

For 2 to 4 Players • AGES 4+

Yahtzee® Jr.

Your child's first
Yahtzee® game
BRAND

BATTLE
B-DAMAN
Edition™



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

CONTENTS

- 5 dice • 20 scoring tokens • dice cup • scoreboard • label sheet

OBJECT

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

ASSEMBLY

- Carefully punch out the 20 scoring tokens from the cardboard parts sheet. Discard the cardboard waste.
- Apply the 6 B-Daman character labels to the dice — one character label on each side of each die.



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 characters' rows that you have tokens in. The player with the highest total wins!

A diagram of a scoreboard. It consists of a grid of 15 columns and 4 rows. The columns are numbered 1 through 5 at the top. The rows represent different players. Tokens are placed in various cells of the grid. For example, in the first row, tokens are in columns 1, 2, and 3. In the second row, tokens are in columns 4, 5, 6, and 7. In the third row, tokens are in columns 8, 9, 10, and 11. In the fourth row, tokens are in columns 12, 13, 14, and 15. The tokens are small squares with character illustrations.

To total the Blue player's winning score of 15, just count the spaces in front of, and including, each blue token. **NOTE:** The score in Bull Borgines row is ZERO.

BREAKING A TIE

In case of a tie, the tying players each roll all 5 dice. The player who rolls the most Yamato Delgados 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 02862 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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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 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 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 B-Daman characters as you can. Add up the matching dice and mark your score by placing their matching token on the scoreboard. This ends your turn.

ROLLING THE DICE

On your first roll, roll all 5 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 characters 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 Gray Michael Vincents, 1 Terry McScotty, 1 Bull Borgnine, and 1 Enjyu.*



First, you set aside the 2 Gray Michael Vincents.

Then you re-roll the remaining 3 dice hoping for more Gray Michael Vincents.

SECOND ROLL:



This time you rolled 3 Enjyus.

You decide to keep the 3 Enjyus and re-roll the Gray Michael Vincents.

THIRD AND FINAL ROLL:



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

SPECIAL YAMATO ROLLS

If you roll a Yamato Delgado, it's "wild!" A Yamato Delgado counts as ANY character. For example, if you rolled 3 Wen Yong Fas, 1 Yamato Delgado and 1 Enjyu, you could count the Yamato as another Wen Yong Fa, another Enjyu or 1 of ANY of the other characters you haven't scored yet!



Here's a roll of 4 Wen Yong Fas! Or 2 Enjyus! Or 1 of ANY of the other characters you haven't scored yet! (Check your remaining tokens.)

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 characters with the most matches and place their 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 token under the number 5 column matching the character's row.

If you roll 5 Yamato Delgados, that's a B-Daman Yahtzee! Put **ANY** character's token in the number 5 column matching the character's row (make sure you pick a character that hasn't been scored yet)!

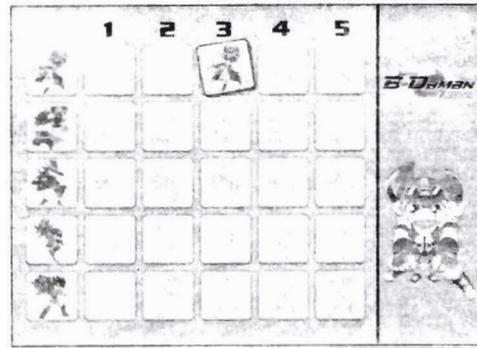
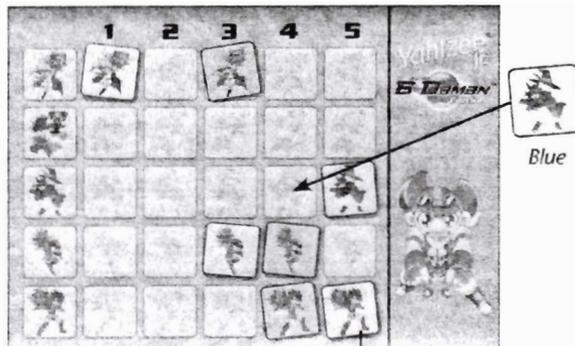
TOKEN RULES

- Once you place a token on the scoreboard, IT CANNOT BE MOVED.
- **ONLY ONE TOKEN PER SCORING SPACE IS ALLOWED!** If you roll characters that have 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 character's row.

SCORING EXAMPLE

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

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



For example, if you roll 3 Terry McScottys and 2 Bull Borghines, try to score the 3 Terry McScottys for the higher score. Place your Terry McScotty token under the number 3 column in the Terry McScotty row.

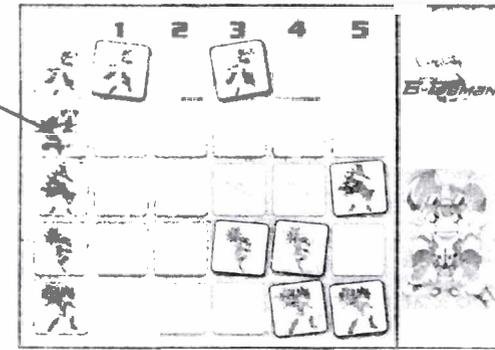
SCORE ZERO IN THE PICTURE COLUMN!

On your third roll, if all the characters 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 Enjyus and 2 Wen Yong Fas on your third roll and you've already scored these characters, you decide to place your Bull Borghine token on its matching space in the Picture Column to score **ZERO**.

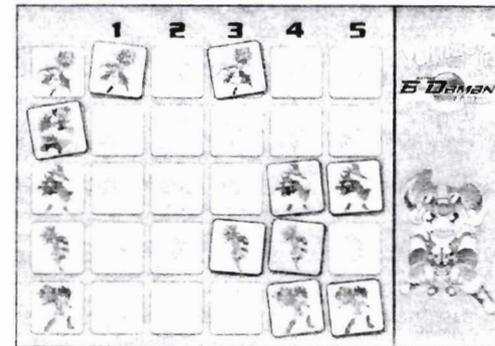
IMPORTANT: Two or more players **CAN** place their tokens on the **SAME** space in the Picture Column.

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!



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



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