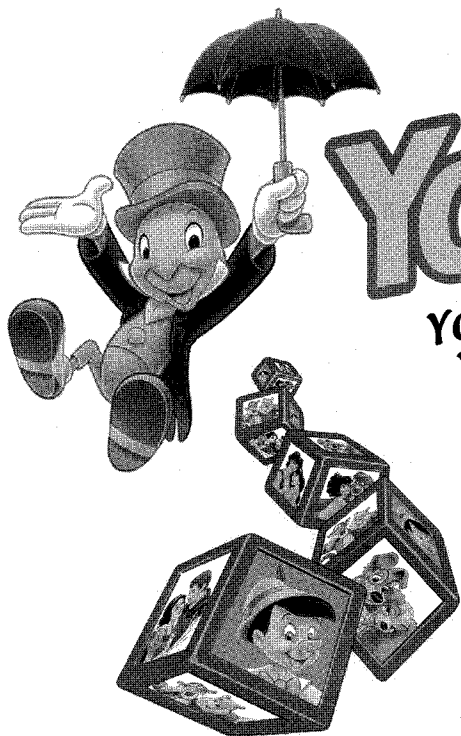


For 2 to 4 Players • AGES 4 and Up



Yahtzee®

Your child's first
Yahtzee® game

BRAND

The Disney Edition



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

CONTENTS

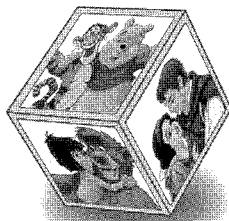
- 5 dice • 20 scoring tokens • dice cup • scoreboard • label sheet

OBJECT

Score the most points by rolling the dice and matching as many of the same Disney 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 Disney character labels to the dice — one character label on each side of each die.



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 Disney 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 Lady and the Tramps, 1 Aladdin and Jasmine, 1 Snow White and her Prince, and 1 Mowgli and Baloo.*



First, you set aside the 2 Lady and the Tramps.

Then you re-roll the remaining 3 dice hoping for more Lady and the Tramps.

SECOND ROLL:



This time you rolled 3 Snow White and her Princes.

You decide to keep the 3 Snow White and her Princes and re-roll the Lady and the Tramps.

THIRD AND FINAL ROLL:



On your third roll you matched 1 more Snow White and her Prince for a total of 4 Snow White and her Princes in 3 rolls! Now score the 4 Snow White and her Princes on the scoreboard. Your turn is over.

SPECIAL PINOCCHIO ROLLS

If you roll a Pinocchio, he's "wild!" He counts as ANY character. For example, if you rolled 3 Jasmine and Aladdins, 1 Pinocchio and 1 Snow White and her Prince, you could count Pinocchio as another Jasmine and Aladdin, another Snow White and her Prince or 1 of ANY of the other characters you haven't scored yet!



Here's a roll of 4 Jasmine and Aladdins! Or 2 Snow White and her Princes! 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 characters, that's a Yahtzee! To score, put the characters' token under the Number 5 Column matching the characters' row. **Column matching the characters' row.**

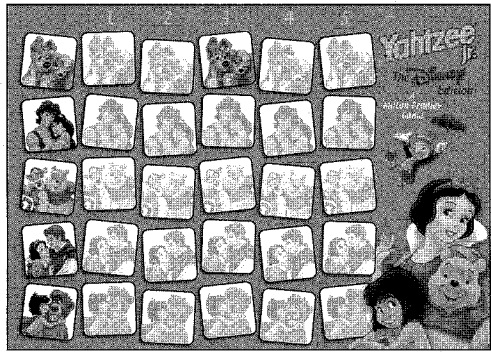
If you roll 5 Pinocchios, that's a Pinocchio Yahtzee! Put **ANY** characters' token in the Number 5 Column matching the characters' row (make sure you pick characters that haven't been scored yet!)

TOKEN RULES

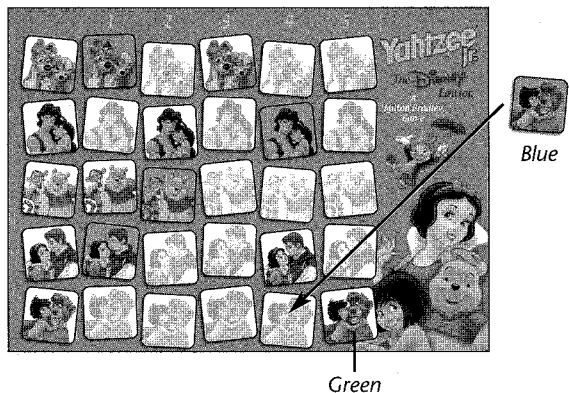
- Once you place a token on the scoreboard, **IT CANNOT BE MOVED.**
- **ONLY ONE TOKEN PER SCORING SPACE IS ALLOWED!** If you roll characters that have already been scored by another player, place your token in the next **OPEN** scoring space (to the left of the already-placed token) in the characters'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

SCORING EXAMPLE

2-PLAYER GAME:
You're the **Blue Player**. Your opponent is the **Green Player**. Your dice roll is 5 Mowgli and Baloos! You can't score 5 Mowgli and Baloos because your opponent has scored there — but you can score 4 Mowgli and Baloos!



For example, if you roll 3 Lady and the Tramp and 2 Snow White and her Princes, try to score the 3 Lady and the Tramp for the higher score. Place your Lady and the Tramp token under the Number 3 Column in the Lady and the Tramp Row.



SCORE ZERO IN THE PICTURE COLUMN!

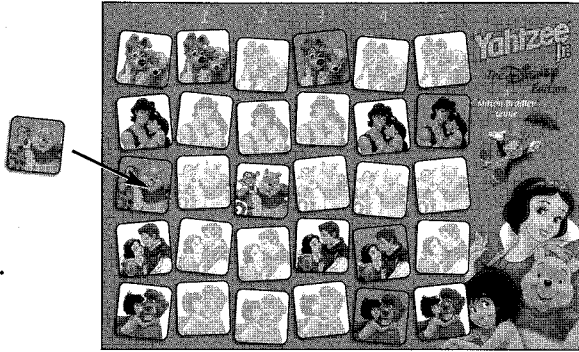
On your third roll, if all the characters you roll are ones that you've already scored, you must score ZERO for that turn. Place any one of your remaining tokens on its matching space in the Picture Column. Any token placed in the Picture Column scores ZERO for that turn.

For example, you have one token left and it's Pooh and Tigger. If you rolled 3 Snow White and her Princes and 2 Jasmine and Aladdins on your third roll and you've already scored these characters, you **MUST** place your Pooh and Tigger token on its matching space in the Picture Column to score ZERO.

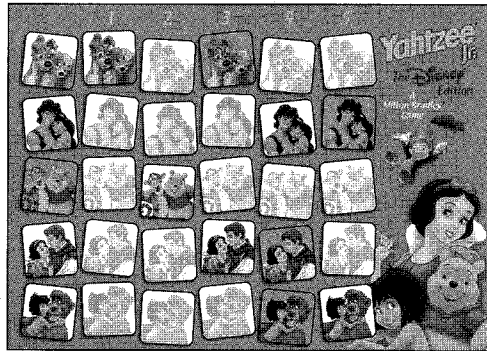
IMPORTANT: Two or more players CAN place their tokens on the SAME space in the Picture Column.

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.

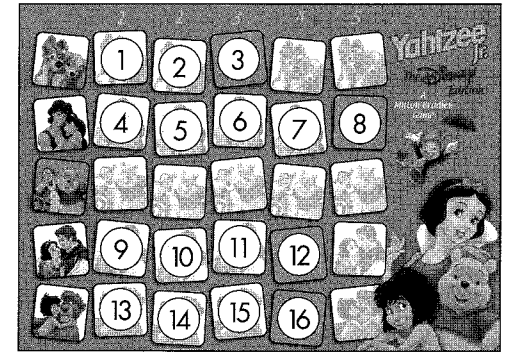


After finishing this 2-player game, players add up their tokens' column numbers to get their final scores. The Green player has 15. The Blue player wins with a total of 16!

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 Pooh and Tigger's 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 Pinocchios wins!

PRACTICE 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). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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