Mattel Games GDR44

Mattel Games UNO Flip! Card Game Instruction Manual

Model: GDR44

Introduction

UNO Flip! is a dynamic variation of the classic UNO card game, introducing double-sided cards and a unique "Flip" action card. This game is designed for 2 to 10 players, ages 7 and up. The objective remains to be the first player to successfully play all cards from their hand.
The game features two distinct sides: the "Light Side" with traditional UNO gameplay and action cards, and the "Dark Side" with more challenging actions. The "Flip" card allows players to switch between these two sides, altering the game's strategy and flow. When only one card remains in a player's hand, they must announce "UNO!" to avoid penalties. The game concludes when a player empties their hand, and points are tallied based on the cards remaining with other players.

Components

The UNO Flip! card game includes a total of 120 cards:

- **112 Double-Sided Game Cards:** These cards feature a "Light Side" on one face and a "Dark Side" on the other.
- **8 Rules Cards:** These provide a quick reference for gameplay.

The 112 game cards comprise the following types on each side:

Light Side Card Types (White Border)

- **Number Cards (1-9):** Available in Yellow, Red, Blue, Green. (Note: Number 0 cards are not included in this edition.)
- **Draw 1 Card:** Forces the next player to draw one card.
- **Draw 2 and Color Change Card:** A wild card that also forces the next player to draw two cards.
- **Wild Color Change Card:** Allows the player to choose the next color.
- **Reverse Card:** Changes the direction of play.
- **Flip Card:** Triggers the game to switch to the opposite side.
- **Skip Turn Card:** Skips the next player's turn.

Dark Side Card Types (Black Border)

- **Number Cards (1-9):** Available in Pink, Teal, Orange, Purple. (Note: Number 0 cards are not included in this edition.)
- **Draw 5 Card:** Forces the next player to draw five cards.
- **Skip Everyone Card:** Skips all other players' turns.
- **Flip Card:** Triggers the game to switch to the opposite side.
- **Reverse Card:** Changes the direction of play.
- **Wild Color Change Card:** Allows the player to choose the next color.
- **Wild Draw Color Card:** Forces the next player to draw cards until they get a card of the chosen color.



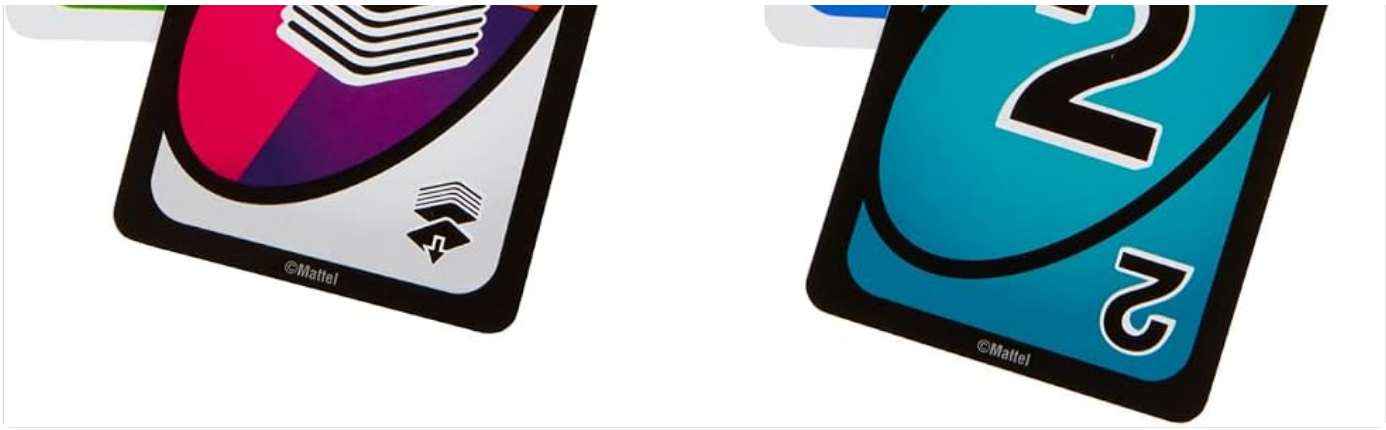


Image: A selection of UNO Flip! cards, illustrating the distinct designs and colors of both the Light Side and the Dark Side.

Setup

1. **Players:** UNO Flip! can be played by 2 to 10 players.
2. **Shuffle:** Thoroughly shuffle all 112 game cards. Ensure all cards are facing the same "Light Side" up before shuffling.
3. **Deal Cards:** Deal 7 cards to each player. Players should keep their cards hidden from opponents.
4. **Draw Pile:** Place the remaining shuffled cards face down to form the Draw Pile.
5. **Discard Pile:** Turn the top card from the Draw Pile face up and place it next to the Draw Pile. This card starts the Discard Pile. If the first card is an Action Card (e.g., Skip, Reverse, Draw 2), refer to standard UNO rules for starting play with such cards. If it's a Flip card, the game immediately flips to the Dark Side.
6. **Determine First Player:** The player to the left of the dealer typically starts the game.



Image: A family engaged in playing UNO Flip!, demonstrating the typical setup with cards in hand and a discard pile on the table.

Operating: How to Play

Objective

The primary goal in UNO Flip! is to be the first player to play all the cards from their hand in each round. Points are scored by the cards left in opponents' hands.

Basic Gameplay (Light Side)

Play proceeds clockwise initially. On your turn, you must match the top card of the Discard Pile by either color, number, or symbol. For example, if the top card is a Red 7, you can play any Red card or any color 7. You can also play a Wild card.

- If you have a playable card, place it face up on the Discard Pile.
- If you do not have a playable card, you must draw one card from the Draw Pile.
- If the drawn card is playable, you may play it immediately. If not, your turn ends, and play passes to the next player.



Image: A hand displaying several Light Side UNO Flip! cards, including number cards and a Draw 2 card.

Action Cards (Light Side)

- **Draw 1 Card:** The next player must draw one card and loses their turn.
- **Draw 2 Card:** The next player must draw two cards and loses their turn.
- **Reverse Card:** Changes the direction of play. If play was clockwise, it becomes counter-clockwise, and vice-versa.
- **Skip Card:** The next player in sequence loses their turn.
- **Wild Card:** The player who plays this card chooses the color (Red, Yellow, Green, or Blue) that continues play. This card can be played on any card.

The Flip Card

The Flip card is central to UNO Flip! When a Flip card is played,**all** cards are flipped over. This includes all players' hands, the Draw Pile, and the Discard Pile. The game immediately switches from the Light Side to the Dark Side, or vice-versa. The player who played the Flip card determines which side (Light or Dark) the game will continue on until another Flip card is played.

Dark Side Gameplay

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





Image: A hand holding several Dark Side UNO Flip! cards, featuring different colors and action cards like Draw 5 and Skip Everyone.

Action Cards (Dark Side)

- **Draw 5 Card:** The next player must draw five cards and loses their turn.
- **Skip Everyone Card:** All other players are skipped. The player who played this card gets another turn.
- **Reverse Card:** Changes the direction of play.
- **Wild Color Change Card:** The player chooses the color for the next turn.
- **Wild Draw Color Card:** The player chooses a color. The next player must draw cards from the Draw Pile until they draw a card of the chosen color. They then lose their turn. This card can be played on any card.

Calling "UNO!"

When you play a card that leaves you with only one card in your hand, you must immediately shout "UNO!" If you fail to do so and another player catches you before the next player takes their turn (either by playing a card or drawing from the Draw Pile), you must draw two penalty cards.

Winning the Round

The first player to play their last card wins the round. Points are then tallied for all cards remaining in opponents' hands. The game can be played over multiple rounds, with the first player to reach a predetermined score (e.g., 500 points) winning the overall game.

Maintenance

To ensure the longevity of your UNO Flip! card game:

- **Storage:** Store the cards in their original box or a suitable card case in a cool, dry place.
- **Handling:** Avoid bending, creasing, or tearing the cards during play.
- **Cleaning:** If cards become slightly soiled, gently wipe them with a soft, dry cloth. Do not use water or chemical cleaners.

Troubleshooting

- **Missing Cards:** If you find any cards missing from your set upon opening, please contact Mattel Games customer support for assistance.
- **Rule Clarification:** For any ambiguities or specific rule scenarios not covered in this manual, refer to the official Mattel Games website or contact their support.

Specifications

Feature	Detail
Brand	Mattel Games
Model Number	GDR44
UPC	887961841121
Number of Players	2-10
Recommended Age	7 years and up
Material	Paper
Item Dimensions (L x W x H)	30 x 30 x 5 centimeters
Item Weight	20 Grams
Components Included	112 Game Cards, 8 Rules Cards
Country of Origin	China
Educational Objective	Logical thinking



Image: The back of the UNO Flip! game box, displaying multilingual product information, components, and manufacturer details.

Warranty and Support

This Mattel Games product comes with a**2-year manufacturer's warranty**.
For product support, missing components, or warranty claims, please visit the official Mattel Games service website:
service.mattel.com
You may also refer to the International Article Code:00887961751062 for product identification.

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Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

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