## Mattel Games GPP00

# Mattel Games UNO Star Wars Card Game Instruction Manual

**Brand:** Mattel Games | **Model:** GPP00

## Introduction

This manual provides comprehensive instructions for playing the Mattel Games UNO Star Wars Matching Card Game. This special edition combines the classic UNO gameplay with iconic characters and themes from the Star Wars Skywalker Saga. It is designed for players aged 7 years and older.




Image: The Mattel Games UNO Star Wars card game box and a spread of cards, showcasing the Star Wars theme.

## Setup

### Contents

- 112 UNO Star Wars themed cards
- Instruction manual

## Number of Players

The game is designed for 2 to 10 players.

## Dealing the Cards

1. Shuffle the deck thoroughly.
2. Each player draws 7 cards.
3. Place the remaining cards face down to form the DRAW pile.
4. Turn the top card of the DRAW pile face up to start the DISCARD pile. If this card is a special action card (Reverse, Skip, Draw Two, Wild, or The Force Wild), refer to the "Special Cards" section for how to proceed.




Image: A player's hand displaying various UNO Star Wars cards, ready for play.

## Operating (Gameplay)

## Objective

The goal of UNO Star Wars is to be the first player to empty their hand of all cards.

## Playing a Card

The player to the left of the dealer starts the game. Players must match the top card of the DISCARD pile by:

- Matching the color.
- Matching the number.
- Matching the character/symbol (for action cards).
- Playing a Wild card.

If a player cannot make a match, they must draw one card from the DRAW pile. If the drawn card can be played, the player may play it immediately. Otherwise, the turn passes to the next player.




Image: Various UNO Star Wars cards, including number cards and action cards, laid out during gameplay.

## Special Cards

This edition includes standard UNO action cards and a unique "The Force" Wild card:

- **Skip Card:** The next player in sequence loses their turn.
- **Reverse Card:** Reverses the direction of play.
- **Draw Two Card:** The next player draws two cards and loses their turn.
- **Wild Card:** Allows the player to change the color in play.
- **Wild Draw Four Card:** Allows the player to change the color in play and the next player draws 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 card previously played.
- **The Force Wild Card:** This exclusive card allows the player to choose a color. The next player must then draw 2 cards if they have at least one card of the chosen color. If they do not have a card of that color, play continues with the chosen color, and they do not draw cards.

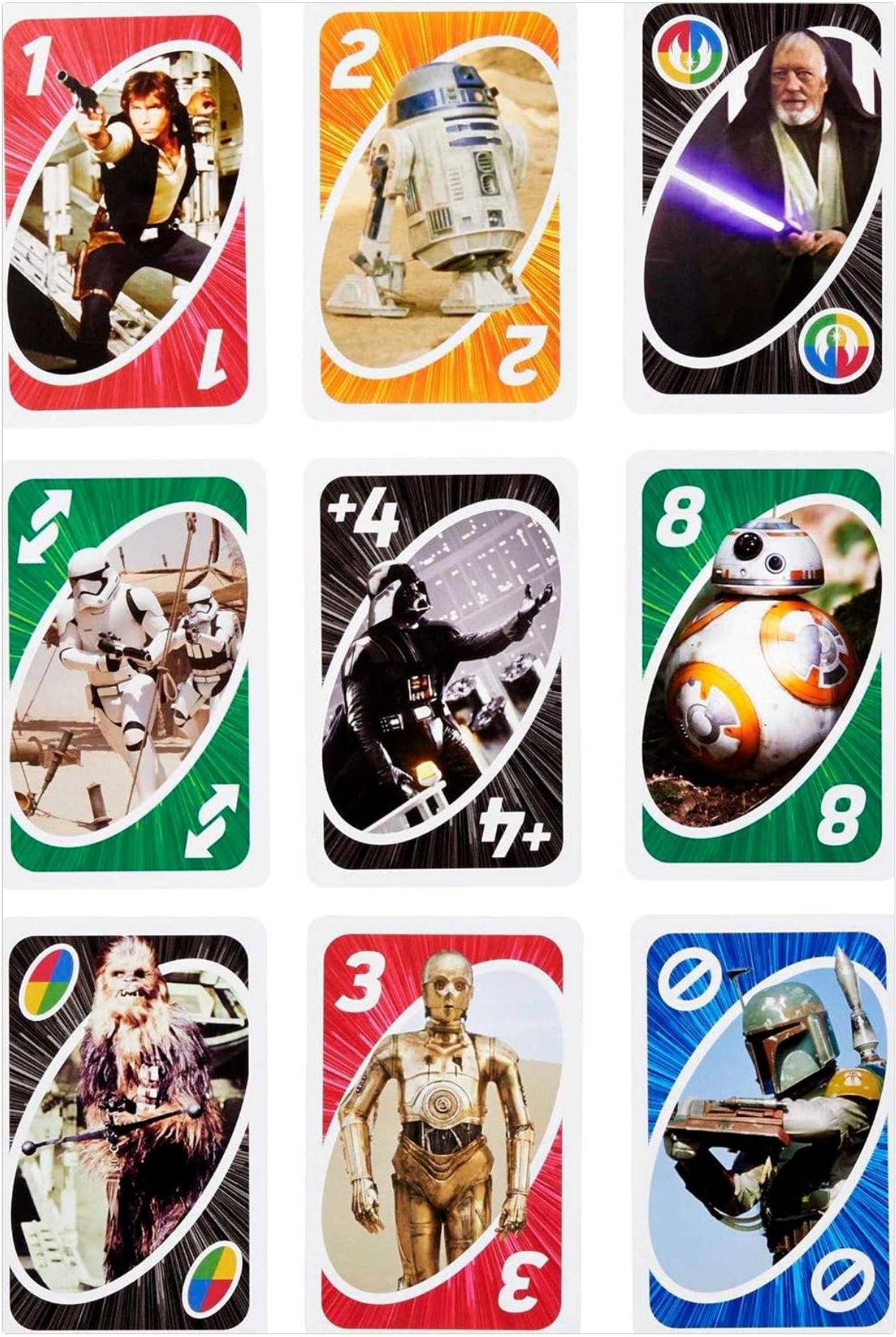



Image: A selection of UNO Star Wars cards featuring characters like Han Solo, Darth Vader, and R2-D2, illustrating the game's theme.

## 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 a Round

The first player to play their last card wins the round. Points are then tallied based on the cards remaining in other players' hands:

- Number cards (0-9): Face value
- Draw Two, Reverse, Skip: 20 points each
- Wild, Wild Draw Four, The Force Wild: 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 Star Wars card game:

- Store cards in their original box or a suitable card protector when not in use.
- Avoid exposing cards to moisture or extreme temperatures.
- Handle cards with clean, dry hands to prevent damage and wear.
- Do not bend or crease the cards.

## Troubleshooting

### Common Rule Clarifications

- **Can a Wild Draw Four be challenged?** Yes, if a player suspects the Wild Draw Four was played illegally (i.e., the player had a matching color card), they can challenge. If the challenger is correct, the player who played the Wild Draw Four draws 4 cards. If incorrect, the challenger draws 6 cards (4 for the Wild Draw Four + 2 penalty).
- **What if the first card turned over is an action card?**
  - **Draw Two or Skip:** The first player (to the dealer's left) draws two cards or is skipped.
  - **Reverse:** The dealer plays first, and play proceeds to the right.
  - **Wild or The Force Wild:** The first player chooses the color to start play.
- **Forgetting to call "UNO!":** If a player has one card left and does not call "UNO!" before the next player takes their turn, and another player points it out, the player must draw two cards. If no one catches them, no penalty is applied.

## Specifications

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|---|---|
| **Brand Name** | Mattel Games |
| **Model Name** | UNO Star Wars |
| **Model Number** | GPP00 |
| **UPC** | 887961892888 |
| **Number of Cards** | 112 |
| **Material Type** | Cardstock |
| **Number of Players** | 2-10 |

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|---|---|
| **Recommended Age** | 7 years and up (Manufacturer Minimum Age: 84 months) |
| **Special Feature** | "The Force" Wild Card |
| **Item Weight** | 4.96 ounces |
| **Item Dimensions (L x W x H)** | 5.5" x 3.5" x 0.75" (approximate) |




Image: The back of the UNO Star Wars game box, displaying multilingual information and product details.

## Warranty and Support

This product comes with no explicit manufacturer warranty as per the product specifications. For any questions or support regarding the Mattel Games UNO Star Wars Card Game, please contact Mattel Games customer service directly through their official website or the contact information provided on the product packaging.
**Manufacturer:** Mattel
**Manufacturer Warranty Description:** No Warranty