

touch screen

Yahtzee®

BRAND

pocket pogo™

INSTRUCTIONS

FOR 1 PLAYER • AGES 8+

CONTENTS

- Game Unit with Stylus
- Spare Stylus

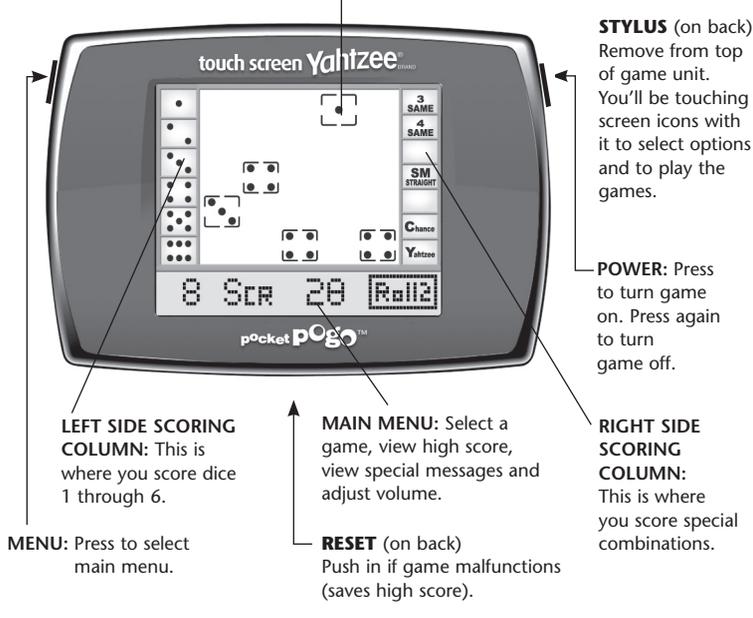
OBJECT OF THE GAME

Get the highest score in four different dice game adventures!

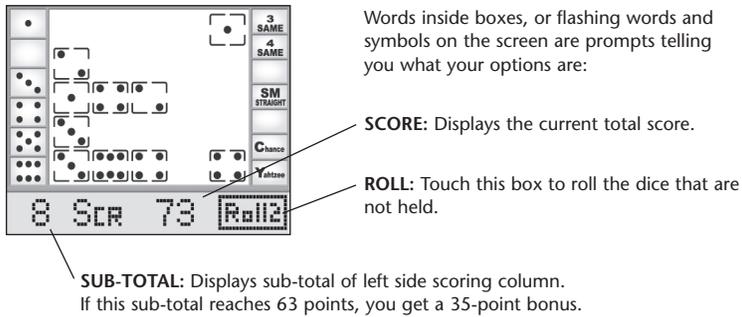
A LOOK AT YOUR GAME

TOUCH-SENSITIVE SCREEN

Touch certain words and icons to select options and play games.



SCREEN PROMPTS



GETTING STARTED

1. Press the POWER button. The game will power up.

Note: The first time you turn on the game (or after replacing the battery), it will automatically default to the Main Menu. Each time the game is turned on after that, it will default to the last game played.

2. **Menu Options:** The Main Menu appears along the bottom of the screen with a choice of these four options:

- Touch the name of each game repeatedly until the one you want appears. Then touch **OK** to play.
- Touch **HI** to see the current high score. Touch **OK** to return to the current game.

Touch **M** to see if there are any messages for you to use on the pogo.com/pocket website. **M** will flash if there is a new message waiting. After reading the message, touch **OK**. To skip a message, just touch it as it scrolls.

- Touch **V** to adjust the volume. Touch the left or right arrows on the bar graph repeatedly to raise or lower the volume, then touch **OK**.

Note: If no buttons are pressed for about 60 seconds, the game will go to "sleep." To "wake it up," press the POWER button.

GAME 1 – CLASSIC YAHTZEE®

Game Summary: Roll the dice up to 3 times on a turn to get the highest scoring combination for each of 13 options. You may score after your first or second roll; you must score after your third roll. The game ends when all 13 options have been scored.

1. Touch **ROLL** to begin a turn, and wait for the dice to stop "rolling" on the screen.
2. After the dice roll, do one of the following:
 - Select and enter a score as described in the next section. *Or,*
 - Set aside one or more dice ("hold the dice"), and roll the remaining dice again as described below.
3. Simply touch any of the dice you want to hold. Those dice will move to the bottom row on the screen.

4. Touch **ROLL** again to reroll the dice that have not been held. *Note:* To reroll a held die, just touch it again to release it before touching **ROLL**.

ENTERING A SCORE

After one, two or three rolls of the dice, the highest scoring option(s) will flash in the left side or right side scoring column. In some cases, there may be more than one option flashing if they are all of equal high value. Touch the option you want to select it. *It will automatically disappear from the screen.* Your ROLL VALUE score will be automatically added to your ongoing total score.

Note: Although it is recommended, you do not *have* to pick a scoring option that is flashing. You may pick any option still on the screen.

You may score each option 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 Same (3-of-a-kind), 4 Same (4-of-a-kind), Chance, or the Sixes category.

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

SCORING

The 13 scoring options are divided into a left side and right side column, as explained below:

LEFT SIDE SCORING COLUMN

Die side	Roll Value Total	Die side	Roll Value Total
= Ones	Total Ones only	= Fours	Total Fours only
= Twos	Total Twos only	= Fives	Total Fives only
= Threes	Total Threes only	= Sixes	Total Sixes only

BONUS: You'll earn 35 extra points if your subtotal at the bottom of this row reaches 63 or more points.

RIGHT SIDE SCORING COLUMN

Dice Rolled	Roll Value Total	Example
3 SAME (3-of-any-kind)	Total of all Dice	
4 SAME (4-of-any-kind)	Total of all Dice	
FH (Full House) (3-of-any-kind +2-of-any-kind)	25 points	
SM STRAIGHT (4 in numerical order)	30 points	
LG STRAIGHT (5 in numerical order)	40 points	
Chance (5 in numerical order)	Total of all Dice	
Yahtzee (5-of-any-kind)	50 points	

YAHTZEE: Score your first YAHTZEE by touching the flashing **Yahtzee** in the right side column. It will earn 50 points.

YAHTZEE BONUS: Additional YAHTZEEs must be scored by touching a remaining option that is flashing. Each additional YAHTZEE is worth 100 points, plus the value of the roll entered in the flashing option.

Example: Roll a YAHTZEE of sixes when the sixes option is open, touch it and you get 100 points + 30 points for the value of the roll.

JOKER: If you roll a YAHTZEE and the matching number option has already been used, **JOKER** will appear on the screen. Select an available option to score the YAHTZEE.

Example: If you roll a YAHTZEE of sixes and the sixes option is closed, but LG STRAIGHT is flashing, then touch it, and you get 100 points + 40 points for the value of the roll.

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

GAME OVER

After all 13 options have been scored, the game will show your final score. To play again, touch **AGAIN**. To play a different game, press the MENU button, and select the game you want to play from the Main Menu.

GET CONNECTED at pogo.com™

To get your Club Pogo™ 30-day membership, access www.pogo.com/pocket, and enter the code that appears on your screen after you touch **M**. Then start enjoying all that Club Pogo™ has to offer!

Connecting to pogo.com/pocket will allow you to earn badges and tokens as you play Touch Screen Yahtzee! See **How to Collect Your Rewards** on the reverse side.



*REQUIRES INTERNET ACCESS AND VALID POGO ACCOUNT. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE. CODES MUST BE REDEEMED BY 12/31/2010.

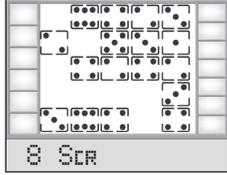
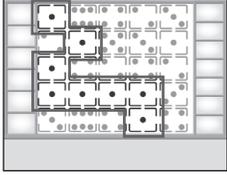
GAME 2 – YAHTZEE® WILD

Game Summary: This game is played the same way as Classic YAHTZEE except that a WILD die  may show up randomly during a dice roll. You may use it to score however you wish.

GAME 3 – YAHTZEE® CONNECT

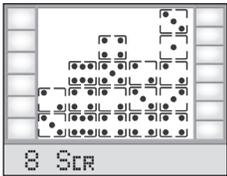
Game Summary: Touch one die to make all connected matching die disappear for points!

This game begins with 25 dice on the screen. Your goal is to identify at least three matching dice that touch each other either above, below, left, right or diagonally. By touching one of the matching dice, all of the matching dice will disappear from the screen to earn you points. The remaining dice will drop down to fill the empty spaces and new dice will fill in the empty spaces. A WILD die  may appear at any time. It will match any dice it touches.

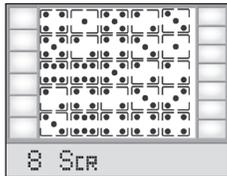


Example: Touch one of the 1-pip dice that are touching other 1-pip dice on a side or corner. (In this example, there are eight of them including a WILD die.)

The eight matching 1-pip dice disappear and you earn 8 points.



The remaining dice drop down...



...and the empty spaces are filled with new dice.

If you touch 5 matching dice in a row, you'll score bonus points for finding a YAHTZEE!

The game then continues as you search for new matching dice that are touching each other. *Note:* this game becomes more challenging as you earn more points.

GAME OVER

The game ends when one of the following happens:

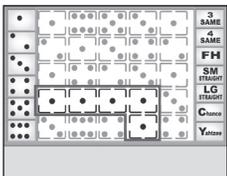
- You touch a die that is not touching at least two other matching dice.
- There are not three matching dice of any number touching each other.

To play again, touch **AGAIN**. To play a different game, press the MENU button, and select the game you want to play from the Main Menu.

GAME 4 – YAHTZEE® COMBO

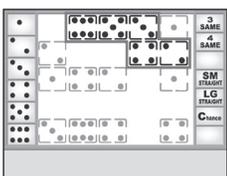
Game Summary: Touch connecting dice on the grid to score combinations.

1. This game begins with 25 dice on the screen.
2. To find scoring combinations as listed in Classic YAHTZEE, look for dice that are touching each other either above, below, left, right or diagonally.
3. Select the dice you want by touching each one of them. Each touched die will flash. (To unselect a flashing die, simply touch it again.) As in Classic YAHTZEE, the highest scoring option(s) will flash in the left or right scoring column. Touch the option you want to select it. It will automatically disappear from the screen along with the dice selected. Points will be added to your total.
4. Continue looking among the remaining dice for new combinations and score them. Or, touch **ROLL** (up to two times) to fill the empty spaces with new dice. The dice already on the screen do not change. Keep searching for new combinations to score.



EXAMPLE: You may touch each of the five 1-pip dice as shown for a YAHTZEE.

Next, you may touch the three 3-pip dice and the two 1-pip dice shown for a Full House.



Next, you may pick the 2, 3, 4, 5, and 6-pip dice shown for a Large Straight.

Next, you could score some single dice for low points, but it might be better to roll again to fill up the empty spaces with new dice.

GAME OVER

After all 13 options have been scored, the game will show your final score. To play again, touch **AGAIN**. To play a different game, press the MENU button, and select the game you want to play from the Main Menu.

REPLACING THE BATTERY

To replace the battery: Loosen the screw on the battery compartment, located on the back of the game unit, and remove the door. Insert the battery “+” side up into the battery compartment. Then replace the door, tighten the screw, and push in RESET.



IMPORTANT: BATTERY INFORMATION

CAUTION:

1. As with all small batteries, the battery used with this product should be kept away from small children who still put things in their mouths. If it is swallowed, 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. Always follow the instructions carefully. Use only the battery specified and be sure to insert it correctly by matching the + and – polarity markings.
3. Remove exhausted or dead battery from the product.
4. Remove battery 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 batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

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, push in RESET on back; or remove and reinsert the battery to reset the computer; or try a new battery.

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.

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

This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



"NOTE TO UK Consumers: This product and its battery must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin."

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 4YD, or telephone our helpline on 00 800 2242 7276.

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How to Collect Your Rewards

Earn Badges!

When you reach certain high scores (game 1 only), the screen will display this message:

YOU HAVE A SCORE OF (score will display).

GO TO POGO.COM/POCKET AND ENTER THIS CODE TO GET YOUR BADGE: (code will display)

Now go to www.pogo.com/pocket to collect your badge. You can earn up to three unique badges that you can't get anywhere else!

Earn Tokens!

When you complete a certain number of games, the screen will display this message:

YOU HAVE COMPLETED LEVEL (level will display). GO TO POGO.COM/POCKET AND ENTER THIS CODE TO GET YOUR TOKENS: (code will display)

Now go to www.pogo.com/pocket to collect your tokens! You can earn up to one million tokens in all!

The more you play, the bigger your token rewards.

