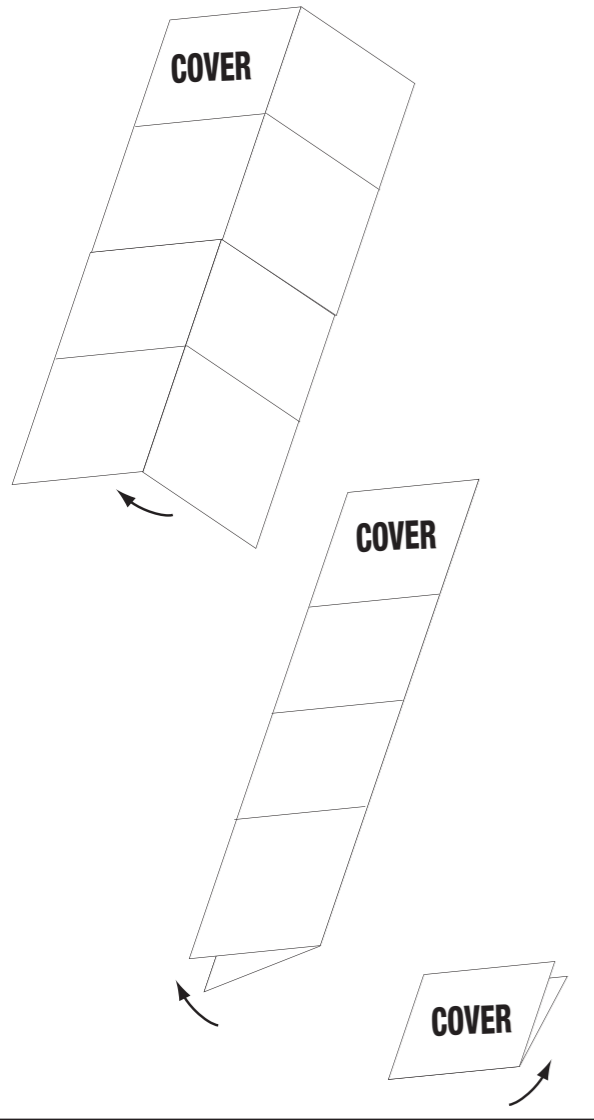


INSTRUCTION SHEET SPECS:	
UNO - Uno Attack Relaunch UNO Instructions	
Toy No.:	T8221
Part No.:	0920
Trim Size:	17" W x 11" H
Folded Size:	4.25" W x 5.5" H
Type of Fold:	accordian/center
# colors:	1 (one) both sides
Colors:	Black
Paper Stock:	White Offset
Paper Weight:	70 lb.
EDM No.:	



Black Plate

Folding Diagram



Front (English)

AGES | PLAYERS
7+ | 2-10



Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult the listing of your local Mattel offices at the end of these instructions.

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

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
- UNO Reflex™ Button Electronic Unit**

Before you begin, take the game unit out of the TRY ME mode by flipping the switch on the bottom of the Unit to ON or OFF.

X = Try Me
0 = Off
1 = On

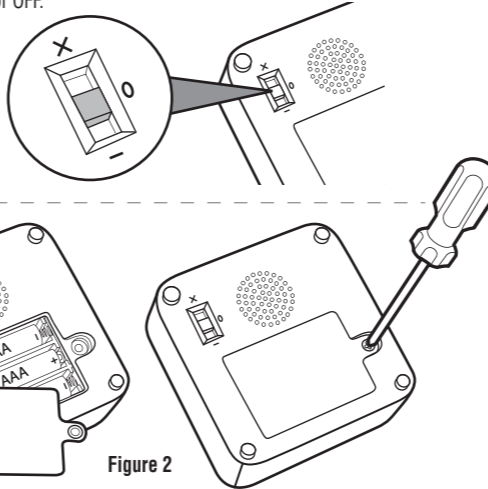


Figure 2

HOW TO REPLACE BATTERIES

UNO Reflex™ requires 3 AAA size Alkaline Batteries. 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 AAA size Alkaline Batteries in compartment as shown. (See Figure 2.)
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.

Note: the batteries included with the unit are for demonstration purposes only. They will need to be replaced for optimum performance.

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 OF THE GAME

Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

SETUP

1. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
2. The dealer shuffles and deals each player 7 cards.
3. Place the remainder of the deck facedown to form a DRAW pile.
4. The top card of the DRAW pile is turned over to begin a DISCARD pile. **NOTE:** If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.
5. Using the switch on the bottom, turn on the UNO Reflex™ Button and place it in the middle of the playing area. A brief noise will sound letting you know that the unit is on.

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 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.

UNO REFLEX™ BUTTON

1

On EVERY TURN, after you've played a card, you must PUSH AND RELEASE the UNO Reflex™ Button. After a brief sound to let you know you've hit the Button correctly, the unit may or may not display one of the 4 colored lights.

If one of the colors does light up, ALL PLAYERS must race to lay down, on the table in front of them, ANY one card that matches that color and PRESS THE BUTTON again. (Note: a colored light will not be displayed every time so pay attention!)

If you were the one to complete BOTH actions, play continues with the player after you. (Any other players who laid down a card put that card back into their hands.) The card you played is now the card to be matched.

If you match the colored light with an Action Card, the next player must complete that action. For example, if a Draw 2 Card was played, the next player must draw 2 cards.

Note: If you are unable to play a card on your turn, you DO NOT push the Button.

If you lay down the WRONG color of card and push the Button, you must draw 2 cards. Play then continues with the next player in the original order.

If no one can match the color, press the Button once to stop the sound and play continues in the original order.

You may play a Wild or Wild Draw 4 Card to match the colored light EVEN IF YOU HAVE a matching color. See below for instructions on how these cards are played.

2

When you play a Wild Card or a Wild Draw 4 Card, you must PRESS AND HOLD the UNO Reflex™ Button. All of the colored lights will play in order. When the Button is released, only one light will still be lit. That is now the color that must be played by the next player in order. (Press the Button again to turn the light out before the next play.)

You can try to release the Button at just the right time to display the color you want to play!

If you play a Wild Draw 4 Card, the next player should draw 4 cards BEFORE you press the Button.

FUNCTIONS OF THE 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.



Wild Card - When you play this card, the UNO Reflex™ Button will choose the color to match. Press and hold the Button to make all the lights play in order. The color that remains lit when you RELEASE the Button is the color that continues play. 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 should press and hold the Button to choose the color they will play to start the game.



Wild Draw 4 Card - When you play this card, the UNO Reflex™ Button will choose the color to match PLUS the next player must draw 4 cards from the DRAW pile and lose their turn. To choose the color, press and hold the Button to make all the lights play in order. The color that remains lit when you RELEASE the Button is the color that continues play. 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.

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!)

GOING OUT

When you play your next-to-last card, before you push the UNO Reflex™ Button, 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.

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.

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.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities. If game malfunctions, check the battery installation. **BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS OR LIGHTS DIM.**

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