

POKÉMON

Coffa catch'ém all!!

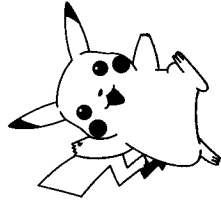
SORRY!

*The Game of Sweet Revenge:
— Pokémon™ Style!*



WARNING:

**CHOKING HAZARD - Small parts.
Not for children under 3 years.**



Now you're playing "The Game of Sweet Revenge™" in the exciting world of Pokémon™ — and there are a few twists on the regular SORRY! gameplay. If you already know how to play the classic SORRY! game, here are the cards that have been changed to reflect your Pokémon characters: #3, #5, #8, and #12.

If you would like to play the traditional SORRY game ignore the special Pokémon rules printed on those cards.

OBJECT

To be the first player to get all four of your Pokémon from your color START to your color GYM.

EQUIPMENT

POKÉMON™ SORRY! Gameboard • Deck of cards (no 6's or 9's) • Cardboard sheet of Pokémon movers (4 each of 4 types) • 16 mover stands (4 each of 4 colors)

RED TEAM – FIRE

- GROWLITHE #58
- ARCANINE #59
- PONYTA #77
- RAPIDASH #78

YELLOW TEAM – ELECTRIC

- PIKACHU #25
- RAICHU #26
- VOLTORB #100
- ELECTABUZZ #125

BLUE TEAM – WATER

- SQUIRTLE #7
- PSYDUCK #54
- STARYU #120
- STARMIE #121

GREEN TEAM– GRASS

- BULBASAUR #1
- VILEPLUME #45
- VICTREEBEL #71
- TANGELA #114

SETUP

- Pop out all of the Pokémon movers from the cardboard sheet.
- Insert the four Water type Pokémon into the four Blue colored mover stands. Repeat this step for Grass type (Green), Electric type (Yellow) and Fire type (Red).
- Choose four Pokémon of the same color/type. Put all four on that color START space.

- Unwrap the card deck and remove and discard the extra 3 blank cards.
- Shuffle the card deck. Place it facedown in the center of the gameboard, above the logo; this is your Draw pile.
- Pick a player to go first. Movement is clockwise around the board (unless instructed otherwise!) and play passes to the left.

GAMEPLAY

Note: If it is your *first* turn and you do not draw a card that lets you start a Pokémon, you forfeit (skip) your turn.

On *all turns*, take the top card from the Draw pile and move accordingly if you can (see “The Cards,” on pages 5 – 8). Place the card faceup next to the Draw pile; this becomes your Discard pile.

To Start a Pokémon

To move a Pokémon from your START out onto the track, you must draw either a 1 or a 2. If it is a 2, do as it says, then draw again and move if possible. *You may not start a Pokémon with any other cards!*

Jumping and Bumping

You may JUMP over your own or another player’s Pokémon that’s in your way, counting it as one space. BUT ... if you land on a space that’s already occupied by an opponent’s Pokémon, BUMP that Pokémon back to its own color START space.

Moving Backward

4 and 10 cards move you *backward*. If you have successfully moved a Pokémon backward at least two spaces beyond your own START space, you may, *on a subsequent turn*, move into your own SAFETY ZONE without moving all the way around the board.

Notes:

- Two Pokémon of the same color may never occupy the same space. If your only possible move would make you land on a space already occupied by one of *your own* Pokémon, you forfeit your turn.
- If at any time you cannot move, you forfeit your turn.

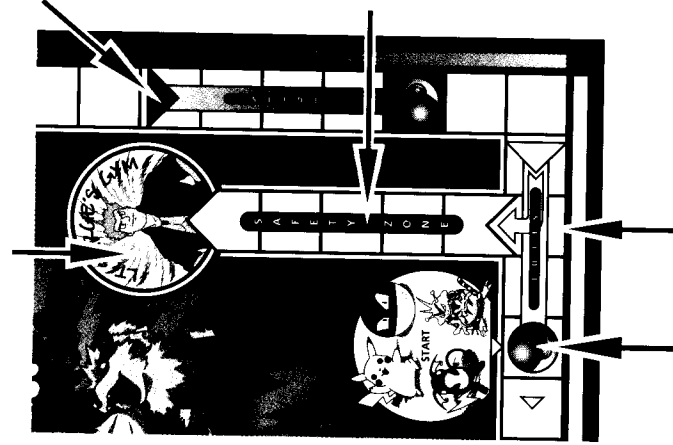
- But if at any time you can move, you *must* move, even if it's to your disadvantage.
- If you run out of cards in the Draw pile, shuffle the Discards and use them.

WINNING

If you get all four of your Pokémon to their GYM first, you win! If you play again, the winner goes first.

THE BOARD

The GYMS: You must bring all four of your Pokémon into their GYM by exact count! Once in the GYM, do not move that Pokémon again for the rest of the game.



Slides (Water, Grass, Electric and Fire):

Regardless of which card sent you there, *any* time you land by exact count on the triangle at the beginning of a SLIDE that is *not* your own color, slide ahead to the end and **BUMP** any Pokémon in your way — including your own! — back to their own START spaces. If you land on a SLIDE of your own color, *don't slide*, just stay put on the triangle.

Safety Zone:

Only you may enter your own color SAFETY ZONE. All other rules apply. No Pokémon may enter its SAFETY ZONE by a backward move; however, a Pokémon may move backward out of its SAFETY ZONE and on subsequent turns move back into the ZONE as cards permit.

Safety Zone Entry Space: When moving along the outside track, you may not move your Pokémon forward beyond your own SAFETY ZONE entry. However, you may pass the entry space on a backward move (4 or 10 card) or as the result of a "SORRY" or "SWITCH" (11) card played against you.

Start Pokémon Here:

If you've drawn a 1 card, take a Pokémon from START and put onto this circle; your turn ends. If you draw a 2, move a Pokémon out AND draw again! You may not have two Pokémon on an entry circle at the same time. If another player's Pokémon is on your entry circle, BUMP it back to its own START.

THE CARDS

Note: You are always moving one of your own Pokémon — except on the 8 card, when you may move one of yours or one of an opponent's.

1 Either start a Pokémon OR move one Pokémon forward 1 space.

2 Either start a Pokémon OR move one Pokémon forward 2 spaces. Whichever you do — or even if you couldn't move — DRAW AGAIN and move accordingly.

3 VOLCANO BADGE:

If you're a FIRE POKÉMON (RED), you may move one Pokémon from your START or from the track to BLAINE'S GYM — or move forward 3 spaces.

Note: If you are not a FIRE POKÉMON, you can only move forward 3 spaces.

3 CASCADE BADGE:

If you're a WATER POKÉMON (BLUE), you may move one Pokémon from your START or from the track to MISTY'S GYM — or move forward 3 spaces.

Note: If you are not a WATER POKÉMON, you can only move forward 3 spaces.

3 THUNDER BADGE:

If you're an ELECTRIC POKÉMON (YELLOW), you may move one Pokémon from your START or from the track to LT. SURGE'S GYM — or move forward 3 spaces.

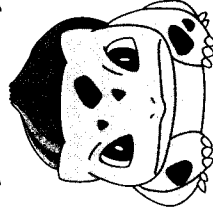
Note: If you are not an ELECTRIC POKÉMON, you can only move forward 3 spaces.

3 RAINBOW BADGE:

If you're a GRASS POKÉMON (GREEN), you may move one Pokémon from your START or from the track to ERIKA'S GYM — or move forward 3 spaces.

Note: If you are not a GRASS POKÉMON, you can only move forward 3 spaces.

4 Move one Pokémon *backward* 4 spaces.



5 FIRE SPIN:

If you're a FIRE POKÉMON (RED), move forward 5 spaces then DRAW AGAIN.

Note: If you are not a FIRE POKÉMON then you can only move forward 5 spaces.

5 CLAMP:

If you're a WATER POKÉMON (BLUE), move forward 5 spaces then DRAW AGAIN.

Note: If you are not a WATER POKÉMON, you can only move forward 5 spaces.

5 THUNDER WAVE:

If you're an ELECTRIC POKÉMON (YELLOW), move forward 5 spaces then DRAW AGAIN.

Note: If you are not an ELECTRIC POKÉMON, you can only move forward 5 spaces.

5 SOLAR BEAM:

If you're a GRASS POKÉMON (GREEN), move forward 5 spaces then DRAW AGAIN.

Note: If you are not a GRASS POKÉMON, you can only move forward 5 spaces.

7 Either move one Pokémon forward 7 spaces — OR split the forward move between any two Pokémon.

Notes:

- You may not use 7 to start a Pokémon.
- If you use part of the 7 to get a Pokémon to a GYM, you must be able to use the balance of the move for another Pokémon.

8 EMBER:

If you're a FIRE POKÉMON (RED), you may send ANY Pokémon (yours or an opponent's) that is already on the track to ANY POKÉBALL — or move forward 8 spaces.

Note: If you are not a FIRE POKÉMON, you can only move forward 8 spaces.



8 BUBBLE:

If you're a WATER POKÉMON (BLUE), you may send ANY Pokémon (yours or an opponent's) that is already on the track to ANY POKÉBALL — or move forward 8 spaces.

Note: If you are not a WATER POKÉMON, you can only move forward 8 spaces.

8 THUNDER:

If you're an ELECTRIC POKÉMON (YELLOW), you may send ANY Pokémon (yours or an opponent's) that is already on the track to ANY POKÉBALL — or move forward 8 spaces.

Note: If you are not an ELECTRIC POKÉMON, you can only move forward 8 spaces.

8 SPORE:

If you're a GRASS POKÉMON (GREEN), you may send ANY Pokémon (yours or an opponent's) that is already on the track to ANY POKÉBALL — or move forward 8 spaces.

Note: If you are not a GRASS POKÉMON, you can only move forward 8 spaces.

10 Either move one Pokémon forward 10 spaces — OR move one Pokémon *backward* 1 space.

11 Move one Pokémon forward 11 spaces — OR switch any one of your Pokémon with one of any opponent's.

Notes:

- You may forfeit your move if you do not wish to change places and it is impossible to go forward 11 spaces.
- You may only use **11** for Pokémon in play on the open track — not at START, in a GYM or in a SAFETY ZONE.
- If your switch landed you on a triangle at the beginning of another player's slide, slide to the end!

12 FIRE STONE:

If you're a FIRE POKÉMON (RED), you may move forward 24 — or move forward 12.

Note: If you are not a FIRE POKÉMON, you can only move forward 12 spaces.

12 WATER STONE:

If you're a WATER POKÉMON (BLUE), you may move forward 24 — or move forward 12.

Note: If you are not a WATER POKÉMON, you can only move forward 12 spaces.

12 THUNDER STONE:

If you're an ELECTRIC POKÉMON (YELLOW), you may move forward 24 — or move forward 12.

Note: If you are not an ELECTRIC POKÉMON, you can only move forward 12 spaces.

12 LEAF STONE:

If you're a GRASS POKÉMON (GREEN), you may move forward 24 — or move forward 12.

Note: If you are not a GRASS POKÉMON then you can only move forward 12 spaces.

SORRY!

Take one Pokémon from your START, place it on any space that is occupied by an opponent, and BUMP that rival Pokémon back to START. If there is no Pokémon on your START or no opponent's Pokémon on any space you can move to, you forfeit your move.

We will be happy to hear your questions or comments about this game.

Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200,
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Customers in Canada may call 450-670-9820.

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SORRY!

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