

Yahtzee Jr.[®]

Shake 'em • Roll 'em • Take 'em!

For 2 to 4 Players
AGES 4+

DISNEY • PIXAR
TOY STORY
3 EDITION

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

CONTENTS

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

OBJECT

Score the most points by rolling the dice and matching as many of the same Toy Story characters as you can. On each turn you can roll up to three times. The more characters you match the more you score!

ASSEMBLY

- Carefully punch out the 20 scoring tokens from the cardboard parts sheet. Discard the cardboard waste.
- Label the dice with the 6 Toy Story characters - one different character on each side of each die. One die will feature Lotso instead of Woody.



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.
- 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 continues clockwise.

NUMBER OF TURNS

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

- In a 2-player game, each player has 5 turns.
- In a 3-player game, each player has 4 turns.
- In a 4-player game, each player has 3 turns.

WHAT TO DO ON YOUR TURN

On each turn, you may roll the dice UP TO THREE TIMES, trying to roll as many of the same Toy Story character as you can. Add up the matching dice of that character. Then mark your score by placing its matching 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 Buzz Lightyears, 1 Hamm, 1 Rex, and 1 Mr. Potato Head



First, you set aside the 2 Buzz Lightyears. Then you re-roll the remaining 3 dice hoping for more Buzz Lightyears.

SECOND ROLL:

This time you rolled 3 Rex dice.



You decide to keep the 3 Rex dice and re-roll the 2 Buzz Lightyears.

THIRD AND FINAL ROLL:



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

SPECIAL WOODY ROLLS

If you roll a Woody, he's "wild!" He counts as ANY character. For example, if you rolled 3 Bullseyes, 1 Woody and 1 Mr. Potato Head, you could count Woody as another Bullseye, another Mr. Potato Head or 1 of ANY character you haven't scored yet!



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.

SCORING YAHTZEES

If you roll 5 of the same character, that's a Yahtzee! To score, put the character's matching token under the Number 5 Column in that character's row.

ROLLING LOTSO!

If you roll Lotso, he's bad luck! Remove that die from your roll and don't count that die on your rolls. The Lotso die remains out of play until the next player's turn.

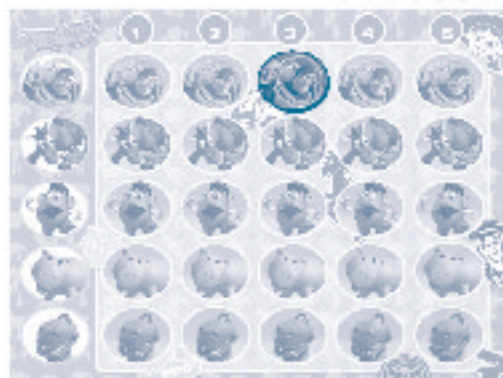
TOKEN RULES

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

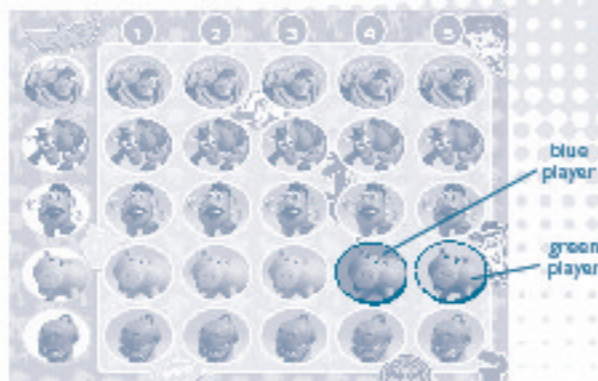
SCORING EXAMPLE

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

You can't score 5 Hamms because your opponent has scored there - but you can score 4 Hamms!



For example, if you roll 3 Buzz Lightyears and 2 Rex dice, try to score the 3 Buzz Lightyears for the higher score. Place your Buzz Lightyear token under the Number 3 Column in the Buzz Lightyear Row.



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SCORE ZERO IN THE PICTURE COLUMN!

On your third roll, if every character you roll is one that you've already scored, you must score **ZERO** for that turn. Place any one of your remaining tokens on its matching face on the scoreboard. Any token placed in this Picture Column scores **ZERO** for that turn. For example, you have one Bullseye token left. If you rolled 3 Rex dice and 2 Buzz Lightyears on your third roll and you've already scored these characters, you **MUST** place your Bullseye token on its matching face in the Picture Column to score **ZERO**.

IMPORTANT: Two or more players **CAN** place their tokens on the **SAME** character face in the Picture Column.

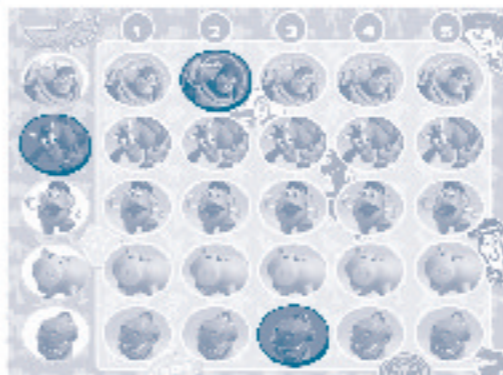
WINNING THE GAME

After all turns have been taken and scored, players then total up their scores by adding up the Column Numbers above each of their tokens. The player with the highest total wins!

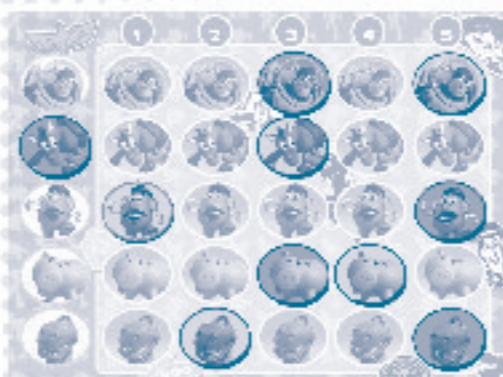


After finishing this 2-player game, players add up their tokens' column numbers to get their final scores. The Green player has 15. The Blue player wins with a total of 16!

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To score **ZERO**, place your token on the character's face in the Picture Column.



EASY TOTALING FOR YOUNGER PLAYERS

NOTE TO PARENTS: You may have to help young children count up their scores.

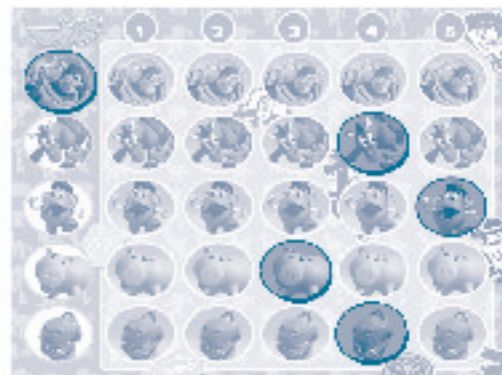
Here's an easy way to total scores for younger players! Count every space in front of your tokens plus the spaces your tokens are on. Continue to count up spaces in each character's row that you have tokens in. The player with the highest total wins!

BREAKING A TIE

In case of a tie, the tying players each roll all five dice. The player who rolls the most Woodys 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!



To total the Blue player's winning score of 16, just count the spaces in front of, and including, each blue token. **NOTE:** The score in Buzz's row is **ZERO**.



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

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 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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