

# SAY UNCLE

For 3-6 players  
Ages 6 and up

## Object

Play cards on others to spell "UNCLE" while getting rid of cards that have been played on you. Be careful, if you have "UNCLE" spelled in front of you at the end of your turn, you're out!

## Setup

Shuffle the deck and deal five cards to all players. Place the remaining cards in the center of the table. This is the Draw Pile. Place any cards discarded during the game in a Discard Pile next to the Draw Pile. The youngest player begins.



## Playing the Game

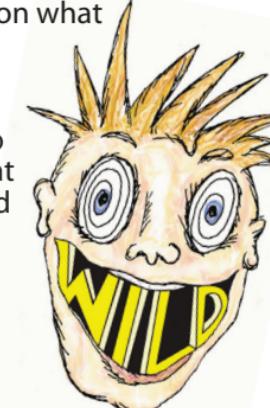
On your turn, play one card from your hand, then draw a replacement card from the Draw Pile. Play passes clockwise to the next player.

**Discarding:** If you cannot or choose not to play a card, discard one card from your hand and draw a replacement card from the Draw Pile. Your turn is over.

There are four types of cards in Say Uncle: Letter, Wild, Discard, and Move.

## Letter Cards

There are five different letter cards, "U, N, C, L," and "E". Play these cards in front of other players to spell "UNCLE". If a player already has a particular letter in front of him or her, you cannot play that letter on that player. Letters of any color can be used to spell "UNCLE".



## Wild Cards

A Wild card can represent any letter. You can play a Wild card in front of another player as long as he or she has four letters or less. The Wild card can be moved around in front of a player, depending upon what other letters are in play.

## Discard Cards

Discard cards allow you to get rid of Letters cards that are in front of you. Discard cards are placed in the Discard Pile after they are played.

## Discard Color:

These cards allow you to take any Letter or Wild card of a specific color on the table and remove it to the discard pile.

**Discard Letter:** These cards allow you to take a specific Letter card of any color on the table and remove it to the discard pile.

You may not use a Discard Letter card to discard a Wild card.

## Move Cards

You can only move a Letter or Wild card already on the table if there is an open space for it in front of another player. Move cards are placed in the Discard Pile after they are played.

**Move Color:** These cards allow you to take any Letter or Wild card of a specific color on the table and move it in front of another player.

**Move Letter:** These cards allow you to take a specific letter card of any color on the table and move it in front of another player.

## Saying "Uncle!"

At some point, you're going to have the word "UNCLE" spelled in front of you and be unable to move a letter by the end of your turn. Squirm, pout, kick all you

(Continued on back)



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want, you have to toss your hand into the Discard Pile and say "Uncle!"

**Just because** you can't get rid of a letter doesn't mean you lose your turn. You still get to play one card from your hand before you're out. For example, play a Letter card in front of the person who took you out or move a Letter from in front of someone else. Normal rules apply, so you can only place or move a letter if there is an open space for it.

**To clarify**, your turn ends when you draw a replacement card. As replacement cards may not be used until your next turn, even if you draw a card that will get rid of a Letter when you have "UNCLE" spelled in front of you, you're still



out. Sometimes players will not realize they have "UNCLE" spelled in front of them and will play a Letter card on another player. Once they draw their replacement card, they're out.

#### Winning the Game

When you are the last person left at the table, you win! Even if you have "UNCLE" spelled out in front of you, there's no one left to make you say it. Revel in your victory as you reshuffle the deck for another round.

