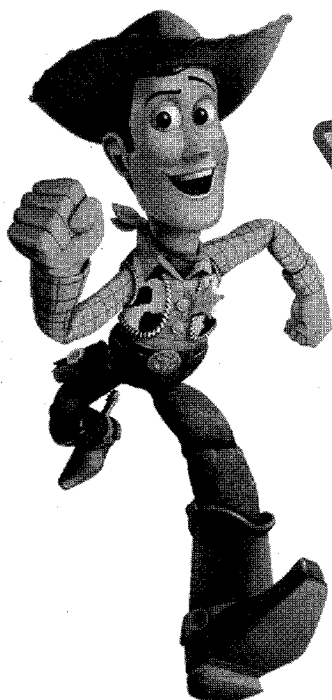
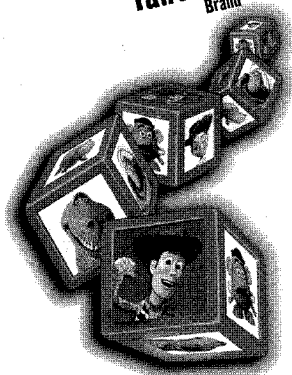


For 2 to 4 Players • AGES 4 and Up



Yahtzee® Jr.

Your Child's First
Yahtzee® Game
Brand



Disney • PIXAR
**TOY
STORY**
AND BEYOND!

EDITION

CONTENTS

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



WARNING:

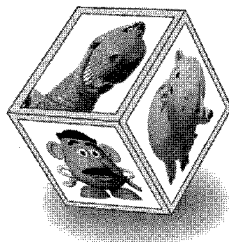
CHOKING HAZARD – Small parts.
Not for children under 3 years.

OBJECT

Score the most points by rolling the dice and matching as many of the same Toy Story characters as you can. On each turn you can roll up to three times. The more characters you match the more you score!

ASSEMBLY

- Carefully punch out the 20 scoring tokens from the cardboard parts sheet. Discard the cardboard waste.
- Label the dice with the 6 Toy Story characters — one character 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 continues clockwise.

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 Toy Story character as you can. Add up the matching dice of that character. Then mark your score by placing its matching 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!

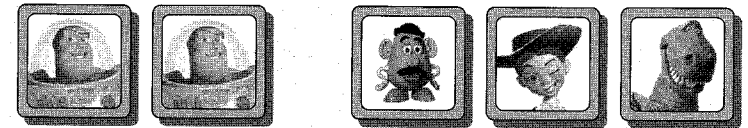
For your second and third rolls, you may pick up ANY or ALL of the dice and roll them again. You can change which character you are trying to match at any time!

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 Buzz Lightyears, 1 Mr. Potato Head®, 1 Jessie, and 1 Rex.



First, you set aside the 2 Buzz Lightyears.

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

SECOND ROLL:



This time you rolled 3 Jessies.

You decide to keep the 3 Jessies and re-roll the 2 Buzz Lightyears.

THIRD AND FINAL ROLL:



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

SPECIAL WOODY ROLLS

If you roll a Woody, he's "wild!" He counts as ANY character. For example, if you rolled 3 Rexes, 1 Woody and 1 Mr. Potato Head, you could count Woody as another Rex, another Mr. Potato Head or 1 of ANY character you haven't scored yet!



WILD!

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.

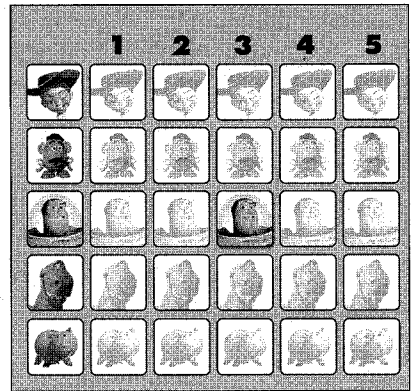
HOW TO SCORE

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 matching token under the Number 5 Column in that character's row.

If you roll 5 Woodys, that's a Woody Yahtzee! Put ANY character's token in the Number 5 Column of that character's row (make sure you pick a character that hasn't been scored yet)!



For example, if you roll 3 Buzz Lightyears and 2 Jessies, try to score the 3 Buzz Lightyears for the higher score. Place your Buzz Lightyear token under the Number 3 Column in the Buzz Lightyear Row.

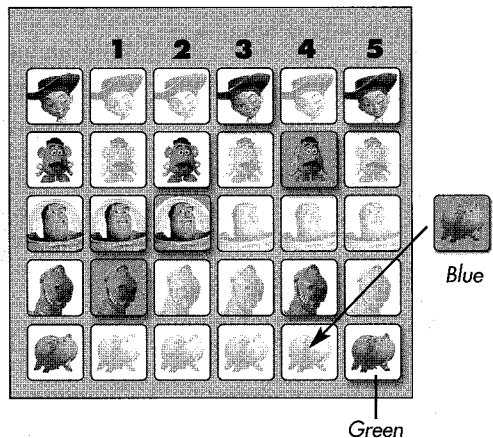
TOKEN RULES

- 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 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 character's row.

SCORING EXAMPLE

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

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



SCORE ZERO IN THE PICTURE COLUMN!

On your third roll, if every character you roll is one that you've already scored, you must score ZERO for that turn. Place any one of your remaining tokens on its matching face on the scoreboard.

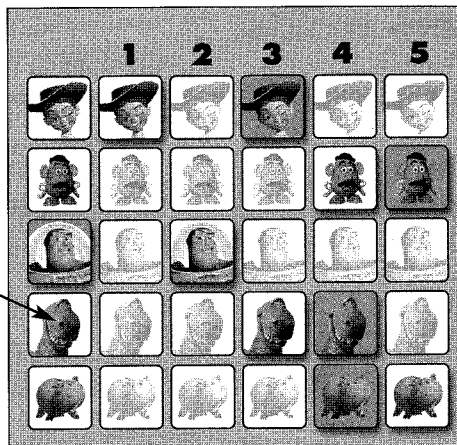


Any token placed in this Picture Column scores ZERO for that turn. For example, you have one token left and it's Rex. If you rolled 3 Jessies and 2 Buzz Lightyears on your third roll and you've already scored these characters, you **MUST** place your Rex token on its matching face in the Picture Column to score ZERO.

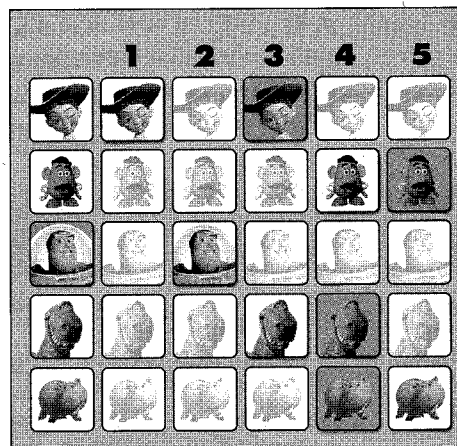
IMPORTANT: Two or more players **CAN** place their tokens on the **SAME** character face in the Picture Column.

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 character's face in the Picture Column.

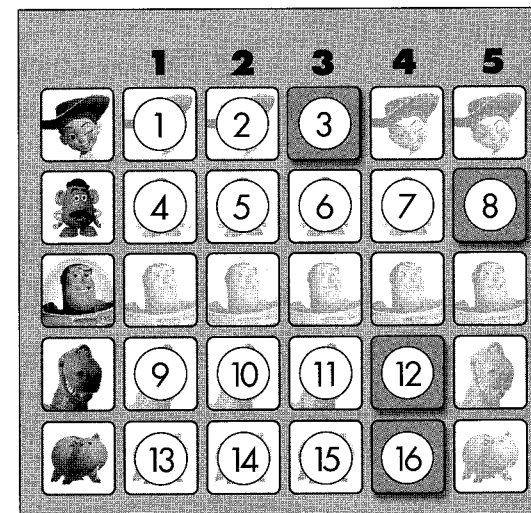


After finishing this 2-player game, players add up their tokens' column numbers to get their final scores. The Green player has 15. The Blue player wins with a total of 16!

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 each character'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 Buzz'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 Woody's 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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