Gotta catch 'em all!

Pokémon

Yahtzee Jr.

Roll and match your favorite Pokémon™!

For 2 to 4 Players
Ages 4 and Up

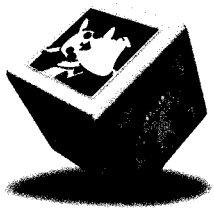
⚠ **WARNING:**

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

CONTENTS

• 5 Dice • 20 Scoring tokens • Dice cup • Scoreboard • Label sheet

ASSEMBLY



Punch out the 20 tokens from the sheet.

Carefully label each die with 6 Pokémon — **a different character on every side.**

SETUP

Take 5 tokens **of the same color.** Each player does the same.

Put the 5 labeled dice into the dice cup to roll.

Put the scoreboard within easy reach.

OBJECT

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

On each turn, you may roll the dice **up to three times.** The more dice you match, the higher you score!

GAMEPLAY

The youngest player goes first. Play continues clockwise.

- 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.

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 Pokémon you are trying to match at any time!

You could score after your second roll. But if you decide to roll a third time, **your third roll of dice is final, and you must score.** Your turn is over.

Score only one Pokémon per turn — a **different** character each turn.

Play Example

FIRST ROLL:

You rolled 2 Gengar characters, 1 Eevee, 1 Snorlax and 1 Meowth.

Set aside the 2 Gengar characters, and reroll the other three dice.

SECOND ROLL:

No Gengar characters were rolled, but you now have 3 Snorlax characters.

Set the 3 Snorlax characters aside, and reroll the 2 Gengar characters.

THIRD AND FINAL ROLL:

When the 2 Gengar characters were rerolled, you rolled 1 Snorlax and 1 Eevee.

You matched 4 Snorlax characters in 3 rolls! Now score the 4 Snorlax characters on the scoreboard. Your turn is over.

Special Pikachu Rolls

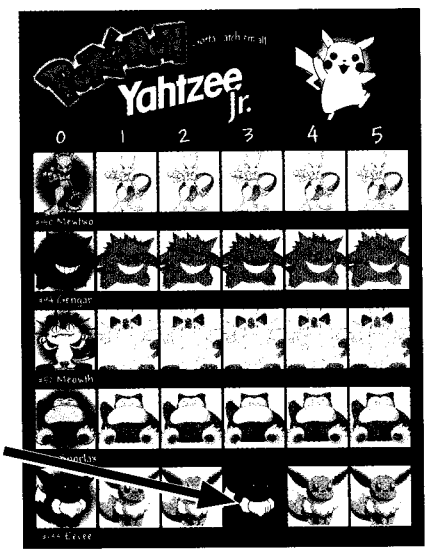
WILD!

If you roll a Pikachu, it's "wild"! It counts as **any** Pokémon you choose.

For example, if you rolled 3 Snorlax characters, 1 Pikachu, and 1 Gengar, you could count Pikachu as another Snorlax, as another Gengar or as 1 of any Pokémon that you have not yet scored.

HOW TO SCORE

When you decide either to stop rolling or to 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 Pokémon. Always try to score the Pokémon with the most matches and place its token on the scoreboard in the proper row and column.



For example, *if you roll 3 Eevee characters and 2 Gengar characters, try to score the 3-of-a-kind Eevee characters for the higher score. Place your Eevee token under the Number 3 Column in the Eevee row.*

Scoring Yahtzees

If you roll 5-of-a-kind of any Pokémon, that's a **YAHTZEE!** To score, put the Pokémon's matching token under the Number 5 Column in that Pokémon's row.

If you roll 5 Pikachu characters, that's a PIKACHU! Score 5-of-a-kind in the Number 5 Column of **any** Pokémon's row (that has not yet been scored).

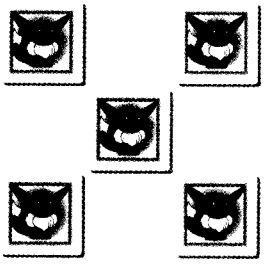
TOKEN RULES

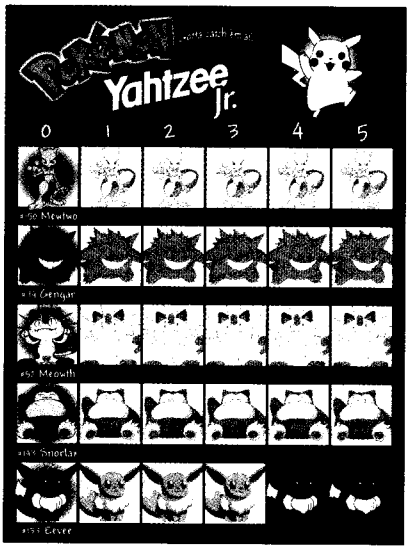
- Once you place a token on the scoreboard, **IT CANNOT BE MOVED.**
- **ONLY ONE TOKEN PER SCORING SPACE IS ALLOWED!** If you roll a Pokémon match that has already been scored by another player, place your token in the next OPEN scoring space (to the left of the already-placed token) in that Pokémon's row.

Scoring Example

2-PLAYER GAME: You're the Blue player. Your opponent is the Purple player. Your dice roll is 5 Eevee characters.

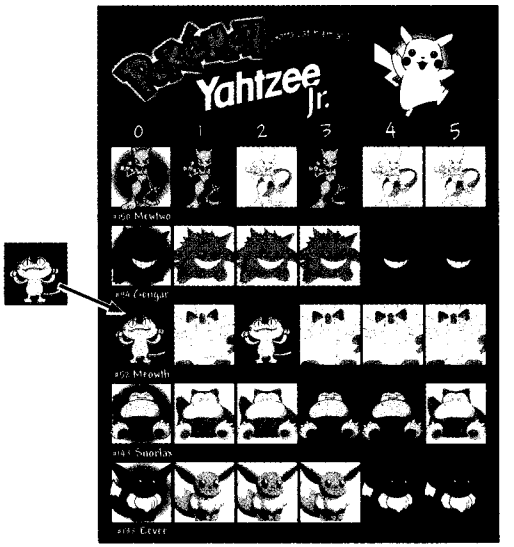
Your opponent has already scored an Eevee token in the Number 5 Column, so instead place your Eevee token to the left of it, in the Number 4 Column in the Eevee row. Your score is then 4 Eevee characters.





Scoring Zero

On your third roll, if every Pokémon you roll is one that you've already scored, you must score ZERO for that turn by placing any one of your remaining tokens on its matching space on the left side of the scoreboard. For example: On your last turn, you only have a Meowth token. If you only roll the other Pokémon (which you've already scored), you **must** place your Meowth token on its matching space in the "0" column to score ZERO.



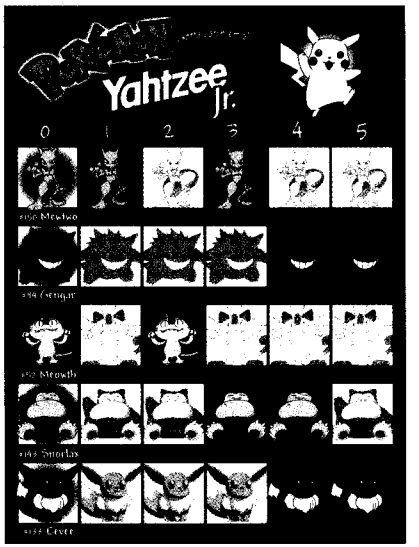
Important: Two or more players **can** place their tokens on the **same** Pokémon space in the "0" column.

WINNING

After all turns have been taken and scored, players add up the column numbers above each of their tokens. The player with the highest total wins!

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

NOTE TO PARENTS: You may have to help young children count up their scores.



After finishing this 2-player game, players add up their tokens' column numbers to get their final scores. The Purple player has 15. The Blue player wins with a total of 16!

EASY TOTALING FOR YOUNGER PLAYERS

Count every space to the left of your tokens plus the spaces your tokens are on. Continue to count up spaces in each Pokémon's row that you have tokens in. The player with the highest total wins!

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 Meowth's row is ZERO.

BREAKING A TIE

In case of a tie, tying players each roll all 5 dice. The player who rolls the most Pikachu characters 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.

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.
Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

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