



Contents

112 Double-Sided Cards

UNO FLIP™ IN A NUTSHELL

UNO FLIP™ plays like regular UNO®, except there are two sides to the deck of cards: a "Mild" ono FLIP in plays like regular onous, except there are two sides to the deck of cards: a "Mild side," but whenever someone plays a FLIP card, everything gets flipped over (the deck, the discard pile, and even the cards in your hand!) and now everyone must play off the "Wild Side" of the cards. The Wild Side has different Action Cards with much stiffer penalties. Player's must play with the Wild Side cards until someone plays another FLIP card, and then play goes back to the Mild Side, and so on until someone has played all the cards in their hand english the round. until someone has played all the cards in their hand, ending the round.

Set Up

- Since the deck is two-sided, make sure all the cards of each side are facing the same way: all the Mild Side cards facing one way, all the Wild Side cards facing the other way. · Choose a Dealer and then Shuffle the cards.
- Deal 7 cards to each player. Hold the cards with the Mild Side facing you and the Wild
- Side facing your opponents. • Place the remainder of the deck with the Mild Side facedown to form a DRAW pile (the
- Wild Side cards will be facing UP). • The top card of the DRAW pile is turned over to begin a DISCARD pile (with the Mild Side
- cards facing UP). If this card is an Action Card, ignore it and flip over the next card. . The player to the left of the dealer goes first and play proceeds clockwise.
- Let's Play!

On your turn, you try to get rid of all your cards by playing ONE CARD onto the Discard Pile.

If you DO NOT HAVE a If you HAVE a matching card

on the Discard Pile. 1. You can only play a card if it matches at least one attribute of the top card on the

in your hand, you may PLAY IT

- Discard Pile: its color, number, or symbol. 2. If the card you played is an Action Card, it does something special!
- (see Action Cards below)

CARD from the Draw Pile. 1. If your new card can be played (see above), then you may play it now. If not,

matching card, DRAW ONE

- your turn is over. 2. You may choose to draw a card instead of playing one, even if you have a playable card in your hand.
- NOTE: When adding cards to your hand, make sure they are facing the same direction as the other cards in your hand. For example, if you are currently playing the Mild Side, add new cards to your hand with the Mild Side facing you.

GOING OUT

Whether you are playing with the Mild Side or the Wild Side, 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.

Winning When a player plays their final card, they win. Time to shuffle the cards and play again!

Action Cards - MILD SIDE

Draw One Card - The next player must draw one card and miss their

turn.



Skip Card - When played, the next

player loses their turn.

continues play.

THE DISCARD PILE.

instead of 2 and loses their turn.



counterclockwise and vice versa.

Reverse Card - The direction of



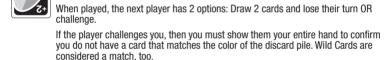
 $\begin{tabular}{ll} \textbf{Wild Card} & - \textbf{This card matches anything so you can play it no matter what card is on the Discard Pile. When you play a Wild Card, you also get to choose the color that the property of the prope$



Flip Card — when you play this card, everything flips from the Mild Side to the Wild Side. Once the Flip card has been played, flip over the Discard Pile (the card just played will now be on the bottom), then the Draw Pile, then everyone's hands must flip to the other side. This new side will remain in play until another Flip card is played, changing it again. This card may only be played on a matching color or on another Flip



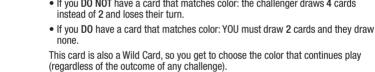
NOTE: WHEN THE DECK IS FLIPPED, IF THE NEW TOP CARD ON THE DISCARD PILE IS AN ACTION CARD (REVERSE, SKIP, DRAW, FLIP) YOU DO NOT HAVE TO TAKE THE ACTION. IF THE NEW CARD ON TOP OF THE PILE IS A WILD CARD, THE PLAYER WHO PLAYED THE FLIP CARD CALLS THE COLOR. Wild Draw 2 Card — This card matches anything so you can play it no matter what card is on the Discard Pile. However, there's a catch: you can only play a Wild Draw 2 if you DO NOT HAVE ANY CARD IN YOUR HAND THAT MATCHES THE COLOR OF



none. This card is also a Wild Card, so you get to choose the color that continues play (regardless of the outcome of any challenge).

• If you DO NOT have a card that matches color: the challenger draws 4 cards

Action Cards - WILD SIDE



Draw Five Card – The next player must draw five cards and miss Reverse Card - Same as the Mild Side.



their turn.

play

Wild Card - Same as the Mild Side.

Skip Everyone Card - When you

play this card, all players are 'skipped" (lose their turns). Play

then returns to the player who laid

Flip Card - Same as the Mild Side.



Action Cards).



match, too.

Keeping Score (Optional Victory Method) When a player wins a hand, they receive points based on the cards remaining in their Cards are valued as follows:

Wild Draw Two50 Points60 Points Wild Draw Color

All number cards (1-9)Face Value Draw Five, Skip, Reverse and Flip20 Points Skip Everyone30 Points40 Points

ENDED ON. Keep a running tally of each player's points from hand to hand. When a player reaches 500 points, they are the winner.

Special graphic symbols have been added to each card to help identify the color(s) on that card.

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NOTE: REMEMBER TO SCORE POINTS BASED ON WHICH SIDE (MILD OR WILD) THE GAME



This will allow players with ANY form of color blindness to easily play. Red (Mild Side) = Yellow (Mild Side) = Orange (Wild Side)

= Pink (Wild Side)

FOR COLORBLIND PLAYERS

= Green (Mild Side)

= Teal (Wild Side)

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Blue (Mild Side)

= Purple (Wild Side)

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down the card. Wild Draw Color Card — When you play this card, the next player must draw until they get a color of your choosing (no matter how many cards they have to draw to do so) 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

are

NOTE: If you suspect that a Wild Draw Color 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 cards until they get the chosen color instead of you. However, if the challenged player is innocent, you must draw the cards until you get the chosen color PLUS an additional 2 cards! Wild Cards are considered a match too.

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