

AGES 6+



# The Great Jellyfish Escape Game

## INSTRUCTIONS FOR 2 TO 4 PLAYERS

SpongeBob and his friends are having a race to the Krusty Krab for a tasty lunch! But stay away from the Giant Jellyfish, or you'll be sorry! Reach the Finish space first to win!

**Contents:** • Gameboard • 4 Character Pawns with Stands  
• Die • Label Sheet

**Object:** Race across the Jellyfish Field, and be the first to reach FINISH.

### The First Time You Play

Carefully detach the game parts from the cardboard sheet and discard the waste.

Place each pawn into its matching-color cardboard stand by sliding the notches together.

Carefully apply one label to each side of the die.

### Let's Get Ready!

Each player chooses a pawn and places it on a Start space:

- Red and yellow pawns (SpongeBob and Squidward) start on the red/yellow Start space.
- Green and blue pawns (Sandy and Patrick) start on the green/blue Start space.

**Note:** In a 2-player game, one player should choose a red or yellow pawn, and the other player should choose a green or blue pawn, so they each have a different START space.

The player whose birthday comes next takes the first turn. Play then continues to the left.

# Let's Play!

## ON YOUR TURN

1. Roll the die, then move your pawn one space in the direction rolled. Most of the die rolls direct you to move north, south, east or west (in the direction of the white life preservers on the edges of the gameboard).
2. After you roll and move (if you can), follow any directions for the space you land on. Your turn is then over.

## THE DIE DIRECTIONS

The six die directions are explained below, along with your movement options on the gameboard.

Move one space north



Move one space north or south



Move one space east



Move one space west



Move to any diagonal space



Move one space in any direction!



## MOVEMENT RULES

- If the die tells you to move in a direction where there are no spaces (for example, off the edge of the gameboard), you can't move on your turn. But whenever you can move, you must move.
- If you land on a space with another player's pawn, you may send that pawn to any open Sea Flower space of your choice.

## GAMEBOARD SPACES

All of the gameboard spaces are shown below, with an explanation of any special rules to follow.

- **Knot spaces:** If you land on one of these, just stay where you are. Your turn is over.



- **Small Shell spaces:** These spaces are located along the sides of the gameboard. If you land on one, you must move to the Large Shell space below the Giant Jellyfish.



- **Large Shell space:** If you land on this space or move here after landing on a Small Shell space, just stay there. Your turn is over.



- **Sea Flower spaces:** If you land on one of these spaces or are sent here after another player lands on your space, just stay there. Your turn is over.



- **Giant Jellyfish space:** If you land on this unlucky space, you get stung by the Giant Jellyfish! Move your pawn back to your Start space. Your turn is over.



- **Start spaces:** You start the game on the Start space with your matching pawn color, and get sent back there if you land on the Giant Jellyfish.



- **Finish spaces:** To win the game, you must move onto the Finish space with your matching pawn color.

# How to Win

If you're the first player to reach your Finish space, you win the game!

## Two-Player Game Variation

In a two-player game, each player may control *two* pawns: one player moves the red and yellow pawns (SpongeBob and Squidward), and the other player moves the blue and green pawns (Patrick and Sandy). To win, be the first player to get *both* of your pawns to your Finish space!

We will be happy to hear your questions or comments about this game. U.S. 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 4YD; or telephone our Helpline on 00800 22427276.

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



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