

UNO ATTACK!®

Game

CONTENTS:

112 cards as follows:

- 18 Blue cards - 1 to 9
- 18 Green cards - 1 to 9
- 18 Red cards - 1 to 9
- 18 Yellow cards - 1 to 9
- 8 Hit 2 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
- 8 Discard All cards - 2 each in blue, green, red and yellow
- 4 Wild cards
- 4 Wild Attack-Attack cards

Card Launcher
Card Launcher Front cover
Instructions

NOTE: Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

ADULTS NOTE: If cards are slipping on the rubber roller and do not come out, clean the rubber roller with a damp cloth or a cloth dipped in rubbing alcohol.

Please remove all components from the package and compare them to the component list. If any items are missing, contact your local Mattel office.

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

HOW TO REPLACE BATTERIES

UNO Attack® requires 3 C size Alkaline Batteries (not included). Use only Alkaline Batteries. Toy may not function with other types of batteries.

1. Unscrew battery compartment cover with a Phillips screwdriver (not included) and lift open.
2. Install 3 C size Alkaline Batteries in compartment as shown. (See Figure 1.)
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.

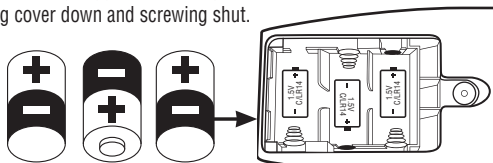


Figure 1



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:

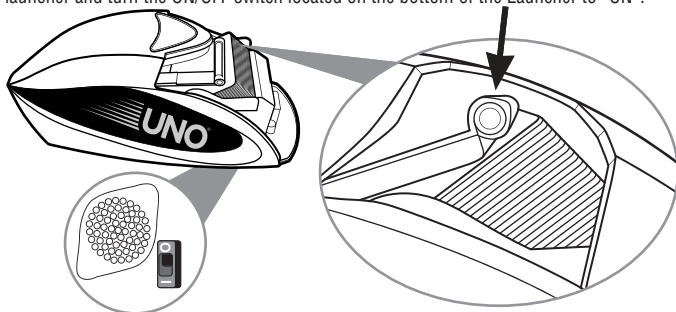
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (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 battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

OBJECT

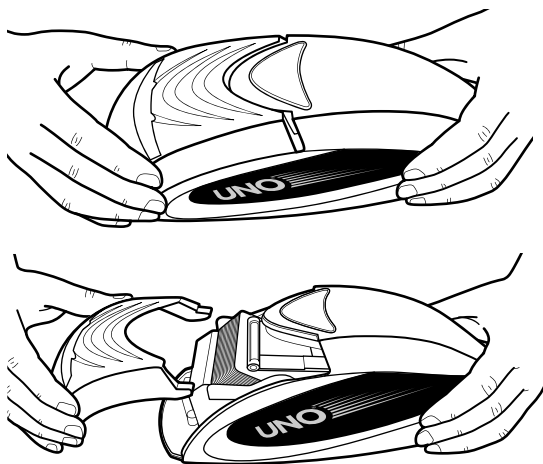
Be the first player to score 500 points. The first player to get rid of all the cards in their hand scores points for the cards left in their opponents' hands.

UNO ATTACK!® IN A NUTSHELL

Each player is dealt 7 cards. Place one card from the deck on the playing area to begin a DISCARD pile. Open the Launcher, insert the remaining cards facedown inside, close the launcher and turn the ON/OFF switch located on the bottom of the Launcher to "ON".



NOTE: To close the launcher, slide the cover back onto the unit until it snaps into place. If the unit is turned on you will hear an audible "beep" to confirm the unit has been closed correctly.



IMPORTANT: During play, rotate the Launcher so it always faces the player whose turn it is.

REMEMBER: Cards do not shoot out every time the button is pressed. This is not necessarily a bad thing, especially if you are the one who has to press the button. When you press the button correctly you will hear an audible "ding" to let you know you've done it right.

The first player has to match the card in the DISCARD pile either by number, color or symbol. For example, if the card is a red 7, you must throw down a red card or any color 7 onto the DISCARD pile. Or, you can throw down a Special Card, if appropriate (see Special Cards section). If you don't have anything that matches, you must hit the Launcher button. If nothing happens, play moves to the next person. If cards shoot out, you must add these cards to your hand. Then play passes to the left (until a Reverse card is played – see Special Cards section).

When you have one card left, you must yell "UNO" (meaning one) before playing your next to last card. Failure to do this results in your having to hit the Launcher button TWICE. (That is, of course, if you get caught by the other players.)

Once a player is out of cards, the hand is over. Points are totaled (see Scoring section) and you start over again. That's UNO Attack® in a nutshell.

NOW FOR THE DETAILS

CHOOSING A DEALER

Every player picks a card. The person who picks the highest number deals. If you picked a Special Card, too bad - they don't count. The dealer deals 7 cards to each player, starts the discard pile and loads the Launcher. Player to the left of dealer starts play.

SPECIAL CARDS



Reverse - Simply reverse direction of play. Play left becomes play right, and vice versa. If this card is turned up at the beginning of play the dealer plays first, and play then goes to the right instead of left.



Skip - The next player to play loses his/her turn and is “skipped.” If this card is turned up at the beginning of play the starting player is skipped and the next player starts.



Wild Card - This card can be played on any card. The person playing the card calls any color to continue play, including the one presently being played if desired. A Wild Card can be played even if the player has another playable card in his/her hand. If this card is turned up at the beginning of play the player to the left of the dealer calls out a color, then plays.



Discard All - Play this card when you want to discard all of the cards in your hand of the same color. For example, if a yellow “7” is in the Discard pile, you may discard all the yellow cards in your hand, with a yellow Discard All card placed on top. (You may also discard a Discard All card on top of another Discard All card.) If this card is turned up at the beginning of play the player to the left of the dealer begins play with a card of the same color, or another Discard All card. If that’s not possible, he/she must hit the Launcher button.



Hit 2 - When you play this card, the next player must hit the Launcher button twice, which counts as their turn. Play then continues with the next player in order. NOTE: If this card is turned up at the beginning of play, the player to the left of the dealer must hit the Launcher button twice. Then play begins with the next player (the second player to the dealer’s left).



Wild Attack-Attack - When this card is played, whoever played it gets to call any color and then choose ANY OTHER PLAYER in the game to “Attack.” The Launcher is rotated to face the chosen player, and then the “attacking” player gets to press the Launcher button twice. The game then continues with the next player in regular rotation (the player to the left – or right in Reverse rotation - of the player who played the Wild Attack-Attack card).

GOING OUT

When you have one card left, you must yell “UNO” (meaning one) before playing your next to last card. Failure to do this results in your having to hit the Launcher button TWICE. (That is, of course, if you get caught by the other players.)

If you forget to say “UNO” before your card touches the Discard pile, but you “catch” yourself before another player catches you, you are safe and not subject to the penalty.

You may not catch a player for failure to say “UNO” until their second-to-last card touches the Discard pile. Also, you may not catch a player for failure to say “UNO” after the next player begins their turn. “Beginning a turn” is defined as either playing a card or hitting the Launcher button.

If a player goes out using a Wild Attack-Attack card, they may use this command card as normal before the game ends.

Once the Discard pile reaches a substantial level (looks like a full deck again), reshuffle the Discard pile, reload the Launcher and continue play.

SPECIAL RULES

If any cards are left sticking out of the Launcher after activation, the player who caused the Launcher to activate must take these cards and add them to his/her hand.

SCORING

When you are out of cards, you get points for cards left in opponents’ hands as follows:

All cards through 9	Face Value
Reverse	20 Points
Skip	20 Points
Hit 2	20 Points
Discard All	30 Points
Wild	50 Points
Wild Attack-Attack	50 Points

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping a running total of the points each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.

RENEGING

You may choose not to play a playable card from your hand. If so, you must hit the Launcher button. Your turn is then over.

PENALTIES

Any player making a card suggestion to another player must hit the Launcher button 4 times.

TWO PLAYER GAME

Rules for Two Players - Play UNO Attack® with two players with the following special rules:

1. Playing a Reverse card acts like a Skip. The player who plays the Reverse may immediately play another card.
2. The person playing a Skip card may immediately play another card.
3. When a Hit 2 card is played and your opponent has hit the Launcher button twice, the play is back to you.

CHALLENGE GAME

Challenge UNO Attack® - This game is scored by keeping a running total of what each player is caught with in his or her hand. As each player reaches a designated amount, we suggest 500, that player is eliminated from the game. When only two players are left in the game, they play head to head. (See Two Player Game section.) When a player reaches or exceeds the amount designated, he/she loses. The winner of that final hand is declared the winning player of the game.

FCC NOTE

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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Cut along dotted line. Retain for use during game play.



QUICK REFERENCE CARD



Reverse – Reverses the direction of play.



Skip – The next player to play loses their turn.



Wild Card – Can be played on any card. Call any color to continue play.



Discard All – Discard all of the cards in your hand of the same color.



Hit 2 – The next player to play must hit the Launcher button twice.



Wild Attack-Attack – Can be played on any card. Choose ANY OTHER PLAYER and then press the launcher button twice. Next, call any color to continue play.