

# Gotta catch 'em all!

# POKÉMON™

Electronic Hand-Held

# Yahtzee®

Classic YAHTZEE® Fun  
with Your Favorite POKÉMON™!

For 1 Player/Ages 5 and Up

## IMPORTANT!

•If this game malfunctions, push in RESET or try new batteries.

## A Look at Your Game Unit

### ROLL/ON BUTTON

Press to "wake up" the game from sleep mode. Press to roll the dice.

### POKÉ BALL BUTTONS

Press one or more buttons after rolling to "hold" the dice directly above them.

### SOUND BUTTON

Press to turn the sound effects on or off.

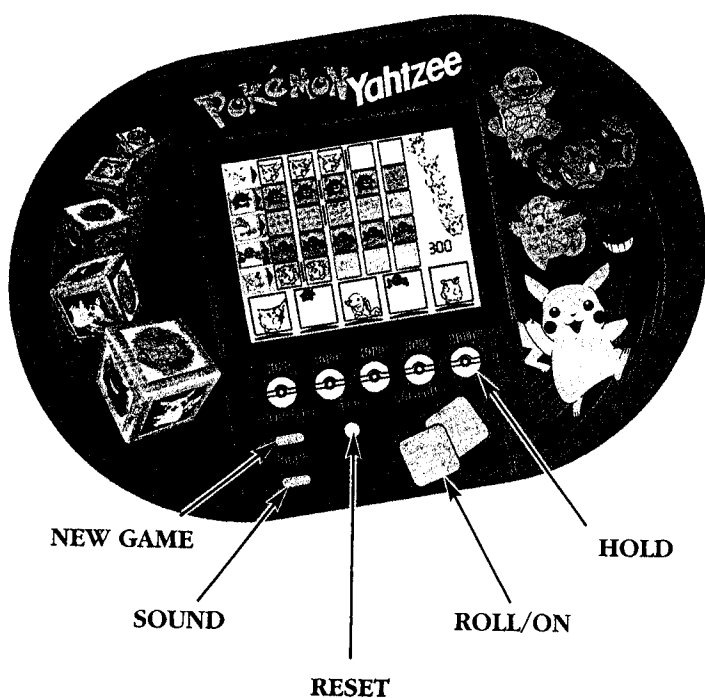
### NEW GAME BUTTON

Press and hold to start a new game.

### RESET BUTTON

Push in if the game malfunctions.

*Note:* This will erase the high score.



## Object

Score as high as possible by rolling the dice to catch and match characters!

## Game Summary

On each turn, roll the dice up to 3 times, trying to match as many POKÉMON characters as you can. Here's what you can roll on each die:



After your final roll, place your matching dice in a *scoring row* to score points. The game ends when all 5 rows have been scored.

## Getting Started

### Waking up the Game:

If no buttons are pressed for about one minute, the game will go into "sleep mode." To "wake up" the game, press ROLL/ON.

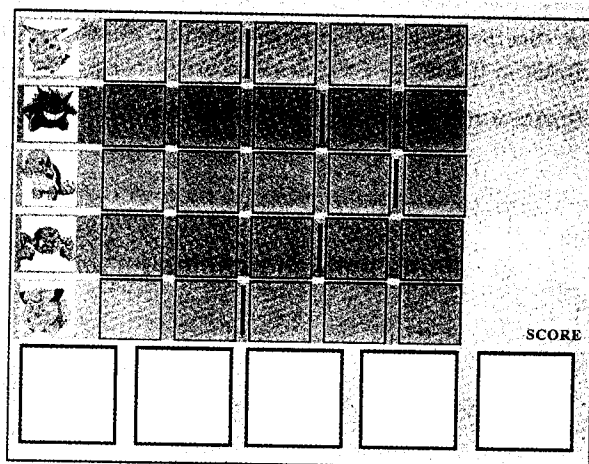
## How to Play

### Starting a New Game:

To begin a new game, press and hold NEW GAME.

### THE SCORING ROWS

There is one scoring row for each character on the dice. The 5 scoring rows are empty when the game begins, but you'll place dice in one of the rows after you roll on each turn.



### Goal lines:

As the game begins, a *goal line* is randomly placed in each scoring row. You score extra points for reaching the goal line in a row — and more points for passing it!

### ON YOUR TURN

**1. First roll:** Press ROLL to begin your turn. Wait for the dice to stop spinning.

Press one or more POKÉ BALL buttons to *hold* the dice above them. Your goal is to *hold* as many matching characters as possible for a row you want to match.

### Rolling a Wild Star:

If you roll a lucky Wild Star, the die will slowly spin, showing each of the 5 characters. Wait until the character

you want appears — then press the POKÉ BALL button below it to hold it. You can change the wild character anytime before you score just by pressing the POKÉ BALL button below it.

Stop and score now, or roll again!

## 2. Second roll:

Press ROLL again to reroll any dice you didn't hold.

*Note:* You can change your mind at any time about which dice you want to keep. To "unhold" a die, just press the POKÉ BALL button below it.

Stop and score now, or roll again!

## 3. Third and final roll:

After your third roll, you *must* place one or more dice in a scoring row, if you can.

### PLACING DICE IN A SCORING ROW

Now choose an empty scoring row to place your dice in. Your dice *must* match the character in that row! You may have only one die to place in a row. If you have *no* dice to place there (this can happen at the end of the game), you'll score zero.

### How to Place Dice:

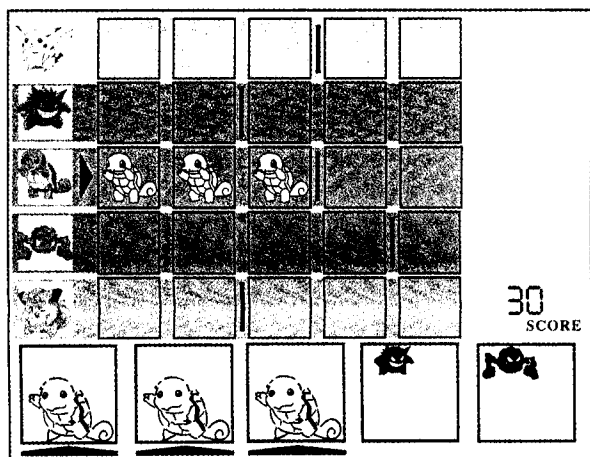
The computer will flash the best row for scoring. Press ROLL to score there, or press any POKÉ BALL button to move the arrow to another row. Then press ROLL to score in that row.

### Scoring:

After you've placed your dice, your score will automatically appear on the screen. Points are awarded as follows:

- If the dice do not reach the goal line, you'll score 5 points for each die in the row.
- If the dice reach the goal line, you'll score 10 points for each die in the row.
- If the dice *pass* the goal line, you'll score 15 points for each die in the row!

The illustration below shows a scoring example.



After 3 rolls you had 3 Squirtles. You pressed ROLL to enter them in the Squirtles row. The dice reached the goal line, so you scored 30 points!

### POKÉMON™ YAHTZEE® BONUS:

If you place 5 matching dice in a scoring row, you score 15 points for each die in the row, *plus* 100 bonus points! Nice going!

## Ending the Game

After you score all 5 rows, the game is over. Your final score will appear on the screen.

## High Score

Press HIGH SCORE to see the highest score so far.

*Note:* The high score is erased when you push in RESET or change the batteries.

## 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, remove and replace the batteries to reset the computer, or push in the RESET button.

### Batteries

To replace the batteries: Loosen the screw on the battery compartment on the back of the game unit, and remove the door. Insert 2 "AAA" size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

### CAUTION:

- 1) As with all small batteries, the batteries included with this game 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 telephone 202-625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

### FCC STATEMENT

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 antennae.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game.

Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

### AGES 5 AND UP

Not suitable for children under 3 years because of small parts — choking hazard.

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