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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



Wireless DS  
Multi-Card  
Play

1-4

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

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**BLACK LANTERN STUDIOS, INC.**

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REV-E

## Starting the Game

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

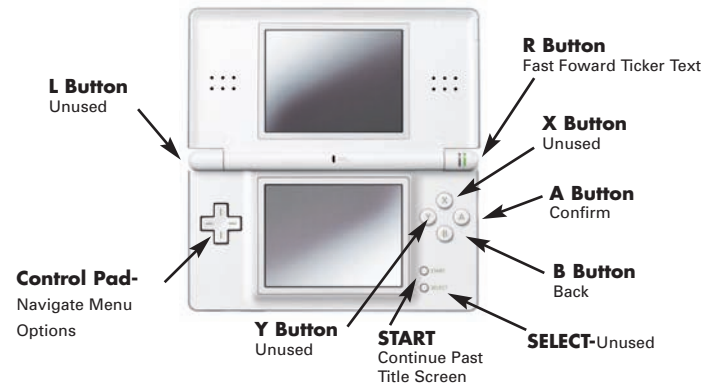
**WARNING :** Inserting a Game Card when the system is already on might result in damage to the Game Card.

## Introduction

UNO 52™ is an innovative coupling of poker with the UNO® card game we love. This game is just as engaging for the no holds barred Poker champs as it is for the on-the-go family looking for a new group activity. Now there's no need to use cards, boards, and chips to experience the gaming enjoyment of these classic card games. You can start playing at any time and place!

This game features both single-system multiplayer, which involves using just a single Nintendo DS™ system and one copy of the game, and Wireless multiplayer where each player must have their own system and a copy of the game. Single-system multiplayer requires players to take their turn and then pass the Nintendo DS™ system to the next player.

## Menu Controls



You can also use the touch screen to quickly navigate through the menus by simply selecting the option using the stylus.

## Profile Selection

Before you begin playing, you must select an existing profile, create a new profile, or choose to play as a guest. Profiles let players personalize their experience by entering their own name (or nickname) and selecting an icon that represents them. Profiles keep track of various records for each game, such as high scores and number of games won, as well as awards. The game can store a maximum of eight profiles.

## Main Menu

The following options are available on the Main Menu:

- **Standard Game** – Choose a game and play in single-player or Hotseat modes.
- **Wireless Play** – Play wirelessly with friends who have a Nintendo DS™ system and their own copy of the game.
- **Profile Options** – Edit or delete the selected player profile and view player records.
- **Game Options** – Adjust game settings and view the credits

## Wireless Play

Wireless Play allows up to four players that have a Nintendo DS™ system and a copy of the game to join in the fun of UNO 52™. Wireless Play is not available if you are playing as a guest.

## Wireless Group Setup

In this menu, you can choose to join a group or create a new group. One player, called the host, must choose to create a new group. The remaining players must join that group. A group can contain a maximum of four players and the host may choose to continue after at least two players are in the group.

## Wireless Game Setup

The host gets to set up all game options. All other players will view the Waiting Room screen until the host starts the game. The host can then set up custom game options. After all options are set, the chosen game will begin.

## Profile Options

The Profile Options menu allows you to edit or delete a profile or view profile records. This menu is not available if you are playing as a guest.

- **View Records** – View the current profile's high scores and other statistics. You can also view the records of the top player in each category.
- **Edit a Profile** – Change the current profile's name and icon.
- **Delete a Profile** – Removes the current profile, which erases not only the name and icon, but also all records that this profile had.

## Game Options

This menu allows you to adjust sound and music volumes. You can also choose to view the credits from this menu.

### Quick Play Setup

This allows you to quickly set up a game by addressing only the most necessary options. You will be asked to select the number of human-controlled players, number of computer-controlled players, game difficulty, and game type. Players 2-4 must select a profile if they are human-controlled.

### Custom Game Setup

Selecting a custom game gives you full control over how to play. You can set the number of players, customize each player. You can also choose which game type, alternate cards, and house rules to play with.

### Custom Game Player Setup

After selecting a Custom game, you must first set your player options. First you can set the number of players and whether to play a team game. Team play is only available in a 4-player game. Next, you can set each player as either human-controlled or computer-controlled, as well as set the computer difficulty. Player 1 must be human-controlled, since every game must have at least one human player. Finally, players 2-4 must select a profile if they are human-controlled.

### Custom Game Settings

The Custom Game Settings screen lists a number of important options for the Custom Game mode. On this screen, you can select the game type, along with the win condition for that type. You can also select whether you would like to play with House Rules and Alternate Cards on or off.

### Game Type

### Win Conditions

- |              |                                  |
|--------------|----------------------------------|
| • Endless    | N/A                              |
| • Chips      | 50-500 (reach this amount)       |
| • UNO® Wins  | 1-10 (win this number of rounds) |
| • Poker Wins | 1-10 (win this number of rounds) |
| • Pot Wins   | 1-10 (win this number of rounds) |
| • Survival   | 25 - 200 (starting chips value)  |

**Endless:** Play endless rounds of UNO 52™. Between each round, scores are shown in four categories – chips, pot wins, first-out wins, and poker hand wins. Play continues indefinitely.

**Chips:** Players race to reach a set chips value to win. Between each round, scores will be shown. Players start with 25 chips and can go into debt. Once a player has reached the specified number of chips, that player will win the game.

**UNO® Wins:** Players must go out first for a set amount of rounds to win the game. Between each round, the number of UNO® wins for each player will be displayed. Once a player has won the UNO® hand the specified number of times, that player will win the game.

**Poker Wins:** Players must win the best poker hand for a set amount of rounds to win the game. Between each round, the number of best poker hands each player has won will be displayed. Once a player has won the best poker hand the specified number of times, that player will win the game.

**Pot Wins:** Players must win the pot for a set amount of rounds to win the game. Between each round, the number of pot wins for each player will be displayed. Once a player has the specified number of pot wins, that player will win the game.

**Survival:** Players must ante extra in this mode based on the number of players still at the table. Players who lose all their chips are eliminated. Play continues until only one player remains.

### Special Modes Menu

This menu allows you to choose one of three Special Modes for your chosen game. The following single-player modes are available:

- **Challenge Mode** – Challenge yourself with one of 5 unique levels, or play a randomly-generated level for a new experience each time.
- **Endurance Mode** – Maximize your score by winning big without running out of chips.
- **Timed Mode** – Race against two clocks to score big before time runs out.
- **Solitaire Mode** – Try to play all the cards in this twist on classic ≈ Solitaire!

### In-game Options

This screen is accessed from the Pause screen and allows you to adjust sound and music volumes, change the current background theme, and change the current music track.

### Game Help

This menu allows you to view the controls and a review on how to play. New players may want to check out this information before playing for the first time.

### Theme Menu

Before your game starts, you must choose a background to view and a music track to listen to while you play. There are animated and non-animated backgrounds to choose from and there are music tracks in a number of different styles.

### Pause Screen

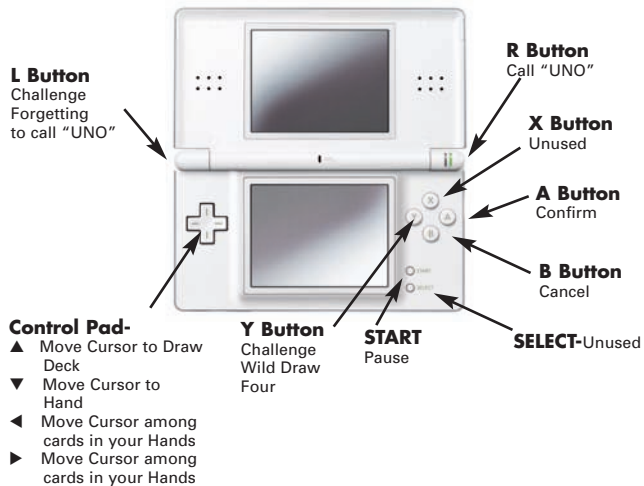
The pause screen can be viewed by pressing START during a game. It shows the current game scores and it allows you to access the in-game options screen or quit the game.

### In-game Options

This screen is accessed from the Pause screen. It allows you to adjust sound and music volumes, change the current background, and change the current music track.

# UNO 52™

## Controls



You can also use the touch screen to play UNO 52™ by simply selecting the option using the stylus. Pressing START will still be used to pause the game when taking advantage of the touch screen.

## How to Play

**Object:** To win a round, be the first to discard all cards and/or the player with the best poker hand.

To discard, match a card from your hand with the top card on the discard pile; by number/symbol or color (suits are disregarded). If you do not have any matching cards, you must take a card from the draw pile, which ends your turn. If you successfully discard, you have the option to play a card from your UNO® hand onto your poker hand using the matching rules.

Action cards force an action: "Reverse" play, "Draw Two" cards, "Draw Four" cards or "Skip" next player. Wild cards let you name what color will continue play.

Before discarding your second to last card (or immediately afterwards), you must call "UNO." If another player catches that you forgot before the next turn begins, you will receive two cards from the draw pile. Once you have called "UNO", you must wait until your next turn to play your last card, either on your poker hand or the discard pile.

## Deck & Action Cards

The UNO 52™ deck has 240 cards. There are four standard 52 card decks, each unchanged, except for being painted one of the four UNO® colors: red, yellow, green and blue. There is a blue deck, a green deck, and so on. There are also 32 of the regular UNO® action cards in the deck and these cards behave just as they do in original UNO®.



**Draw Two Card:** When played, the next person to play must draw 2 cards and miss their turn.



**Reverse Card:** This simply reverses direction of play. In two-player UNO®, it acts as a skip.



**Skip Card:** When played, the next person to play is skipped (loses a turn).



**Wild Card:** The person playing this card calls for any color to continue the play.



**Wild Draw Four Card:** Behaves as a wild and a draw card. This may only be played when the player has none of the active colored cards in their hand. Players may bluff and play it illegally, but the next player may challenge it by pressing SELECT. If caught, the bluffing player must draw four cards. If the challenger is wrong, they must draw six cards instead of the four they would have.

## Going Out

When a player has only one card left, they must call “UNO.” This can be done with the R Button before the second to last card has been discarded. If the player fails to do this, opponents can challenge that player for forgetting to call “UNO” by pressing the L Button. This challenge must be made before the next player draws or discards. Player who are successfully challenged for forgetting to call “UNO” are forced to draw two cards. The player must also allow for an entire round of turns between calling “UNO” and playing their last card. However, once the round of turns has passed, that card may be played either on the discard pile or the poker hand.

## Scoring

Chips are used in place of points to determine the winning and losing parties. Before each round, players all ante a white chip (1 point) to the pot. At the end of each round, the blue chip (10 points) goes to the player who is first to go out and the red chip (5 points) goes to the player that finishes with the best poker hand.

All players that did not go out first that round must pay one white chip (or one point in chips) per the remaining cards in their hand, to the pot. For example, if a player has 5 cards remaining when the round ends, they must pay 5 points in chips to the pot.

When a player wins both the blue and red chip, they win the pot as well. Poker hands are scored at the end of the round using standard poker scoring.

**BEST**



Five of a Kind	
Royal Flush	A straight flush of 10-J-Q-K-A
Straight Flush	Five cards in sequence, all of the same suit
Four of a Kind	
Full House	Two of one kind, three of another
Flush	Five cards of the same suit
Straight	Five cards in sequence
Three of a Kind	
Two Pairs	
One Pair	Two of a kind
High Card	Highest card in your hand

**WORST**

### Team Play

UNO 52™ teammates play completely separately, while being affected by each other in the form of wins and chips. Between teammates, chips are shared. Should one win the poker hand and the other “go out” first, they will take the pot.

### House Rules

- **Stack Draw Cards:** When a Draw Two card is played, instead of drawing two cards, you can stack a Draw Two card on top. The next player would have to draw four or stack a Draw Two card on top.
- **Wild Draw Four Cards:** Choose when Wild Draw Four cards can be played, as well as whether to allow bluffing.

- **Draw Card Penalty:** Choose the number of cards a player who is caught forgetting to call “UNO” must draw.
- **Dealt Cards:** Select the number of cards dealt: from 5 and 15.
- **Wilds on Poker Hands:** Wild cards can be played on poker hand cards. A new color is selected, but the suit and value of the card underneath are retained.

### Alternate Cards

The following are Alternate Cards that can be turned on or off when setting up a Custom Game:



**Wild Reverse:** This card is a combination of a Reverse card and a Wild card. It can be played at any time, allows the player to choose the new color, and reverses the direction of play.



**Wild Skip:** This card is a combination of a Skip card and a Wild card. It can be played at any time, allows the player to choose the new color, and skips the next player’s turn.



**Wild Symbol:** When this card is played on the discard pile, the player chooses a symbol (0-9, Reverse, Skip, Draw Two, All Draw Two). After the symbol is chosen, this card can only be played upon by matching the symbol or by playing a Wild card.



**All Draw Two:** When this card is played on the discard pile, all other players must draw two cards. This card is available in all 4 colors.



**Joker Card:** This card is available in all 4 colors and can represent any poker card value when played on a poker hand. Once played, the card number or value will change automatically whenever your poker hand changes. The Joker may also be played on the UNO® discard pile to match a like-colored card or another Joker, but no special actions occur.

### Challenge Mode

Challenge mode is a set of five unique levels meant to be a test of your skill and patience. Each level is tiered in difficulty. Play the Challenge tier of five levels or generate a random Challenge level and play that! Every Challenge level has its own game type and win condition.

#### Level 1

- Win Condition: Go Out First
- Opponents: 2
- Difficulty: Easy

#### Level 2

- Win Condition: Get the best poker hand twice
- Opponents: 2
- Difficulty: Easy



#### Level 3

- Win Condition: 50 Chips Survival
- Opponents: 3
- Difficulty: Normal

#### Level 4

- Win Condition: Win the pot three times
- Opponents: 3
- Difficulty: Normal

#### Level 5

- Win Condition: Be the first player to reach 250 chips
- Opponents: 3
- Difficulty: Hard

### Endurance Mode

Endurance Mode features 2 computer-controlled opponents of normal difficulty. In this mode, you start with 25 chips. The value of your winnings each round is added to your score, so your score can increase, but not your chip count. The object is to make your score as high as possible before you run out of chips. Add some strategy to your game!



## Timed Mode

Timed Mode features a single computer-controlled opponent of normal difficulty. In this mode, a game lasts 10 minutes and each round lasts a maximum of 2 minutes and 30 seconds. If either timer runs out before either player goes out, the best poker hand is awarded and the value of the pot increases. The value of your winnings each round is added to your score, which can never decrease. Antes and penalties are paid automatically and have no adverse effect on you. Race against the clock to make your score as high as possible!

## UNO® Solitaire

UNO® Solitaire is a blend of UNO® and Solitaire loosely based on the UNO 52™ deck. The type of Solitaire used in UNO® Solitaire is the most common version called Klondike. The deck in UNO® Solitaire is a regular deck of 52 cards, but with no suits. Instead, the UNO® colors replace suits. There are also no UNO® action cards in this deck.

UNO® Solitaire is played just like regular Solitaire, with a few exceptions. First, the foundation piles are segmented by UNO® colors instead of suits. There are only six tableau piles, and most importantly, the tableau piles are built downward using UNO® matching rules. There is also a five-minute timer.



## Awards

You can earn awards by playing the UNO 52™ Special Modes. These awards will be displayed on the Select Profile menu and while playing UNO 52™. Challenge Mode, Endurance Mode, and Timed Mode each have its own award, which will be either Bronze, Silver, or Gold based on your performance. If you get a Bronze or Silver award in a Special Mode, you can always keep playing that mode to upgrade to a Gold award. Here are the criteria for the different awards:

### Challenge Mode

- Bronze: Beat Level 1
- Silver: Beat Level 3
- Gold: Beat Level 5

### Endurance Mode

- Bronze: Score 50
- Silver: Score 100
- Gold: Score 150

### Timed Mode

- Bronze: Score 100
- Silver: Score 150
- Gold: Score 200

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