

UNO

ROBOTO™

Game

This unpredictable little guy is programmed to mix up your game every chance he gets, so be ready - you never know what crazy thing he'll tell you to do next!

Let's Play



OBJECT OF THE GAME: Be first to get rid of all your cards.

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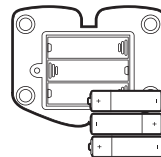
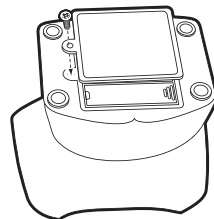
- 1 UNO Roboto™ unit
- 112 Cards as follows:
 - 19 Blue cards - 0 to 9
 - 19 Green cards - 0 to 9
 - 19 Red cards - 0 to 9
 - 19 Yellow cards - 0 to 9
- 8 Draw Two cards - 2 each in blue, green, red and yellow
- 8 Reverse cards - 2 each in blue, green, red and yellow
- 8 Skip cards - 2 each in blue, green, red and yellow
- 4 Wild cards
- 4 Wild Draw Four cards
- 4 House Rule cards

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

BATTERY INSTALLATION

Requires 3 "AA" alkaline batteries. Batteries included are for demonstration purposes only. Dispose of batteries safely.

1. Open battery cover with Phillips head screwdriver (not included).
2. Install 3 new "AA" alkaline (LR6) batteries in the orientation (+/-) shown.
3. Replace battery cover and tighten the screw.



If UNO Roboto™ malfunctions, check the battery installation. Replace batteries when lights dim or sounds become distorted.

GETTING TO KNOW UNO ROBOTO™

WHAT HIS BUTTONS DO



Red RECORD Button
Hold down to record your name and House Rule.



Green REPEAT Button
Press to have UNO Roboto™ repeat the last thing he said.



Yellow VOLUME Button
Press to cycle through 3 volume settings.



Blue WIN Button
Press when someone wins the game.

Discard Tray

Discard Plate
(Bottom of Discard Tray)

Record Light

Win Button (Blue)

Repeat Button (Green)

Microphone

Power Switch
(on Back)
On
Off
Try Me

Volume Button (Yellow)

Record Button (Red)

SETTING UP THE GAME

1. DEAL THE CARDS.

Remove the 4 House Rule cards from the deck and set them aside (see FUNCTIONS OF ACTION CARDS for a description of these cards).

Deal 7 cards to each player.

Place the deck face down next to UNO Roboto™ to form a DRAW pile.

Flip over the top card from the DRAW pile and place it face up in the tray on the unit's head. This is the DISCARD pile.

NOTE: If any Action Cards (those with symbols) are turned over to start the DISCARD pile, return them to the DRAW pile and flip over another card.

2. TURN ON UNO ROBOTO™ BY MOVING THE POWER SWITCH TO "ON."

When the power switch is set to "Try Me," UNO Roboto™ enters demonstration mode and will only record 1 player's name. To play the game, make sure the power switch is in the "On" position.

3. ALL PLAYERS RECORD THEIR NAMES.

Players take turns pressing and HOLDING DOWN the RED RECORD BUTTON. When the record light comes on, speak your name into the microphone located in the unit's belly and release the button when finished. Each name can be up to 3 seconds long.

When all players have recorded their names, press the Discard Plate once.

4. RECORD A SPECIAL HOUSE RULE.

UNO Roboto™ will call out the name of a player to record a special "House Rule." Only one House Rule can be recorded per game.

Your House Rule can be a maximum of 10 seconds long.

If you don't want to record a House Rule, press the Discard Plate once to skip this step and begin the game.

If you can't think of your own House Rule, you can choose one from the House Rule cards (see FUNCTIONS OF ACTION CARDS).



House Rule Card

WHAT IS A HOUSE RULE?

House Rules are a way to customize your UNO® game with unique challenges. You get to make up, and they can be as crazy as you want them to be. For example:

- Recite the pledge of allegiance.
- Do the chicken dance.

A House Rule is always an ALL PLAY challenge, meaning all players race to complete it. The last player to finish the challenge must draw 2 cards.

LET'S PLAY, UNO ROBOTO™ STYLE!

Playing Your Cards

At the beginning of the game, UNO Roboto™ will call out the name of a player to go first, and play proceeds clockwise around the table following regular UNO® rules:

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 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.

PRESSING THE DISCARD PLATE

Whenever you place a card (or cards) on the DISCARD pile during normal play, press the Discard Plate **ONE** time. UNO Roboto™ will beep to confirm.

DO NOT press the Discard Plate when discarding cards because of a Surprise Command (see below).

WHEN UNO ROBOTO™ SPEAKS

UNO Roboto™ will interrupt your game from time to time with one of his **Surprise Commands** or your personal **House Rule**.

SURPRISE COMMANDS

When UNO Roboto™ calls out a Surprise

All players must race to complete the House Rule and the last player to finish **must draw 2 cards**.

UNO Roboto™ will call on a random player to continue play after the House Rule is completed.

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.

If a Surprise Command or a House Rule allows you to discard all of your remaining cards at once, you must discard each card one at a time and you must say "UNO!" after discarding your next to last card. **DO NOT** press the Discard Plate when discarding these cards.

When you play your last card, the game is over. **DO NOT** press the Discard Plate - instead, press the BLUE WIN BUTTON. UNO Roboto™ will congratulate the winner.

If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

WINNING THE GAME

The **WINNER** is the first player to play all of their cards and press the BLUE WIN BUTTON.

PLAYING AGAIN

If you want to play again, just push down on the Discard Plate. UNO Roboto™ won't ask you to re-record your names. However, he will call on a player to record a new House Rule. If you want to change the players, you must turn UNO Roboto™ off then on.



Wild Draw 4 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).

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)!



House Rule card - these cards are not used in play and should be removed from the deck. They are reference sheets that provide different examples of House Rules. If you are having trouble coming up with a House Rule of your own, you can look over these cards and choose a rule to record.

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.

When UNO Roboto™ calls out a Surprise Command, he will identify specific players and tell them what to do.

• Sometimes he will tell one player to record a **“nickname”** for another player. Be creative – for the rest of the game, UNO Roboto™ will call the other player by the name you record!

• Other times UNO Roboto™ will name two players for a **DUEL** in which both named players race to complete whatever challenge he sets – **and the loser of the duel must draw 2 cards!**

UNO Roboto™ will also call out the name of a player to continue the game following the Surprise Command.

OK, THIS PART'S IMPORTANT:

If a Surprise Command causes a new card to be placed on the DISCARD pile, the new card cancels any card it covers up and it then affects whichever player resumes play.

For example: Bob plays a WILD DRAW 4 and pushes the Discard Plate. UNO Roboto™ interrupts with a Surprise Command – “Nicole, discard all your red cards! Jeff, it's your turn to play.” Nicole only has one red card – a DRAW 2 – and she places it on the DISCARD pile. Her card covers Bob's WILD DRAW 4 and cancels its effect so no one has to draw 4 cards. Jeff is the next player to go; unfortunately, because a DRAW 2 is now on top of the pile, he has to draw 2 cards.

On the other hand, if Nicole had no red cards, she wouldn't play anything and it would then be Jeff's turn. The WILD DRAW 4 would still be on top of the pile, so Jeff would have to draw 4 cards and Bob would get to choose the color that continues play.

HOUSE RULES

When you least expect it, UNO Roboto™ will call out, “House Rule!” followed by your House Rule (if you recorded one).

SLEEP MODE

After a minute with no activity, UNO Roboto™ will beep to let you know he's getting ready to sleep. Press the Discard Plate to keep him awake.

If he powers down, your current game will be lost. Tap the Discard Plate to power him back up.

FUNCTIONS OF ACTION CARD



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.



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.



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.



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.

- (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.

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.



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

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