



My First UNO®

With



King-Size Card Game



CONTENTS

36 King-Size, My First UNO Cards with Sesame Street Characters

- (4) Big Bird #1 cards (red, yellow, blue, green)
- (4) Zoe #2 cards (red, yellow, blue, green)
- (4) Cookie Monster #3 cards (red, yellow, blue, green)
- (4) Elmo #4 cards (red, yellow, blue, green)
- (4) Baby Bear #5 cards (red, yellow, blue, green)
- (4) Rosita #6 cards (red, yellow, blue, green)
- (4) Grover #7 cards (red, yellow, blue, green)
- (2) Ernie and Bert "Draw 1" cards (red, blue)
- (2) Oscar the Grouch "Choose who to draw 2" cards (yellow, green)
- (4) Monster "Wild" cards

Please remove all components from package and compare them to the component list.

OBJECT

Be the first player to get rid of all the cards in your hand.

LET'S GET READY!

1. Shuffle the cards.
2. Each player draws a card. The player with the highest card number is the dealer.
3. Reshuffle all the cards and deal 5 cards to each player.
4. Place the remaining cards face down to make a Draw Pile.
5. Turn over the top card of the Draw Pile to make the Discard Pile. If the card drawn is a Wild Card or a Draw 2 Card, continue drawing cards until you find a number card (1-7).

LET'S PLAY!

1. The player to the left of the dealer goes first. Look in your hand for a card that matches the number, color or character of the card in the Discard Pile.

If you have a card that matches color, number or character, take the matching card from your hand and put it in the Discard Pile.

Example: If the card in the Discard Pile is a Blue Zoe #2 Card, you may play any Blue Card or any Zoe #2 Card.

Instead of playing a matching card, you may change the color of play by playing a Wild Card. Play the Wild Card and call out the color want to play.

Example: If the card in the Discard Pile is a Blue Zoe #2 Card, you may play a Wild Card and change the color to Yellow.

If you don't have a match or a Wild Card, you must draw one card from the Draw Pile. If the card you draw matches the color, number or character of the card in the Discard Pile, you may put it play it. Otherwise, your turn ends.

2. Play moves to the player on your left (clockwise).
3. If no one is out of cards by the time the Draw pile is depleted, reshuffle the Discard pile, turn it over and continue play.

SPECIAL CARDS

WILD CARD

You may play a "Wild" card on top of any card of any color or number. When you discard a "Wild" Card, you must "call" the color you wish to play. You may even call the current if you like. You may play a "Wild" card even if you have another playable card in your hand.



DRAW 1

You may play a red or blue "Draw 1" card on top of a red or blue card in the Discard Pile. When you play a "Draw 1" card, the next player must draw 1 card from the Draw Pile and forfeit their turn. The next player must play the matching color, another "Draw 1" card or a "Wild" card.



CHOOSE WHO TO DRAW 2

You may play a green or yellow "Choose Who to Draw 2" card on top of a green or yellow card in the Discard Pile. When you play a "Choose Who to Draw 2" card, you choose which player must draw 2 cards from the Draw Pile. After that player draws to cards, the player to your left goes next. The next player must play the matching color, another "Choose Who to Draw 2" card or a "Wild" card.



"UNO!"

When you have one card left in your hand, you must yell "UNO" (meaning "one") before your second-to-last card touches the Discard Pile. If you don't yell "UNO" and another player catches you before the next player plays or draws a card, you must draw two cards from the Draw Pile.

If you fail to say "UNO" and no one catches you by the time the next player begins their turn, you do not have to draw two cards. A player begins a turn by either playing or drawing a card.

WINNING THE GAME

The first player to get rid of ALL their cards wins the game!