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Mattel Games HCC23

UNO Triple Play Card Game Instruction Manual

Model: HCC23

INTRODUCTION

The UNO Triple Play Card Game offers an enhanced and exciting version of the classic UNO game. This special edition features a unique electronic unit with three discard piles, lights, and sounds, adding suspense and surprise to every game night. Players must strategically discard cards to lit-up piles, but beware of the "OVERLOAD" feature, which can force players to draw additional cards. With multiple play modes, UNO Triple Play provides dynamic gameplay for 2-6 players aged 7 and up.



Image: The UNO Triple Play game box and the electronic game unit, showcasing the three discard piles and central display.

What's Included

- 1 UNO Triple Play Electronic Unit
- 112 UNO Triple Play Cards
- Instruction Manual (this document)



Image: All components of the UNO Triple Play game laid out, including the electronic unit, a deck of cards, and a fan of cards.

SETUP

1. Battery Installation

The UNO Triple Play unit requires 3 AA batteries (not included). To install:

- Turn the unit upside down.
- Locate the battery compartment cover.
- Unscrew or slide the cover to open.
- Insert 3 AA batteries, ensuring correct polarity (+/-).
- Replace the cover and secure it.



Image: A hand demonstrating how to open the battery compartment on the underside of the UNO Triple Play unit, which also serves as card storage.

2. **Game Unit Placement**

Place the UNO Triple Play unit in the center of the playing area, accessible to all players.

3. **Card Preparation**

- Shuffle the 112 UNO Triple Play cards thoroughly.
- Deal 7 cards to each player.
- Place the remaining cards face down to form the Draw Pile.
- Place one number card face up in each of the three discard spaces on the unit to form the initial Discard Piles. If an action card is drawn, return it to the deck and draw a new number card.

GAME MODES

The UNO Triple Play unit features three distinct play modes: Regular, Timer, and Stealth. Select your desired mode using the switch on the underside of the unit.



Image: A hand pressing the "Go" button on the UNO Triple Play unit, with the central display showing a number and lights indicating active discard piles.

1. Regular Mode

In Regular Mode, the card counter lights change color to indicate the status of the discard piles:

- **Green:** Safe
- **Yellow:** Caution
- **Red:** Close to Overload

This mode provides visual cues about the risk of an Overload.

2. Timer Mode

Timer Mode introduces a time limit for playing cards. Players have 7 seconds to play a card on their turn. If the timer

expires before a card is played, the player must draw 6 cards from the Draw Pile. Otherwise, gameplay is similar to Regular Mode.

3. **Stealth Mode**

Stealth Mode removes the visual cues for Overload. The card counter lights remain blue throughout the round, making it unpredictable when an Overload will occur. This mode adds an element of surprise and increased challenge. Otherwise, gameplay is similar to Regular Mode.

How to Play

1. **Objective**

The goal of UNO Triple Play is to be the first player to get rid of all the cards in your hand by matching the card in a lit-up Discard Pile by color, number, or symbol.

2. **Starting the Game**

Once the unit is set up and cards are dealt, press the gray "Go" button on the unit to begin the game. The unit will light up one or more discard piles, indicating where cards can be played.

3. **Playing a Card**

On your turn, play a card from your hand that matches the color, number, or symbol of a card in one of the lit-up Discard Piles. You can only play to a pile that is currently lit.



Image: A hand placing a card onto one of the lit-up discard piles on the UNO Triple Play unit.

4. **Discarding and "Beep"**

After playing a card, press down on the discard pile until you hear a "Beep" sound. This registers your play and rotates the lights to indicate the next active discard pile(s) for the next player.

5. **Overload Mechanism**

If a discard pile receives too many cards, it may "Overload." When an Overload occurs, the unit's LED display will show a number, indicating how many cards the current player must draw from the Draw Pile. The lights and sounds add to the suspense of this feature.

6. **Drawing Cards**

If you cannot play a card on your turn, you must draw one card from the Draw Pile. If the newly drawn card can be played, you may play it immediately. If not, press down on any of the lit-up Discard Piles to end your turn.

7. **"UNO!" Call**

When you play your next-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 2 cards.

8. **Winning**

The first player to successfully play their last card and empty their hand wins the round.

SPECIAL ACTION CARDS

UNO Triple Play introduces new action cards that add unique twists to the gameplay:

- **Wild Clear**

When a Wild Clear card is played, hold down the discard pile for 2 seconds to reset it. This can be used to clear a pile that is close to Overload or to strategically remove cards.

- **Discard Two of the Same Color**

This card allows you to discard two cards of the same color from your hand onto the lit-up discard pile. This can help you reduce your hand size quickly.

- **Wild All Tap**

When a Wild All Tap card is played, starting with the next player, everyone takes turns pressing a lit-up Discard Pile until someone causes a pile to Overload. The player who causes the Overload must draw the indicated number of cards.

Official Game Demo Video

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Video: A comprehensive demonstration of the UNO Triple Play game, covering setup, gameplay, different modes, and special action cards. This video is provided by Mattel, the product vendor.

MAINTENANCE

- **Cleaning**

To clean the UNO Triple Play unit, wipe it with a soft, dry cloth. Do not immerse the unit in water or use harsh chemicals.

- **Storage**

Store the game unit and cards in a cool, dry place away from direct sunlight. The unit has convenient card storage areas on its underside for easy organization.

TROUBLESHOOTING

Problem	Possible Cause / Solution
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Problem	Possible Cause / Solution
Unit does not turn on or respond.	<p>Check if batteries are installed correctly with proper polarity.</p> <p>Replace old or depleted batteries with new AA batteries.</p> <p>Ensure the ON/OFF switch on the underside of the unit is in the "ON" position.</p>
Lights are not changing color in Regular/Timer Mode.	<p>Verify that the unit is not in Stealth Mode, where lights remain blue.</p> <p>Ensure cards are pressed down firmly into the discard piles to register the play.</p>
Unit makes unexpected sounds or Overloads frequently.	<p>This is part of the game's design, especially in Stealth Mode.</p> <p>Ensure cards are fully inserted into the discard slots.</p>

SPECIFICATIONS

- **Model Number:** HCC23
- **Product Dimensions:** 12.99 x 12.99 x 2.36 inches
- **Item Weight:** 1.65 pounds
- **Batteries:** 3 AA batteries required (not included)
- **Manufacturer Recommended Age:** 7 years and up
- **Number of Players:** 2-6

WARRANTY AND SUPPORT

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

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