Mattel Games FFK04

UNO ATTACK Game Instruction Manual

Brand: Mattel Games | **Model:** FFK04

1. Introduction

The UNO ATTACK Game is a card game where players match colors and numbers to be the first to empty their hand. This version includes special customizable Wild Cards for enhanced gameplay. This manual provides instructions for setup, gameplay, and general care.

2. Components

The UNO ATTACK Game includes 112 cards:

- **Number Cards:** 19 cards of each color (red, green, blue, yellow), numbered 0-9. (Two of each number 1-9, and one 0 per color).
- **Action Cards:** 8 Draw Two, 8 Reverse, and 8 Skip cards (two of each per color).
- **Wild Cards:** 4 standard Wild Cards.
- **Wild Draw Four Cards:** 4 Wild Draw Four cards.
- **Wild Swap Hands Card:** 1 Wild Swap Hands card.
- **Wild Customizable Cards:** 3 Wild Customizable cards.



Image: A stack of UNO cards and various special action cards, including Wild and Shuffle Hands cards, illustrating the game components.



Image: A selection of UNO action cards and wild cards, such as Draw Two, Reverse, Skip, Wild, and Wild Draw Four, demonstrating the variety of special cards.

3. Setup

1. **Shuffle the Deck:** Thoroughly shuffle all 112 cards.
2. **Deal Cards:** Deal 7 cards face down to each player.
3. **Create Draw Pile:** Place the remaining cards face down in the center of the playing area to form the Draw Pile.
4. **Start Discard Pile:** Turn the top card of the Draw Pile face up and place it next to the Draw Pile. This card begins the Discard Pile. If the first card is an Action Card, specific rules apply:
    - **Skip:** The first player to play (player to the dealer's left) loses their turn.

- **Reverse:** The direction of play is reversed. The dealer plays first, then play proceeds in the new direction.
- **Draw Two:** The first player draws two cards and loses their turn.
- **Wild or Wild Draw Four:** Return the card to the Draw Pile, shuffle, and draw a new starting card.
- **Wild Swap Hands or Wild Customizable:** Return the card to the Draw Pile, shuffle, and draw a new starting card.



Image: Several hands of UNO cards fanned out, with a central discard pile and draw pile, demonstrating a typical game setup.

4. Operating (How to Play)

4.1. Objective

The goal of UNO ATTACK is to be the first player to get rid of all the cards in your hand in each round. Points are scored for cards left in opponents' hands, and the first player to reach 500 points wins the game.

4.2. Gameplay

1. **Starting Play:** The player to the left of the dealer starts the game (unless a special card was turned up at the start).
2. **Matching Cards:** On your turn, you must match the top card of the Discard Pile by color, number, or symbol. Place your matching card face up on the Discard Pile.
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. If not, your turn ends, and play passes to the next player.
4. **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 loses their turn.
   - **Wild Card:** When played, the player declares the next color to be played (red, green, blue, or yellow). This

card can be played on any card.

- **Wild Draw Four Card:** This card allows the player to change the color and forces the next player to draw four cards and lose their turn. This card can only be played if you have no other card in your hand that matches the *color* of the card on the Discard Pile. You may have a matching number or action card. If challenged and found to have a playable color card, you draw four cards instead.
- **Wild Swap Hands Card:** When played, the player chooses any other player and swaps their entire hand of cards with that player. The player then declares the next color to be played.
- **Wild Customizable Cards:** Before the game begins, players can write their own rules on these three blank Wild Cards. Once a rule is agreed upon, it applies whenever the card is played. The player playing it also declares the next color.

5. **Calling "UNO!":** When you play your second-to-last card, leaving you with only one card, you must immediately shout "UNO!". If you fail to do so and another player catches you before the next player begins their turn, you must draw two cards.
6. **Ending a Round:** The round ends when a player plays their last card.

4.3. Scoring

After a player goes out, points are tallied for all cards remaining in opponents' hands:

- **Number Cards (0-9):** Face value.
- **Draw Two, Reverse, Skip Cards:** 20 points each.
- **Wild, Wild Draw Four, Wild Swap Hands, Wild Customizable Cards:** 50 points each.

The points are added to the score of the player who went out. The first player to reach a total of 500 points wins the game.



Image: Two adults and a child smiling and holding UNO cards, illustrating players engaged in the game.

5. Maintenance

To ensure the longevity of your UNO ATTACK Game cards:

- **Storage:** Always store cards in their original box or a suitable card case to prevent damage.
- **Handling:** Handle cards with clean, dry hands to avoid dirt and oils.
- **Avoid Bending:** Do not bend or crease cards, as this can make them identifiable during play and reduce their lifespan.
- **Cleaning:** If cards become slightly dirty, gently wipe them with a dry, soft cloth. Avoid using liquids.

6. Troubleshooting

Common issues and their resolutions:

- **Conflicting Rules:** If players disagree on a rule, refer to this instruction manual. For customizable cards, ensure the rule is clearly defined and agreed upon by all players before the game starts.
- **Missing Cards:** Count all cards periodically to ensure the deck is complete. If cards are consistently missing, consider purchasing a replacement deck.
- **Game Flow Stalls:** Ensure all players understand the rules for drawing cards and playing action cards. Remind players to call "UNO!" when appropriate.

7. Specifications

Brand	Mattel Games
Model Number	FFK04
Number of Players	2 to 10 players
Age Range	7 years and up
Included Components	112 playing cards
Material	Paper
Item Dimensions (L x W x H)	19 x 92 x 114 millimetres
UPC	887961487480

8. Warranty and Support

For information regarding product warranty or customer support, please refer to the official Mattel Games website or contact their customer service department. Keep your purchase receipt as proof of purchase.

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