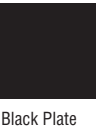


ENGLISH

LAAM SPANISH



| INSTRUCTION SHEET SPECS: | |
|--------------------------|---------------------|
| Toy: | Uno Instructions |
| Toy No.: | FLK66 |
| Part No.: | -0970 |
| Trim Size: | 4.25" W x 2.75" H |
| Folded Size: | 1 panel w 7 panel h |
| Type of Fold: | 1 (one) both sides |
| # colors: | 1 (one) both sides |
| Colors: | Black |
| Paper Stock: | White Offset |
| Paper Weight: | 70 lb. |
| EDM No.: | |



- Contents**
- 112 Cards as follows:
 - 19 Blue cards - 0 to 9
 - 19 Green cards - 0 to 9
 - 19 Yellow cards - 0 to 9
 - 19 Red cards - 0 to 9
 - 8 Draw Two cards - 2 each in blue, green, yellow and red
 - 8 Reverse cards - 2 each in blue, green, yellow and red
 - 8 Skip cards - 2 each in blue, green, yellow and red
 - 4 Wild cards
 - 4 Wild Draw Four cards
 - 4 Owen's Wild Raptor Squad cards

- Contenido**
- 112 cartas como sigue:
 - 19 cartas azules - 0 a 9
 - 19 cartas verdes - 0 a 9
 - 19 cartas amarillas - 0 a 9
 - 19 cartas rojas - 0 a 9
 - 8 cartas Toma 2 - 2 azules, 2 verdes, 2 amarillas y 2 rojas
 - 8 cartas Reversa - 2 azules, 2 verdes, 2 amarillas y 2 rojas
 - 8 cartas Salta - 2 azules, 2 verdes, 2 amarillas y 2 rojas
 - 4 cartas de comodín
 - 4 cartas de comodín Toma 4
 - 4 cartas escuadrón de raptores salvajes

Object of the Game

Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

Objetivo del juego

Sé el primero en deshacerte de tus cartas y acumula puntos por las cartas que tus oponentes tienen. Los jugadores logran puntos con las cartas que los oponentes no pudieron descartar.

- Setup**
- Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
 - The dealer shuffles and deals each player 7 cards.
 - Place the remainder of the deck facedown to form a DRAW pile.
 - The top card of the DRAW pile is turned over to begin a DISCARD pile. NOTE: If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.

- Preparación**
- Cada jugador escoge una carta; el jugador con el número más alto reparte las cartas (las cartas con símbolo cuentan como cero).
 - Baraja las cartas y reparte 7 cartas a cada jugador.
 - Pon las cartas restantes cara abajo para formar una pila para TOMAR.
 - Voltea la carta de hasta arriba de la pila para TOMAR para formar una pila para TIRAR. ATENCIÓN: Si la primera carta volteada para empezar la pila para TIRAR es una carta de acción (símbolos), lee la sección CARTAS DE ACCIÓN para mayores detalles.

Let's Play

The person to the left of the dealer starts play.

On your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS).

EXAMPLE: If the card on the DISCARD pile is a blue 7, the player must put down a blue card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If you don't have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile. If the card you picked up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

You may also choose NOT to play a playable card from your hand. If so, you must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, however you may not play any other card from your hand after the draw.

¡A jugar!

El jugador a la izquierda del repartidor empieza.

Cuando sea tu turno, haz coincidir una de las cartas de tu mano con la carta de hasta arriba de la pila para TIRAR, ya sea, por número, color o símbolo (los símbolos representan cartas de acción; lee la sección CARTAS DE ACCIÓN para mayores detalles).

POR EJEMPLO: Si la carta de la pila para TIRAR es un 7 azul, tienes que bajar una carta azul O un 7 de cualquier color. O bien puedes bajar un comodín (ver CARTAS DE ACCIÓN).

Si no tienes ninguna carta que coincida, tienes que tomar una carta de la pila para TOMAR. Si tomas una carta que puedes jugar, bájala. De lo contrario, le toca a la siguiente persona.

Puedes optar por NO jugar una carta que puedas bajar. Si decides hacer esto, tienes que tomar una carta de la pila para TOMAR. Si puedes bajar dicha carta, puedes hacerlo en ese mismo turno, pero no puedes bajar una carta de tu mano después de haber tomado una.

Functions of Action Cards

Draw Two Card - When you play this card, the next player must draw 2 cards and miss their turn. This card may only be played on a matching color or on another Draw Two card. If turned up at the beginning of play, the same rule applies.

Reverse Card - When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This card may only be played on a matching color or on another Reverse card. If this card is turned up at the beginning of play, the dealer goes first, then play moves to the right instead of the left.

Skip Card - When you play this card, the next player is "skipped" (loses their turn). This 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 player to the left of the dealer is "skipped," hence the player to the left of that player starts play.

Wild Card - When you play this card, you get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild card on your turn even if you have another playable card in your hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer chooses the color that continues play.

Wild Draw 4 Card - When you play this card, you get to choose the color that continues play PLUS the next player must draw 4 cards from the DRAW pile and lose their turn. However, there is a hitch! You may only play this card when you do NOT have another card in your hand that matches the COLOR on the DISCARD pile (but it is acceptable to play this card if you have matching number or Action Cards). If turned up at the beginning of play, return this card to the deck and pick another card.

NOTE: If you suspect that a Wild Draw 4 card has been played on you illegally (i.e. the player has a matching card), then you may challenge that player. The challenged player must show you (the challenger) their hand. If guilty, the challenged player must draw the 4 cards instead of you. However, if the challenged player is innocent, you must draw the 4 cards PLUS an additional 2 cards (6 total)!

Owen's Wild Raptor Squad Card - When you play this card, you get to immediately discard every raptor card of any color in your hand (NOTE: all Raptor cards have an image of a Raptor PLUS a Raptor paw print next to the number!) This card is also a wild card, so the player who played it chooses a color that resumes play. If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color that begins play.

Cartas de acción

Carta Toma 2: cuando se tira esta carta, el siguiente jugador toma dos cartas y pierde su turno. Esta carta solo se puede tirar sobre una carta del mismo color o sobre otra carta Toma 2. Si esta es la primera carta del juego que se voltear, se sigue la misma regla del juego.

Carta Reversa: cambia el sentido del juego. Si le tocará jugar al jugador de la izquierda de quien tira la carta, este jugador pierde su turno; en su lugar jugará la persona de la derecha, y el sentido se cambiará hacia la derecha. Esta carta solo se puede tirar sobre una carta del mismo color o sobre otra carta Reversa. Si esta es la primera carta del juego que se voltear, al repartidor le toca primero y el juego continúa hacia la derecha.

Carta Salta: cuando se tira esta carta, el siguiente jugador pierde su turno y tirará el siguiente de acuerdo al sentido del juego. Esta carta solo se puede tirar sobre una carta del mismo color o sobre otra carta Salta. Si esta es la primera carta del juego que se voltear, se "salta" al jugador a la izquierda del repartidor y empieza el siguiente jugador.

Comodín: el jugador que tire esta carta dirá el nuevo color que se jugará o puede repetir el que ya estaba para tirar. Esta carta se puede tirar con cualquier carta, incluso puede ser utilizada en caso de tener alguna carta con el número o color correspondiente. Si esta es la primera carta del juego que se voltear, el jugador a la izquierda del repartidor decide el color con el que empezará el juego.

Comodín Toma 4: quien tira esta carta escoge su color y hace que el siguiente jugador tome 4 cartas de la pila para TOMAR y pierda su turno. Nota: Esta carta solo se puede tirar si el jugador que la tiene NO tiene otra carta en su mano que coincida en COLOR con la carta recién bajada. Sin embargo (si se puede tirar esta carta si el jugador tiene en su mano cartas que coincidan con la carta recién bajada en número o acción). Si esta es la primera carta del juego que se voltear, se regresa a la pila y se voltear otra carta.

ATENCIÓN: Si sospechas que un jugador bajó ilegalmente un comodín Toma 4 que te afecte (esto es, teniendo alguna carta con el color que corresponda), puedes desafiarlo. El jugador desafiado deberá enseñarte sus cartas. Si es culpable, el jugador desafiado deberá tomar 4 cartas. No obstante, si el jugador desafiado es inocente, el desafiante deberá tomar las 4 cartas ADEMÁS de 2 cartas adicionales (6 en total).

Carta de escuadrón de raptores salvajes: Cuando tiras esta carta, puedes deshacerte inmediatamente de todas tus cartas Raptor sin importar el color. (NOTA: Todas las cartas Raptor tienen la imagen de un raptor. ADEMÁS de una huella de raptor junto al número.) Esta carta también es un comodín de modo que quien la haya tirado escoge el color con el que sigue el juego. Si esta carta se voltear al comienzo del juego, la persona a la izquierda del repartidor escoge el color con el que seguirá el juego.

Going Out

When you play your next-to-last card, you must yell "UNO" (meaning "one") to indicate that you have only one card left. If you don't yell "UNO" and you are caught before the next player begins their turn, you must draw two cards.

Once a player has no cards left, the round is over. Points are scored (see SCORING) and play starts over again.

Cerrar el juego

Cuando tires tu penúltima carta, tienes que decir "UNO" en voz alta para indicar que te queda una sola carta. Si no dices "UNO" y alguien te sorprende antes de que el siguiente jugador empiece su turno, deberás tomar dos cartas.

Cuando un jugador tira todas sus cartas, se acaba la mano. Los puntos se suman (ver PUNTOS) y el juego vuelve a empezar.

If the last card played in a round is a Draw Two or Wild Draw Four card, the next player must draw the 2 or 4 cards respectively. These cards are counted when the points are totaled.

If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is reshuffled and play continues.

Si la última carta del ganador fue una carta Toma 2 o un Comodín Toma 4, el siguiente jugador deberá tomar las cartas correspondientes, ya que estas contarán para los puntos del ganador.

Si la pila para TOMAR se termina y ningún jugador ha ganado, deja la última carta y revuelve la pila para TIRAR para tener nuevamente una pila de donde tomar.

Scoring

- The first player to get rid of their cards in a round receives points for all of the cards left in their opponents' hands as follows:
- All number cards (0-9) Face Value
 - Draw Two 20 Points
 - Reverse 20 Points
 - Skip 20 Points
 - Wild 50 Points
 - Wild Draw Four 50 Points
 - Owen's Wild Raptor Squad 50 Points
- Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round.

Puntos

- Cuando un jugador gana, se suman los puntos de las cartas que los oponentes no pudieron tirar. La puntuación será como sigue:
- Todas las cartas con número (0-9) Valor del número
 - Toma dos 20 puntos
 - Reversa 20 puntos
 - Salta 20 puntos
 - Comodín multicolor 50 puntos
 - Comodín Toma cuatro 50 puntos
 - Escuadrón de raptores salvajes 50 puntos
- Si ningún jugador llega a 500 puntos, vuelvan a barajar las cartas y empiecen otra ronda.

Winning the Game

The WINNER is the first player to reach 500 points.

Para ganar el juego

El GANADOR es el primero en llegar a 500 puntos.

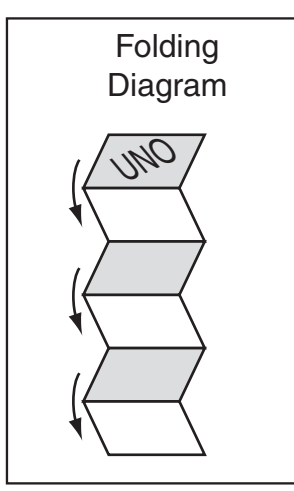
Alternative Scoring and Winning

Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 500 points, the player with the lowest points is the winner.

Puntuación alterna

También se pueden ir sumando los puntos de cada jugador al final de cada juego. Así, cuando algún jugador llegue a 500, el que tenga menos puntos será el ganador.

2LC: English LAAM



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Functions of Action Cards



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| | |
|--------------------------------|------------|
| All number cards (0-9) | Face Value |
| Draw Two | 20 Points |
| Reverse | 20 Points |
| Skip | 20 Points |
| Wild | 50 Points |
| Wild Draw Four | 50 Points |
| Owen's Wild Raptor Squad | 50 Points |

Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the cards and begin a new round.

Winning the Game

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Alternative Scoring and Winning

Another way to score points is to keep a running tally of the points each player is left with at the end of each round. When one player reaches 500 points, the player with the lowest points is the winner.

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