



# UNO® junior

Introduce your kids to UNO® in a way that challenges them to learn and grow as they play. Each new level features learning benefits that expand along with their knowledge of the classic game you love!

## UNO® JUNIOR IN A NUTSHELL

Get rid of all your cards by matching a card in your hand to the top card on the discard pile. You can match by **color**, **number** and, especially handy for younger players, **ANIMAL!** Elephant matches elephant and monkey matches monkey.

As the levels increase in difficulty, cards are added that skip players, reverse the direction of play or even make somebody draw extra cards!

## HOW TO PLAY



1 2 3 4 5

After shuffling the deck, **deal five cards** to each player.

### PARENT TIP

Have beginners lay their cards face-up so you can help them!



Make a **Draw Pile** and a **Discard Pile** with the remaining cards.

the draw pile goes **face down!**



Draw Pile



Discard Pile

while the discard pile goes **face up!**



## On your turn, match:



**COLOR**



**NUMBER**



**ANIMAL**

If you can't make a match, draw ONE card from the Draw Pile (if it matches the discard pile, play it!).

When you are down to your last card, yell "Uno!" If you don't and someone catches you, you have to draw TWO extra cards!

Keep going until someone is out of cards. They win!

## LEVELS

### 1. BEGINNER

For the youngest players just learning the game.

#### WHAT THEY'LL LEARN

- Taking Turns
- Color And Number Recognition

#### WHAT TO DO

Take out all the Action Cards (See ACTION CARDS) from the deck.



#### PARENT TIP

Begin by matching animals instead of numbers. You can even have them make the sound of the animal when they play the card! ROAR!

### 2. INTERMEDIATE

Add some action cards back into the deck to pick up the pace.

#### WHAT THEY'LL LEARN

- Critical Thinking
- Sorting and Classifying

#### WHAT TO DO

Add the Reverse, Skip and Wild cards **BACK INTO** the deck, but **LEAVE OUT** the Draw One and Draw Two cards.



#### PARENT TIP

You can play a Wild card any time you want no matter what is on the discard pile.

### 3. ADVANCED

Add the penalty cards to the deck to increase stakes!

#### WHAT THEY'LL LEARN

- Logic
- Problem Solving

#### WHAT TO DO

Add the Draw One and Draw Two cards to the deck so that you are now using the entire deck, including all Action Cards.



#### PARENT TIP

Remember, you can play an action card on top of a matching action card no matter the color.

### ACTION CARDS



#### DRAW ONE CARD

The next player in order must draw one card and miss their turn.



#### DRAW TWO CARD

The next player in turn must draw two cards and miss their turn.



#### SKIP CARD

The next player in order is skipped.



#### REVERSE CARD

The direction of play reverses (if play is currently clockwise, then play changes to counterclockwise, and vice versa).



#### WILD CARD

This card can be played at any time. The player then decides what color will continue play.

#### CONTENTS

56 cards as follows:

- 9 Blue animal cards - 0 to 8
- 9 Green animal cards - 0 to 8
- 9 Red animal cards - 0 to 8
- 9 Yellow animal cards - 0 to 8

- 4 Draw 1 cards - 1 in each color
- 4 Draw 2 cards - 1 in each color
- 4 Skip cards - 1 in each color
- 4 Reverse cards - 1 in each color
- 4 Wild cards

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