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Mattel GYK17

Mattel Games UNO, Phase 10, and Pic Flip Bundle Instruction Manual

Model: GYK17

1. PRODUCT OVERVIEW

The Mattel Games Bundle includes three classic card games: UNO, Phase 10, and Pic Flip. This collection is designed to provide varied entertainment for players aged 7 and up. All components are housed in a durable decorative tin for convenient storage and transport.

The bundle contains:

- One deck of UNO cards
- One deck of Phase 10 cards
- One deck of Pic Flip cards
- Three instruction booklets (one for each game)
- One decorative storage tin



Image: The Mattel Games bundle, showcasing the UNO, Phase 10, and Pic Flip games within their decorative storage tin.

2. SETUP

Before playing any of the games, ensure all components are present and in good condition. Each game has its own specific setup, detailed in its respective instruction booklet. The storage tin is designed to keep all card decks and instruction booklets organized when not in use.

General Preparation:

1. Open the decorative storage tin.
2. Remove the desired game's card deck and its corresponding instruction booklet.
3. Familiarize yourself with the specific rules for the chosen game by reading its instruction booklet.
4. Ensure a flat playing surface is available.



Image: A top-down view of the UNO, Phase 10, and Pic Flip card decks, showing a selection of cards from each game.

3. OPERATING INSTRUCTIONS (GAME RULES)

3.1. UNO

Players: 2-10 players

Objective: Be the first player to empty your hand of all cards.

Gameplay:

- Each player is dealt 7 cards. The remaining cards form the draw pile.
- The top card of the draw pile is turned over to start the discard pile.
- Players take turns matching the top card of the discard pile by color, number, or symbol.
- Action cards (Skip, Reverse, Draw Two, Wild, Wild Draw Four) introduce special rules.
- When a player has one card left, they must yell "UNO!" If they fail to do so and are caught by another player, they must draw two cards.
- The first player to discard all their cards wins the round. Points are scored based on cards remaining in opponents' hands.

3.2. Phase 10

Players: 2-6 players

Objective: Be the first player to complete all 10 phases.

Gameplay:

- Each player is dealt 10 cards. The remaining cards form the draw pile.
- Players must complete specific "phases" (combinations of sets, runs, or cards of one color) in order from 1 to 10.
- On a turn, a player draws one card (from the draw pile or discard pile) and discards one card.
- Once a player has the cards for their current phase, they can "lay down" the phase.
- After laying down a phase, players can "hit" on their own or other players' completed phases by adding cards to them.
- The round ends when a player empties their hand. Players who completed their phase advance to the next; others must try again.
- The first player to complete all 10 phases wins.



Image: A selection of Phase 10 cards, including numbered cards and special action cards, ready for play.

3.3. Pic Flip

Players: 2-4 players

Objective: Be the first player to get rid of all your cards by matching images.

Gameplay:

- Each player receives a stack of cards face down.
- Players simultaneously flip their top card.
- The goal is to quickly find a match between the image on your top card and the image on another player's top card.
- When a match is found, the player who spots it first calls out the match and places their card on top of the matching card.
- The game continues rapidly until one player runs out of cards.
- The first player to get rid of all their cards wins.

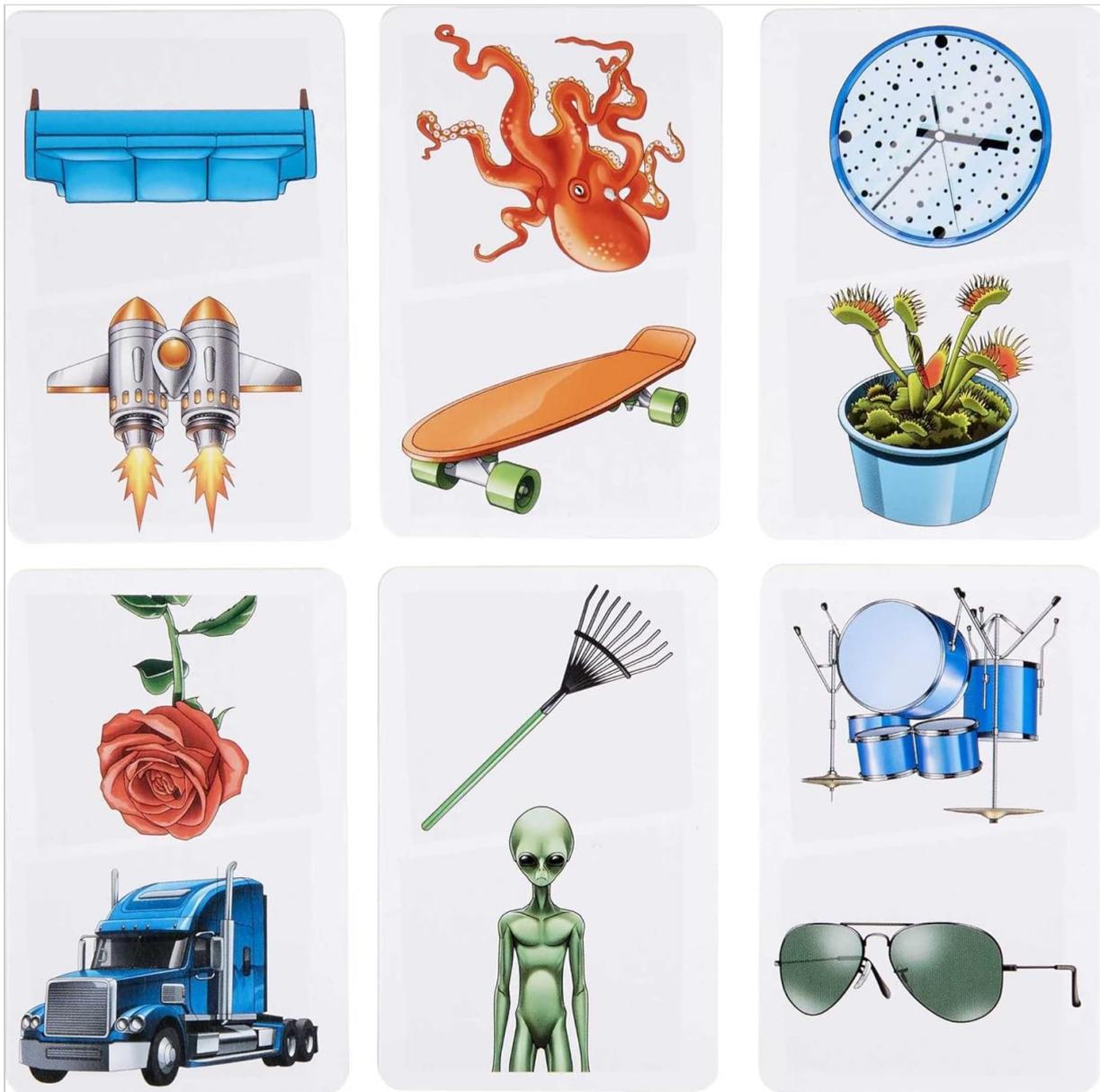


Image: Hands holding and flipping Pic Flip cards, illustrating the fast-paced image matching gameplay.

4. CARE AND MAINTENANCE

- **Storage:** Always store the card decks and instruction booklets inside the provided decorative tin to prevent loss or damage.
- **Cleaning:** Keep cards clean and dry. If a card becomes soiled, gently wipe it with a dry, soft cloth. Avoid using liquids or abrasive cleaners.
- **Handling:** Handle cards with care to prevent bending, tearing, or creasing, which can affect gameplay.
- **Environment:** Store the tin in a cool, dry place away from direct sunlight and extreme temperatures to preserve the cards and tin's integrity.

5. TROUBLESHOOTING

- **Missing Cards:** If any cards are missing from a deck, first check the entire tin and playing area thoroughly. If still missing, contact Mattel customer support.
- **Rule Clarification:** Refer to the specific instruction booklet for each game for detailed rules and common clarifications. Online resources and official Mattel game websites may also provide additional support.

- **Damaged Components:** If any game components are damaged upon arrival, retain all packaging and contact the retailer or Mattel customer support for assistance.

6. SPECIFICATIONS

Brand	Mattel
Model Number	GYK17
Product Dimensions	9.84 x 7.87 x 3.94 inches
Item Weight	1.59 pounds
Recommended Age	7 years and up
Language	English
Contents	3 card decks, 3 instruction booklets, 1 storage tin

7. WARRANTY AND SUPPORT

For warranty information or customer support regarding your Mattel Games Bundle, please refer to the contact information provided in the individual game instruction booklets or visit the official Mattel website. Keep your purchase receipt as proof of purchase may be required for warranty claims.

Manufacturer: Mattel