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 Captain Americas and 2 Thors on your third roll and you've already scored these characters. You decide to place your Hulk 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.

BUILDING A SPIDER-MAN & FRIENDS TEAM

If you can roll one of each character, you form a Spider-Man & Friends Team! Take a team token and turn it over to find out how much you can add to your total at the end of the game. If all of the team tokens have been taken, you're out of luck – there are no more.

EASY TOTALING FOR YOUNGER PLAYERS

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!

BREAKING A TIE

In case of a tie, the tying players each roll all 5 dice. The player who rolls the most Spider-Mans 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!

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. Add to that the sum of all the team tokens you collected. The player with the highest total wins!

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, 2510 de la Province, Longueuil, QC Canada, J4G 1T2. European consumers please write to: Hasbro UK Ltd., Hasbro House, 30 Colmore Row, Birmingham B4 6NL, P.O. Box 43, Cassall Way, Newport, Wales, NP19 4RT; or Telephone our Helpline on 080012347276.

WARNING: Small parts. Not for children under 3 years.

Your child's first Yahtzee® game

PROOF OF PURCHASE

®

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

CONTENTS

• 5 Dice • 20 Scoring Tokens • 10 Team Tokens • Dice Cup • Scoreboard • Label Sheet

OBJECT

Score the most points by rolling the dice and matching as many of the same Spider-Man & Friends characters as you can and by building Spider-Man & Friends teams. On each turn you can roll up to three times. The more characters you match and teams you build, the more points you score!

ASSEMBLY

• Carefully punch out the 20 scoring tokens and the 10 team tokens from the cardboard parts sheet. Discard the cardboard waste.

• Apply the 6 Spider-Man & Friends labels to the dice – one character label on each side of each die.
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
Yahtzee! If you roll 5 of the same character, that’s a Yahtzee! To score, put the character’s scoring token under the number 5 column matching the character’s row.

Spider-Man Yahtzee! If you roll 5 Spider-Mans, that’s a Spider-Man Yahtzee! Put ANY character’s scoring token in the number 5 column matching the character’s row (make sure you pick a character that hasn’t been scored yet)!

TOKEN RULES
• Once you place a scoring token on the scoreboard, IT CANNOT BE MOVED.
• ONLY ONE SCORING TOKEN PER SCORING SPACE IS ALLOWED! If you roll a character that has already been scored by another player, place your scoring token in the next OPEN scoring space (to the left of the already-placed scoring 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 Captain Americas!

You can’t score 5 Captain Americas because your opponent has scored there — but you can score 4 Captain Americas!

PLAY EXAMPLE
FIRST ROLL: You rolled 2 Captain Americas, 1 Hulk, 1 Storm, and 1 Wolverine.

SECOND ROLL:

THIRD AND FINAL ROLL:

SPECIAL SPIDER-MAN ROLLS
If you roll a Spider-Man, it’s “wild!” A Spider-Man counts as ANY character. For example, if you rolled 3 Storms, 1 Spider-Man and 1 Hulk, you could count the Spider-Man as another Storm, another Hulk or 1 of ANY of the other characters you haven’t scored yet!

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 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 or 3-player game, the game ends when one player has placed all 5 of his/her scoring tokens on the board.

• In a 4-player game, the game ends when one player has placed 4 of his/her scoring tokens on the board.

WHAT TO DO ON YOUR TURN
On each turn, you may roll the dice UP TO THREE TIMES. Try to roll as many of the same Spider-Man & Friends characters as you can — roll one of each to build a Spider-Man & Friends Team. (See Building a Spider-Man & Friends Team, on page 5.) Add up the matching dice and mark your score by placing the matching character’s scoring 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.

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.

• Turn the team tokens number side down and mix them up.

• Put the 5 labeled dice into the dice cup.

• Put the scoreboard within easy reach of all players.
**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.

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**PLAY EXAMPLE**

**FIRST ROLL:** You rolled 2 Captain Americas, 1 Hulk, 1 Storm, and 1 Wolverine.

First, you set aside the 2 Captain Americas. Then you re-roll the remaining 3 dice hoping for more Captain Americas.

**SECOND ROLL:**

This time you rolled 3 Wolverines. You decide to keep the 3 Wolverines and re-roll the Captain Americas.

**THIRD AND FINAL ROLL:**

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

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To total the Green player’s winning score of 15, just count the spaces in front of, and including, each green token. NOTE: The score in Hulk’s row is ZERO.

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

After finishing this 2-player game, players add up their tokens’ column numbers to get their final scores. The Blue player has 14 plus 8 team tokens for a total of 22. The Green player wins with a total of 15 plus 5 team token points for a total of 20!...