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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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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



Wireless DS
Multi-Card
Play

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

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Important Legal Information

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▲ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

UNO® and SKIP-BO® are fun and engaging card games that have been played and loved by families for many years. With today's hectic schedules and changing lifestyles, the ease and convenience of playing games like UNO® or SKIP-BO® on a Nintendo DS™ system is an attractive option – especially for families on the go. Also included is the brand new UNO FREEFALL™, a puzzle game using the classic UNO® cards. Players must make matches in order to clear out cards or the play area will fill up and the game will be over.

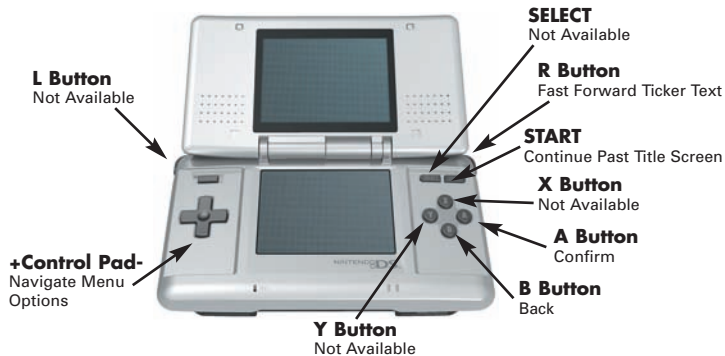
This compilation features both “hot seat” multiplayer, which involves using one Nintendo DS™ system and one Game Card, and wireless multiplayer where each player must have their own Nintendo DS™ system and their own Game Card. Hot seat requires players to take their turn and then pass the system to the next player. Only UNO® and SKIP-BO® have hot seat, but all three games can be played with friends with wireless multiplayer.

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.

Menu Controls



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

Main Menu

The following options are available on the Main Menu:

- **Select a Game** – Select UNO®, SKIP-BO®, or UNO FREEFALL™ to play in single-player or Hotseat modes (only UNO® and SKIP-BO® have Hotseat modes).
- **Wireless Game Play** – Play a multiplayer game using the wireless connection with friends who have a Nintendo DS™ system and their own Game Card.

- **Profile Options** – Edit or delete the selected player profile and view player records.
- **Game Options** – Adjust game settings and view the credits.

Wireless Game Play

Wireless Game Play allows up to four players that have a Nintendo DS™ system and one Game Card each to join in the fun of UNO®, SKIP-BO®, and UNO FREEFALL™.

Wireless Game Setup

The host gets to set up all game options. All other players can see the choices the host makes, but they cannot make any choices. The host must first choose whether to play UNO®, SKIP-BO®, or UNO FREEFALL™. If the Wireless Group has fewer than four players, the host can choose whether to play with Computer players. If playing UNO® or SKIP-BO®, the host can then set up custom game options. If playing UNO FREEFALL™, the host can select which Vs. Mode to play. 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. It not only erases the name and icon, but also all records that this profile had.

Game Options

This menu allows you to adjust sound and music volumes and choose whether to use Immediate Drop in UNO FREEFALL™ (where pressing the Control Pad Up will instantly drop the current card). You can also choose to view the Credits from this menu.

UNO® and SKIP-BO® Menus

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.

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 and 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
• Points	100-1000 (reach this amount)
• Rounds	1-10 (win this number of rounds)
• Survival	100 -1000 (starting point value)

Endless: Play endless rounds of UNO® or SKIP-BO®. Between each round, scores will be shown in two categories – points and number of rounds won. Play continues indefinitely.

Points: Players race to reach a set points value to win. Between each round, scores will be shown. Once a player has reached the specified number of points, that player will win the game.

Rounds: Players must win a set number of rounds to win the game. Between each round, the number of rounds each player has won will be displayed. Once a player has won the specified number of rounds, that player will win the game.

Survival: In a Survival game, all players start with a set number of points. The losing players of each round lose points, as opposed to a Points game where the round winner gains points. When a player runs out of points, that player is eliminated from the game. 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 losing too many times!
- **Timed Mode** – Race against two clocks to score big before time runs out.

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 FREEFALL™ Menus

Classic Game Setup

Before starting a Classic Game, you must select what level to start on. Choose wisely -- the higher the level, the faster the blocks fall and the rows will rise!

Special Modes Menu

This menu allows you to choose one of three Special Modes. Each mode features a special goal and requires you to play the game in a new way. The following Special Modes are available:

- **Flippy Mode** – When a match is made, any adjacent cards that are left over get flipped.
- **Perfect Match Mode** – Place each card in the correct spot to match them all!
- **Timed Mode** – Race against the clock to earn a target score!

Vs. AI Modes Menu

This menu allows you to choose one of three Vs. AI Modes. In each of these modes, you'll compete against computer-controlled opponents. The following Vs. AI Modes are available:

- **Classic Mode** – Stay in the game longer than your opponents!
- **High Score Mode** – Be the first to reach a pre-determined high score!

- **Timed Mode** – Have the highest score when time runs out!

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.

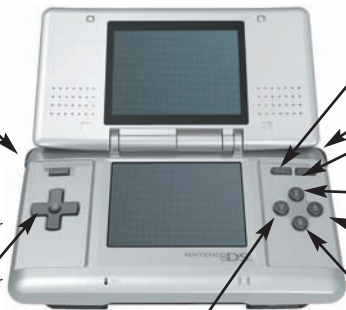
In-game Options

This screen is accessed from the Pause screen and allows you to adjust sound and music volumes, change the current background, and change the current music track. You can also choose whether to play with Immediate Drop (where pressing the Control Pad Up will instantly drop the current card).

UNO® Game Controls

L Button
Challenge
Forgetting to
call 'UNO'

Control Pad-
◀ Move Cursor
among cards in
your Hand
▶ Move Cursor
among cards in
your Hand
▲ Move Cursor
to Draw Deck
▼ Move Cursor
to Hand



Y Button
Challenge Wild Draw Four

SELECT
Not Available

R Button
Call "UNO"

START
Pause

X Button
Not Available

A Button
Confirm

B Button
Cancel

You can also use the touch screen and stylus to move cards, draw from the main deck, and even call "UNO". Press START 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.

To discard, match a card from your hand with the top card on the Discard Pile by number/symbol or color. If you do not have any matching cards, you must take

a card from the Draw Pile, which ends your turn. 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. In a team game, the player to go out first will earn a win for their team. No other rules change.

Action Cards

The following cards have special attributes when played in the game:



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. 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 is done by pressing 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.

Scoring

In a typical game of UNO®, scoring is used to determine the overall winner. The winner scores points for all the cards remaining in their opponent’s hands. The scores for each card are as follows:

Game Type	Win Conditions
• All number cards (0-9)	Face Value
• Draw Two	20 Points
• Reverse	20 Points
• Skip	20 Points
• Wild	50 Points
• Wild Draw Four	50 Points

[**Note:** See the “Alternate Cards” section for their value.]

House Rules

The following are House Rules that can be changed when setting up a Custom Game:

- **Infinite Draw:** Players who cannot play on a Discard Pile during their turn must continually draw until a playable card is found.
- **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.

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. This card is worth 50 points.



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. This card is worth 50 points.



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, Leader Draw Two). After the symbol is chosen, only that card can be played upon by matching the symbol or by playing a Wild card. This card is worth 50 points.

[Note: The Wild Symbol does NOT take on the traits of the symbol picked. Picking a Draw card will not cause other players to draw, nor will it skip a player or reverse play.]



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. This card is worth 20 points.



Leader Draw Two: When this card is played on the Discard Pile, the opposing player(s) with the fewest cards must draw two cards. This card is available in all 4 colors. This card is worth 20 points.

Special Modes

These modes offer new challenges and unique twists on standard UNO® gameplay.

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, victory condition, and single house rule.

Level 1

Win Condition: One Round
Opponent's: 2
Difficulty: Easy
House Rule: None

Level 2

Win Condition: 250 Points
Opponent's: 2
Difficulty: Easy
House Rule: Play Wild Draw Four Anytime

Level 3

Win Condition: Three Rounds
Opponent's: 3
Difficulty: Normal
House Rule: Infinite Draw

Level 4

Win Condition: 250 Points Survival
Opponent's: 3
Difficulty: Normal
House Rule: Stack Draw Cards

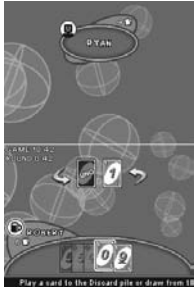
Level 5

Win Condition: 500 Points
Opponent's: 3
Difficulty: Hard
House Rule: Start with 10 Cards



Endurance Mode

Endurance Mode features 2 computer opponents of normal difficulty. In this mode, you earn points for every card played, but you only keep these points if you win a round. If you lose a round, not only do you lose the points from that round, you also lose a token. You only get five tokens, so play carefully!



Timed Mode

Timed Mode features a single computer opponent of normal difficulty. In this mode, a game lasts 20 minutes and each round lasts a maximum of 2 minutes. If either timer runs out before either player goes out, the player with the fewest cards wins the round. For winning a round, you earn 10 points plus the difference in point values between your hand and your opponent's. Race against the clock to make your score as high as possible!



Awards

You can earn UNO® awards by playing the UNO® Special Modes. These awards will be displayed on the Profile screens and while playing UNO®. Each Special Mode has 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

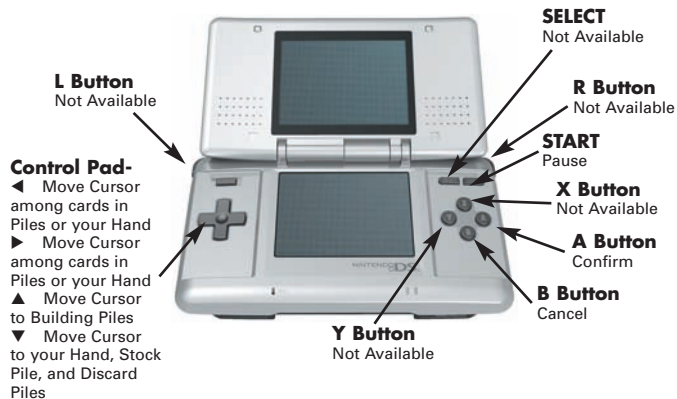
Endurance Mode

- Bronze: Score 300
- Silver: Score 600
- Gold: Score 1,000

Timed Mode

- Bronze: Score 200
- Silver: Score 500
- Gold: Score 1,000

SKIP-BO® Game Controls



You can also use the touch screen and stylus to move cards and draw from the main deck. Press START to pause the game when taking advantage of the touch screen.

How to Play

Object: To win a round, be the first to play every card in your Stock Pile. The four building piles are built of cards stacked in numerical order: 1 through 12. This is how cards are played: either from your hand, the top of your Discard

Piles, or from the top of your Stock Pile. At the start of a turn, you will receive enough cards to bring your hand to 5. If you play all cards from your hand, you will receive 5 more and may continue your turn. End your turn by discarding a card from your hand onto a Discard Pile. Each player is dealt the same amount of facedown cards, which become their Stock Piles. Players overturn the top card of their Stock Pile. The remainder of the deck face is placed facedown in the center of the play area to form the Draw Pile.

Scoring

In a typical game of SKIP-BO®, the first person to collect 500 points wins. The winner of each game scores 5 points for each card remaining in his opponent's Stock Piles plus 25 points for winning the game.

Team Play

All that changes in the rules is that partners can play from each other's Stock and Discard Piles. Partners may not discuss plays at any time. The game is over when a team plays all cards from both of their Stock Piles.

House Rules

The following are House Rules that can be changed when setting up a Custom Game:

- **Highest Stock First:** The player with the highest top card on their Stock Pile goes first.
- **Stack Direction:** Building Piles can flow either direction; from 1 to 12 or 12 to 1.
- **Stock Cards Dealt:** Choose the number of cards dealt to each player's Stock Pile from 5 to 30.
- **Hand Cards:** Choose the number of cards in a hand from 4 to 6.

- **Wild Stacking:** A Wild card can't be played directly on top of another Wild card.

Alternate Cards

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



Redraw Card: When this Wild card is played on a Building Pile, the player's hand will be replaced with five new cards from the deck.



Add Stock Card: When this Wild card is played on a Building Pile, it will add one card to the bottom of every other player's Stock Pile.



Clear Pile Card: When this Wild card is played on a Building Pile, that pile will be cleared off the playing field immediately even if the pile was not yet complete.



Starting 5 Card: This card can be played on an empty Building Pile spot to start a new pile beginning with a 5 instead of a 1. This card can also be played as a standard 5 card.



Starting 9 Card: This card can be played on an empty Building Pile spot to start a new pile beginning with a 9 instead of a 1. This card can also be played as a standard 9 card.

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, victory condition, and single house rule.

Level 1

Win Condition: One Round
Opponent's: 2
Difficulty: Easy
House Rule: None

Level 2

Win Condition: 150 Points
Opponent's: 2
Difficulty: Easy
House Rule: 4 Hand Cards

Level 3

Win Condition: Three Round Wins
Opponent's: 3
Difficulty: Normal
House Rule: Stack Direction



Level 4

Win Condition: 150 Points Survival
Opponent's: 3
Difficulty: Normal
House Rule: No Wild Stacking

Level 5

Win Condition: 300 Points
Opponent's: 3
Difficulty: Hard
House Rule: 10 Stock Cards

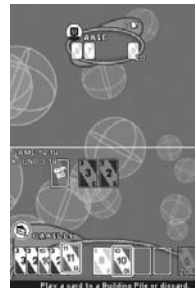
Endurance Mode

Endurance Mode features 2 computer opponents of normal difficulty. In this mode, the goal is to make your score as high as possible and you can earn points in two ways. If you complete a Building Pile, you earn points for every card in that pile – cards that were played from a Stock Pile are worth 15 and cards that were played from anywhere else are worth 5. If you win the round, you'll earn 2 points for each card you played during the entire round! If you lose a round, you lose a token. You only get two tokens, so play carefully!



Timed Mode

Timed Mode features a single computer opponent of normal difficulty. In this mode, a game lasts 20 minutes and each round lasts a maximum of 4 minutes. If either timer runs out before either player wins, the player with the fewest Stock Pile cards is declared the winner. For winning a round, you earn 10 points plus the 5 times the difference in stock card count between your hand and your opponent. Race against the clock to make your score as high as possible!



Awards

You can earn SKIP-BO® awards by playing the SKIP-BO® Special Modes. These awards will be displayed on the Profile screens and while playing SKIP-BO®. Each Special Mode has 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

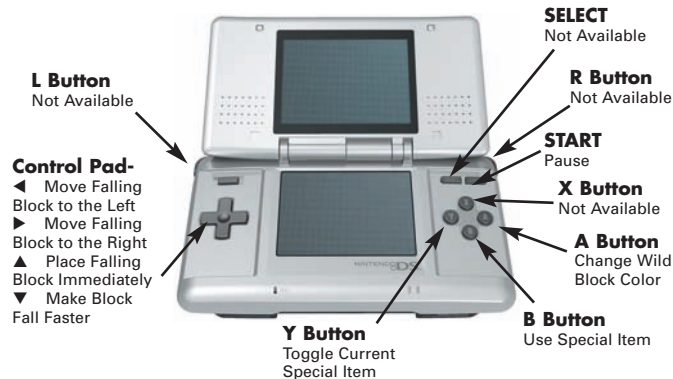
Endurance Mode

- Bronze: Score 300
- Silver: Score 600
- Gold: Score 1,000

Timed Mode

- Bronze: Score 100
- Silver: Score 250
- Gold: Score 500

UNO FREEFALL™ Game Controls



You can also use the touch screen and stylus to move cards, switch targets, and use action cards. Press START to pause the game when taking advantage of the touch screen.

How to Play

Object: To win make matches and score points – but don't let the blocks stack to the top! Three like cards, such as three reds, three skips or a combination of two reds and two skips (where one of the cards is a red skip) must be adjacent to match. Cards above matches fall into place, often creating match combos!

When a Skip, Reverse, Draw Two cards, or Wild Draw Four are matched, their special ability is triggered. Skip, Reverse, and Draw Two cards can also be banked in Vs. matches. If any of the matched cards had been underneath other cards, those will fall and can create matches as well. When several matches occur from a single card placement, it is called a cascade. At set intervals, a new row of non-matching cards will appear on the bottom row pushing up all of the cards in play. This means the board is always accumulating more cards and making it a bigger challenge to stay ahead!

Matching

Two like colors or values that are adjacent create a match. However, cards only clear when matching occurs in sets of three. In other words, each adjacent card must match to form a triplet match. Matches can be horizontal lines of three, vertical lines of three, or “L” shaped. For example, a Red 3 card can be next to a Red 7 card and those two would match. In order to clear out cards, a card adjacent to the Red 3 or Red 7 must match. If a Red 3 had a Red Draw Two or a Green 3 by it, those three cards would then be cleared.

Action Cards

The following Action Cards are available: Skip, Reverse, Draw Two, Wild, and Wild Draw Four. Each of these has at least one special effect depending on which card it is and whether this is a versus game.

Action Cards always have the following effect:

- **Skip:** Freezes the row timer for 1 second.
- **Reverse:** Adds 1 second back to the row timer.
- **Draw Two:** Uncovers two random facedown cards
- **Wild:** Can be changed to any of the four colors.

- **WildDraw Four:** Can be changed to any of the four colors.

When any of these cards (except the Wild card) are cleared in a versus game, they will also be “banked” and appear on the left side of the screen. These Action Cards have various different effects when used in a versus game and up to three can be stored at a time. Players can choose which opponent to target and when to unleash the following effects:

- **Skip:** Freezes an opponent’s controls for 1.5 seconds.
- **Reverse:** Reverses an opponent’s controls for 1.5 seconds.
- **Draw Two:** Drops two extra cards onto an opponent’s playing field.
- **Wild Draw Four:** Drops four extra cards onto an opponent’s playing field.

Scoring

Scoring is entirely based on matches and cascades.

Scoring Rates for Matches

Card Type	Score
• “0-9”	10
• Draw Two	20
• Skip	20
• Reverse	20
• Wild	50
• Wild Draw Four	50

Combo Score Modifiers: A combo occurs when more than three cards match at once.

Combo Size	Score Modifier
• 4 Cards	X2
• 5 Cards	X4
• 6 Cards	X6
• 7 Cards	X8
• 8 Cards	X10
• 9 Cards	X12
• 10 Cards+	X15

Special modes

These modes each offer a unique twist on standard UNO FREEFALL™ game play. You'll need to come up with new strategies to do well in these modes.

Flippy Mode

In Flippy Mode, the game plays exactly like Classic Mode with one exception – every time a match is made, any remaining adjacent cards are flipped over. It does not matter if these cards were face up or facedown beforehand. Strategic placement is necessary or the entire field will fill up with facedown cards.



Perfect Match Mode: In Perfect Match mode, the game starts with cards on the playing field and the cards that will fall are pre-determined. Your challenge is to figure out where you must place each card in order to match them all. There are ten different stages each with a unique puzzle for you to solve.



Timed Mode: In Timed Mode, you race against the clock to earn a target score. Once you've reached that score, you win the stage and move on to the next stage. There are ten Timed Mode levels. If you run out of time or a stack rises above the top, the game ends and you must try again!

Vs. AI Modes

In the Vs. Modes, you must compete against 1-3 opponents. You can play against the computer, or against friends if playing a Wireless game. Playing against opponents brings its own twists and challenges – when Action Cards are matched, they are added to your inventory and you can use them against your opponents!

Classic Mode: Classic Mode is a survival-style competition. This is a standard game and the card falling speed increases as time goes on. Try to match as many special cards as you can to use against your opponent's. Be careful! If your cards stack up to the top, you lose. Be the last player standing to win!

High Score Mode: Score big to get more points than your opponents. Choose a score and then race your opponent's to be the first to reach that many points. If your cards stack up to the top, you lose points. Don't forget to use your specials to help give yourself a fighting chance!

Timed Mode: Timed Mode is a race against the clock and the other players. Use specials and get plenty of combos to increase your score, but don't let your cards stack up to the top – you'll lose points if you do. The winner is the player with the highest score when the time runs out!

Awards

You can earn UNO FREEFALL™ awards by playing the UNO FREEFALL™ Special Modes. These awards will be displayed on the Profile screens and while playing UNO FREEFALL™. Each Special Mode has 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:

Flippy Mode

- Bronze: Score 5,000
- Silver: Score 15,000
- Gold: Score 30,000

Perfect Match Mode

- Bronze: Beat Level 3
- Silver: Beat Level 6
- Gold: Beat Level 10

Timed Mode

- Bronze: Beat Level 3
- Silver: Beat Level 6
- Gold: Beat Level 10

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