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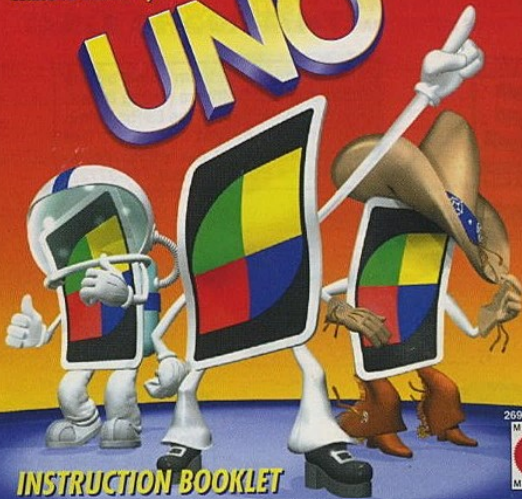
Nintendo

**GAME BOY COLOR**

The Best Selling Card Game Comes to Game Boy®!

DMG-AUNE-USA

**UNO®**



**INSTRUCTION BOOKLET**

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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## UNO® IS THE ONE!

Welcome to the world of UNO®, the best-selling card game in history, now on Game Boy® Color and Game Boy®. It's got exciting animation, music, special effects, and for even more fun, there are three new special cards (not found in UNO® cardpacks). Choose standard UNO®, CHALLENGE UNO®, or use Link Mode to play against a friend with Game Boy® Color. You get a standard UNO® deck and three cool theme decks (Wild West, Space, and Groovy) each with special characters, animation and backgrounds. Play with one, two, or three Game Boy® opponents at a time.

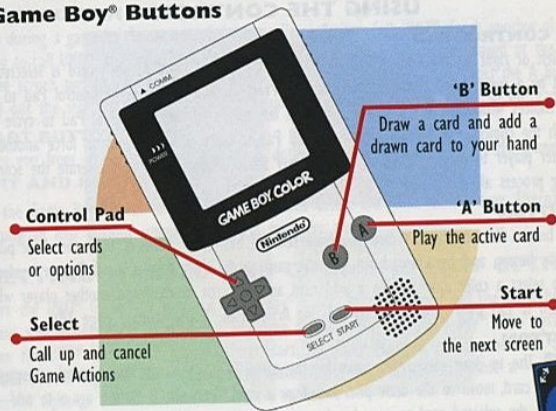
## THE OBJECT OF THE GAME...

The object of UNO® is to be the first to score a selected number of points. Points are scored by getting rid of all the cards in your hand before your opponent(s) does. If you go out first, you win the round and your score is the sum of the cards left in all the opponents' hands.



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## Game Boy® Buttons



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## USING THE CONTROLS

### THE CONTROL PAD

Press left or right on the Control Pad to select cards in your hand. As each card is selected it is held by a cursor-hand slightly above the rest. Press up and down on the Control Pad to select choices within the menu screen and press left and right on the Control Pad to cycle through the choices. Press Down on the Control Pad to jump out of movies, to force another computer player to play a card (for use on lower speed settings), and to accelerate the score totaling process after a game.

### A BUTTON

Action button. Use to play the card you have selected from your hand or from the draw pile. Press the button and the cursor-hand flips the card to the discard pile. The A Button is also used to select a color after playing a wild card and to catch or challenge another player who has failed to call UNO® after selecting a Game Action (see "Game Actions," page 10).

### B BUTTON

Use to draw cards. Press once for the cursor-hand to release the currently selected card, move to the draw pile, and draw a card. Press the B Button again to add the selected card to your hand.



### SELECT BUTTON

Press during a game to choose one of the three Game Actions: Call UNO®, Catch another player for failing to call UNO®, and Help (identifies cards). Game Action choices are displayed at the bottom of the screen and can be cycled using left and right on the Control Pad. Press the A Button to carry out the selected action. Press Select again to cancel actions and return to the game.

### START BUTTON

Moves you from screen to screen. Pressing it during play pauses and unpauses the game.

### QUIT AND RESTART

Use the Game Boy® on/off switch to quit or reset/restart the game at any time. Alternatively, pressing all four buttons simultaneously will reset the game.

## GETTING STARTED AND CHOOSING PLAY OPTIONS

Insert the UNO® Game Pak into the Game Boy® Color. Turn the power on. The hand held system will automatically determine if you have a Game Boy® or Game Boy® Color system. When the UNO® title screen appears, press Start. The Enter Name screen appears. Use the Control Pad to highlight the letters of your name. Press the A Button to choose a letter (or right on the Control Pad to insert a space).



Press the A Button to choose a letter, or the B Button to delete the currently selected letter (you can also choose the right-pointing arrow on the lower right portion of the screen to insert a space, or the left-pointing arrow to delete previously enter letters.) Press Start when you are finished entering your name. The Main Menu screen will appear. Use the Control Pad to highlight UNO®, CHALLENGE UNO® and LINK GAME. Press Start to make your selection.

UNO® - Plays the standard UNO® game.

CHALLENGE UNO® - This game is played the same as standard UNO® however it is scored in a different manner. See page 21 for more information on this game.

LINK GAME - Play head to head with another person with the Game Link® Cable (sold separately).



### READY, SET, UNO®! For the Game Boy® Color

Playing UNO® on the Game Boy® Color is just like playing the real game. Your hand appears at the bottom part of the screen, above it are the DRAW and DISCARD piles, and at the top of the screen are your opponents' mini-hands. Next to each mini-hand is the player's name which highlights to show when it's their turn. The arrow next to the draw pile shows the direction of play (clockwise or counter-clockwise).

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Game Boy® Color automatically selects the player to go first.

You control the cursor-hand holding your currently selected card. When you play a card, the cursor-hand flicks it to the discard pile. When drawing a card, the cursor-hand picks it up, carries it to your hand and adds it to your hand in color and numeric order.

The other players' mini-hands can only display a maximum of eight cards. An opponent with eight mini-cards by his or her name may have more cards than are displayed. You will be able to see many more cards in your own hand. If your hand becomes too large to fit on the screen, an arrow will appear to indicate that you have more cards to the left, the right, or both. Use the Control Pad to see your off-screen cards.

During play, press Select to display the Game Actions at the bottom of the screen. You can cycle through the actions by pressing left and right on the Control Pad. The actions are:

- ◆ "Call UNO®!" - when you only have one card remaining in your hand.
- ◆ "Catch [player name]" - catch another player who fails to "Call UNO®".
- ◆ "Help" - displays screens showing the card faces and their names.

To give all players time to catch UNO®, there is a timer countdown between turns. The length of this countdown is determined by the speed of play and can be set on the Options screen.

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## SET-UP FEATURES FOR UNO® AND CHALLENGE UNO®

Use the Control Pad (up-down) to highlight the game features. Use the Control Pad (left-right) to view the feature selections.

### Players

Choose 2, 3, or 4 opponents. Default is 4.

### Skill

Select the difficulty level of your opponents 1-5 (five is the most difficult). Default is 3.

### Special Pack

Select to use the new Special cards or to use only the Normal Pack. For UNO®, the Special Pack includes All Draw Two cards and the CHALLENGE UNO® game includes Boomerang cards. See page 18 for more information on these cards.

### Points

Use the Control Pad to select the number of points needed to win.

Select from 100 - 2000 points. Default is 500 Points.

To set the game options, press Start.



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## OPTIONS SCREEN

Use the Control Pad (up-down) to highlight your options:

### Music

Use the Control Pad to turn music on or off. Default is ON.

### Effects

Use the Control Pad to turn sound effects on or off. Default is ON.

### Deck

Use the Control Pad (left-right) to choose from four different decks — Wild West, Groovy, Space, or Standard. Default is Standard. Each deck has its own card-face design and backgrounds.

### Anims.

Use the Control Pad to turn animations on or off. Default is ON.

### Speed

Use the Control Pad to choose speed of play from 1-9, nine being fastest. Default is 9.

The faster the setting, the less time there is to "Catch UNO®".

Press Start to begin the game.



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## GAME ACTIONS

While playing, pressing the Select Button will call up the Game Actions. This pauses play so you can Call UNO<sup>®</sup>, Catch [player name] for not calling UNO<sup>®</sup>, or help to review the special cards. Use the Control Pad to view the options. Press the A Button to select the option.

### GOING OUT - CALLING UNO<sup>®</sup>

When you have only one card in your hand you must call UNO<sup>®</sup> (see "Playing UNO<sup>®</sup>," page 13). Any player who has called UNO<sup>®</sup> has an UNO<sup>®</sup> symbol next to their name. You can call UNO<sup>®</sup> with one or two cards in your hand. Note: If you have a single card in your hand and call UNO<sup>®</sup> and then press the B Button twice to draw and keep a card, you will be fined a two card penalty for a false UNO<sup>®</sup> call.

### CATCHING OTHER PLAYERS

A player who has only one card left in his or her hand, but has not called UNO<sup>®</sup> (see "Playing UNO<sup>®</sup>," page 13) can be penalized if another player catches him or her. You can catch a player if they have only one card in their hand and they have not called UNO<sup>®</sup>.

You cannot challenge a player for not calling UNO<sup>®</sup> once the next player has completed their turn.



However, if a player finishes his or her next turn with only one card and they again fail to call UNO<sup>®</sup>, they can be caught. If you try to catch a player unsuccessfully, you must draw two cards.

## HELP

Select this option to display screens showing the faces of the special cards and their names. This option is especially useful if you get confused with the symbols on the cards.

Use the Control Pad to cycle through the screens. Pressing SELECT again will return you to the game.

### LINKING UP WITH A FRIEND

To play a head to head game in the Link Mode, both players must have Game Boy<sup>®</sup> Color Systems with the Game Boy<sup>®</sup> Color UNO<sup>®</sup> Game Pak installed. Connect the two Game Boy<sup>®</sup> Color Systems with the Game Link<sup>®</sup> Cable (sold separately).

To start a link game, both players must select LINK GAME from the main menu. The WAIT screen will come up while a connection is established.

Once connected, the player who first pressed LINK GAME will be the "master" and will be taken to the LINK MASTER to choose the number of points and whether or not to use the special pack (which includes the Swap Hands card).



When the "master" presses START on the LINK GAME OPTIONS screen, the WAIT screen will re-appear while the game options are exchanged.

If the link is lost, the game will reset with the message CONNECTION LOST.

In Link Game the other player sits opposite you on screen.

Challenge games are not possible in Link mode. Link games are between two human players only.

### UNO® GAME BOY®, FEATURES

You can also play UNO® on Game Boy®, however there are several features that are not available on Game Boy®.

- ◆ No Link Mode.
- ◆ No animations.
- ◆ No Swap Hands Card.

Card Colors: Look for an "R" for Red, "G" for Green, "B" for Blue, or "Y" for Yellow on the bottom left corner of each card. The color and symbol of the card you have in your cursor-hand is displayed in the bottom right corner of the screen.

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### PLAYING UNO®

Game Boy® Color automatically shuffles, deals, and randomly chooses a player to begin. Each player is dealt seven cards. The remainder of the deck is placed face down to form the DRAW pile. The top card is automatically turned over to begin the DISCARD pile.

When it's your turn, you must match the card in the DISCARD pile either by number, color, or symbol. For example, if the discard card is a red 7, you must put down any red card or any color 7 card. Or you can choose to play a Wild Card, Wild Draw 4, or additional special card (see "What's the Deal with Special Cards?," page 16) if you have one.

To select your card, use the Control Pad (left-right) movement to select the card. Press the A Button to play the selected card.

If you don't have a card to match the one on the DISCARD pile or a special card, you must pick up a card from the DRAW pile.

Press the B Button to draw a card. If the card you picked up can be played, press the A Button to play it. Otherwise, press the B Button again and the card will be put into your hand and it will be the next player's turn. If you choose not to play a playable card from your hand, you must draw a card from the DRAW pile. If playable, you can play the card drawn, but you cannot play a card from your hand after the draw.

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**Note:** Be careful, pressing the B Button will cause you to draw a card even if you have a playable card in your hand. When you have only two cards left in your hand and are about to play the second to the last card (leaving only one card in your hand), you must call "UNO™" (meaning "one") by pressing Select and choosing the "Call UNO™" option. On completion of your turn, the word UNO™ will appear over the discard pile. Failure to "Call UNO™" results in you having to pick up two cards from the DRAW pile if another player catches you. When a player has no cards left, the round is over and the points are counted up on screen. Press Start to take you to the next round. If the winning score is reached, pressing Start will take you to the Win Game or the Game Lost screen. Pressing Start returns you to the title sequence.



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## CARDS

The standard/theme UNO™ deck has 108 cards as follows:

- 19 Blue cards - 0 to 9
- 19 Green cards - 0 to 9
- 19 Red cards - 0 to 9
- 19 Yellow cards - 0 to 9
- Draw Two cards - 2 each in blue, green, red and yellow
- Reverse cards - 2 each in blue, green, red and yellow
- Skip cards - 2 each in blue, green, red and yellow
- 4 Wild cards
- 4 Wild Draw Four cards

In addition to the standard/theme UNO™ cards, there are three special optional cards for more exciting play. There is a pre-game option to 'turn off' the additional cards on the Options screen.

- 4 Boomerang cards (available in CHALLENGE UNO™ Mode)
- 4 All Draw 2 cards (available in Standard Mode)
- 4 Swap Hands cards (available in Link Mode)



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## WHAT'S THE DEAL WITH THE SPECIAL CARDS?



### Draw Two Card

Draw Two Cards come in all four colors and are easily recognized by the +2 in the corners and two cards on the face. When this card is played, the next person to play must draw two cards from the DRAW pile and forfeit their turn. If turned up at the beginning of play, the same rule applies. This card can only be played on matching colors and other Draw Two cards.



### Reverse Card

Reverse Cards come in all four colors and are easily recognized by the double arrow symbol on the face. This card simply reverses the direction of play. Play to the left changes direction to the right, and vice versa. The card may only be played on a matching color or on another reverse card. If the card turns up at the beginning of play, the play moves to the right instead of the left.



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### Skip Card

Skip Cards come in all four colors and are easily recognized by their symbol: a circle with a line through it. The next player to play after a skip card loses their turn and is "skipped." The card may only be played on a matching color or on another Skip card. If a Skip Card is turned up at the beginning of play, the play moves one player to the left.



### Wild Card

Crazy animated Wild Cards are easily recognized by the four-color symbol. The person playing this card can choose any color to continue the play, including the one currently being played if desired. Choose the color using the Control Pad followed by the A Button. A Wild card can be played at any time even if the player has another playable card in his hand. If a Wild card is turned over at the beginning of play, the first player determines the color that continues play.



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### Wild Draw 4

This is the best card to have. Wild Draw 4 Cards are easily recognized by the four color cards in the center and the +4 symbols in the corners. Choose the color using the Control Pad followed by the A Button. When played, the next player has to pick up four cards from the DRAW pile and forfeit their turn. This card can only be played when the player holding it does not have a card that matches the color on the DISCARD pile.



### Boomerang (CHALLENGE UNO® only)\*

Fun and animated Boomerang Cards are easily recognized by a boomerang flying in the center of the card. This card reverses the direction of play and takes on not only the color but also the special power of the previous card played. It "boomerangs" the effect of the previous card back to the player who discarded it. A boomerang card can be played at any time even if you have other playable cards. A boomerang card cannot be played by a player who will miss his or her turn when a Skip or Reverse card has been played. When played the Boomerang card takes on the color of the top card on the discard pile.



### All Draw 2 (Standard UNO® only)\*

All Draw 2 Cards feature special animation and are easily recognized by four sets of cards in the center of the face and +2 in the corners. It may be played at any time (like a standard Wild Card). When All Draw 2 is played, all players except the one who played it must draw two cards. Play then continues as normal. When played the All Draw 2 card takes on the color of the top card on the discard pile.



### Swap Hands (Link Mode only)\*

The cool animated Swap Hands Cards are easily recognized by the two sets of cards and two arrows in a circle symbol. When the Swap Hands card is played, the hands held by the two players are automatically switched. It may be played at any time (like a standard Wild Card). If you play a Swap Hands card as the last card in your hand, the other player wins! When played the Swap Hands card takes on the color of the top card on the discard pile.

\*NOTE: Although Boomerang, All Draw 2, and Swap Hands cards appear "RED", they are in fact wild cards and can be played on any color card.

## CALLING UNO® AND GOING OUT

To Call UNO®! see Game Actions on page 10. A player who forgets to call UNO® before their second-to-last card touches the DISCARD pile, but calls UNO® before any other player catches them, is safe and is not subject to the two card penalty. To catch a player who has failed to call UNO®, press the Select Button and choose the "Catch [name]" option on the In-Game Options screen. Players may not be caught for failing to call UNO® until their second-to-last card touches the DISCARD pile. They may also not be caught for failure to call UNO® after the next player begins their turn.

If the last card played in a hand is a Draw Two, All Draw 2 or Wild Draw 4 card, the cards must be drawn. These cards are counted when the points are added up. If no player is out of cards by the time the DRAW pile is empty, the deck automatically reshuffles and you keep playing.



## SCORING

Point values:

All number cards (0-9) .....	Face Value	Wild Draw 4 .....	50 Points
Draw 2 .....	20 Points	Boomerang .....	75 Points
Reverse .....	20 Points	All Draw 2 .....	75 Points
Skip .....	20 Points	Swap Hands .....	75 Points
Wild .....	50 Points		

## CHALLENGE UNO®

CHALLENGE UNO® is the extreme version of the standard UNO® game. Everyone plays to a selected point total. Each player's score is the total points they're caught with in their hand when someone goes out. When you reach the selected point total, you're out of the game. When only two players are left in the game, they play head to head. The player who reaches the selected point total first loses. The winner of the final hand is the winner. This is the most challenging way to play. To make CHALLENGE UNO® even more exciting, play with the Boomerang cards.



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For a great place to get quick answers to the most commonly asked questions about UNO® Game Boy® Game Pak contact Mattel on the World Wide Web at:

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## NOTES

