD** – This card will be one of four colors. You can defuse the BOMB CARD by discarding it onto a matching-color DISCARD PILE. If there is no DISCARD PILE that matches the color of the BOMB CARD, then all four DISCARD PILES will turn the same color as the BOMB CARD when you press SELECT.

### GAME MODES

There are two game modes in UNO 360™ – Free Play and Countdown Play

**Free Play** – There is no time limit as you continue to play until all 108 cards are matched or when you run out of playable cards – ending the game. The score is tallied - in points - by the amount of cards matched minus any GAME DEDUCTIONS (see SCORING)

**Countdown Play** – As the clock ticks, play until all 108 cards are matched or when you run out of playable cards – ending the game. The score is tallied - in seconds - by the amount of cards matched minus any GAME DEDUCTIONS (see SCORING)

## SCORING

**GAME ADDITIONS** – Score and time additions for discarded cards are as follows:

Discard	Awarded
Cards 0 – 9	Face Value Points/Seconds
Discard Two	20 Points/Seconds
Reverse	20 Points/Seconds
Bomb	20 Points/Seconds
Wild	50 Points/Seconds
Wild Discard Four	50 Points/Seconds

**GAME DEDUCTIONS** – Score and time deductions for illegal actions are as follows:

Action	Penalized
Rotating The Wrong Way	5 Points/Seconds
Improper Discarding	10 Points/Seconds
Bomb Card Not Matching	20 Points/Seconds
Not Calling “UNO”	50 Points/Seconds

## HIGH SCORES

The high score of each game mode will be stored in the SCORE INDICATOR.

## GETTING STARTED

Press the START button to begin a new game. You will see the GAME MODE screen.

To scroll through the GAME MODES, squeeze the SELECT BUTTON to toggle through Free Play and Countdown Play.

When you have selected the desired GAME MODE press the START button to begin your game.

## SLEEP MODE

After 90 seconds of inactivity, UNO 360™ will go to sleep. To wake the unit, press the START BUTTON.

## BATTERY INSTALLATION / REPLACEMENT

This game is powered by three (3) AA (LR6) batteries.

- Using a screwdriver (not included), loosen the

screw until the battery compartment door can be removed.

- Insert three (3) AA (LR6) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- Batteries included are for demonstration purposes only.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.
- Remove batteries and dispose of them safely.

## ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

## 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;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- 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.

## CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

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.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** 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.

## For product sold in Canada • Pour les produits vendus au Canada

### THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

### CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

### (VALID FOR CANADA ONLY • VALABLE AU CANADA SEULEMENT)

Operation is subject to the following two conditions :

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

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

- (1) Il ne doit pas produire de brouillage et
- (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

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



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

Hereby, Mattel declares that this toy is in compliance with the essential requirements and other relevant provisions of Directives 2004/108/EC, 88/378/EEC. Suitable for use in all EU member states. A copy of the Declaration of Conformity may be obtained from Mattel UK Ltd.



## CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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## CONSUMER INFORMATION

Need Assistance? Visit [service.mattel.com](http://service.mattel.com) or call 1-800-524-8697 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

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