



MICKEY MOUSE Yahtzee®

2 to 4 Players

CONTENTS

5 dice, 20 scoring tokens, dice cup, scoreboard, label sheet

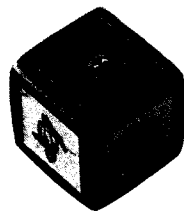
OBJECT

Score the most points by rolling as many of the same Disney characters on the dice as you can.

ASSEMBLY

1. Carefully punch out the 20 scoring tokens from the sheet.
2. Label the 5 blank dice.

IMPORTANT: Each die must be carefully labeled with 6 *different* characters.



A correctly-labeled die shows a different face on each side.

SETUP

1. Take 5 scoring tokens OF THE SAME COLOR. Each player does the same.
2. Put the 5 labeled dice into the dice cup to roll.
3. Put the scoreboard within easy reach.

HOW TO PLAY

Choose one player to go first. Play continues clockwise with each player alternating turns.

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 You Do On A Turn

On each turn, you may roll the dice UP TO THREE TIMES, trying to roll as many of the same Disney character as you can. The more matching dice of a character you roll, the higher you score! To score, add up the matching dice of that character. Then mark your score by placing its matching token on the scoreboard. This ends your turn.

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.
- If you roll a Mickey Mouse, he's "wild"! He matches any character to help increase your score!

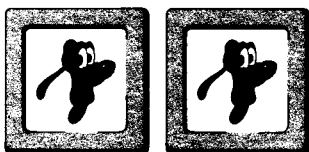
Rolling the Dice

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 character 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 Plutos, 1 Minnie Mouse, 1 Donald Duck, and 1 Goofy!



First set aside these 2 Plutos.

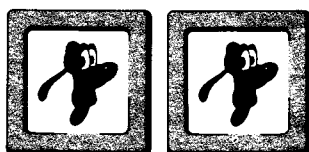


Then reroll these 3—hoping for more Plutos.

SECOND ROLL: The Minnie Mouse, Donald Duck and Goofy dice were rerolled. Wow! No Plutos were rolled but you now have 3 Donald Ducks!



Set the 3 Donald Ducks aside!



Next, reroll the 2 Plutos—hoping for more Donald Ducks!

THIRD AND FINAL ROLL: The 2 Pluto dice were rerolled—you rolled 1 Donald Duck and 1 Goofy!



You matched 4 Donald Ducks in 3 rolls! Now score 4 Donald Ducks on the scoreboard. Your turn is then over!

Special Mickey Mouse Rolls

As you know, Mickey Mouse is "wild"! If you roll a Mickey Mouse, he counts as ANY character. For example, if you rolled 3 Minnie Mouses, 1 Mickey Mouse and 1 Donald Duck, you could count Mickey Mouse as another Minnie Mouse or as another Donald Duck or as 1 of ANY character you haven't yet scored! You can always use a Mickey Mouse!

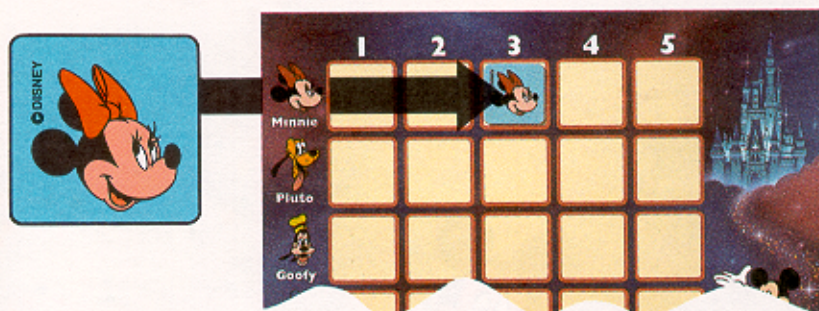


Here's a roll of 4 Minnie Mouses! Or 2 Donald Ducks! Or 1 of ANY character you haven't yet scored! (Check your remaining tokens!)

HOW TO SCORE

When you decide to either stop rolling or finish your third roll, you MUST add up your score for that turn. You could have rolled 1-of-a-kind, 2-of-a-kind, 3-of-a-kind, 4-of-a-kind or 5-of-a-kind of a character. Always try to score the character with the most matches and place its token on the scoreboard in the proper row and column.

For example, if you roll 3 Minnie Mouses and 2 Plutos, try to score the 3-of-a-kind Minnie Mouses for the higher score. Place your Minnie Mouse token under the Number 3 Column in the Minnie Mouse Row, as shown.



Here's how to score a roll of 3 Minnie Mouses!



Scoring Yahtzees

If you roll 5-of-a-kind of a character, that's a Yahtzee—the most number of matches for that character! To score, put the character's matching token under the Number 5 Column in that character's row.

If you roll 5 Mickey Mouses, that's a Mickey Mouse Yahtzee! Score 5-of-a-kind in the Number 5 Column of ANY character's row (that hasn't yet been scored).

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 character match 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 that character's row. **For example**, if you rolled 5 Daisy Ducks, but an opponent has already scored a Daisy Duck token in the Number 5 Column, place your Daisy Duck token in the Number 4 Column in that character's row. Your score is then 4 Daisy Ducks.

SCORING EXAMPLE

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



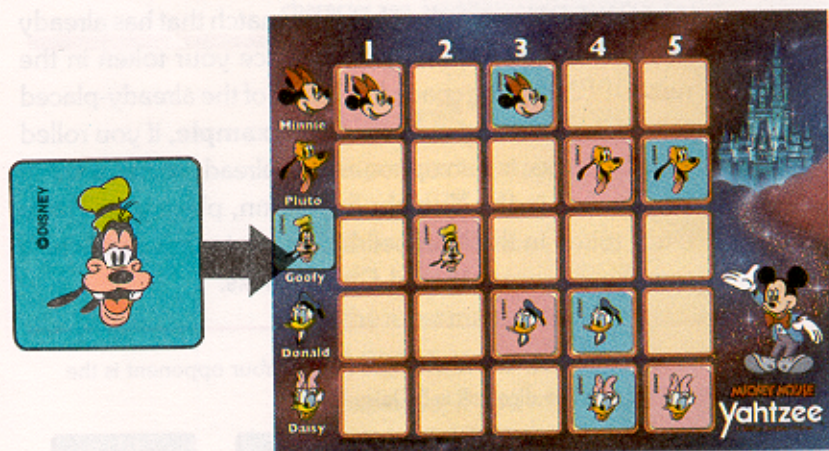
You can't score 5-of-a-kind because your opponent has scored there—but you can score 4 Daisy Ducks!

	1	2	3	4	5
Mickey					
Pluto					
Goofy					
Donald					
Daisy					

WALT DISNEY GAMES
YAHTZEE

- SCORE ZERO IN THE PICTURE COLUMN!** On your third roll, if every character you roll is one that you've already scored, you must score ZERO for that turn. Place any one of your remaining tokens on its matching face on the scoreboard. Any token placed in this *Picture Column* scores ZERO for that turn! For **example**, you have 1 token left and it's a Goofy. If you rolled 3 Minnie Mouses and 2 Plutos on your third roll and you've already scored these characters, you **MUST** place your Goofy token on *its matching face in the Picture Column* to score ZERO.

IMPORTANT: Two or more players CAN place their tokens on the SAME character face in the Picture Column!



To score ZERO, place your token on the character's face 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. See example below.

	1	2	3	4	5		
Minnie							
T							
Pluto							
Goofy							
Donald							
Daisy							
						Yahtzee	

After finishing this 2-Player game, players add up their tokens' Column Numbers to get their final scores. The Pink Player has 15. The Blue Player wins with a total of 16!

NOTE: There will be unused scoring tokens left over in 3- and 4-Player games.



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 each character's row that you have tokens in. The player with the highest total wins. See example below.



Here's an easy way to total the Blue Player's winning score of 16! Just count the spaces in front of, and including, each blue token! **NOTE:** The score in Goofy's row is ZERO!

BREAKING A TIE

In the case of a tie, tying players each roll all five dice. The player who rolls the most Mickey Mouses wins.

SOLO PLAY

To play alone, take 5 turns and roll the dice (following the same rules). Use all 5 of your scoring tokens as you try to roll the highest scores you can!