

# pocket pogo™ Yahtzee®

## INSTRUCTIONS

AGES 8+

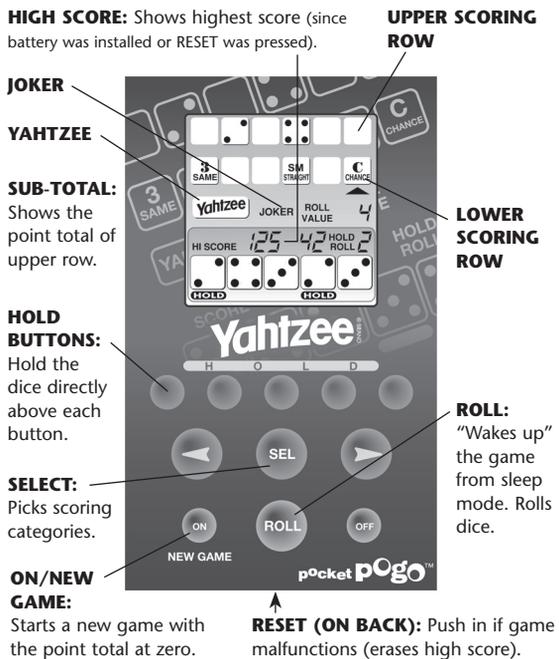
## CONTENTS

Game Unit

## OBJECT OF THE GAME

Roll the dice to get the highest score possible.

### A LOOK AT YOUR GAME UNIT



## GAME SUMMARY

On a turn, roll the dice up to 3 times to get the highest scoring combination for each of 13 categories. You may score after your first or second roll; you must score after your third roll.

To score, press the ARROW buttons to move the arrow under a category in the upper or lower row. Then press SELECT.

The game ends when all 13 categories have been scored.

## PLAYING THE GAME

### GETTING STARTED

If no buttons are pressed for about 30 seconds, the game will go into "sleep mode." To "wake up" the game, press ON.

To start a new game, press and hold NEW GAME. The display will show Score 0, and ROLL will flash as the game waits for your first roll.

### TAKING A TURN

1. Press ROLL to begin a turn, and wait for the dice to stop.
2. Press any of the 5 HOLD buttons to select

the dice you want to hold. A HOLD icon will be displayed under each die you select.

3. Press ROLL again to reroll the dice that have not been held. Note: To reroll a held die, just press HOLD to release it.

4. After your third roll, you must select and enter a score in the upper row or lower row. If you wish, you may select and enter a score after your first or second roll.

### ENTERING A SCORE

1. Press the ARROW buttons to move the arrow under the desired category. The Roll Value will display the points you would score for that category. Note: If you have die rolls remaining and decide to roll again, press ROLL to leave the scoring mode.

2. Press SELECT to score your chosen category. The Roll Value will then automatically be added to your score. The arrow will stop flashing and move to the next available category. Once you score in a category, the category name will disappear and will no longer be available.

3. You can score each category 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 category, you're forced to score zero in an open category of your choice.

### SCORING

The 13 scoring categories are divided into upper and lower rows, as explained below:

#### Upper Row

- 1 = Aces
- 2 = Twos
- 3 = Threes
- 4 = Fours
- 5 = Fives
- 6 = Sixes

#### Roll Value Total

- Total Aces only
- Total Twos only
- Total Threes only
- Total Fours only
- Total Fives only
- Total Sixes only

**BONUS:** You'll earn 35 extra points if your SubTotal in the upper row is 63 points or more.

#### Lower Row

- 3 Same (3-of-a-kind)
- 4 Same (4-of-a-kind)
- Full House
- (SM) Small Straight
- (LG) Large Straight
- Chance
- YAHTZEE (5 of a Kind)

#### Roll Value Total

- Total of all Dice
- Total of all Dice
- 25 points
- 30 points
- 40 points
- Total of all Dice
- 50 points

## GET CONNECTED at pogo.com™

To get your Club Pogo™ 30-day membership, access [www.pogo.com/pocket](http://www.pogo.com/pocket), and enter the 20-digit code that appears on the back label of your game unit. Then start enjoying all that Club Pogo™ has to offer!

- Play hundreds of exciting games, some of which are exclusive to Club Pogo™
- Earn rewards and points
- Connect with a fun game-loving community
- Show your personality with fun profile images
- Have a chance to win cash and prizes\*\*

\* Requires internet access and valid pogo account. You must be 13+ to register with EA online. Codes must be redeemed by 12/31/2010.

\*\* NO PURCHASE NECESSARY to enter or win. Must be 13+ to enter prize drawings. Other restrictions apply. Go to [www.pogoprizerules.com](http://www.pogoprizerules.com) for complete rules.

**YAHTZEE Bonus:** Your first YAHTZEE earns 50 points, scored automatically under the word "YAHTZEE." Each additional YAHTZEE is worth 100 points; it will also earn you the value of the roll if you can enter it in an appropriate category.

**Example:** If you roll a YAHTZEE of Sixes and the Sixes category is open, you get 100 points + 30 bonus points for the value of the roll. If the Sixes category is already closed, you can enter it in 3 Same, 4 Same, Full House or Chance. If none of these are open, use your Joker.

**Joker:** If you roll a YAHTZEE and all appropriate categories are already filled, use the Joker to score it in the Small or Large Straight. The Joker bonus is based on the category in which the YAHTZEE is scored.

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

### LCD DISPLAY PROMPTS

Any flashing words or symbols on the display are prompts telling you what your options are:

**HOLD:** Press the HOLD button(s) to hold the corresponding dice. The word HOLD will appear under each held die.

*Note:* You may press the HOLD button again to release a held die.

**ROLL:** You may ROLL the dice that are not held.

**SELECT:** You may select a category in the Upper Row or Lower Row to score.

**SCORE:** Displays the current total score.

**SCORING ARROWS:** An arrow indicates the selected category and its roll value.

**ENTER SCORE:** You must enter a score in any open category.

**HIGH SCORE:** Display the highest total score when HIGH SCORE button is pressed. High score is deleted if battery is removed.

**ROLL VALUE:** Displays points to be earned for the category at the location of the arrow.

**SUB-TOTAL:** Displays sub-total of upper row only, for determining if you qualify for the 35-point bonus. (Bonus is awarded if you score 63 points or more in the upper row.) The subtotal includes the current roll value if scored in the location of the flashing arrow.

**JOKER:** Tells you that you qualify for a Joker, and must enter a score in the lower row.

**BONUS:** Tells you that you've just earned a 35-point bonus for the upper row, or a 100-point YAHTZEE bonus.

**GAME OVER:** Tells you the 13 categories have been scored – the game is over.

### EXAMPLES OF SCORING COMBINATIONS

#### FULL HOUSE

2 of any kind + 3 of any kind 

#### SMALL STRAIGHT

Any 4 consecutive dice 

#### LARGE STRAIGHT

Any 5 consecutive dice 

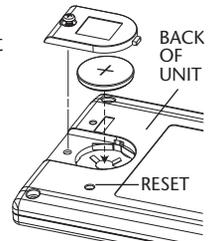
#### YAHTZEE

5 of any kind 

**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 as shown. Then replace the door, tighten the screw, and push in RESET.

### **Ox1** CR2032 Lithium **BATTERY INCLUDED**

Replace with 1 x 3.0V "CR2032" lithium battery. Phillips/cross head screwdriver (not included) needed to replace battery.



### IMPORTANT: BATTERY INFORMATION



### CAUTION:

- 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.
- Always follow the instructions carefully. Use only the battery specified and be sure to insert it correctly by matching the + and - polarity markings.
- Remove exhausted or dead battery from the product.
- Remove battery 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.**



"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."

### 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.

We will be happy to hear your comments or questions about this game. Write to Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, 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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#### PROOF OF PURCHASE

