

Yahtzee[®] Jr. BRAND



Your child's first Yahtzee[®] Brand game

For 2 to 4 Players / AGES 4+

CONTENTS

• 5 dice • 30 scoring tokens • dice cup • scoreboard • label sheet

OBJECT

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

ASSEMBLY

- Carefully punch out the 30 scoring tokens from the cardboard parts sheet. Discard the cardboard waste.
- Apply the 6 Disney Princess labels to the dice. Each die should have only 1 of each Princess.



WARNING:

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

SETUP

- Place the 6 golden Princess tokens within easy reach of all players.
- 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 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-player game, each player has 6 turns.
- In a 3-player game, each player has 5 turns.
- In a 4-player game, each player has 4 turns.

What to Do on Your Turn

Choose a Princess and make her MAGIC!

When a Princess is “magic,” she counts as any Princess! Decide which Princess you would like to be magic and select the golden Princess token with her picture on it. Place the token in front of you. This Princess will stay magic for your whole turn; you may not change her for another Princess. Return your golden Princess token to the pile when your turn is over.

On each turn, you may roll the dice UP TO THREE TIMES, trying to roll as many of the same Princesses as you can. Add up the matching dice and mark your score by placing the matching Princess’ 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 Princess 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 chose Belle to be “magic.” You rolled 2 Cinderellas, 1 Ariel, 1 Snow White, and 1 Aurora. First, you set aside



the 2 Cinderellas. Then you re-roll the remaining 3 dice hoping for more Cinderellas or Belles.

SECOND ROLL:

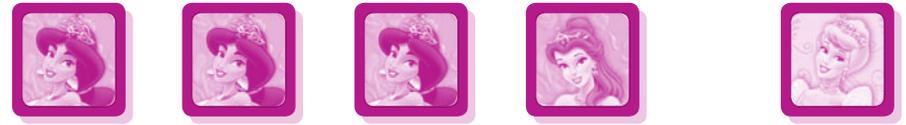
This time you rolled 3 Jasmynes.



You decide to keep the 3 Jasmynes and re-roll the Cinderellas.

THIRD AND FINAL ROLL:

*On your third roll you rolled 1 Belle. She’s magic, so your roll counts as a total of 4 Jasmynes in 3 rolls!
Now score the 4 Jasmynes on the scoreboard. Your turn is over.*



MAGIC

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** Princess per turn - a **DIFFERENT** Princess 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 Princess with the most matches and place her token on the scoreboard in the proper row and column.

Scoring Yahtzees

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

If you roll 5 of your chosen "magic" Princess, that's a Special Yahtzee! Put ANY Princess' token in the number 5 column matching the Princess' row (make sure you pick a Princess that hasn't been scored yet)!

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 Princess 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 the Princess' row.

SCORING EXAMPLE

2-PLAYER GAME: You're the Blue Player. Your opponent is the Pink Player. Your dice roll is 5 Snow Whites!

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



For example, if you roll 3 Auroras and 2 Snow Whites, try to score the 3 Auroras for the higher score. Place your Aurora token under the number 3 column in the Aurora row.



SCORE ZERO IN THE PICTURE COLUMN!

On your third roll, if all the Princesses you roll are ones that you've already scored, you must score ZERO for that turn. Place any one of your remaining tokens on its matching space in the Picture Column. Any token placed in the Picture Column scores ZERO for that turn. For example, you rolled 3 Ariels and 2 Jasmynes on your third roll and you've already scored these Princesses, you decide to place your Aurora token on its matching space in the Picture Column to score ZERO.

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

WINNING THE GAME

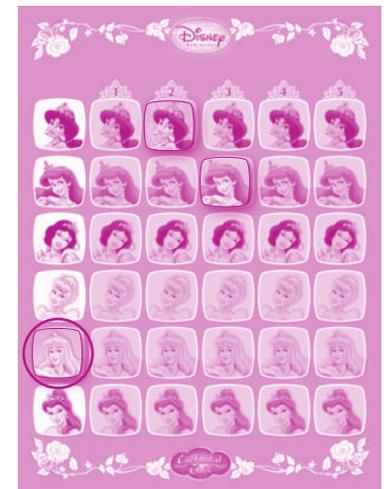
After all turns have been taken and scored, players then total up their scores by adding up the column numbers above each of their tokens. The player with the highest total wins!

After finishing this 2-player game, players add up their tokens' column numbers to get their final scores. The Pink player has 14. The Blue player wins with a total of 15!

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 all of the Princess' rows that you have tokens. The player with the highest total wins!



To score ZERO, place your token on the Princess' space in the Picture Column.



To total the Blue player's winning score of 15, just count the spaces in front of, and including, each blue token.

BREAKING A TIE

In case of a tie, the tying players each choose a Princess to be “magic” and then roll all five dice. The player who rolls the most of their “magic” Princess 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!



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 Department, P.O. Box 200, Pawtucket, RI 02802 or call 1-888-836-7025 (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 00800 22427276.

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