

THE UNIT BUTTONS

- ROLL / ON. Press to turn on the unit or roll the dice.
- NEW GAME. Press and hold to start a new game and clear score.
- HOLD. Press to hold the die directly above each button.
- LEFT & RIGHT. Press to scroll through the scoring combos.
- ENTER. Press to score against highlighted combo.
- SUB-TOTAL. Press and hold to see your upper row score.
- HI-SCORE. Press and hold to see your high score.
- SOUND. Press to turn audio on and off.
- RESET (on back). Push after changing battery. Note: HI-SCORE will be reset.

TO REPLACE BATTERY:

Phillips/cross head screwdriver (not included) needed to replace battery. Locate the battery compartment, and using a Phillips/cross head screwdriver, loosen screw in battery compartment cover (screw remains attached to cover). Remove and discard old battery, and replace with fresh 1 x 3V CR2032 lithium battery. Install battery "+" side up. Replace cover and tighten screw. Push in the RESET button after changing battery.

IMPORTANT: BATTERY INFORMATION



WARNING:

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention. Promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline or rechargeable batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
3. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

FCC Statement

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3(B) / NMB -3(B).

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HASBRO CANADA, LONGUEUIL, QC, CANADA J4G 1G2.

Les couleurs et les pièces peuvent différer de celles illustrées.

Conservez cet emballage pour référence ultérieure.

Consumer contact: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. Tel: 888-836-7025.

MADE IN CHINA./FABRIQUÉ EN CHINE.



Yahtzee[®] electronic GAME GUIDE

AGES 8+
1 PLAYER
A2125



WARNING:

Contains button or coin cell battery.
Hazardous if swallowed – see instructions.

Contents:

YAHTZEE Electronic Unit

AIM

Get the highest score you can!

THE GAME IN BRIEF

In each game of YAHTZEE Electronic, you roll the digital dice to try to score the on-screen combos. The game isn't over until you've scored against all the combos.

THE COMBOS

Throughout the game you roll dice and score against these combos.

THE DICE

The five digital dice are blank at the start.



BEFORE YOU START

1. Press ROLL/ON to turn unit on.
2. Press and hold NEW GAME.

NOTE: The unit falls asleep after 90 seconds of inactivity. If this happens in the middle of your game, press ROLL/ON to continue.

HOW TO PLAY

On each turn, you can roll the dice up to three times. You can score against a combo after your first or second roll, but after your third roll, you **must** score.



BATTERY INCLUDED

Replace with 1 x 3V CR2032 size lithium battery. Phillips/cross head screwdriver (not included) needed to replace battery.

ON EVERY TURN

1. Roll the dice up to three times

- Press ROLL.
- Check if you got one of the 13 combos (opposite). If you did, skip to step 2 and score against the combo.
- If you didn't, press the HOLD buttons underneath any dice you want to keep and press ROLL again. You can do this up to three times. After your third roll, you must score against a combo!

ROLL EXAMPLE



On your first roll you got two fives. You HOLD those fives and press ROLL again to re-roll the others.

2. Score against a combo

The combos are at the top of the screen. You can only score against each combo once per game. When you've finished rolling...

- Press LEFT and RIGHT to scroll between the combos.
- When the flashing black arrow is under the combo you want to score against, press ENTER.
- The score for that combo will be added to your total. That combo is now locked; a solid black arrow will appear under it to show you cannot score against it again this game.

SCORING EXAMPLE

After three rolls, you have four fives. You score them against the 4 of a kind combo.



3. Keep playing until you've scored against all the combos!

WHAT'S YOUR HIGH SCORE?

100+	Smooth Roller!
200+	Hot Roller!
300+	Superstar Roller! Sweet!
400+	No way! You're a YAHTZEE Master!

THE 13 COMBOS

Score against each of the 13 on-screen combos once per game.

UPPER ROW COMBOS	
= Aces	Score against this combo if you have ones. It's 1 point for each one.
= Twos	Score against this combo if you have twos. It's 2 points for each two.
= Threes	Score against this combo if you have threes. It's 3 points for each three.
= Fours	Score against this combo if you have fours. It's 4 points for each four.
= Fives	Score against this combo if you have fives. It's 5 points for each five.
= Sixes	Score against this combo if you have sixes. It's 6 points for each six.
LOWER ROW COMBOS	
= 3 of a Kind	Score against this combo if you have three dice of the same number. Score the total of all dice.
= 4 of a Kind	Score against this combo if you have four dice of the same number. Score the total of all dice.
= Full House	Score against this combo if you have two of one number and three of another. Score 25 points.
= Small Straight	Score against this combo if you have four dice in a row. Score 30 points.
= Large Straight	Score against this combo if you have five dice in a row. Score 40 points.
= Chance	Score any dice at all against this combo. Score the total of all dice.
= Yahtzee	Five of a kind! Score 50 points.

UPPER ROW BONUS!

If your top row total is 63 or more, you get a bonus 35 points.

BONUS YAHTZEE

It's possible to get up to three bonus Yahtzees in one game! If you get a second, third or fourth Yahtzee, score it in the matching upper row category. You'll score for that combo and get a bonus 100 points. If you've already used the matching combo, it's a joker...

JOKER BONUS YAHTZEE

If you get a bonus Yahtzee, but you've already scored in the matching upper row combo, it's a joker! That means you can score it in any available combo and you'll get the score for that combo plus a bonus 100 points.

CHANCE

When you can't score anywhere and don't want to enter a zero, chance is the catch-all combo! Score anything into this category and you'll get the total of the dice.