



RULES FOR
1+ PLAYERS
AGES 8+

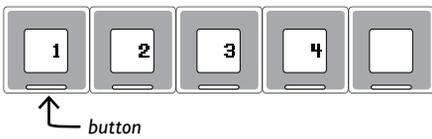


Contents: Five electronic "dice" with game case and quick play card.

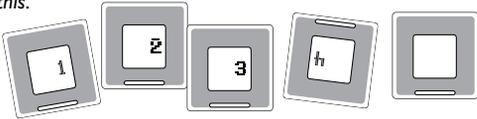
POWER UP!

Press the button on each die to power it up. Then line up the five dice with their entire sides touching and the game names facing you, as shown below. It's really important to line up the dice properly, so they can pass information back and forth to each other.

Line up the dice like this...



Never like this.



THE GAME MENU

On the Game Menu, choose Game 1, 2, 3 or 4 by briefly pressing the button below the number. To return to the menu at any time during a game, just press and hold any button.

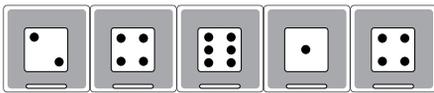


Mute Option: On the Game Menu, you can press the buttons on the two end dice to turn the sound off or on. (New players will find it easier to play with the sound on.)

BASIC DICE-ROLLING

Here's what you need to know about rolling, holding and rerolling the dice.

Rolling: After you choose a game from the menu, the dice will automatically "roll," then each one will beep and stop to reveal a number. (In Games 2, 3 and 4, there are also WILD dice!)



Holding: After rolling, each die will briefly wait for you to do something. Hold any dice that you don't want to reroll by placing (or leaving) them together with their entire sides touching. See the example below. *Note:* You can never hold a lone die; you must place at least two dice together to hold them.

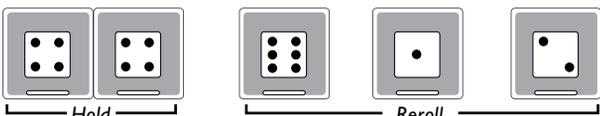
Rerolling: To reroll any dice that you don't want to hold, separate them so they aren't touching any other dice. See the example below. Lone dice will automatically reroll after a short pause and a warning beep.

To force a faster roll, just press the button on a lone die.

After rerolling, hold any rerolled dice by lining them up next to any other dice.

You may "unhold" any dice by separating them.

DICE-ROLLING EXAMPLE



You decide to hold the two 4s by lining them up side-by-side. Then you separate the remaining three dice to reroll them.

GAME 1: YAHTZEE™ POKER One Player

Object: Roll each die up to three times to score a poker combination. Score for as many combinations as possible in a 2-minute time limit. WILD dice are not included in this game.

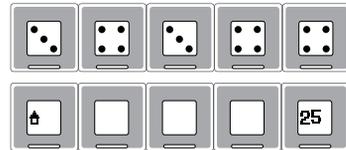
- To start the first roll, press the button under "1" on the Game Menu.
- When the dice stop rolling, place two or more together; if you wish, to hold them. Then separate any that you want to reroll. See the chart below for the combos to roll for; and what each one scores.

COMBO	DESCRIPTION	ICON	POINTS
2 of a kind (1 pair)	two dice with the same number	2X	5
3 of a kind	three dice with the same number	3X	10
2 Pair	two of one number and two of another	2X 2X	15
4 of a kind	four dice with the same number	4X	20
Full House	2 of one number and 3 of another		25
Small Straight	1,2,3,4 or 2,3,4,5 or 3,4,5,6		30
Large Straight	1,2,3,4,5 or 2,3,4,5,6		40
First Yahtzee	5 of a kind	YAHTZEE!	50
Additional Yahtzee	5 of a kind	YAHTZEE!	100

Note: If you want to score your first roll, separate one die, then line them up again to score.

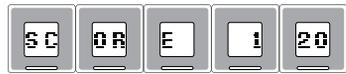
- Reroll any die up to two more times. Line up all five dice to score. The game will award the highest possible score for each combo. See the example below.

You may score for the same combo more than once.



This roll scores a full house for the maximum score of 25.

- You'll hear warning beeps 5 seconds before time runs out, then the dice will display and the game will end.
- Scoring:** Now the dice will display your total score. The dice will then alternate between your score and the menu. On the menu, choose a game by pressing the button under the number.



GAME 2: YAHTZEE™ MAX One Player

Object: Roll each die up to three times to score the most ones, twos, threes, fours, fives or sixes (the top row numbers in a classic Yahtzee score sheet).

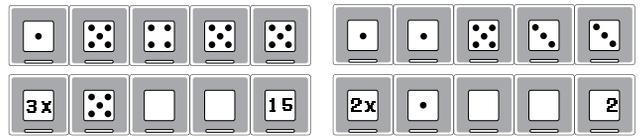
- To start the first roll, press the button under "2" on the Game Menu.
- When the dice stop rolling, place two or more together; if you wish, to hold them. Then separate any that you want to reroll.

WILD dice represent any number, so always hold them! You can hold up to five WILD dice.

- Reroll any die up to two more times to try for the highest score possible. After your last roll, line up all five dice to score.
- Scoring:** You'll score the highest number for your final roll, unless two different numbers appear on an equal number of dice (for example, two 1s and two 3s); in this case, you'll score for the lower number. See the examples below.

If you roll a Yahtzee, you'll score for five of the number rolled.

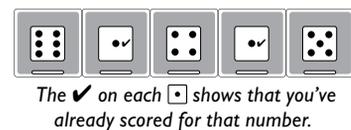
If you can't roll any numbers that you need by your third roll, you'll score zero.



This roll scores three 5s for a total of 15 points.

This roll scores two 1s for 2 points, giving you a chance to score more 3s later.

- The dice will now roll to get you started on scoring another number. A will appear on any numbers that you've already scored. See the example below.



The on each shows that you've already scored for that number.

Bonus: If you score 63 points, you'll earn a 35-point bonus!

- Keep going until you've scored for all six top row numbers. The dice will then alternate between your score and the menu. On the menu, choose a game by pressing the button under the number.



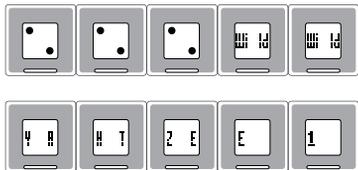
GAME 3: YAHTZEE™ WILD *One Player*

Object: Roll three Yahtzees in the least possible time. A Yahtzee is scored when all five dice are the same number.

- To start the first roll, press the button under “3” on the Game Menu.
- When the dice stop rolling, place two or more together, if you wish, to hold them. Then separate any that you want to reroll.

WILD dice represent any number, so always hold them! You can hold up to five WILD dice.

- Reroll any dice as many times as you want, until you score a Yahtzee by holding five of the same number. See the example below.



You line up these dice to score a Yahtzee of 2s. The “1” on the end die means it’s your first Yahtzee.

- The dice will now roll to get you started on your next Yahtzee. Keep going until you’ve scored three Yahtzees.
- Scoring:** After you’ve rolled three Yahtzees (or time runs out after 10 minutes), the game will end and your time in seconds will appear on the dice.



Best score: After your first game, each game will begin by displaying your best time so far. This is the time to beat!

- The dice will alternate between your score and the menu. On the menu, choose a game by pressing the button under a number.

GAME 4: YAHTZEE™ PASS *Two or More Players*

Object: Take turns trying to roll a Yahtzee before time runs out, then passing the dice. Players drop out as they run out of time before rolling a Yahtzee. The last player in the game wins.

- Decide who will go first. The first player presses the button under “4” on the Game Menu to start the first roll.
 - On your turn, quickly try to roll for a Yahtzee as in Game 1. Dice rolls are unlimited, and WILD dice match any number.
- If you line up a Yahtzee before time runs out, the dice will display YAHTZEE!, then NEXT. Pass the dice to the next player, who presses the button under NE or XT to take his or her turn.



- If time runs out before you line up a Yahtzee, the dice will display . Line up all five dice. They’ll display OUT, then NEXT. You’re out of the game! Pass the dice to the next player:



- As the game continues, the time limit decreases. Players drop out one by one, and the last player in the game wins. Press the button under M on the end die to return to the Game Menu.

DONE PLAYING?

To power down the dice at any time, just line them up, then press and hold the button on any one die. (You can also power down individual dice.)

Auto shutoff: If the dice aren’t active for about 3 minutes, they’ll automatically power down.

STORING YOUR GAME

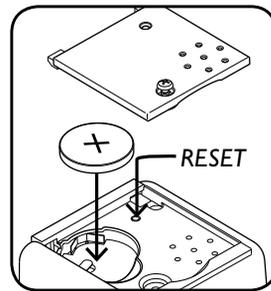
Fold the rules (or the quick-play card) and fit them into the bottom of the plastic game case. Then fit the dice in side-by-side and close the lid. Now you can take your game anywhere to play!

BATTERY INFORMATION

x5 BATTERIES INCLUDED
Replace with 5 x 3.0V “CR2032” lithium batteries. Phillips/cross-head screwdriver (not included) needed to replace batteries.

To replace the battery in each die:

Loosen the screw on the battery box, located on the back of the die, and remove the door. Insert the battery “+” side up into the battery box. Then replace the door, tighten the screw, and push in RESET.



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

- As with all small batteries, the batteries used with this product 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. If you reside outside the United States, have the doctor call your local poison control center.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be played with for a long time.
- Do not short-circuit the supply terminals.
- 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.
- 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.**

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 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.

Consumer contact:

USA and Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. ☎ 888-836-7025.

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PROOF OF PURCHASE



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