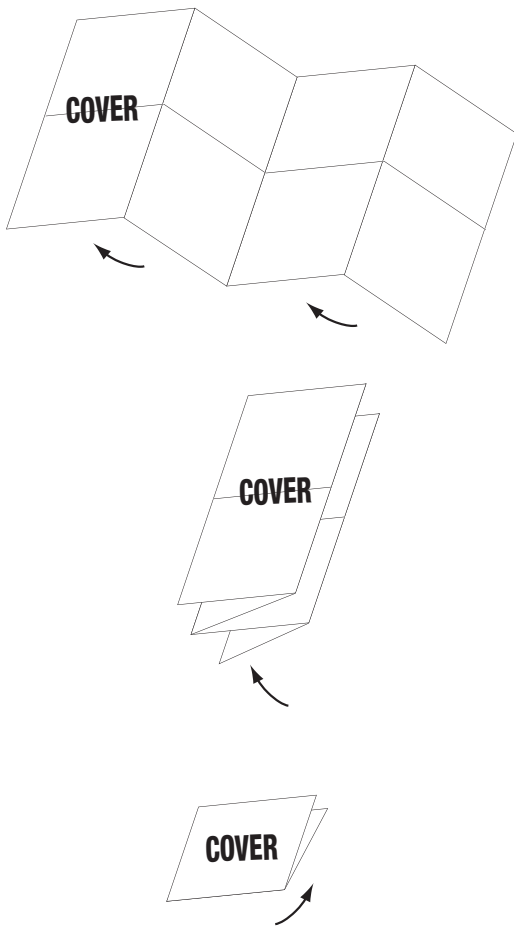


| INSTRUCTION SHEET SPECS: | |
|--------------------------|-----------------------------|
| Toy: | Uno Power Grab Instructions |
| Toy No.: | Y2316 |
| Part No.: | -XXXX |
| Trim Size: | 17" W x 11" H |
| Folded Size: | 4.25" W x 5.5" H |
| Type of Fold: | accordion/center |
| # colors: | 1 (one) both sides |
| Colors: | Black |
| Paper Stock: | White Offset |
| Paper Weight: | 70 lb. |
| EDM No.: | |



Black Plate

Folding Diagram



Contents

1 Card Blaster

110 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 Draw One 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 Discard Color Cards - 1 each in blue, green, red and yellow
- 4 Wild Cards
- 6 Wild Blast Cards

Object of the Game

Have a blast as you race to get rid of all of your cards while trying to avoid triggering the Card Blaster! 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

- Power on the UNO® Blast unit and set it in the center of the playing area.
- 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 any of the Action Cards (symbols) are turned over to start the DISCARD pile, place it back in the DRAW pile and turn over a new card.

Original UNO® Gameplay

- The person to the left of the dealer starts play, and play moves clockwise.
- On your turn, play by matching a card from your hand to the card on the top of the DISCARD pile. You can match a card 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.
- If you don't have a playable card (a card that matches the card on the DISCARD pile), you must take a card from the DRAW pile and place it in one of the slots in the Card Blaster, which will be explained next.

Special Rules for UNO® Blast

- Anytime you are forced to draw a card from the DRAW pile, you must place it in one of the empty slots on the Card Blaster. You may choose any slot you wish, as long as there isn't another card in it. But, beware: You never know which slot will trigger the blast!
- If you place your card in the slot and the Card Blaster does not go off, then you are safe and your turn is over.
- If your card triggers the blast, you must take all of the cards that shoot out and add them to your hand; your turn is over.



Card Blaster

- If you feel daring, you may also choose to NOT play a playable card from your hand. However, you must still draw a card from the DRAW pile and place it in the Card Blaster.
- If you draw a card that is playable, you may NOT play it on the same turn; newly drawn cards must always be placed in the Card Blaster.
- There are 3 special cards in UNO® Blast: Draw One, Discard Color, and Wild Blast cards. See "Functions of Action Cards" for more details.

Functions of action cards



Draw One Card – When you play this card, the next player must draw 1 card and place it in the Card Blaster! This counts as their turn.



Discard Color Card – When you play this card, you may discard all cards of that color in your hand (i.e. if you play a blue Discard Color card, you may discard all of your blue cards). The card you place on the top of the DISCARD pile continues play.



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).



Skip Card – When you play this card, the next player is "skipped" (loses their turn).



Wild Card – A Wild card can be played to match any other card. When you play this card, call out a color of your choice to continue play.



Wild Blast Card – This card is played like a Wild card. In addition, when you play this card, the next player must draw and insert cards into the Card Blaster until the blast is triggered. That player must add all of the cards that blast out to their hand; this counts as their turn.

Going Out & Yelling "UNO!"

- 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 2 cards.
- Once a player has no cards left, the round is over. Points are scored (see SCORING) and play starts over again.
- 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 (1-9) | Face Value |
| Draw One | 20 Points |
| Discard Color | 20 Points |
| Reverse | 20 Points |
| Skip | 20 Points |
| Wild | 50 Points |
| Wild Blast | 50 Points |

TIP

Don't want to keep score? Some people prefer to play UNO® Blast without keeping score. To those people we say: go for it! The first person to get rid of all of their cards wins!

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

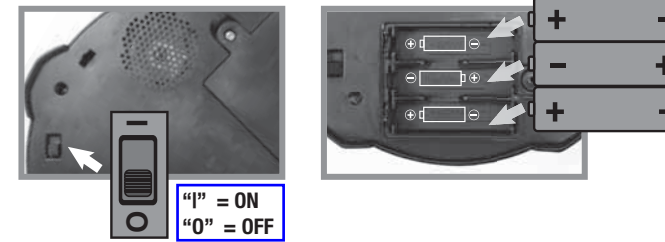
Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 500 points, the player with the lowest points is the winner.

RESET BUTTON – Sleeping Unit or Starting a New Game

- After 3 minutes of inactivity, the Card Blaster will go into sleep mode. Press the Reset Button to resume play where you left off.
- If you complete a game or round and wish to start a new one, press the Reset Button to eject any cards that are in the unit (if the Card Blaster was asleep, you will need to press the button twice).

BATTERY INFORMATION

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



- Requires 3 "AA" Alkaline batteries (not included).
- For longer life use only alkaline batteries.
- If game malfunctions, check the battery installation.
- BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS OR UNIT MALFUNCTIONS.

ADULT SUPERVISION 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:

- 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 batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

STORE & DISPLAY

UNO® Blast features a handy storage compartment for the cards. Just flip the lid on the top of the Card Blaster and insert them in a standing position. This makes it easy to store the game on a shelf or table until you're ready to play again!



This device complies with Part 15 of the FCC rules

Operation is subject to the following two conditions:

- 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.

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

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 LOCKING MECHANISM MALFUNCTIONS.**



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