

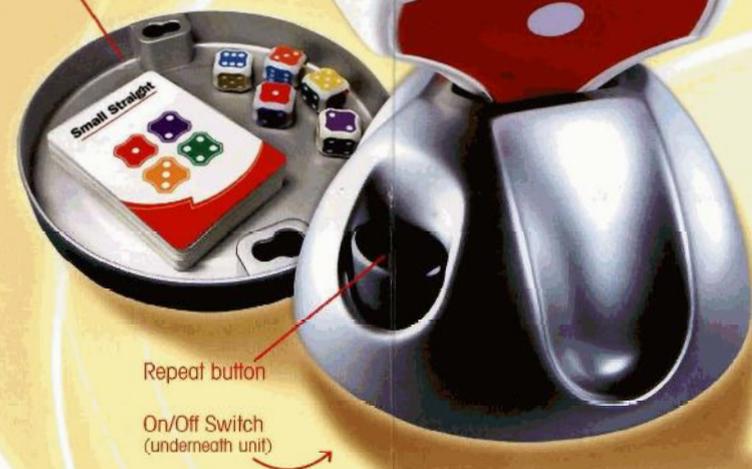
For 1 to 4 Players

AGES 8+

Yahtzee®
BRAND
Turbo

Figure 1: THE BIG DIE

Storage Base



Repeat button

On/Off Switch
(underneath unit)

BIG DIE

OBJECT

Be the first player to discard all of the cards in your hand.

CONTENTS

- Electronic Yahtzee Turbo game unit and Storage Base
- 5 multi-colored dice
- Deck of 48 Cards

ASSEMBLY

- Twist the storage base to remove it from the Big Die game unit.
- Remove the dice and cards from the storage base.
- Remove the game components from their wrappings and discard the waste.

BATTERIES

Requires 3 x 1.5V "AAA" size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Make sure the ON/OFF switch on the side of the electronic console is in the OFF position. Then loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.



CAUTION:

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. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center. 2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions. 3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3. Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. 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. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY. 8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

SETUP

- Shuffle the cards and deal 5 faceup to each player.
- All players arrange their cards in any order and keep them in a pile faceup in front of them.
- Place the Big Die within easy reach of all players.
- Each player rolls 1 die. The highest number goes first.
- Slide the ON/OFF switch on the bottom of the Big Die (see Figure 1) to the ON position.

HOW TO PLAY

Yahtzee® Turbo is a fast-rolling, card turning twist to the classic Yahtzee game. Players take turns rolling the dice as fast as they can, while trying to match the hands on their Yahtzee cards.

ON YOUR TURN

- On each turn, tap the Big Die once and follow its instructions.
- Roll the dice as fast as possible and try to match the dice to the Yahtzee hand shown on the top card in your pile.

MAKING A MATCH...OR NOT

On each turn, roll the dice and try to match what you roll to the picture on the top card of your pile.

- After you roll the dice, if **ANY** of them match the top card, place them aside and roll the remaining die (dice). (See Figure 2 for an example.)



Here you're trying to roll a full house – 5's full of 2's. Good Luck!

A full house – you did it! Congrats! Once you match ALL of the dice to the top card in your pile (see THE CARDS, below) tap the Big Die button to stop the timer.

Figure 2.

- **Once you match all dice to your card**, immediately hit the Big Die to stop the clock! It will then tell you that you made it in time by saying something like "Nice Roll" or "Awesome Job."
- The Big Die will then tell you what to do: For example, "Discard your top card" or "Give your top card to another player." After you follow the game instructions, your turn is over.
- **If you didn't match the dice** before time runs out, the game will also tell you what to do: For example, "Keep your top card" or "Draw another card." After you follow the game instructions, your turn is over. Better luck next time!

Note: Place any played cards off to the side to form a discard pile.

THE CARDS

There are six different card hands you will be rolling for in this game.



YAHTZEE!

The Big Die may also call out and challenge you to roll **YAHTZEE!** You'll have 3 rolls try to get 5 of a kind! Good luck!

WINNING

The first player to discard all of his or her cards is the winner. Press and hold the Big Die for a few seconds to hear your congratulatory message!

SKILL LEVELS

Yahtzee Turbo will automatically adjust the length of time allowed for rolling based on how well players do throughout the game.

FOR YOUNGER PLAYERS

- For players ages 6 to 8, use only the blue cards, while older players may use the red cards.



Younger Players



Older Players

- For parents playing with young children, deal 5 cards to the parent and 3 cards to the child.

FOR A QUICK GAME

- If you're looking to play a shortened game, instead of dealing out 5 cards to each player, deal only 3.

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 unit.

TROUBLESHOOTING

- If the game malfunctions, turn the game OFF and then ON again.
- If the game continues to malfunction, replace the batteries.

FCC Statement

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.

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, NP194YD, or telephone our Helpline on 00 800 2242 7276.