

Harry Potter™

	7+
	2-10

UNO®



CONTENTS

110 cards as follows:

19 Blue cards - 0 to 9;

19 Green cards - 0 to 9;

19 Red cards - 0 to 9;

19 Yellow cards - 0 to 9;

8 Draw 3 cards - 2 each in blue, green, red and yellow;

8 Reverse cards - 2 each in blue, green, red and yellow;

8 Skip cards - 2 each in blue, green, red and yellow;

4 Wild cards;

4 Wild Draw Four cards;

1 Howler™ card (Wild);

1 Invisibility card (Wild)

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

OBJECT OF THE GAME

To be the first player to score 500 points. Points are scored by getting rid of all the cards in your hand before your opponent(s). You score points for cards left in your opponents' hands.

HOW TO PLAY

The player whose birthday is closest to Harry Potter's birthday (July 31st) deals.

Once the cards are shuffled each player is dealt 7 cards.

The remainder of the deck is placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile. If an Action Card is the first one turned up from the DRAW pile, certain rules apply (See FUNCTIONS OF ACTION CARDS).

The person to the left of the dealer starts play. They have to match the card on the DISCARD pile either by number, color or symbol. For example: If the card is a red 7, the player must put down a red card or any color 7. Alternatively, the player can put down a Wild card (see FUNCTIONS OF ACTION CARDS).

If the player doesn't have a card to match the one on the DISCARD pile, they must take a card from the DRAW pile. If the card picked up can be played, the player is free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

Players may choose not to play a playable card from their hand. If so, the player must draw a card from the DRAW pile. If playable, that card can be put down in the same turn, but the player may not use a card from the hand after the draw.

FUNCTIONS OF THE ACTION CARDS

The functions of the Action Cards, and when they may be played, are set out below.

DRAW 3 CARD - When this card is played, the next person to play must draw 3 cards and miss their turn. This card can only be played on matching colors and other Draw Three cards. If turned up at the beginning of play, the same rule applies.



REVERSE CARD - This card simply reverses direction of play. Play to the left changes direction to the right, and vice versa. The 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 to the right instead of the left.



SKIP CARD - The next player to play after this card has been laid loses their 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 player to the left of the dealer is "skipped", hence the player to the left of that player commences play.



WILD CARD - The person playing this card calls for any color to continue 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 hand. 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 calls the color which continues play. Also, the next player has to pick up 4 cards from the DRAW pile and miss their turn. Unfortunately, the card can only be played when the player holding it does not have a card in their 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. A player holding a Wild Draw Four may choose to bluff and play the card illegally, but if they are "caught" certain rules apply (See PENALTIES). If this card is turned up at the beginning of play, it is returned to the deck and another card is picked.



HOWLER™ CARD (WILD) - The person playing this card chooses anyone at the table to "shout out" every card that they hold in their hand. Following that, the person who played the Howler™ calls for any color to continue play, including the one currently being played, and play proceeds from there. Howler cards can be played at any time - even if the player has another playable card in hand. If this card is turned up at the beginning of play, it is returned to the deck and another card is picked.



When someone is called on to shout out their cards, they may play an **INVISIBILITY WILD** (see below) to cancel the effect of the Howler™. In this event, the person who plays the Invisibility Wild calls for any color to continue play, including the one currently being played, and play proceeds from there.

INVISIBILITY CARD (WILD) - This is a safety card. A player can play this card to cancel the effect of any Action Card that has been played on them. They call for any color to continue play, including the one currently being played, if so desired. This card can also be played as a standard Wild card.



If turned up at the beginning of play it is returned to the deck and another card picked.

GOING OUT

When a player has only one card left, they must yell "UNO®" (meaning "one"). Failure to do this results in them having to pick up 2 cards from the DRAW pile. This is only necessary though, if they are caught by one of the other players (see PENALTIES). Once a player has no cards left, the hand is over. Points are scored (see SCORING) and play starts over again.

If the last card played in a hand is a Draw Three or Wild Draw Four card, the next player must draw the 3 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.

SCORING

The first player to get rid of their cards receives points for cards left in opponents' hands as follows:

All number cards (0- 9)	Face Value
Draw 3	20 Points
Reverse	20 Points
Skip	20 Points
Wild	50 Points
Wild Draw 4	50 Points
Howler™ Card	50 Points
Invisibility Card	50 Points

WINNING THE GAME

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.

PENALTIES

A player who forgets to say "UNO®" before their second-to-last card touches the DISCARD pile, but remembers (and shouts "UNO®") before any other player "catches" them, is safe and is not subject to the penalty. Players may not be caught for failure to say "UNO®" until their second-to-last card touches the DISCARD pile. They may also not be caught for failure to say "UNO®" after the next player begins their turn. "Beginning a turn" is defined as either taking a card from the DRAW pile or drawing a card from your hand to play.

Players who make card play suggestions to the other players must draw 2 cards from the DRAW pile.

If a player plays a wrong card and it is noticed by any of the other players they must take their card back and take 2 extra cards from the DRAW pile. Play continues with the next person in turn.

If a Wild Draw Four card is played illegally (that is, if the player holds a matching color to one that's on the DISCARD pile) and the person who plays it is challenged, the hand must first be shown to the player who has made the challenge. If the Wild Draw Four card has been played illegally, the offending player must draw 4 cards. If the card has been correctly played, the challenger must draw 2 cards in addition to the 4. The challenge can only be made by the player who is required to pick up the 4 cards after the Wild Draw Four card is laid.

TWO-HANDED PLAY, PARTNERS AND MULTI-TABLE TOURNAMENTS

Two Handed Harry Potter™ UNO® (UNO® with two players)

This is played 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 one person plays a Draw Three card and the other player has drawn the 3 cards, the play is back to the first person. The same principle applies to the Wild Draw Four card. The usual UNO® rules apply in all other instances.

PARTNERS

Partners sit across from each other. When either partner goes out, the hand is over. All the points in both the opposing hands are totaled and scored for the winning team.

VARIATION

With four players, four hands can be played, with each player partnering a different person in each hand. All players keep track of the points scored in each of their partnerships. Several rounds could be played, with the person scoring the highest number of points declared the winner.

With eight players, two separate games can be played at two tables, with each player having each other player as a partner for four hands each (a total of 28 hands). Score as above.

CHALLENGE HARRY POTTER™ UNO®

This game is scored by keeping a running total of what each player is caught with in their hands. As a player reaches a designated amount, possibly 500, that player is eliminated from the game.

When only two players are left in the game, they play head to head. The player who reaches or exceeds the amount designated loses.

The winner of that final hand is declared the winning player of the game. (See special rules for TWO HANDED UNO®).

Enjoy Harry Potter™ UNO® and may the best or luckiest player win!



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