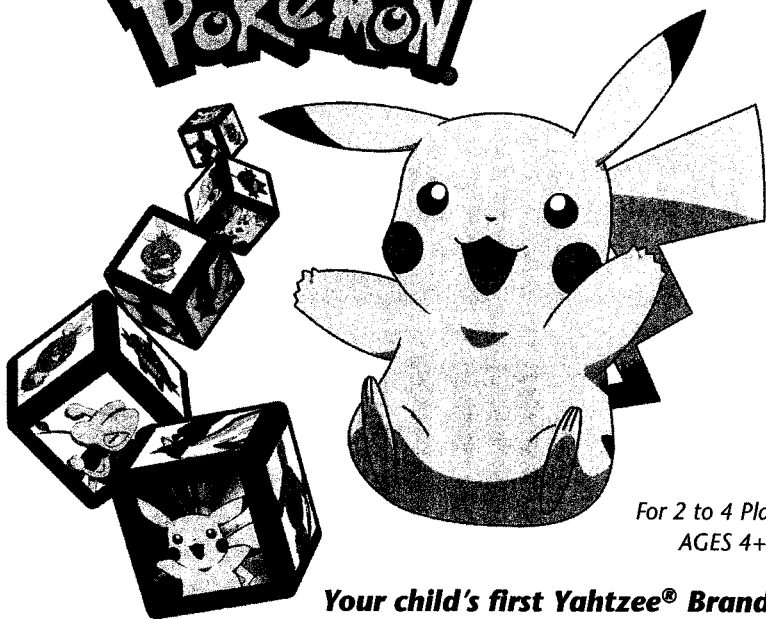


Yahtzee[®] Jr. Pokémon



For 2 to 4 Players
AGES 4+

Your child's first Yahtzee[®] Brand game

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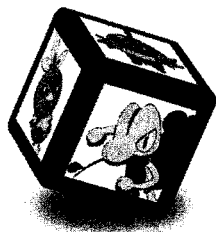
5 dice, 20 scoring tokens, dice cup, scoreboard, label sheet

OBJECT

Score the most points by rolling the dice and matching as many of the same Pokémon 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 Pokémon labels to the dice. Each die should have 1 of each character.



WARNING:

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

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 Pokémon characters as you can. Add up the matching dice and mark your score by placing the matching character's token on the scoreboard. This ends your turn.

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 Torchics, 1 Treecko, 1 Mudkip, and 1 Wynaut.



First, you set aside the 2 Torchics.



Then you re-roll the remaining 3 dice hoping for more Torchics.

SECOND ROLL:



This time you rolled 3 Wynauts.



You decide to keep the 3 Wynauts and re-roll the Torchics.

THIRD AND FINAL ROLL:



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

Special Pikachu Rolls

If you roll a Pikachu, it's "wild!" A Pikachu counts as ANY character. For example, if you rolled 3 Mudkips, 1 Pikachu and 1 Treecko, you could count the Pikachu as another Mudkip, another Treecko or 1 of ANY of the other characters you haven't scored yet!



Here's a roll of 4 Mudkips! Or 2 Treeckos! 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.

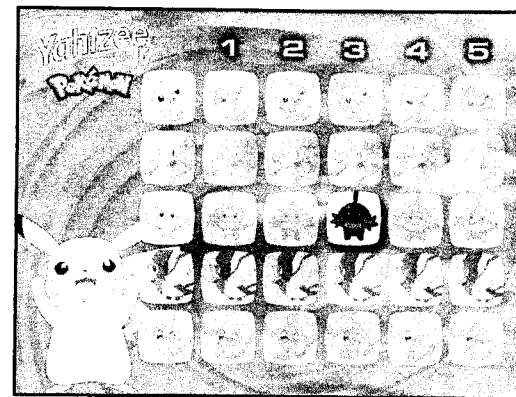
HOW TO SCORE

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 character with the most matches and place its 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.

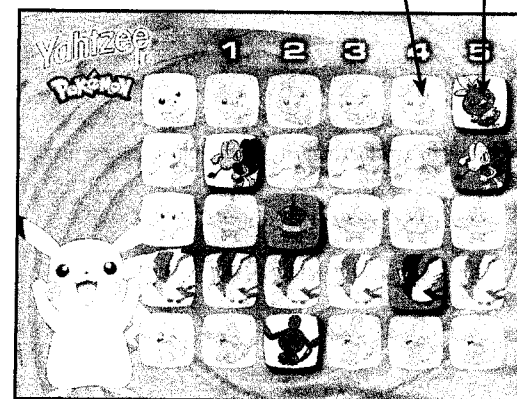
If you roll 5 Pikachus, that's a Pokémon Yahtzee! Put ANY character's token in the number 5 column matching the character's row (make sure you pick a character that hasn't been scored yet!)



For example, if you roll 3 Mudkips and 2 Treeckos, try to score the 3 Mudkips for the higher score. Place your Mudkip token under the number 3 column in the Mudkip row.

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 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 the character's row.



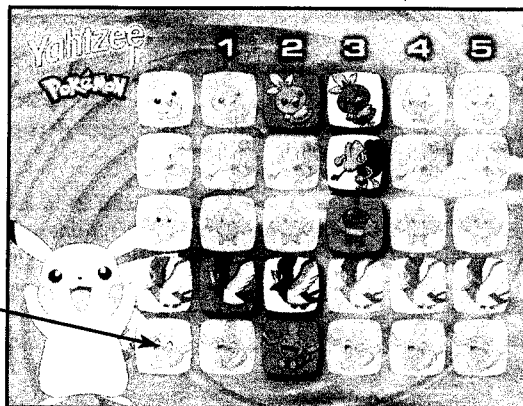
SCORING EXAMPLE

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

You can't score 5 Torchics because your opponent has scored there — but you can score 4 Torchics!

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 Torchics and 2 Taillows on your third roll and you've already scored these characters, you decide to place your Wynaut token on its matching space in the Picture Column to score ZERO.

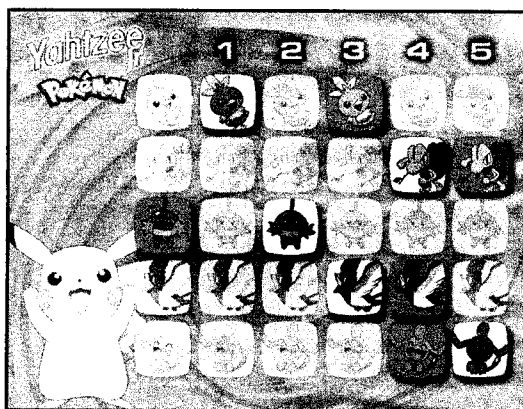
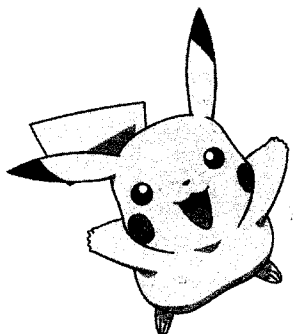


To score ZERO, place your token on the character's space in the Picture Column.

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!



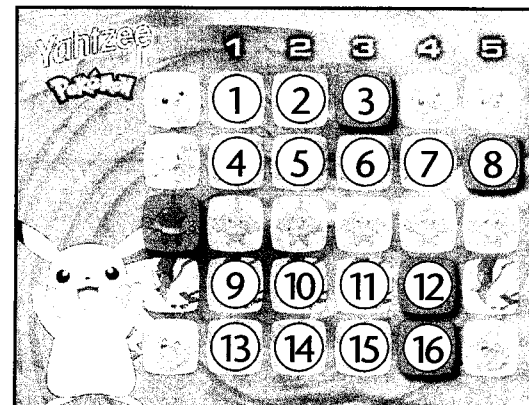
After finishing this 2-player game, players add up their tokens' column numbers to get their final scores. The Green player has 15. The Blue player wins with a total of 16!

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!



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 Mudkip's row is ZERO.

BREAKING A TIE

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

SOLO PLAY

To play alone, take five turns and roll the dice, following the same rules. Use all five 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. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 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 4YH; or telephone our Helpline on 00800 22427276.

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Not suitable for children under 3 years because of small parts - choking



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