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› IsEasy UNO Flip Card Game Instruction Manual

IsEasy UNO Flip

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Model: UNO Flip

INTRODUCTION

The IsEasy UNO Flip card game introduces a dynamic twist to the classic UNO experience. This version features double-sided cards and a special "Flip" card that changes the game from the "Light Side" to the "Dark Side," introducing new action cards and challenges. This manual provides comprehensive instructions for setting up and playing the game.

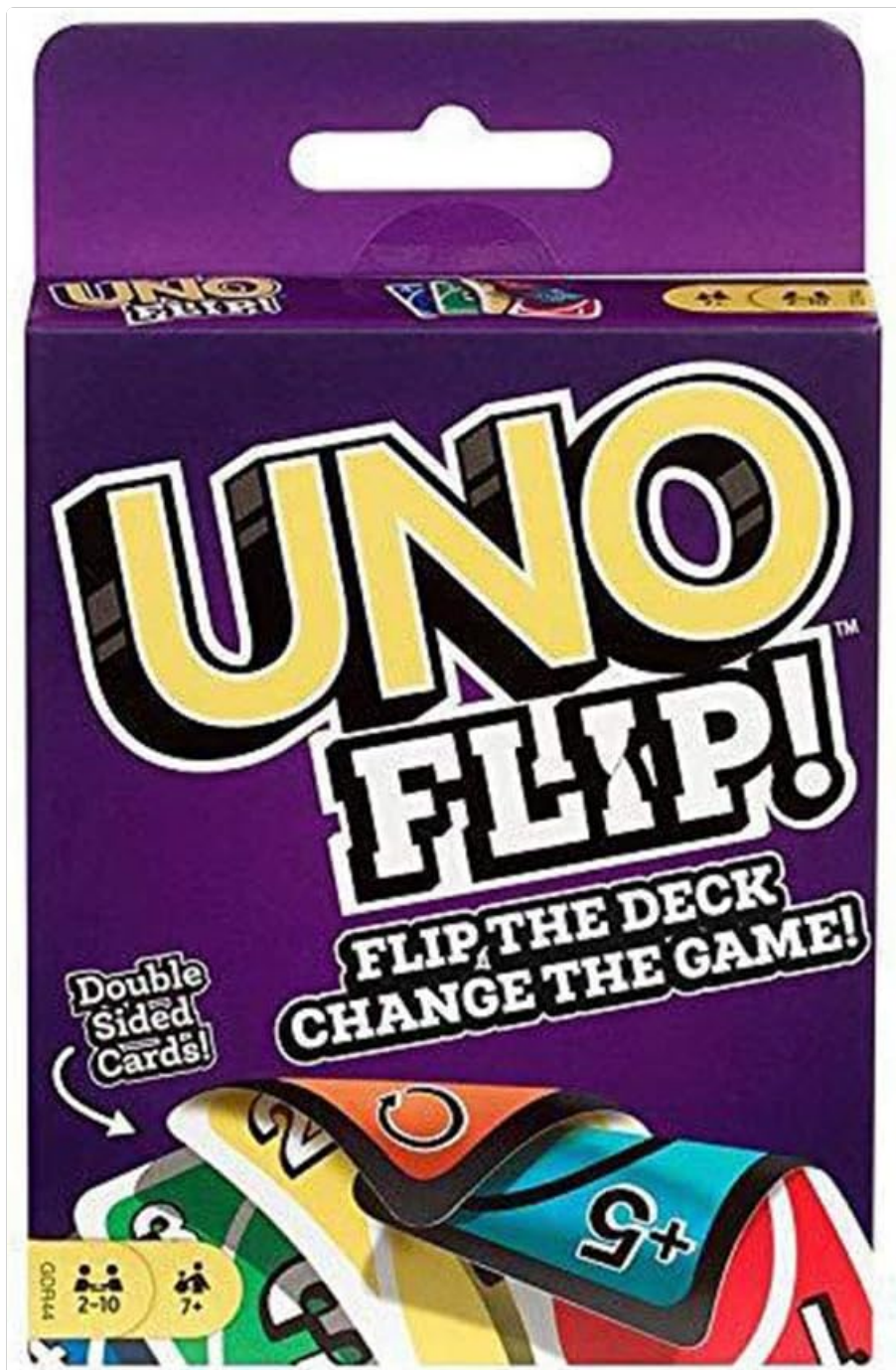


Image: The retail packaging for the IsEasy UNO Flip card game, featuring the "UNO FLIP!" logo and indicating double-sided cards.

SETUP

Contents

- One deck of 108 double-sided UNO Flip cards.

Dealing the Cards

1. Each player draws a card. The player with the highest number deals. Action cards count as zero for this purpose.
2. The dealer shuffles the deck thoroughly.
3. Each player is dealt 7 cards, face down. Ensure all cards are dealt with the "Light Side" facing up.
4. Place the remaining deck face down to form the DRAW pile.
5. Turn the top card of the DRAW pile over to begin the DISCARD pile. If the first card is an Action card (other than a Wild card), refer to the "Action Cards" section for specific rules. If it's a Wild card, the player to the left of the dealer chooses the color.



Image: A stack of UNO Flip cards, illustrating their double-sided nature with both light and dark side designs visible.

OPERATING: HOW TO PLAY

Game Objective

The goal of UNO Flip is to be the first player to empty your hand of all cards in each round. Points are scored for cards left in opponents' hands.

Basic Gameplay (Light Side)

Play proceeds clockwise from the player to the left of the dealer. On your turn, you must match the top card of the DISCARD pile by color, number, or symbol. If you cannot play a card, 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.



Image: A hand displaying several UNO Flip cards from the Light Side, including a blue '0', red '+1', yellow 'Reverse', and black '+2 Wild' cards.

Light Side 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:** The player who plays this card chooses the color that continues play. This card can be played on any card.
- **Wild Draw Four Card:** The player who plays this card chooses the color that continues play, and the next player must 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.

The FLIP Card

The FLIP card is a unique action card in UNO Flip. When a FLIP card is played, all cards in every player's hand, the DRAW pile, and the DISCARD pile are immediately flipped over to their opposite side (Light to Dark, or Dark to Light). The color chosen by the player who played the FLIP card determines the new color of play on the newly flipped side.



Image: A hand holding a blue UNO Flip card, which features a distinctive arrow symbol indicating its "Flip" action.

Dark Side Gameplay and Action Cards

When the game is on the "Dark Side," the rules for matching cards remain the same (match by color, number, or symbol), but the action cards have more severe consequences.

- **Dark Skip Card:** The next player in sequence loses their turn.
- **Dark Reverse Card:** Reverses the direction of play.
- **Draw Five Card:** The next player must draw five cards and lose their turn.
- **Wild Card:** The player who plays this card chooses the color that continues play.
- **Wild Draw Color Card:** The player who plays this card chooses a color. The next player must draw cards until they draw a card of the chosen color, and then lose their turn. This card can be played on any card.
- **Flip Card:** Playing another FLIP card will switch the game back to the "Light Side."



Image: A family playing UNO Flip, with the "Dark Side" of the cards visible in their hands and on the table, indicating a more intense phase of the game.



Image: A collection of UNO Flip cards, showcasing the distinct designs and action symbols for both the Light and Dark sides of the game.

Calling "UNO"

When you play your second-to-last card, you must immediately shout "UNO!" If you fail to do so and another player catches you before the next player takes their turn, you must draw two cards.

Ending a Round and Scoring

The round ends when a player plays their last card. Points are then tallied based on the cards remaining in opponents' hands:

- Number cards (0-9): Face value

- Light Side Action Cards (Skip, Reverse, Draw Two): 20 points each
- Light Side Wild Cards (Wild, Wild Draw Four): 50 points each
- Dark Side Action Cards (Dark Skip, Dark Reverse, Draw Five): 20 points each
- Dark Side Wild Cards (Wild, Wild Draw Color): 50 points each
- Flip Card (Light or Dark): 20 points each

The player who went out receives all points from the cards left in opponents' hands. The first player to reach 500 points wins the game.



Image: A family enjoying a game of UNO Flip, with the "Light Side" of the cards visible on the table and in their hands.

MAINTENANCE

To ensure the longevity of your UNO Flip cards:

- Store cards in their original box or a suitable card storage container to prevent bending or damage.
- Keep cards away from liquids and direct sunlight.
- Handle cards with clean, dry hands to avoid smudges and wear.

TROUBLESHOOTING

Missing Cards

If you find any cards missing from your deck upon opening, please contact the retailer or manufacturer for assistance.

Rule Disputes

For any disagreements regarding game rules, refer to this instruction manual as the definitive guide. In cases not explicitly covered, players may agree on a house rule before starting the game.

SPECIFICATIONS

Material	Paper
Card Type	UNO Flip (Double-sided)
Card Specifications	5.7 x 8.7 cm
Number of Cards	108
Number of Participants	2-10 people
Product Dimensions	5.51 x 7.87 x 2.17 inches (packaging)
Item Weight	6.7 ounces
Manufacturer Recommended Age	2 months and up (Note: Actual play age is typically 7+ as indicated on packaging and game complexity)
Manufacturer	IsEasy

SUPPORT

For further assistance or inquiries, please refer to the retailer where the product was purchased.

