

Harry Potter

AND THE
SORCERER'S STONE.

UNO

SPECIAL EDITION
CARD GAME

CONTENTS

- Two 55 Card Decks (110 Cards)
Break down is 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 Skip cards -- 2 each in blue, green, red and yellow
 - 8 Reverse cards - 2 each in blue, green, red and yellow
 - 8 Draw 3 cards - 2 each in blue, green, red and yellow
 - 4 Wild cards
 - 4 Wild Draw 4 cards
 - 1 Howler Card
 - 1 Invisibility Card
- Please remove all components from package and compare them to the contents list. If any items are missing, please call 1-800-524-TOYS.

OBJECT

Be first to score 500 points. You score points by ridding yourself of all cards in your hand before your opponents are able to do the same. You score points for cards left in your opponent's hands.

QUICK RULES

Each player is dealt 7 cards with the remaining ones placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile.

Players have 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. Or, you may throw down any Wild card (or Wild Draw 4 card)?*

If they don't have anything that matches, they must pick a card from the DRAW pile. If they can play what is drawn, great, otherwise, play proceeds to the next person.

When you have one card left, you must yell "UNO." Failure to do this means you have to pick FIVE more cards from the DRAW pile. That is, of course, if you get caught by the other players.

Once a player has no cards left, the hand is over. Points are scored and play starts over again.

INSTRUCTIONS

CHOOSE A DEALER

The Player with birthday closest to Harry Potter's birthday (July 31st) deals the cards as described above, and starts a DISCARD pile. Then, the player to the left of the dealer starts play.

THE DISCARD PILE

The top card of the DRAW pile is turned over to begin a DISCARD pile. If the top card is a Wild Draw 4 Card or A SPECIAL HARRY POTTER CARD return it to the deck and pick another card. For all other cards, see directions that follow.

COMMAND CARDS

Draw 3 Card - When you play this card, the next person to play must draw 3 cards and forfeit his/her turn. If turned up at the beginning of play, the same rule applies. This card may only be played on a matching color or on another Draw 3 card.



Reverse Card - This simply reverses direction of play. Play to the left changes direction to the right, and vice versa. If turned up at the beginning of play, the dealer plays first, and play then goes to the right instead of left. This card may only be played on a matching color or on another Reverse card.



Skip Card - The next person to play after this card has been played loses his/her turn and is "skipped." If turned up at the beginning of play, the player to the left of the dealer is skipped. This card may only be played on a matching color or on another Skip card.



Wild Card - This card can be played on any card. When you play this card, you may call any color to continue play. You may play a Wild card even if you have another playable card in hand. If turned up at the beginning of play, the person to the left of the dealer may choose any color to continue play, including the one presently being played if desired.

Wild Draw 4 Card - This card allows you to call the next color played and requires the next player to pick 4 cards from the DRAW pile and forfeit his/her turn. However, there is a hitch! You can only play this card when you don't have a card in your hand that matches the color of the card previously played. If turned up at the beginning of play, return this card to the deck and pick another card.



Note: A Player may play a "Wild Draw Four" card even if they have a matching number or word card of a different color in their hand.



HOWLER WILD - makes the next player shout out every card they hold in their hand.

INVISIBILITY WILD - is a safety card that makes you invulnerable to any bad cards.



GOING OUT

If you forget to say, "UNO" before your card touches the DISCARD pile, but you "catch" yourself before any other player catches you, you are safe and not subject to the 5-card penalty.

You may not catch a player for failure to say, "UNO" until his/her second-to-last card touches the DISCARD pile. Also, you may not catch a player for failure to say it after the next player begins his/her turn. "Beginning a turn" is defined as either drawing a card from the DRAW pile or drawing a card from your hand to play.

If the last card played in a hand is a Draw 3 card or Wild Draw 4 card, the next player must draw 3 or 4 cards, depending upon the card played. These cards are counted when points are totaled.

If no one is out of cards by the time the DRAW pile is depleted, reshuffle and continue play.

SCORING

If you are first to get rid of all your cards, you get points for cards left in opponents' hands as follows:

All number cards (0- 9)	Face Value
Draw 3	20 Points
Reverse	20 Points
Skip	20 Points
Wild	50 Points
Wild Draw 4	50 Points
Howler Card	50 Points
Invisibility Card	50 Points

WINNING

The WINNER is the first player to reach 500 points.

Alternate Version:

The game may also 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.

As always, decide which version you're playing prior to game play.

RENEGING

You may choose not to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, the newly drawn card may be immediately played, but you may not play any other card from your hand after the draw.

PENALTIES

Any player making a card suggestion to another player must draw 4 cards.

Any player who plays a Wild Draw 4 card illegally (see rules for Wild Draw 4 Card above) and gets caught must first show his/her hand to the player who challenged. If the challenged player is guilty, he/she must draw the 4 cards. If the challenged player is not guilty, the challenger must draw the 4 cards, plus 2 additional cards. Only the person required to draw the 4 cards can make the challenge.

TWO PLAYERS, PARTNERS AND MULTI-TABLE TOURNAMENTS

Rules for Two Players - The following special rules apply to two-player UNO:

1. Playing a Reverse card works like playing a Skip card. By playing the Reverse card, you may immediately play another card.
2. By playing a Skip card, you may immediately play another card.
3. After playing a Draw 3 card or a Wild Draw 4 card, your opponent draws the number of cards indicated, and play is back to you.

Partners (Four Players) - Sit across from your partner. When either partner goes out, the hand is over. Total all of the points in both opposing partners' hands and score for the winning team.

Variation - With four players, play four hands with each of the other three players as your partner (a total of 12 hands). Each player keeps track of his/her points scored in each partnership. Play several rounds, with the person scoring the highest number of points declared the winner.

With eight players, play two separate games at two tables, with each player having every other player as a partner for four hands each (a total of 28 hands). Score as above.

CHALLENGE HARRY POTTER UNO

This game is scored by keeping a running total of what each player is caught holding in his/her hand. As each player reaches a designated amount (500 is suggested), that player is eliminated from the game. When only two players are left in the game, they play head to head. (See Rules for Two Players above.) When a player reaches or exceeds the amount designated, they lose. The winner of that final hand is declared the winning player of the game. This variation is the most challenging to play.



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