

Electronic Yahtzee Instructions



Object of the Game

Get the highest score for each game.

Game Summary

On a turn, roll the dice up to 3 times to get the highest scoring combination for each of 13 categories. You may score after your first or second roll; you *must* score after your third roll.

To score, press SELECT to move the flashing arrow under a category in the upper or lower row, then press ENTER.

The game ends when all 13 categories have been scored.

PLAYING THE GAME

Getting Started

- If no buttons are pressed for about 30 seconds, the game will go into "sleep mode." To "wake up" the game, press ROLL/ON.
- To start a new game, press and hold NEW GAME. The display will show Score 000, and ROLL will flash, as the game waits for your first roll.

Taking a Turn

- Press ROLL to begin a turn, and wait for the dice to stop.
- Press any of the 5 HOLD buttons to select the dice you want to hold. The word HELD will appear under each die you select.
- Press ROLL again, to reroll the dice that have not been held. *Note:* To reroll a held die, just press HOLD to release it.
- After your third roll, you *must* select and enter a score in the upper row or lower row. If you wish, you may select and enter a score after your first or second roll.

Entering a Score

- Press SELECT to enter the scoring mode. A flashing arrow will appear under the category selected. The ROLL VALUE will display the points you would score for that category. *Note:* If you have die rolls remaining and decide to roll again, press ROLL to leave the scoring mode.
- Press SELECT right or left to move the flashing arrow to the category you want to score. Notice that the ROLL VALUE changes according to the points you'd score for each category.
- Press ENTER to score your chosen category. The ROLL VALUE will then automatically be added to your score. The arrow will stop flashing and remain under the category scored.

- You can score each category only once per game. It may be possible to score points in any one of several categories; for example, you could score 4 sixes in 3-of-a-kind, 4-of-a-kind, Chance, or the Sixes category.

Scoring Zero: If your third roll earns no points for any open category, you're forced to score zero in an open category of your choice.

Scoring

The 13 scoring categories are divided into upper and lower rows, as explained below:

Upper Row	Roll Value	Total
Aces = 1	Total Aces only
Twos = 2	Total Twos only
Threes = 3	Total Threes only
Fours = 4	Total Fours only
Fives = 5	Total Fives only
Sixes = 6	Total Sixes only

BONUS: You'll earn 35 extra points if your Sub-Total in the upper row is 63 points or more.

Lower Row	Roll Value	Total
3 of a Kind	Total of all Dice
4 of a Kind	Total of all Dice
Full House	25 points
Small Straight	30 points
Large Straight	40 points
Chance	Total of all Dice
YAHTZEE (5 of a Kind)	50 points

YAHTZEE Bonus: You'll earn 100 extra points for each YAHTZEE after you score your first YAHTZEE (3 bonuses maximum). To score a bonus YAHTZEE, enter a score in the matching upper row category. You'll score for the category *and* get your 100-point bonus!

Joker - If a Yahtzee was previously scored as zero or 50 points, and you can't score in the matching upper row category, you must enter a score in the lower row (if you can). You'll score points for *any* open category in that row!

Chance - This is a catch-all category. If you can't (or don't want to) score your roll in another category, you can score in Chance. You'll score the total of the 5 dice you rolled.

LCD Display Prompts:

Any flashing words or symbols on the display are prompts telling you what your options are:

HOLD Press the HOLD button(s) to hold the corresponding dice. The word HELD will appear under each held die. *Note:* You may press the HOLD button again to release a held die.

ROLL You may ROLL the dice that are not held.

SELECT You may select a category in the Upper Row or Lower Row to score.

SCORE Displays the current total score.

ARROWS Flashing arrow indicates selected category and its ROLL VALUE. Arrows remain under scored categories.

ENTER SCORE You must enter a score in any open category.

HIGH SCORE Displays the highest total score when HIGH SCORE button is pressed. High score is deleted if battery is removed.

ROLL VALUE Displays points to be earned for the category at the location of the flashing arrow.

SUB-TOTAL Displays sub-total of upper row only, for determining if you qualify for the 35-point bonus. (Bonus is awarded if you score 63 points or more.) The sub-total includes the current roll value if scored in the location of the flashing arrow.

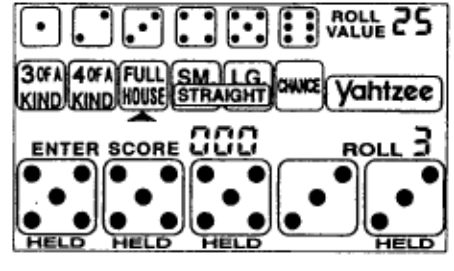
JOKER Tells you that you qualify for a Joker, and must enter a score.

BONUS Tells you that you've just earned a 35-point bonus for the upper row, or a 100-point YAHTZEE bonus.

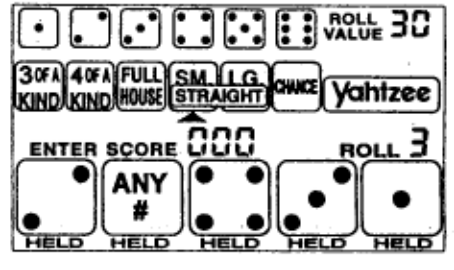
GAME OVER Tells you the 13 categories have been scored — the game is over.

EXAMPLES OF SCORING COMBINATIONS:

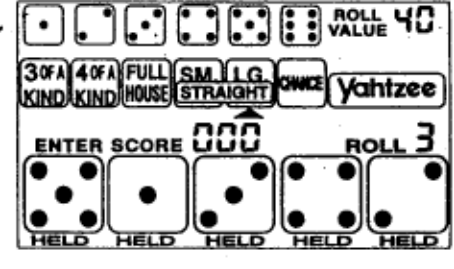
FULL HOUSE
2 of any kind + 3 of any kind



SMALL STRAIGHT
Any 4 consecutive dice



LARGE STRAIGHT
Any 5 consecutive dice



YAHTZEE
5 of any kind



BATTERY INSTALLATION

This computerized unit is powered by one (1) AAA (LR03) battery. For extra long battery life, use an alkaline battery. DO NOT USE A RECHARGEABLE BATTERY.

- Remove cover, press down and slide as shown.
- Find correct battery polarity (+ -) and diagrams inside compartment.
- Insert one fresh alkaline battery.
- Replace the battery compartment cover.

CAUTION: Battery may leak if improperly installed. Remove during extended storage.



MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the battery to reset the computer.

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