

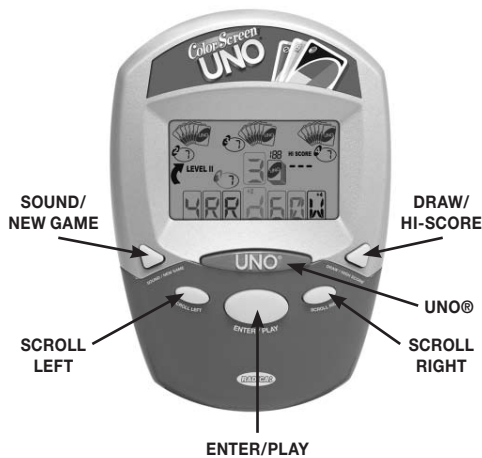


M0253
For 1 player / Ages 7 and up
INSTRUCTION MANUAL
 P/N 823B3300 Rev.B

UNO®! Test your UNO® skills like never before with an electronic handheld version of the classic card game! The amazing Thiniant™ color screen technology will make you come back for more as you battle against 1, 2, or even 3 virtual opponents. The first player to score 500 points wins the game! So, score big points as you get rid of all your cards and leave your opponent with a full hand...

NOTE: When you first purchase your game, it will be in demo mode. To exit demo mode, press the RESET button located on the back of the housing.

BUTTON FUNCTIONS



ENTER/PLAY – Press this button to turn the unit ON. This button will allow you to play the currently highlighted card which will be moved to the DISCARD pile. Also use this button to enter selections during initial game set-up.

SCROLL LEFT – Press this button to “scroll left” through your cards. Also use this button to toggle between the number of players and levels of difficulty during game set-up.

SCROLL RIGHT – Press this button to “scroll right” through your cards. Also use this button to toggle between the number of players and levels of difficulty during game set-up.

SOUND/NEW GAME – Press this button to turn the SOUND on/off. Also press and hold this button for 2 seconds to start a new game.

DRAW/HI-SCORE – Press this button to draw a card from the DRAW pile. Also press and hold this button for 2 seconds to view the HI-SCORE.

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UNO® – Press this button to turn the unit ON. Press this button to say “UNO!” Also press this button to call “UNO!” on an opponent.

BASIC GAME RULES

OBJECT OF THE GAME

The object of UNO® is to get rid of all the cards in your hand before your opponent(s). Your score is based on the cards left in your opponents’ hands when you discard your final card (See SCORING).

NUMBER OF PLAYERS

The first thing to do is to select the number of players that you want to play with. You can select 2, 3, or 4 players. Use the SCROLL LEFT and SCROLL RIGHT buttons to toggle to the desired number of players and then press ENTER to lock in your selection.

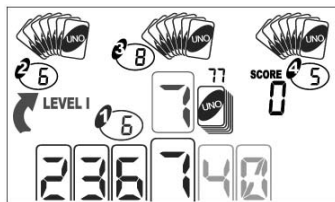
SKILL LEVELS

After selecting the number of players, you must next select the level of difficulty. There are two levels of difficulty to select from before you begin a game: level I (EASY) and level II (HARD). Use the SCROLL LEFT and SCROLL RIGHT buttons to toggle to the desired skill level and then press ENTER to lock in your selection.

HOW TO PLAY

Each player begins the game with 7 cards. The remainder of the deck is turned face down as the DRAW pile, and the top card from the DRAW pile is turned face up to begin the DISCARD pile. If an Action Card is the first one turned up from the DRAW pile, certain rules apply (See FUNCTIONS OF ACTION CARDS).

When it is your turn (when your player indicator is flashing through the different colors) to play a card, the card you play must match the top card on the DISCARD pile, either by number, color, or symbol.



For example, if the top card is a red 7, you could put down a red card or a 7 card of any color. Alternatively, you could put down a Wild card or a Wild +4 card (See FUNCTIONS OF ACTION CARDS).

If you don’t have a card to match the one on the DISCARD pile, and you have no Wild or Wild +4 cards to play, you must take a card from the DRAW pile. If the card you pick up can be played, you are free to put it down immediately. Otherwise, it will be the next opponent’s turn.

You may 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, but you may not use any other card from your hand after the draw. If the card that you just drew is playable, yet you do not want to play it, simply wait for a few seconds and play will continue with the next opponent’s turn.

GOING OUT

When you have only one card left, you must call “UNO!” (by pressing the UNO® button). You can either call “UNO!” just prior to playing your 2nd to last card (if this card is in the highlight position) or immediately after playing your 2nd to last card. Failure to call “UNO!” will allow your opponents to call “UNO!” first. If an opponent calls “UNO!” before you do, the unit will automatically pick up 2 cards from the DRAW pile for your hand.

Your opponents must also call “UNO!” when they have only 1 card left, so pay attention! If you call “UNO!” on an opponent with only 1 card left, before they call “UNO!” themselves, then they will be forced to pick up 2 cards from the DRAW pile.

When you or one of your opponents plays their last card, the hand is over. Whoever won the round is then awarded points based on the cards left in the remaining players’ hands (see SCORING).

If the last card played in a hand is a Draw Two or a 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 deck is reshuffled and play continues.

WINNING THE GAME

Rounds of play continue until one player has a score of 500 points, and then he/she is the winner!

SCORING

The first player to get rid of his/her cards receives points for cards left in the 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

FUNCTIONS OF THE ACTION CARDS

The functions of the action cards, and when they may be played, are defined below.

DRAW TWO CARD – When this card is played, the next player must draw 2 cards and miss his/her turn. This card can only be played on matching colors and other Draw Two cards. If turned up at the beginning of play, the starting player must draw 2 cards.



REVERSE CARD – This simply reverses direction of play, changing from clockwise to counter-clockwise, or 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 counter-clockwise instead of clockwise. If used in a two-player match, it will act the same as a Skip card, and it will be the same player’s turn again.



SKIP CARD – The next player to play after this card has been laid loses his/her 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 starting player is “skipped,” hence the player to the left of that player commences play.



WILD CARD – When a Wild card is played, the player may choose any color to continue the play, including the one currently being played, if so desired. A Wild card can be played at any time – even if the player has another playable card in the hand. After you play a Wild card, use SCROLL RIGHT and SCROLL LEFT to toggle between the different colors, and press ENTER when the desired color is visible. If a Wild card is turned up at the beginning of play, the person to the left of the dealer determines the color, which continues play.



WILD DRAW FOUR CARD – This is the best card to have. The person who plays it chooses the color that continues play. Also, the next player has to draw 4 cards from the DRAW pile and miss his/her turn. Unfortunately, the card can only be played when the player holding it does not have a card in his/her hand to match the color on the DISCARD pile. If the player holds matching numbers or Action Cards, however, the Wild Draw Four card may be played. After you play a Wild Draw Four card, use SCROLL RIGHT and SCROLL LEFT to toggle between the different colors, and press ENTER when the desired color is visible. If this card is turned up at the beginning of play, it is returned to the deck and another card replaces it.



LET'S BEGIN!

When you first purchase your game, it will be in demo mode. To exit demo mode, press the RESET button located on the back of the housing.

Press either UNO® or ENTER/PLAY to turn ON the game.

Use the SCROLL LEFT/SCROLL RIGHT buttons to choose a 2, 3, or 4 player game, and press ENTER to confirm your selection.

Use the SCROLL LEFT/SCROLL RIGHT buttons to select a level of difficulty, and press ENTER to confirm your selection.

Once the game begins, you will know when it is your turn when your player indicator (the circle with the number 1) is quickly displaying all of the different game colors.

When it is your turn, you can use the SCROLL LEFT/SCROLL RIGHT buttons to scroll through your cards. When you have highlighted (placed in the center position) the card that you want to play (See HOW TO PLAY and FUNCTIONS OF ACTION CARDS), press ENTER/PLAY to move that card to the DISCARD pile.

If you do not have a playable card, press DRAW/HIGH SCORE to draw a card from the DRAW pile. If the card is playable, press ENTER/PLAY to move the card to the DISCARD pile. If the card is not playable, it is your opponent's turn.

In addition to being visually represented, the exact number of cards in each player's hand will be displayed in his/her player indicator (circle with the number 1, 2, 3, or 4).

When it is your turn, your current score will be displayed in black in the center right-hand side of the screen. When it is an opponent's turn, this area will display his/her score in red. At the end of each round of play, the scores will be updated. Rounds of play will continue until either you or an opponent reaches 500 points and becomes the winner.

Keep playing and sharpening your skills, and in no time you'll be saying "UNO!"

SLEEP MODE

In order to conserve battery power, your game will go to sleep if there is no activity (buttons pressed) for one minute. Don't worry! If you press either UNO® or ENTER/PLAY, the unit will wake up, and your game will be exactly where you left it!

BATTERY INSTALLATION / REPLACEMENT

This game is powered by four (4) AAA (LR03) batteries.

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Remove batteries and dispose of them safely.
- Insert four (4) AAA (LR03) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- Batteries included are for demonstration purposes only.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off

and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Keep these instructions for future reference as they contain important information.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

6-MONTH LIMITED WARRANTY FOR USA (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement, and return shipment, will be free of charge.

TOLL-FREE NUMBER: **1-800-803-9611**. Hours: 9:00 AM - 7:00 PM Eastern Time; Monday - Friday; 11:00 AM - 5:00 PM; Saturday.

ADDRESS FOR RETURNS: **CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052.**

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

6-MONTH PRODUCT WARRANTY FOR UK (This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 01628 500303.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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www.radicagames.com Helpline 1.800.803.9611 or service.mattel.com

Retain this address for future reference.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1.800.803.9611.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303.

Mattel Australia Pty. Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867.

Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A.
Consumer Relations 1.800.803.9611.

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1.800.803.9611 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM

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