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Yantzee Jr.[®]

Shake 'em • Roll 'em • Take 'em!

BRAND

CONTENTS

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

OBJECT

Score the most points by rolling the dice and matching characters!

THE FIRST TIME YOU PLAY

- Carefully punch out the 20 scoring tokens from the cardboard parts sheet.
- Label each die with 6 character stickers - a different character on every side.

SET IT UP!

- Each player takes five scoring tokens of the same color (some scoring tokens may be left over).
 - Put the dice in the dice cup.
 - Put the scoreboard in the center of play.

MARVEL
SPIDEY
and his **AMAZING FRIENDS**



PLAY!

HOW TO WIN

Score the most points by rolling the dice and matching as many of the same characters as you can. On each turn you can roll up to 3 times. The more characters you match, the more you score!

HOW TO PLAY

The youngest player goes first. Play continues clockwise. The number of players determines how many turns each player takes in a game.

- In a 2-player game, each player has 5 turns (using all 5 character tokens).
- In a 3-player game, each player has 4 turns (using 4 character tokens).
- In a 4-player game, each player has 3 turns (using 3 character tokens).

ON EACH TURN...

1. Roll all 5 dice.
2. Set aside any dice that you want to keep.
3. See the rules below for the special **THWIP** and **Green Goblin Jack-In-The Box** dice.
4. You can stop rolling and score after your first or second roll — or continue to roll up to 3 times, hoping to score higher!
5. For your second and third rolls, you may pick up **any** or **all** of the dice and roll them again.
6. You can change the character you are trying to match at any time!
7. You must score after your third roll.
8. This ends your turn.

Start playing! It'll all become clear. Check the special dice throws below, and more examples of scoring on the next page when you need to.

SPECIAL DICE



THWIP

If you roll a **THWIP**, it's **wild!** It counts as any character. For example, if you rolled 3 Spideys, 1 **THWIP**, and 1 Miles Morales: Spider-man, you could count the **THWIP** as another Spidey, another Miles Morales, or **any** character you want!



GREEN GOBLIN JACK-IN-THE-BOX

Oh no, you've rolled **Green Goblin Jack-In-The-Box!** Remove this die from any further rolls on your turn.



HERE'S AN EXAMPLE TURN:

First roll:

You rolled 2 Ghost-Spider dice, 1 Spidey, 1 Ms. Marvel, and 1 Black Panther.



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

Second roll:

This time you rolled 3 Miles Morales: Spider-man dice.



You decide to switch to Miles Morales and re-roll the 2 Ghost-Spider dice.

Third and final roll:

On your third roll you matched one more Miles Morales for a total of 4 Miles Morales dice in 3 rolls!



Score:

To score for your turn...

- Add up the matching character dice you wish to keep.
- Place the token from your set that matches that character on the scoreboard in the correct row and number column.
- Your turn is now over.

So you'll put your Miles Morales: Spider-man token on the Miles Morales space in the number 4 column.



Token Rules

- Once you place a token on a scoreboard space, **it cannot be moved.**
- Only **one token per scoring space** is allowed!
- If a character space that matches your score is taken, you must take the next lower available space (to the left) on that character's row.
- If you make a mistake, you may roll again, but keep an eye on the scoring tokens you have left.

Important! The more character scoreboard spaces that are taken, the less chance you have of scoring high! Try rolling for characters that give you the best chance to get some points!

Scoring example

2-Player Game: You're the **Red** Player.

Your opponent is the **Blue** Player.

You roll 5 Ghost-Spider dice!

You can't score 5 Ghost-Spider dice because your opponent has scored there – but you can score 4 Ghost-Spider dice!

Scoring zero

If you can't place a token on the scoreboard after your third role, **you must score a zero.**

Place any one of your remaining tokens on its matching row in the 0 column.

Any token placed here scores **zero.**

- For example, you are the **Blue** player and have one Miles Morales: Spider-man token left.

If you rolled 3 Ghost-Spider dice and 2 Miles Morales dice on your third roll but the **Purple** and Black players have already scored and placed their Miles Morales tokens in the 1 and 2 columns, you **MUST** place your Miles Morales token on its matching space in the 0 column and score zero.

WIN!

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

All Webbed Up!

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

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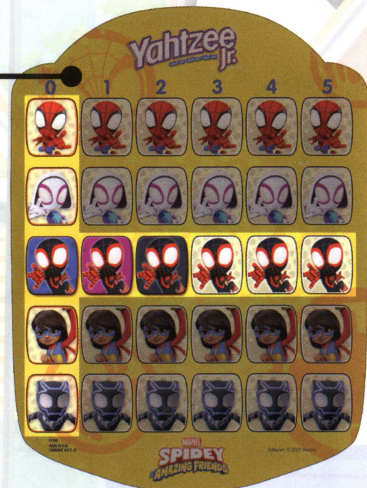
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