Mattel Games CJM75

Mattel Games UNO Monster High Card Game

Instruction Manual

Introduction

The Mattel Games UNO Monster High card game combines the classic UNO gameplay with characters and themes from Monster High. This manual provides instructions for setting up the game, understanding the rules, and utilizing special cards for an engaging experience. The game is designed for 2 to 10 players, aged 7 years and up.

Components

The UNO Monster High game includes:

- 112 UNO Monster High themed cards.
- Instruction sheet.



Image: A complete set of Mattel Games UNO Monster High cards, including character cards and the main UNO deck, ready for play.

Setup

1. **Shuffle the Deck:** Thoroughly shuffle all 112 cards.
2. **Deal Cards:** Deal 7 cards face down to each player.
3. **Start the Discard Pile:** Place the remaining cards face down to form the DRAW pile. Turn the top

card of the DRAW pile face up to begin the DISCARD pile. If the first card is a Wild or Wild Draw Four, return it to the DRAW pile, shuffle, and draw a new card. If it's another action card (Skip, Reverse, Draw Two), follow its instructions.

Gameplay

The objective of UNO Monster High is to be the first player to empty your hand of all cards. Players take turns matching the top card of the DISCARD pile by color, number, or symbol.

1. **Starting Play:** The player to the left of the dealer starts the game.
2. **Matching Cards:** On your turn, you must match the top card of the DISCARD pile either by number, color, or symbol. For example, if the top card is a red 7, you can play any red card or any color 7.
3. **Drawing Cards:** If you cannot make a match, you must draw one card from the DRAW pile. If the drawn card can be played, you may play it immediately. Otherwise, your turn ends.
4. **Calling "UNO":** When you play your second-to-last card, you must immediately yell "UNO!" If you fail to do so and another player catches you before the next player takes their turn, you must draw two cards.
5. **Winning a Round:** The first player to play their last card wins the round. Points are then tallied.

Special Action Cards

- **Skip Card:** The next player in sequence loses their turn.
- **Reverse Card:** Reverses the direction of play. If play was clockwise, it becomes counter-clockwise, and vice versa.
- **Draw Two Card:** The next player must draw two cards and lose their turn.
- **Wild Card:** Allows the player to change the color of play to any color (red, green, blue, or yellow). This card can be played on any turn, regardless of the top card on the DISCARD pile.
- **Wild Draw Four Card:** This card allows the player to change the color of play and forces the next player to draw four cards and lose their turn. This card can only be played if you do not have a card in your hand that matches the color of the card on the DISCARD pile. You may have a matching number or action card.
- **Beast Ghoul Friends Card (Special Rule):** When you play this card, you choose a color. You may then discard up to three cards of that chosen color from your hand. Additionally, you choose one other player, who also gets to discard one card of that same chosen color from their hand. This card adds a unique strategic element to the game.



Image: A selection of Monster High UNO cards, showcasing various characters and card types, including number and action cards.

Scoring

When a player wins a round, points are scored based on the cards remaining in opponents' hands:

- Number cards (0-9): Face value
- Draw Two, Reverse, Skip: 20 points each
- Wild, Wild Draw Four, Beast Ghoul Friends Card: 50 points each

The first player to reach 500 points (or a mutually agreed-upon score) wins the game.

Maintenance

To ensure the longevity of your UNO Monster High card game:

- Store cards in their original box or a suitable card protector to prevent bending or damage.
- Keep cards away from liquids and direct sunlight.
- Handle cards with clean, dry hands to prevent dirt and oils from accumulating.

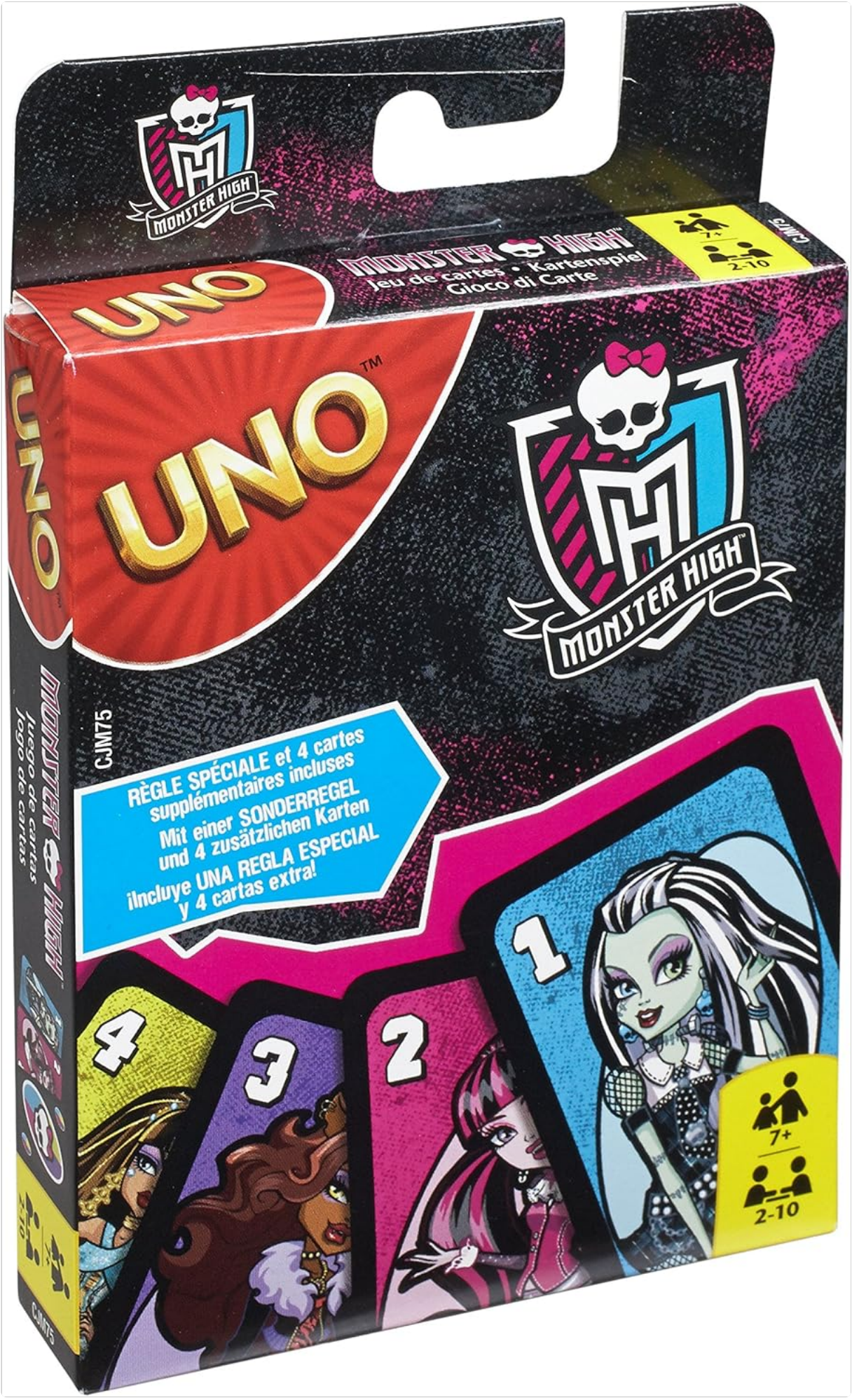


Image: The packaging for the Mattel Games UNO Monster High card game, designed for storage and protection.

Troubleshooting

If you encounter any issues with your game:

- **Missing Cards:** Count all cards to ensure the full set of 112 is present. If cards are missing, refer to the warranty information.
- **Rule Clarification:** Re-read the relevant sections of this manual. For further assistance, consult official UNO rules resources online.

Specifications

Model Number	CJM75
Brand	Mattel Games
Age Range	7 years and up
Number of Cards	112
Material	Cardstock
Item Weight	0.17 Kilograms
Item Dimensions (L x W x H)	3.63 x 0.75 x 5.75 inches

Warranty and Support

This product is covered by a **1-year warranty** against manufacturer defects. For warranty claims or product support, please contact Mattel Games customer service. Keep your proof of purchase for warranty validation.
For additional information or inquiries, visit the official Mattel Games website or refer to the contact details provided on the product packaging.