

AGES 4+

For 2 to 4 Players



Yahtzee[®] Jr.



Your child's first Yahtzee[®] game
BRAND

 **WARNING:**
CHOKING HAZARD – Small parts.
Not for children under 3 years.

CONTENTS

- 5 Dice • 20 Scoring Tokens • 10 Team Tokens • Dice Cup
- Scoreboard • Label Sheet

OBJECT

Score the most points by rolling the dice and matching as many of the same Spider-Man & Friends characters as you can and by building Spider-Man & Friends teams. On each turn you can roll up to three times. The more characters you match and teams you build, the more points you score!

ASSEMBLY

- Carefully punch out the 20 scoring tokens and the 10 team tokens from the cardboard parts sheet. Discard the cardboard waste.
- Apply the 6 Spider-Man & Friends labels to the dice – one character label on each side of each die.

SETUP

- Take 5 scoring tokens OF THE SAME COLOR. Each player does the same. NOTE: There will be unused scoring tokens left over in 2- and 3-player games.
- Turn the team tokens number side down and mix them up.
- Put the 5 labeled dice into the dice cup.
- Put the scoreboard within easy reach of all players.

HOW TO PLAY

The youngest player goes first. Play then passes to the left.

NUMBER OF TURNS

The number of players determines how many turns each player takes in a game.

- In a 2 or 3-player game, the game ends when one player has placed all 5 of his/her scoring tokens on the board.
- In a 4-player game, the game ends when one player has placed 4 of his/her scoring tokens on the board.

WHAT TO DO ON YOUR TURN

On each turn, you may roll the dice UP TO THREE TIMES. Try to roll as many of the same Spider-Man & Friends characters as you can – roll one of each to build a Spider-Man & Friends Team. (See Building a Spider-Man & Friends Team, on page 5.) Add up the matching dice and mark your score by placing the matching character's scoring token on the scoreboard. This ends your turn.

ROLLING THE DICE

On your first roll, roll all five dice. Set aside any dice that you may want to keep. If you have dice that match, you could stop rolling now and score — or you could continue to roll, hoping to score higher!

For your second and third rolls, you may pick up ANY or ALL of the dice and roll them again. You can change which character you are trying to match at any time!

You could score after your second roll, if you wish. If you decide to roll a third time, however, your dice are final and you must add up your turn's score. Your turn is then over.

PLAY EXAMPLE

FIRST ROLL: *You rolled 2 Captain Americas, 1 Hulk, 1 Storm, and 1 Wolverine.*



First, you set aside the 2 Captain Americas.



Then you re-roll the remaining 3 dice hoping for more Captain Americas.

SECOND ROLL:



This time you rolled 3 Wolverines.



You decide to keep the 3 Wolverines and re-roll the Captain Americas.

THIRD AND FINAL ROLL:



On your third roll you matched 1 more Wolverine, for a total of 4 Wolverines in 3 rolls! Now score the 4 Wolverines on the scoreboard. Your turn is over.

SPECIAL SPIDER-MAN ROLLS

If you roll a Spider-Man, it's "wild!" A Spider-Man counts as ANY character. For example, if you rolled 3 Storms, 1 Spider-Man and 1 Hulk, you could count the Spider-Man as another Storm, another Hulk or 1 of ANY of the other characters you haven't scored yet!



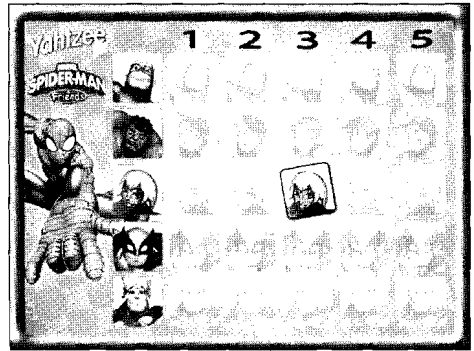
Here's a roll of 4 Storms! Or 2 Hulks! Or 1 of ANY of the other characters you haven't scored yet! (Check your remaining tokens.)

IMPORTANT

On your turn, you could roll only once or twice and score, but you **MUST** score after your third roll. You score **ONLY ONE** character per turn — a **DIFFERENT** character each turn.

HOW TO SCORE

When you finish your third roll or decide to stop rolling, you **MUST** add up your score for that turn. Always try to score the character with the most matches and place its token on the scoreboard in the proper row and column.



For example, if you roll 3 Storms and 2 Hulks, try to score the 3 Storms for the higher score. Place your Storm scoring token under the number 3 column in the Storm row.

SCORING YAHTZEES

Yahtzee! If you roll 5 of the same character, that's a Yahtzee! To score, put the character's scoring token under the number 5 column matching the character's row.

Spider-Man Yahtzee! If you roll 5 Spider-Mans, that's a Spider-Man Yahtzee! Put ANY character's scoring token in the number 5 column matching the character's row (make sure you pick a character that hasn't been scored yet)!

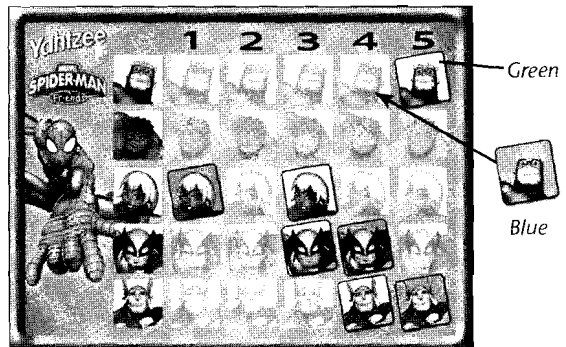
TOKEN RULES

- Once you place a scoring token on the scoreboard, IT CANNOT BE MOVED.
- ONLY ONE SCORING TOKEN PER SCORING SPACE IS ALLOWED! If you roll a character that has already been scored by another player, place your scoring token in the next OPEN scoring space (to the left of the already-placed scoring token) in the character's row.

SCORING EXAMPLE

2-PLAYER GAME: You're the Blue Player. Your opponent is the Green Player. Your dice roll is 5 Captain Americas!

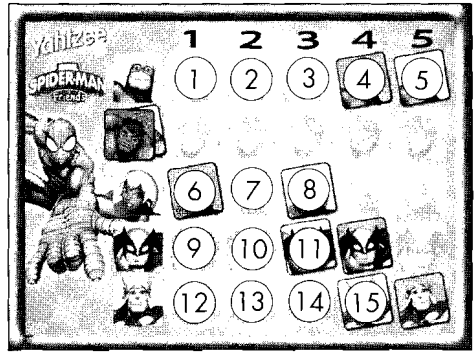
You can't score 5 Captain Americas because your opponent has scored there — but you can score 4 Captain Americas!



EASY TOTALING FOR YOUNGER PLAYERS

You may have to help young children count up their scores.

Here's an easy way to total scores for younger players! Count every space in front of your tokens plus the spaces your tokens are on. Continue to count up spaces in all of the characters' rows that you have tokens in. The player with the highest total wins!



To total the Green player's winning score of 15, just count the spaces in front of, and including, each green token. NOTE: The score in Hulk's row is ZERO.

BREAKING A TIE

In case of a tie, the tying players each roll all 5 dice. The player who rolls the most Spider-Mans wins!

SOLO PLAY

To play alone, take 5 turns and roll the dice, following the same rules. Use all 5 of your tokens as you try to roll the highest scores you can!

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YH; or telephone our Helpline on 00800 22427276.

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Not suitable for children under 3 years
because of small parts - choking hazard.

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