**Mattel R2820**

# Mattel Games UNO Spin To Go Card Game Instruction Manual

Model: R2820

## Introduction

The Mattel Games UNO Spin To Go is a compact, portable version of the classic UNO Spin card game. Designed for travel, this game includes special travel icons, rules, and a storage clip to keep all components secure. The core gameplay involves matching cards by color or number, with the added excitement of a spinning wheel activated by Spin cards.

## Components

Before playing, ensure all components are present:

- One (1) UNO Spin To Go Card Deck
- One (1) Integrated Spinning Wheel
- One (1) Storage Clip (integrated with the game unit)




This image shows the compact UNO Spin To Go game, featuring the card deck, the integrated spinning wheel, and the travel-friendly design.

## Setup

1. Remove the game unit from its packaging.
2. Ensure the card deck is securely held within the integrated storage clip.
3. Each player draws a card. The player with the highest number deals. Action cards count as zero for this purpose.
4. The dealer shuffles the deck and deals seven (7) cards to each player.
5. Place the remaining cards face down to form the DRAW pile.
6. Turn over the top card of the DRAW pile to begin the DISCARD pile. If the first card is an Action or Wild card, special rules apply (refer to the detailed rulebook included with the product).

## Operating Instructions: How to Play

The objective of UNO Spin To Go is to be the first player to get rid of all the cards in your hand.

### Basic Gameplay

1. The player to the left of the dealer starts the game.
2. Players must match the top card of the DISCARD pile by color, number, or symbol.
3. If a player cannot match the card, they must draw one card from the DRAW pile. If the drawn card can be played, they may play it immediately. Otherwise, their turn ends.
4. Play proceeds clockwise unless a Reverse card is played.

### Action Cards

- **Skip:** The next player in sequence loses their turn.
- **Reverse:** Reverses the direction of play.
- **Draw Two:** The next player must draw two cards and loses their turn.
- **Wild:** The player who plays this card chooses the color for the next turn.
- **Wild Draw Four:** The player who plays this card chooses the color, and the next player must draw four cards and loses their turn. This card can only be played if the player has no other card in their hand that matches the color of the DISCARD pile.

### The UNO Spin Rule

When a **Spin card** is played, the player must spin the integrated wheel. The action indicated by where the wheel lands must be performed immediately. Possible actions include drawing extra cards, discarding cards, or other special game-changing events. Refer to the detailed rulebook for a complete list of spin outcomes.

### Calling UNO

When a player has only one card left, they must immediately shout "UNO!" If they fail to do so and another player catches them before the next player takes their turn, the player with one card must draw two additional cards.

### Winning the Game

The first player to play their last card wins the round. Points are then tallied based on the cards remaining in opponents' hands. The first player to reach a predetermined score (e.g., 500 points) wins the overall game.

## Maintenance

- Keep the cards and game unit clean and dry. Avoid exposure to liquids.
- Store the game in its integrated storage clip to prevent loss or damage to cards.
- Do not bend or crease the cards.
- Periodically check the spinning wheel to ensure it rotates freely.

## Troubleshooting

- **Missing Cards:** If cards are missing, check all compartments of the game unit and the surrounding play area. Replacement cards may not be available individually.
- **Spinner is Stiff/Not Spinning:** Ensure there is no debris obstructing the spinner's movement. Gently try to rotate it to loosen any stiffness. Avoid excessive force.
- **Instructions in a Foreign Language:** This product is intended for global distribution. If the printed instructions are not in your preferred language, please refer to the official Mattel Games website for digital versions or contact customer support.

## Specifications

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| **Brand** | Mattel |
| **Model Number** | R2820 |
| **UPC** | 027084810585 |
| **Item Weight** | 0.2 Kilograms |
| **Item Dimensions (L x W x H)** | 5.25 x 2 x 7.88 inches |
| **Material Type** | Paper |
| **Number of Players** | 4 (adaptable for 2-10 players) |
| **Minimum Age** | 7 years (84 months) |

## Warranty and Support

This product is covered by a manufacturer's warranty. For detailed warranty information, please refer to the documentation included with your purchase or visit the official Mattel Games website. For further assistance or inquiries, please contact Mattel Games customer support through their official channels.
**Mattel Games Official Website:** www.mattel.com/games