



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
- 4 Reverse cards - 1 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
- 3 Wild Customizable cards
- 1 Wild Hit 4 card

Card Launcher

Card Launcher Front cover

Instructions

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

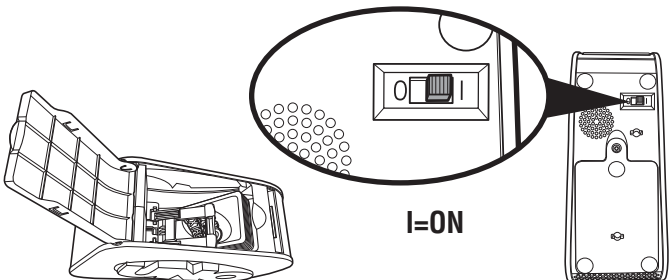
ADULTS NOTE: If cards are slipping on the rubber roller and do not come out, clean the rubber roller with a damp cloth or a cloth dipped in rubbing alcohol.

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.

OBJECT

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.



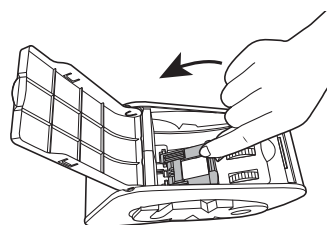
UNO ATTACK® IN A NUTSHELL

UNO ATTACK® plays like classic UNO®, except the Card Launcher holds the Draw Pile. Whenever you have to draw a card, you press the button on the Card Launcher. But cards do not shoot out every time. Sometimes NO cards shoot out, sometimes a FEW, and sometimes a WHOLE BUNCH!

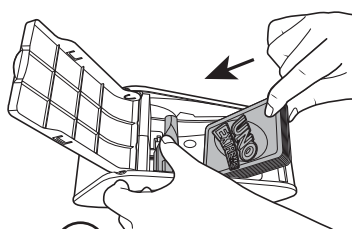
Every time you press the button, the lights will FLASH and you will hear SOUNDS. If no cards fly out, the lights and sounds will PULSE FASTER AND FASTER each time it's pressed...until BAM! When cards finally launch, the player who pressed the button must add them to their hand.

SET UP

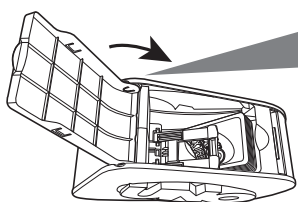
1. Select a Dealer, and have them shuffle the deck and deal seven cards to each player.
2. Place one card from the deck on the playing area to begin a DISCARD pile.
3. Load the remaining cards into the launcher:
 - A. Open the door on top of the unit and lift the lever inside.
 - B. Insert the cards facedown underneath the lever.
 - C. Close the launcher door until it snaps.



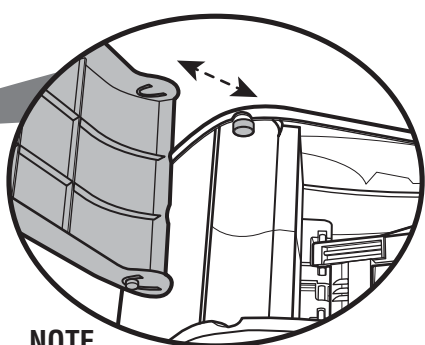
A.



B.



C.



NOTE

NOTE: the door on top of the unit is detachable. To reattach, simply snap it back into place.

4. Turn the ON/OFF switch located on the bottom of the Launcher to "ON".
5. Turn the Launcher toward the player to the left of the dealer. During play, rotate the Launcher so it always faces the player whose turn it is.

NOTE: After five minutes of inactivity, the unit will go to sleep. To wake it up, press the button once.

LET'S PLAY!

On your turn, you must 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).

You may choose not to throw down a playable card from your hand. If so, you must still press the Launcher Button. Your turn is then over.

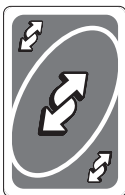
NOTE: in classic UNO®, if you draw a card that is playable, you may throw it down on the discard pile right then. In UNO® ATTACK, if cards shoot out when you press the button and one or more of them are playable, you MAY NOT throw them down on the discard pile. ONCE YOU PRESS THE LAUNCH BUTTON YOUR TURN IS OVER.

GOING OUT

When you have one card left, you must yell "UNO" (meaning one) before playing your next to last card. If you don't shout "UNO", you must hit the 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 a new round.

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 their 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 their 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 multiple yellow cards in your hand, as long as a yellow Discard All card is 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, they must hit the Launcher button.



Hit 2 - Next player must hit the Launcher button twice. Their turn is then over; play continues with the next player. 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 Hit 4 - Next player must hit the Launcher button FOUR TIMES. Their turn is then over; play continues with the next player. This card is also a wild card, so you choose the color that resumes play. If this card is turned up at the beginning of play the player to the left of the dealer must hit the Launcher button 4 times. 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, who must hit the button twice. The game then continues with the next player in turn order after the player who got attacked.

NOTE: If a player goes out using a Wild Attack-Attack card, they may use this command card as normal before the game ends. If this card is turned up at the beginning of play, the player to the left of the dealer gets to choose any player to "Attack". That player must then hit the button two times. Play then play begins with the next player (the second player to the dealer's left). This is also a Wild card so the player to the left of the dealer gets to call what color begins play.



Wild Customizable Card - Use a #2 pencil to write any house rule you wish on a card. The only limit is your imagination (and the consent of the other players). Before the game begins, decide how many of these cards to include. You may use only 1 or all 3, it's up to you. This is a wild card so you may play it on your turn even if you have another playable card in your hand. Also, you choose the color that resumes play. If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color that begins play.

NOTE: the cards are erasable, so you may write a new rule each time you play!

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
Wild Hit 4	40 Points
Discard All	30 Points
Wild	50 Points
Wild Attack-Attack	50 Points
Wild Customizable.....	50 Points

The WINNER is the first player to reach 500 points. Alternatively, 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.

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.

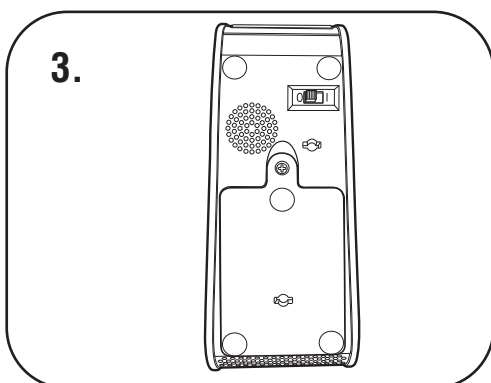
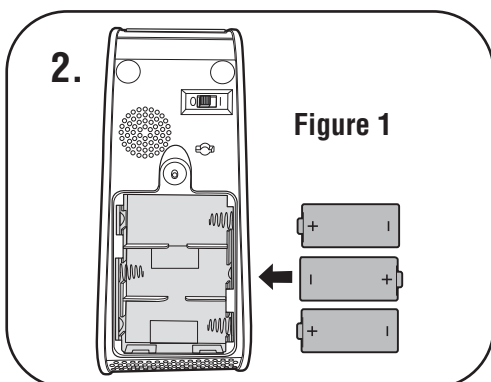
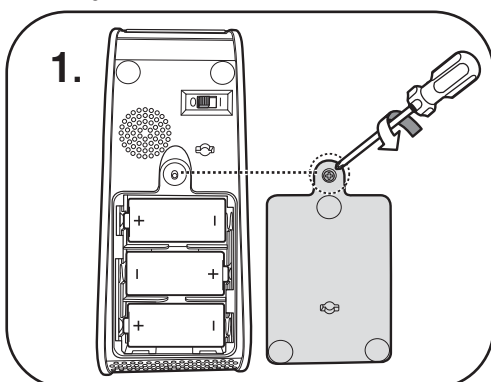
CHALLENGE GAME

Challenge UNO Attack® - This game is scored by keeping a running total of what each player is caught with in their 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, they lose. The winner of that final hand is declared the winning player of the game.

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.



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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