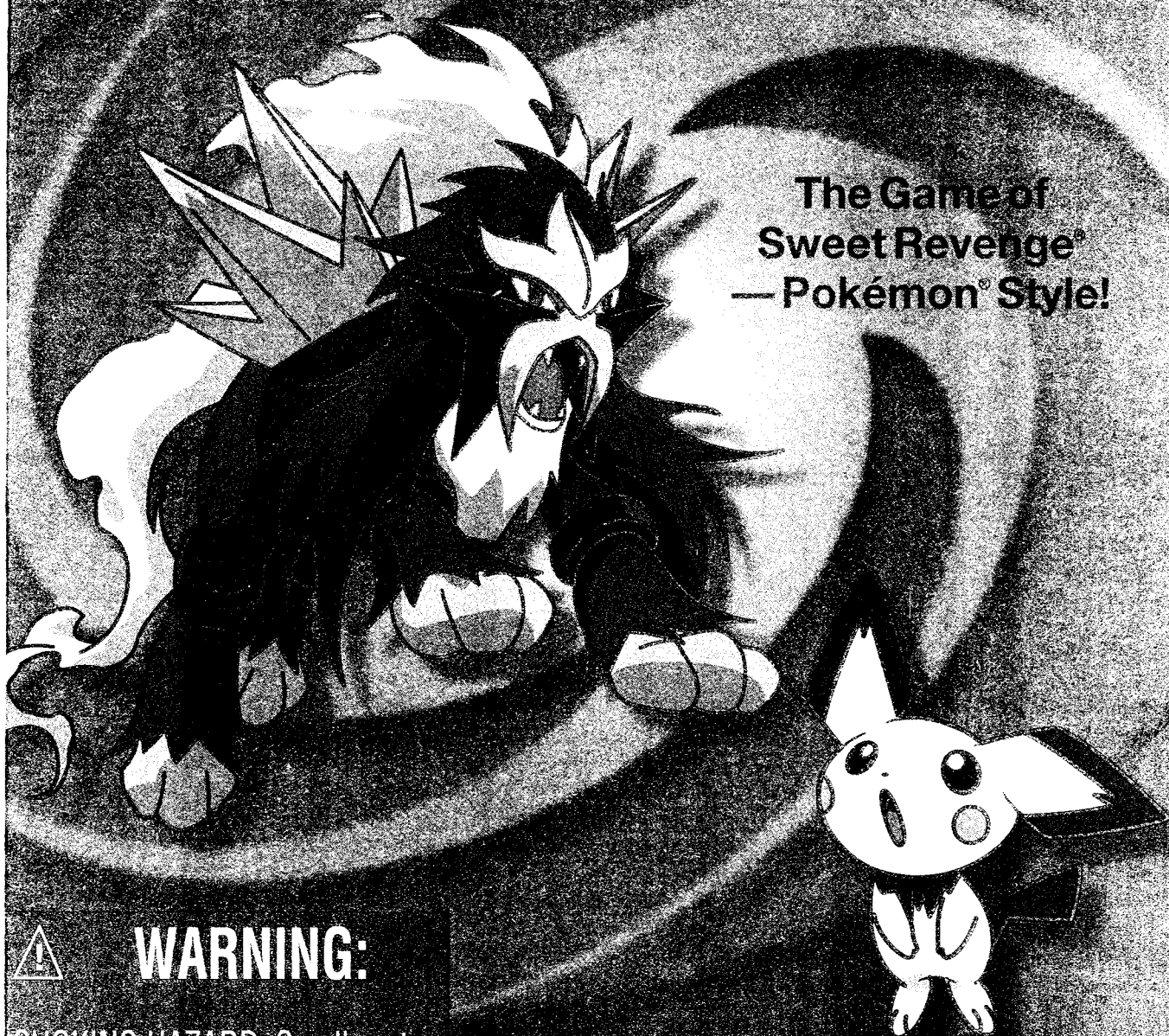


# POKÉMON

*Gotta catch 'em all!*

# SORRY!

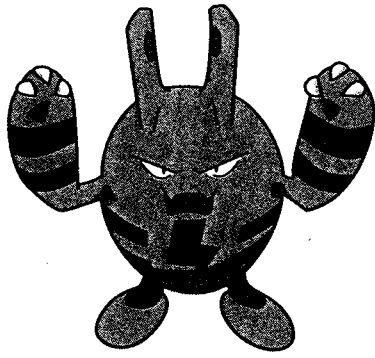
The Game of  
Sweet Revenge®  
— Pokémon® Style!



**WARNING:**

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

For 2 to 4 players, ages 6 to adult



Now you are playing "The Game of Sweet Revenge<sup>®</sup>" in the exciting world of Pokémon<sup>®</sup>. There are a few twists on the regular SORRY<sup>®</sup>! Gameplay and cards #3, #5, #8 and #12 have been changed to reflect some of the new Pokémon characters.

## OBJECT

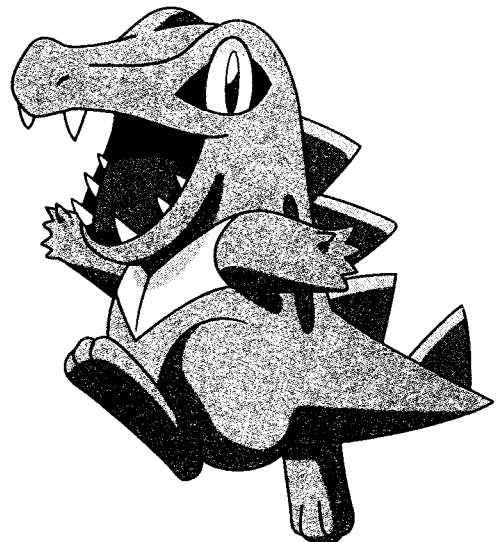
Be the first player to get your team of Pokémon from your START space into your HOME BASE *by exact count*.

## CONTENTS

POKÉMON<sup>®</sup> SORRY<sup>®</sup>! Gameboard • Deck of cards (no 6's or 9's) • 16 Cardboard Pokémon movers (4 each of 4 types)  
• 16 mover stands (4 each of 4 colors)  
*\*Your game comes with extra stands*

## SET-UP

- Pop out the Pokémon movers from the cardboard sheet.
- Remove the mover stands from the plastic bag. Discard the bag.
- Insert the Pokémon movers into their matching color stands.
- Choose four of the same color/type Pokémon (a team) and place them on the matching color START space. See the box on page 3 for complete Pokémon teams.
- Remove and discard the 3 blank cards from the card deck.
- Shuffle the deck and place it facedown in the center of the gameboard. This is the draw pile.
- Pick a player to go first. Move clockwise around the board (unless otherwise instructed). Play passes to the left.



## POKÉMON TEAMS

### RED TEAM – FIRE

- Cyndaquil™ #155
- Entei™ #244
- Houndour™ #228
- Charizard™ #06

### BLUE TEAM – WATER

- Totodile™ #158
- Quagsire™ #195
- Marill™ #183
- Lanturn™ #171

### YELLOW TEAM – ELECTRIC

- Pichu™ #172
- Elekid™ #239
- Mareep™ #179
- Ampharos™ #181

### GREEN TEAM – GRASS

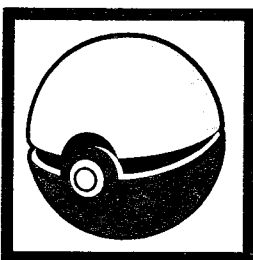
- Chikorita™ #152
- Hoppip™ #187
- Bellossom™ #182
- Sunflora™ #192

## GAMEPLAY

On your turn, take the top card from the draw pile and follow its instructions. *If on your turn you can move, you must move, even if it's to your disadvantage.* (See Card #11 for exception.) *If you cannot move, you must forfeit (or skip) your turn.* When you are done, place the card faceup in a discard pile, next to the draw pile. If you run out of cards in the draw pile, shuffle the discards and start a new draw pile.

### To Start a Pokémon

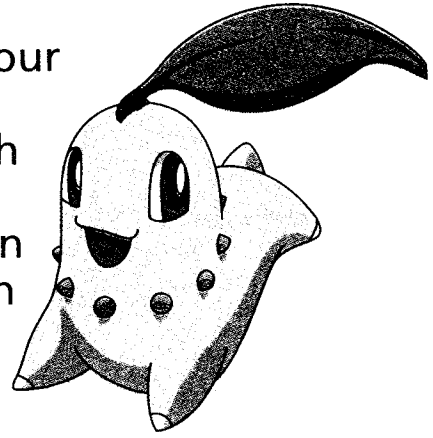
You must draw either a #1 or a #2 card in order to move your Pokémon from your START space onto the track. **You may not start a Pokémon onto the track with any other cards.** Note: *If you cannot start a Pokémon and have none that can be moved, you must forfeit (or skip) you turn.* You cannot have two Pokémon on an entry circle at the same



time. If another player's Pokémon is on your entry circle when you start one of your Pokémon, **BUMP** (move) it back to its START space. If one of your Pokémon is on your entry circle, you cannot move another one out from START.

## Jumping and Bumping

You may JUMP over a Pokémon that's in your way, counting it as one space...HOWEVER, you cannot end a turn sharing a space with another Pokémon. If you end your movement on a space that's occupied by an opponent's Pokémon, BUMP that Pokémon back to its START space. If the only move you can make forces you to land on a space occupied by one of *your* Pokémon, you must forfeit (or skip) your turn.

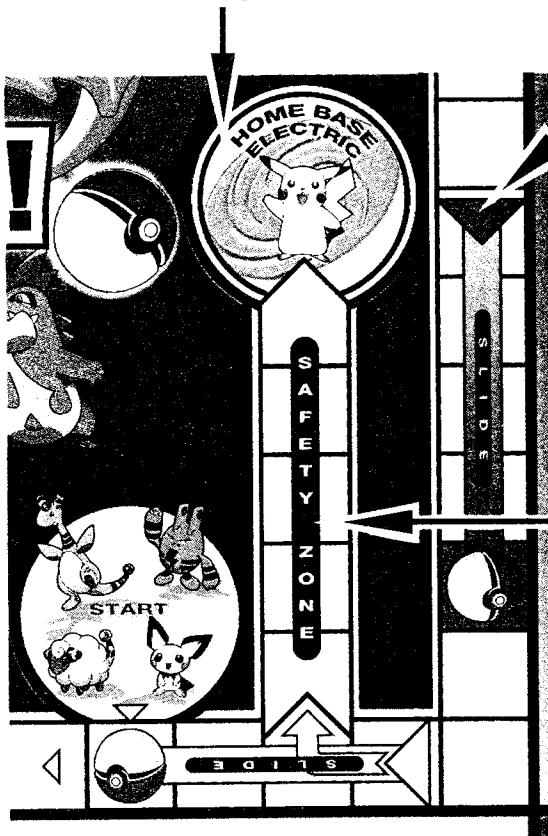


## Moving Backward

If you move a Pokémon backward at least two spaces beyond your own START space, you may, *on a later turn*, move into your own SAFETY ZONE without moving all the way around the board. *NOTE: You cannot enter your SAFETY ZONE on a backward movement.*

## THE BOARD

**HOME BASE:** *You must bring your Pokémon team into its HOME BASE by exact count!* Once in the HOME BASE, a Pokémon does not move again for the rest of the game.



### Slides:

*Bonus!* 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...Sorry!) back to their START spaces. If you land on your own SLIDE, you **do not** get to *slide* ahead. So just stay put...better luck next time.

### Safety Zone:

Only you may enter your SAFETY ZONE. You cannot enter the SAFETY ZONE by a backward move; however, you may move backward out of the SAFETY ZONE and, on later turns, move back in as cards permit.

## NOTES ABOUT THE CARDS

Follow the instructions on the game cards and they will direct your movement around the gameboard. Below is important information about some of the cards in this game.

### CARD #3

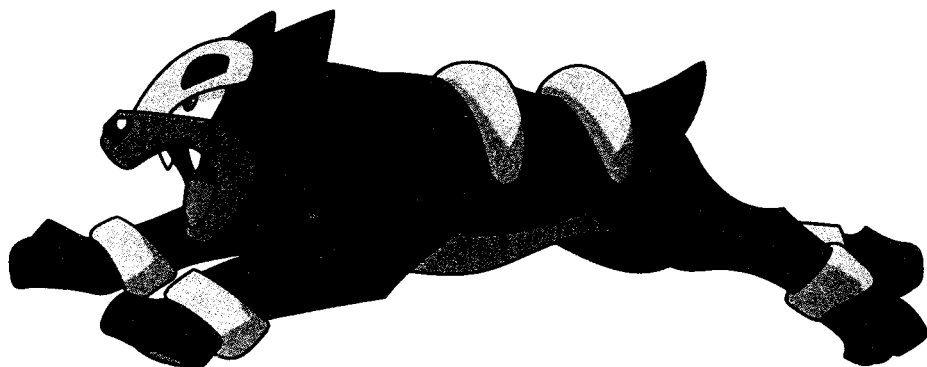
- If you're a Pokémon of the color called for, you may move one of your Pokémon from your START or from the open track to the HOME BASE called for — or you can move one Pokémon forward 3 spaces.
- If you are not a Pokémon of the color called for, you can only move one Pokémon forward 3 spaces.

### CARD #5

- If you're a Pokémon of the color called for, you may move all of your Pokémon 5 spaces — or you can move one Pokémon forward 5 spaces.
- If you are not a Pokémon of the color called for, you can only move one Pokémon forward 5 spaces.

### CARD #7

- You must move forward. *You cannot use any of this movement to move backward.*
- You can only split the move between two Pokémon.
- You cannot split the move in order to start a Pokémon.
- If you use part of the 7 to get a Pokémon into a HOME BASE, you must be able to use the balance of the move for another Pokémon.



### **CARD #8**

- If you're a Pokémon of the color called for, you look at the top 3 cards, discard two and play the remaining card — or you can move one Pokémon forward 8 spaces.
- If you are not a Pokémon of the color called for, then you can only move one Pokémon forward 8 spaces.

### **CARD #11**

- Move your Pokémon forward 11 spaces — or switch any one of your Pokémon with one of your opponents.
- You may forfeit your turn 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 HOME BASE or in a SAFETY ZONE.)
- If your switch lands you on a triangle at the beginning of a SLIDE that is *not your own color*, slide to the end!

### **CARD #12**

- If you're a Pokémon of the color called for, you may move one Pokémon forward 24 spaces — or you can move one Pokémon forward 12 spaces.
- If you are not a Pokémon of the color called for, you can only move one Pokémon forward 12 spaces.

### **SORRY!**

If there is no Pokémon on your START or no opponent's Pokémon on any space you can move to, you forfeit your turn.

## **WINNING**

Be the first player to get all four of your Pokémon into their HOME BASE and you win! If you play again, the winner goes first.

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