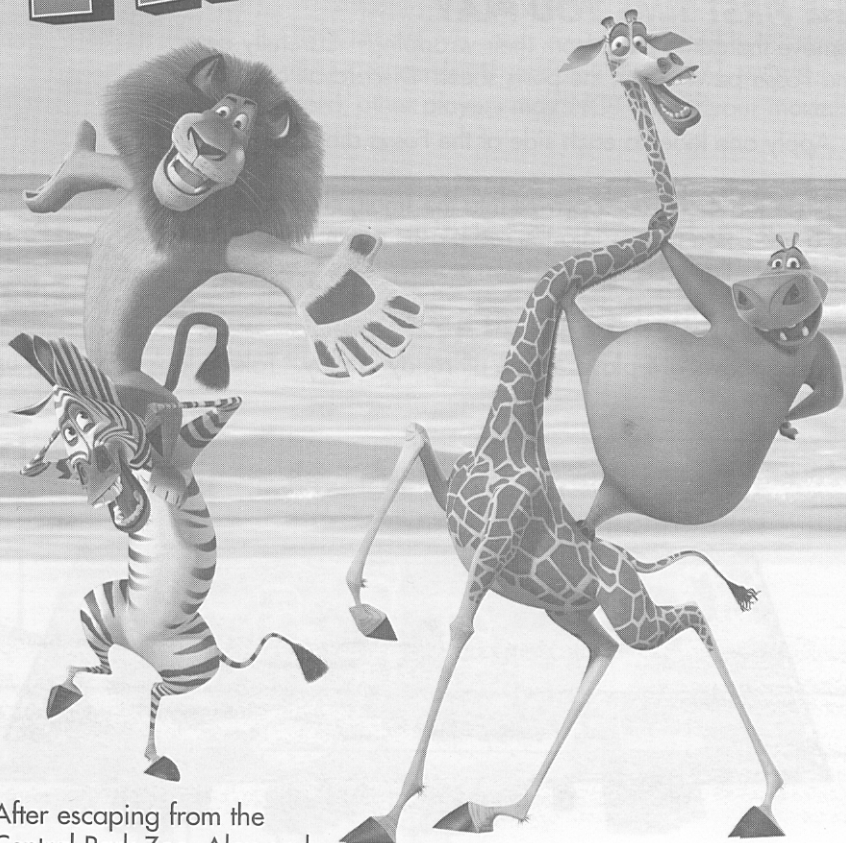


For 2 to 4 Players
AGES 6 +

MADAGASCAR™ Game



After escaping from the Central Park Zoo, Alex and his animal friends find themselves stranded on the island of Madagascar. The only way for them to get off the island is to jump on board the Penguin's rescue boat, which is docked all the way at the other end of the island! Getting there won't be easy. There are many dangerous animals trying to hunt them down, hoping to sink their claws into them - YIKES! Can you help these anxious animals get across the island and onto the boat safely?

OBJECT

Be the first player to land on the Penguin's rescue boat and sail away from the island of Madagascar.

CONTENTS

Madagascar Island Gameboard • 4 Character Pawns (Alex, Marty, Gloria and Melman) • 12 Fossa Pawns • Deck of 54 Cards • 16 Plastic Pawn Stands • Fossa Die • Label Sheet

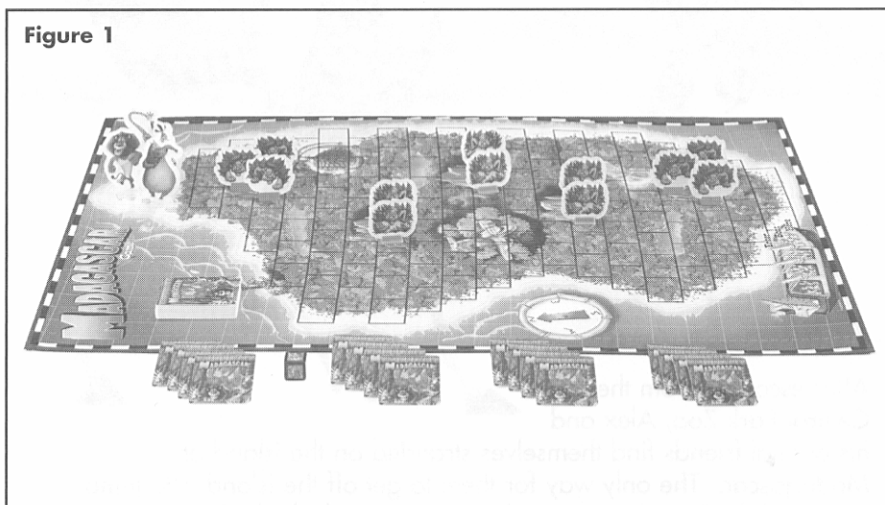
THE FIRST TIME YOU PLAY

Remove the game parts from their wrappings. Carefully detach the character and Fossa pawns from the parts sheet. Discard all of the waste material.

1. Apply one label to each side of the Fossa die.
2. Place the 4 character pawns into the small, clear, plastic pawn stands. Place the 6 red Fossa pawns into the red plastic pawn stands and the 6 green Fossa pawns into the green plastic pawn stands.

LET'S GET READY TO PLAY

Figure 1 shows a 4-player game all ready to play. Take a look as you set up your game.



1. Place the Fossas on their matching color start spaces, as shown in Figure 1. Place 3 red Fossas on each red start space and 2 green Fossas on each green start space. (Note: The Fossa pawns don't belong to anyone – they are moved by the roll of the Fossa die.)

2. Each player chooses a character pawn and places the pawn on the START space. Place any unused character pawns out of the game.

3. Shuffle the cards and deal four cards facedown to each player. Place the remaining cards facedown in a draw pile in the ocean area of the gameboard. Each player may secretly look at his or her cards.

LET'S PLAY!

The youngest player goes first. Play then passes to the left.

ON YOUR TURN

There are two steps you take on each turn. They are:

STEP 1.

Roll the Fossa die, then move one Fossa if you can (See MOVING A FOSSA, below.)

STEP 2.

 Do ONE of the following:

- MOVE your character pawn in any direction to ONE adjacent space on the board (see MOVING A CHARACTER PAWN, on Page 4); OR
- PLAY one of the cards in your hand (see THE CARDS, on Page 5); OR
- TRADE IN up to three of your cards and replace them with new cards from the draw pile. Place your old cards in the discard pile.

MOVING A FOSSA

During the game, players move the Fossa pawns to try to attack their opponents' character pawns. A Fossa captures a character by landing on the same space. Once captured that character must escape before it can move toward the rescue boat! Here's how to move a Fossa:

- Move any Fossa pawn of the color you rolled up to the number of spaces shown on the die. (Do not move a Fossa if you roll the "0" side of the die.)
- Move a Fossa to any adjacent space, except a Fossa START space.
- A Fossa may pass through or land on a space with one or more character pawns – even your own.
- A Fossa may pass through a space with another Fossa, but it cannot land on that space.

Figure 2 shows an example of moving a Fossa pawn.



MOVING A CHARACTER PAWN

During the game, players move their character pawns toward the Penguin's rescue boat and away from the Fossa pawns. Here's how to move your character pawn:

- You may move your pawn in any direction to an adjacent space.
- Character pawns may pass through or land on any open spaces. A character pawn cannot land on or pass through a Fossa START space.
- A character pawn may pass through or land on a space with one or more other character pawns, but it cannot pass through a space occupied by a Fossa. If your pawn lands on a space occupied by a Fossa, you are under attack!

UNDER ATTACK!

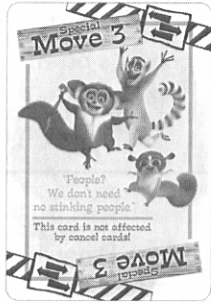
Whenever your pawn shares a space with a Fossa, you're in trouble! You cannot move your pawn off of that space until you escape from the Fossa or it moves away. It may take several turns to do this.

There are two ways to escape from a Fossa:

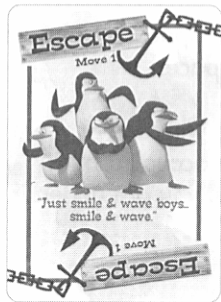
- After rolling the Fossa die, you may move a matching color Fossa off your pawn's space. (For example: If you are trying to escape from a red Fossa, you must roll a red Fossa in order to move it off of your space. If you roll a green Fossa or a 0, you're still stuck – better luck next time!); OR
- Play an Escape card (see THE CARDS, on Page 5).

THE CARDS

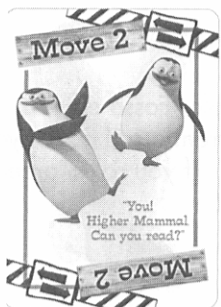
Read and follow the directions on the card you draw, then place it in the discard pile. Draw a new card from the draw pile to refill your hand. (If the draw pile runs out, shuffle the discard pile and form a new draw pile.)



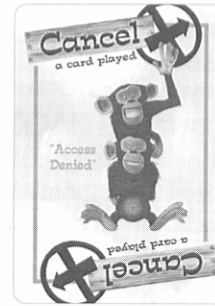
SPECIAL MOVE cards are not affected by CANCEL cards. If you play a SPECIAL MOVE card, other players may *NOT* cancel your move.



If you play an ESCAPE MOVE 1 SPACE card, you may move one space.



If you play a MOVE 2 or MOVE 3 card, move the correct number of spaces.



If you play a CANCEL A CARD PLAYED card you may use this to cancel ANY card an opponent plays. You may even play a CANCEL card on top of another CANCEL card. There is no limit to the number of CANCEL cards played on the same turn. *Note: You may play a CANCEL card when it is not your turn.*

REMEMBER: SPECIAL MOVE cards are not affected by CANCEL cards.

IMPORTANT

You may refill your hand only at the end of YOUR turn.

HOW TO WIN

The first player to reach the Penguin's rescue boat is the winner!

ALTERNATE PLAY FOR YOUNGER PLAYERS

Reduce the number of Fossas in the game. Place one red Fossa on each red Fossa start space and one green Fossa on each green Fossa start space.

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, 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, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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



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