Mattel Games JGR00

Mattel Games UNO Spin Card Game Instruction Manual

Model: JGR00

1. Introduction

Welcome to UNO Spin, a dynamic twist on the classic UNO card game. This manual provides comprehensive instructions for setting up, playing, and maintaining your game. UNO Spin introduces a spinning wheel element that can dramatically change the course of play, offering new challenges and excitement for 2 to 10 players, ages 7 and up.



Image: A family enjoying a game of UNO Spin, demonstrating the interactive nature of the game.

2. Components

Your UNO Spin game includes the following components:

- **112 UNO Cards:** These include numbered cards (0-9) in four colors (red, yellow, green, blue), and various action cards (Skip, Reverse, Draw Two, Wild, Wild Draw Four, and Spin the Wheel cards).
- **1 UNO Spin Wheel:** A central spinning device that dictates special actions during gameplay.
- **Instruction Manual:** This guide.



Image: The UNO Spin wheel and card decks, showing the main game components.

3. Setup

1. **Choose a Dealer:** Each player draws a card. The player with the highest number deals. Action cards count as zero.
2. **Deal Cards:** The dealer shuffles the deck and deals 7 cards face down to each player.

3. **Create the Draw Pile:** Place the remaining cards face down to form the Draw Pile.
4. **Start the Discard Pile:** Turn the top card of the Draw Pile face up and place it next to the Draw Pile to start the Discard Pile. If the first card is an action card, special rules apply (refer to the 'Action Cards' section).
5. **Position the Spin Wheel:** Place the UNO Spin wheel in the center of the playing area, accessible to all players.

4. Operating (How to Play)

4.1. Objective

The goal of UNO Spin is to be the first player to get rid of all the cards in your hand for each round.

4.2. Basic Gameplay

1. The player to the left of the dealer starts the game.
2. Players take turns matching the top card of the Discard Pile by color, number, or symbol.
3. 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.
4. If the Draw Pile runs out, shuffle the Discard Pile (leaving the top card) to create a new Draw Pile.



Image: A player's hand of UNO Spin cards, featuring a 'Spin the Wheel' card.

4.3. Action Cards

- **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:** The player who plays this card chooses the color that continues play.
- **Wild Draw Four Card:** The player who plays this card chooses the color that continues play, and the next player draws four cards and loses their turn. This card can only be played if you have no other card in your hand that matches the color of the Discard Pile.
- **Spin the Wheel Card:** When this card is played, the player must spin the UNO Spin wheel.

4.4. The UNO Spin Wheel

When a 'Spin the Wheel' card is played, the player must spin the wheel. The action indicated by the arrow when the wheel stops must be performed immediately. Possible actions include:

- **Take in this color:** Draw cards until you get a card of the specified color.

- **Card Swap:** Swap your hand with another player.
- **Discard Color:** Discard all cards of a specific color from your hand.
- **2x:** The next player draws two cards.
- Other actions as indicated on the wheel.



Image: A detailed view of the UNO Spin wheel, highlighting the different action segments.

4.5. Calling "UNO!"

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

4.6. 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:

- Numbered cards (0-9): Face value
- Skip, Reverse, Draw Two: 20 points each
- Wild, Wild Draw Four, Spin the Wheel: 50 points each

The first player to reach a predetermined score (e.g., 500 points) wins the game, or play for a set number of rounds.

5. Maintenance

To ensure the longevity of your UNO Spin game, follow these maintenance guidelines:

- **Storage:** Always store cards and the spin wheel in their original packaging or a suitable container to prevent damage and loss.
- **Cleaning:** Keep cards and the spin wheel clean and dry. Wipe the spin wheel with a soft, dry cloth if necessary. Avoid using harsh chemicals or abrasive materials.
- **Handling:** Handle cards with care to prevent bending, tearing, or creasing.

6. Troubleshooting

Here are solutions to common questions or issues you might encounter:

- **What if I forget to say "UNO!"?** If another player catches you before the next player takes their turn, you must draw two cards as a penalty. If no one catches you, there is no penalty.
- **What if the Draw Pile runs out?** Shuffle the Discard Pile (leaving the top card in place) to create a new Draw Pile.
- **What if the first card turned over is an action card?**
  - **Draw Two:** The first player draws two cards and loses their turn.
  - **Reverse:** The dealer plays first, and play proceeds to the right.
  - **Skip:** The first player loses their turn, and the second player starts.
  - **Wild:** The first player chooses the color to start play.
  - **Wild Draw Four:** Return to the deck, shuffle, and draw a new starting card.
  - **Spin the Wheel:** The first player spins the wheel and performs the action.

7. Specifications

Feature	Detail
Brand	Mattel Games
Model Name	UNO Spin
Model Number	JGR00
UPC	0194735320271
ASIN	B0DMWGFDTX
Age Range (Description)	Unisex - for children (Recommended age: 7 years and up)
Number of Players	2+ (up to 10 players)
Material	Plastic
Included Components	112 UNO cards, 1 UNO Spin wheel, Instruction manual
Product Dimensions (L x W)	21.4 cm x 21.4 cm

Item Weight	520 Grams
Special Feature	Colorblind accessible
Educational Objective	Improve social skills, critical thinking, and sportsmanship; promote family bonding
Power Source	Manual (No batteries required)

8. Warranty

This Mattel Games UNO Spin product comes with a**2-year warranty** from the date of purchase. Please retain your proof of purchase for any warranty claims. The warranty covers manufacturing defects under normal use. It does not cover damage resulting from misuse, accidents, or unauthorized modifications.

9. Support

For further assistance, questions, or to report any issues with your UNO Spin game, please visit the official Mattel Games website or contact their customer support. Refer to the product packaging for specific contact details or visit Mattel Customer Service.

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