Mattel Games JLK16

Mattel Games UNO Zero Card Game Instruction Manual

Model: JLK16

Introduction

Welcome to UNO Zero, a strategic card game from Mattel Games where the primary objective is to achieve the lowest possible score. This game offers a unique twist on traditional UNO gameplay, challenging players to manage their cards strategically to minimize their final score. UNO Zero is suitable for **2 to 8 players** and recommended for ages **7 and up**. The game incorporates color-blind accessible symbols on its cards to ensure inclusivity.

Components

The UNO Zero game includes the following components:

- UNO Zero Card Deck
- Scorepad



This image displays the UNO Zero game components, including the game box, a stack of UNO Zero cards, and the scorepad for tracking scores.

Setup

1. **Deal Cards:** Each player receives 6 cards. These cards are arranged face down in a 2x3 grid in front of them.
2. **Initial View:** Players may secretly look at any two of their six face-down cards before the game begins.
3. **Draw Pile:** Place the remaining cards face down to form the Draw Pile.
4. **Discard Pile:** Turn the top card of the Draw Pile face up to start the Discard Pile. If an Action Card is revealed, refer to the Action Cards section for special rules.



A player's hand and a partial view of the 2x3 card grid setup, illustrating the initial card placement.

Gameplay

The goal of UNO Zero is to reduce your score by strategically swapping high-value cards for low-value cards within your grid. The player to the left of the dealer starts the game.

1. **Start Your Turn:** On your turn, you must either draw the top card from the Draw Pile or take the top card from the Discard Pile.
2. **Card Action:**
    - **Swap:** You may swap the card you just drew/took with any card in your 2x3 grid (face up or face down). Place the new card face up in your grid, and discard the old card face up onto the Discard Pile.
    - **Discard Directly:** If you do not wish to swap, you may discard the drawn card directly onto the Discard Pile.
3. **Clearing Columns:** If, at any point, you have two cards of the same color **or** the same number in a vertical column of your grid, you may discard both cards. This action reduces your score and creates empty spaces in your grid.
4. **Calling "UNO Zero":** A player may call "UNO Zero" when they believe they have the lowest score among all players. This ends the round.



An overhead view of an UNO Zero game in progress, showing multiple players' card grids and the central draw and discard piles.

Action Cards

UNO Zero includes special action cards that can significantly change the course of the game:

- **Draw 2 Card:** If a Draw 2 card is played, the next player must add an entire new column of two face-down cards to their grid. This increases their potential score.
- **Reverse Card:** Reverses 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.
- **Zero Card:** These cards have a value of zero, making them highly desirable for reducing your score.



Close-up image of various UNO Zero action cards, including Reverse, Skip, Draw 2, and a Zero card, highlighting their unique symbols.

Ending a Round & Scoring

A round concludes when a player successfully clears their entire 2x3 grid of cards or when a player calls "UNO Zero."

1. **Reveal Cards:** All players reveal any remaining face-down cards in their grid.
2. **Calculate Score:** Players sum the values of all cards remaining in their grid. Number cards count as their face value. Action cards (Draw 2, Reverse, Skip) have specific point values, which are typically higher than number cards. *Refer to the physical rulebook for exact point values of action cards.*
3. **Record Score:** The score for each player is recorded on the scorepad. The player with the lowest score for the round is the winner of that round.



UNO ZERO	1	2	3	4	5	6	7	8	9	=
1 JAY	Ø	6	22							
2 NICOLE	4	4	Ø							
3 ROBIN	1	2	4							
4 RAFAEL	10	Ø	2							
5 AMY	2	22	2							
6 DAVID	6	10	6							
7										
8										

The UNO Zero scorepad, used to record player scores after each round, aiming for the lowest total.

Winning the Game

The game can be played over multiple rounds. The first player to reach a predetermined low score (e.g., 0 points) or the player with the lowest cumulative score after a set number of rounds (e.g., 5 rounds) is declared the overall winner of UNO Zero.

Maintenance

To ensure the longevity of your UNO Zero card game:

- Store the cards in their original packaging or a suitable card box in a cool, dry place.
- Avoid bending, creasing, or tearing the cards during play or storage.
- Keep cards away from liquids and direct sunlight to prevent damage and fading.

Troubleshooting

If you encounter any rule disputes or have questions not explicitly covered in this manual, please refer to the official rulebook included with your UNO Zero game. For further assistance, you may visit the Mattel Games official website.

Specifications

Feature	Detail
Model Number	JLK16
Brand	Mattel Games
Players	2-8
Recommended Age	7 - 99 years
Product Dimensions (L x W x H)	2 x 9.2 x 14.5 cm
Weight	167 Grams
Material	Paper
GTIN/UPC	194735365678
Educational Objective	Improve strategic thinking and numerical skills

Safety Information

This product does not carry specific safety warnings typically found at point of sale. Always supervise young children during play to ensure safe handling of game components.

Warranty and Support

For product support, warranty information, or to address any concerns regarding your Mattel Games UNO Zero card game, please contact Mattel Games directly through their official website or customer service channels. Keep your purchase receipt as proof of purchase.

Ask a question about this manual

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

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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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