



# UNO<sup>TM</sup> EXTREME!

Game

## CONTENTS:

112 cards as follows:

- 18 Blue cards - 1 to 9
- 18 Green cards - 1 to 9
- 18 Red cards - 1 to 9
- 18 Yellow cards - 1 to 9
- 8 Hit 2 cards - 2 each in blue, green, red and yellow
- 4 Reverse cards - 2 each in blue, green, red and yellow
- 8 Skip cards - 2 each in blue, green, red and yellow
- 8 Discard All cards - 2 each in blue, green, red and yellow
- 4 Wild cards
- 4 Extreme Hit cards
- 3 Customizable cards
- 1 Hit 4 card

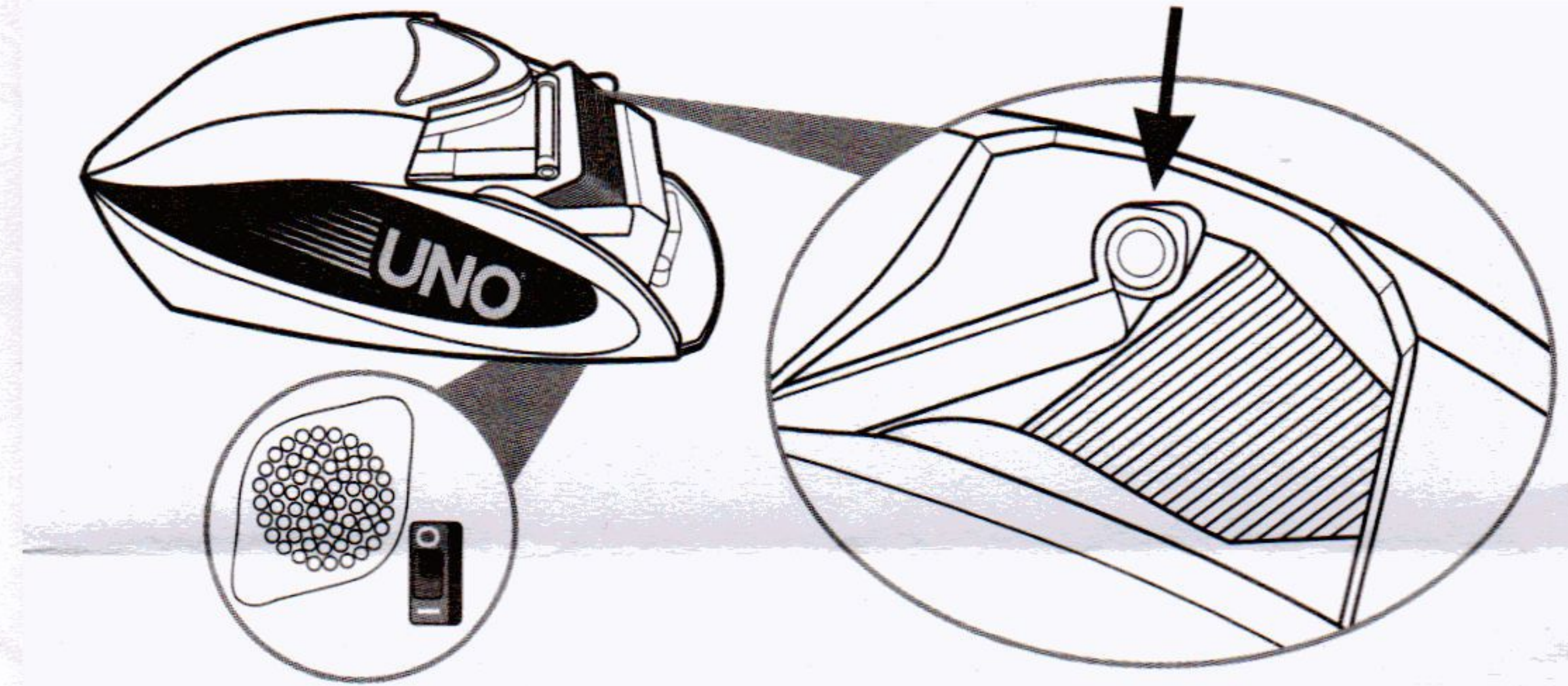
Card Launcher  
Card Launcher Front cover  
Instructions

## OBJECT

Be the first player to score 500 points. The first player to get rid of all the cards in their hand scores points for the cards left in their opponents' hands.

## UNO<sup>TM</sup> EXTREME IN A NUTSHELL

Each player is dealt 7 cards. Place one card from the deck on the playing area to begin a DISCARD pile. Open the Launcher, insert the remaining cards facedown inside, close the launcher and turn the ON/OFF switch located on the bottom of the Launcher to "ON".



**IMPORTANT:** During play, rotate the Launcher so it always faces the player whose turn it is.

**REMEMBER:** Cards do not shoot out every time the button is pressed. This is not necessarily a bad thing, especially if you are the one who has to press the button. When you press the button correctly you will hear an audible "ding" to let you know you've done it right.

The first player has to match the card in the DISCARD pile either by number, color or symbol. For example, if the card is a red 7, you must throw down a red card or any color 7 onto the DISCARD pile. Or, you can throw down a Special Card, if appropriate (see Special Cards section). If you don't have anything that matches, you must hit the Launcher button. If nothing happens, play moves to the next person. If cards shoot out, you must add these cards to your hand. Then play passes to the left (until a Reverse card is played – see Special Cards section).

When you have one card left, you must yell "UNO" (meaning one) before playing your next to last card. Failure to do this results in your having to hit the Launcher button TWICE. (That is, of course, if you get caught by the other players.)

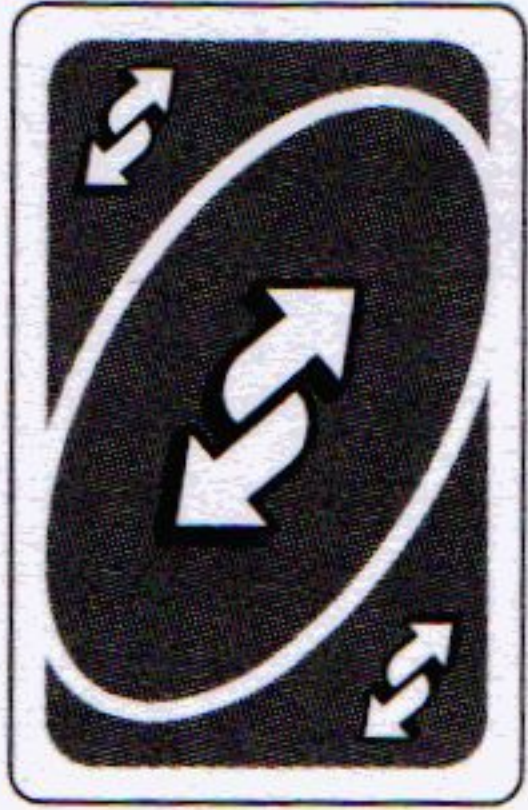
Once a player is out of cards, the hand is over. Points are totaled (see Scoring section) and you start over again. That's UNO<sup>TM</sup> Extreme in a nutshell.

## NOW FOR THE DETAILS CHOOSING A DEALER

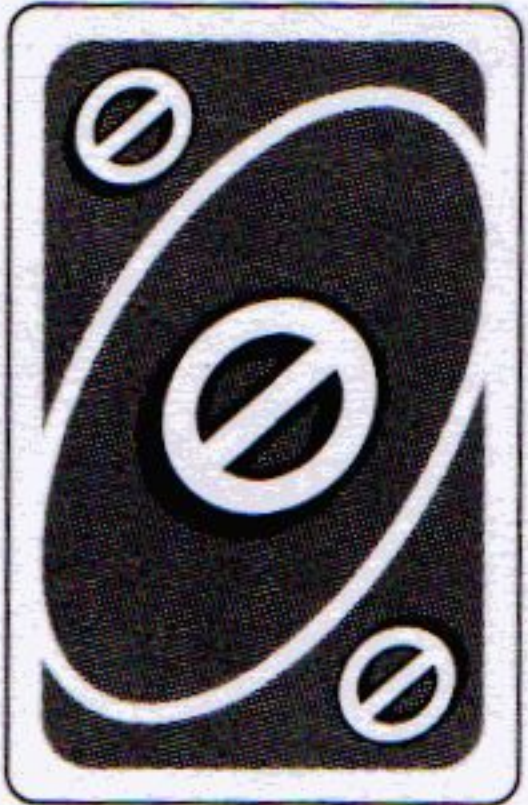
Every player picks a card. The person who picks the highest number deals. If you picked a Special Card, too bad – they don't count. The dealer deals 7 cards to each player, starts the discard pile and loads the Launcher. Player to the left of dealer starts play.



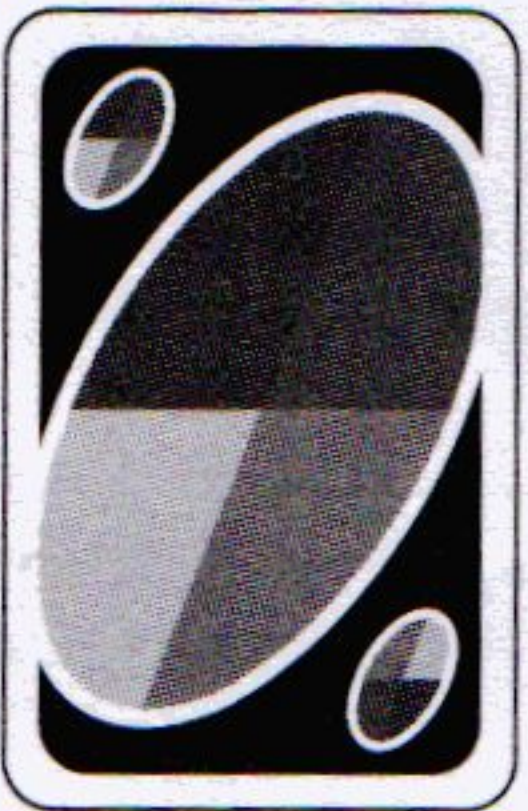
## SPECIAL CARDS



**Reverse** – Simply reverse direction of play. Play left becomes play right, and vice versa. If this card is turned up at the beginning of play the dealer plays first, and play then goes to the right instead of left.



**Skip** – The next player to play loses his/her turn and is “skipped.” If this card is turned up at the beginning of play the starting player is skipped and the next player starts.



**Wild Card** – This card can be played on any card. The person playing the card calls any color to continue play, including the one presently being played if desired. A Wild card can be played even if the player has another playable card in his/her hand. If this card is turned up at the beginning of play the player to the left of the dealer calls out a color, then plays.



**Discard All** – Play this card when you want to discard all of the cards in your hand of the same color. For example, if a yellow “7” is in the Discard pile, you may discard all the yellow cards in your hand, with a yellow Discard All card placed on top. (You may also discard a Discard All card on top of another Discard All card.) If this card is turned up at the beginning of play the player to the left of the dealer begins play with a card of the same color, or another Discard All card. If that’s not possible, he/she must hit the Launcher button.



**Hit 2** – next player must hit the Launcher button twice. His/her turn is then over; play continues with the next player. If this card is turned up at the beginning of play the player to the left of the dealer must hit the Launcher button twice. Then play begins with the next player (the second player to the dealer’s left).



**Hit 4** – next player must hit the Launcher button FOUR TIMES. His/her turn is then over; play continues with the next player. This card is also a wild card, so you choose the color that resumes play. If this card is turned up at the beginning of play the player to the left of the dealer must hit the Launcher button 4 times. Then play begins with the next player (the second player to the dealer’s left).



**Wild Extreme Hit** – When this card is played, whoever played it gets to call any color and then choose ANY OTHER PLAYER in the game to “Hit.” The Launcher is rotated to face the chosen player, and then “hitting” player gets to press the launcher button twice. The game then continues with the next player in regular rotation (the second player to the left – or right in Reverse rotation - of the player who played the Wild Extreme Hit card).



**Wild Customizable Card** – Use a #2 pencil to write any house rule you wish on a card. The only limit is your imagination (and the consent of the other players). Before the game begins, decide how many of these cards to include. You may use only 3 or all 3 – it’s up to you. This is a wild card so you may play it on your turn even if you have another playable card in your hand. Also, you choose the 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. NOTE: the cards are erasable, so you may write a new rule each time you play!

**Not in mod**

## GOING OUT

When you have one card left, you must yell “UNO” (meaning one) before playing your next to last card. Failure to do this results in your having to hit the Launcher button TWICE. (That is, of course, if you get caught by the other players.)

If you forget to say “UNO” before your card touches the Discard pile, but you “catch” yourself before another player catches you, you are safe and not subject to the penalty.

You may not catch a player for failure to say “UNO” until their second-to-last card touches the Discard pile. Also, you may not catch a player for failure to say “UNO” after the next player begins their turn. “Beginning a turn” is defined as either playing a card or hitting the Launcher button.

If a player goes out using a Wild Extreme Hit card, they may use this command card as normal before the game ends.

Once the Discard pile reaches a substantial level (looks like a full deck again), reshuffle the Discard pile, reload the Launcher and continue play.

## SPECIAL RULES

If any cards are left sticking out of the Launcher after activation, the player who caused the Launcher to activate must take these cards and add them to his/her hand.



## SCORING

When you are out of cards, you get points for cards left in opponents' hands as follows:

All cards through 9 .....	Face Value
Reverse .....	20 Points
Skip .....	20 Points
Hit 2 .....	20 Points
Hit 4 .....	40 Points
Discard All .....	30 Points
Wild .....	50 Points
Wild Extreme Hit.....	50 Points
Customizable .....	50 Points

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping a running total of the points each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.

## RENEGING

You may choose not to play a playable card from your hand. If so, you must hit the Launcher button. Your turn is then over.

## PENALTIES

Any player making a card suggestion to another player must hit the Launcher button 4 times.

## TWO PLAYER GAME

Rules for Two Players - Play UNO™ Extreme with two players with the following special rules:

1. Playing a Reverse card acts like a Skip. The player who plays the Reverse may immediately play another card.
2. The person playing a Skip card may immediately play another card.
3. When a Hit 2 card is played and your opponent has hit the Launcher button twice, the play is back to you.

## CHALLENGE GAME

Challenge UNO™ Extreme - This game is scored by keeping a running total of what each player is caught with in his or her hand. As each player reaches a designated amount, we suggest 500, that player is eliminated from the game. When only two players are left in the game, they play head to head. (See Two Player Game section.) When a player reaches or exceeds the amount designated, he/she loses. The winner of that final hand is declared the winning player of the game.