

SORRY!

The Classic Slide Pursuit Game

For 1 player / Age 6 and up

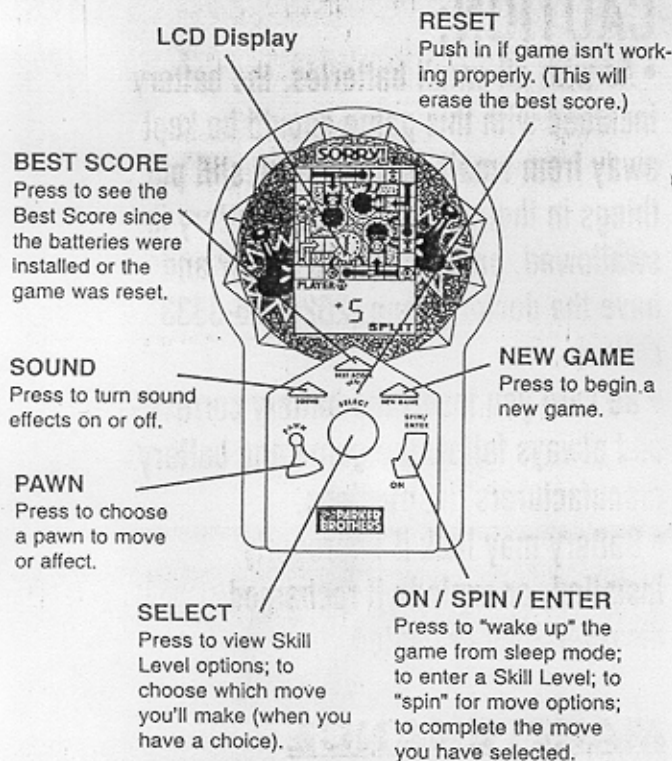
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IMPORTANT! If this game malfunctions, push in **RESET** or try a new battery.
NOTE: This will erase the Best Score.


OBJECT

To be the first player to get both of your pawns (movers) from your color **START** to your color **HOME**.

A LOOK AT YOUR GAME UNIT



GAME SUMMARY

- You are Blue , and control the two pawns in the **START** location at the bottom of the LCD screen.
- The computer controls the other three players. You compete against all three, taking turns in sequence around the screen. They play at the Skill Level you select.
- The player whose pawns are flashing starts the game. This might not be you!
- Your Best Score is the fewest moves it takes you, the human player, to win a game. The brand-new game is set at 99; when you improve on this, your new score will appear when you press the **BEST SCORE** button.

GETTING STARTED

Waking up the Game: If no buttons are pressed for one minute, the game will go into sleep mode. To wake up the game, press **ON**.

Starting a New Game: Press and hold **NEW GAME**.

Select a Skill Level: Press **SELECT** until you reach the level you want. Press **ENTER** to lock in that level.

Level 1: You all play together nicely.

Level 2: One of the computer opponents plays very aggressively.

Level 3: Two of your rivals play aggressively.

Level 4: All three are out to get you!

THE COMPUTER'S TURN

The computer players take turns and play automatically. It's your turn again when your pawns are flashing.

ON YOUR TURN

1. Press **SPIN**. If it gives you only one option and you can make that move now, press **ENTER**. If you can't use the move now, press **ENTER** to "pass" until your next turn.

If you are given a choice, both options flash. Press **SELECT** to toggle from one to the other and **ENTER** to pick the one you want. If you cannot use either now, press **ENTER** to "pass."

Note: If you try to make a move you're not "allowed" to make, "TRY AGAIN" will flash on the screen. Press **SELECT** and **ENTER** to pick your move, or press **ENTER** to "pass."

2. Select your pawn: Press **PAWN** to highlight the pawn you wish to move on this turn.

3. Press **ENTER**.

POSSIBLE MOVES

+1 / ENTER 1

Either move one pawn on the track forward one space or start a pawn out onto the track from your START.

How to Enter: Press **SELECT** until "ENTER 1" flashes and press **ENTER** to confirm. Press **PAWN** to select one of your pawns and press **ENTER** again to complete the move.

+2 AND GO AGAIN / ENTER 1 AND GO AGAIN

Either move one pawn on the track forward two spaces or start a pawn out onto the track, then GO AGAIN. If you cannot make either move, you may still GO AGAIN.

+3 or +5 or +8 or +12

Move one pawn on the track forward that number of spaces.

-4

Move one pawn on the track backward four spaces.

+7 / SPLIT

Either move one pawn on the track forward seven spaces OR split the move of seven spaces between your two pawns. Both pawns must be out of START (but not yet HOME) to take advantage of the split.

How to Split: Press **SELECT** until "SPLIT" flashes and press **ENTER** to confirm. Press **PAWN** to select one of your pawns and **ENTER** to confirm. Press **SELECT** to choose a move from +1 to +6 for the pawn you have selected. Press **ENTER** to confirm. The other pawn will move the remaining amount automatically. *(continued)*

+10 / -1

Either move one pawn on the track forward 10 spaces OR move one pawn backward one space.

+11 / SWITCH

Move one pawn on the track forward eleven spaces OR switch one of your pawns that is not in the START area with one pawn of an opponent.

How to Switch: Press **SELECT** until "SWITCH" flashes. Press **ENTER**. Press **PAWN** to choose one of your pawns and press **ENTER**. Press **PAWN** to choose the opponent's pawn that you want to switch with. Keep pressing **PAWN** until the pawn you want to switch with flashes. Press **ENTER** to complete the move. Your pawn and the opponent's pawn will change places.

SORRY!®

Move a pawn from your START to a space occupied by another player's pawn and **BUMP** that pawn back to his or her START.

How to use SORRY!: Press **ENTER**. Press **PAWN** to select a pawn in your START area and press **ENTER**. Press **PAWN** to select an opponent's pawn and press **ENTER**. Your pawn will immediately take the place of the opponents pawn and bump that pawn back to its START.

OTHER THINGS TO KNOW....

ENTER: You may leave START and enter the board by spinning "ENTER 1" or "ENTER 1 / GO AGAIN." If another pawn is on the space you land on, it is **BUMPed** back to its own START.

BUMPING: Land on a space already occupied by another player's pawn and you **BUMP** that mover back to its own color START space. Careful...you could bump yourself back! The "bump-ee" is moved automatically.

MOVING BACKWARD: Spin -4 or -1 and you move backward. Any player who has successfully moved backward at least two spaces beyond his / her START space may, on a subsequent turn, move into his / her own SAFETY ZONE—and towards HOME!—without moving all the way around the board.

SLIDE: Land on a SLIDE that's not your color and you move all the way to the end of it, **BUMPing** any pawns in your way back to their own START spaces. Land on a SLIDE of your own color, and you don't slide.

HOME ARROW: You cannot move your own pawn ahead past its own HOME. You may cross it while moving backward, or as a result of having **SORRY!** or **SWITCH** played against you.

SAFETY ZONES: Any pawn in a Safety Zone is safe from **SWITCH** and **SORRY!** Only you may enter your own color SAFETY ZONE. All other rules apply. No pawn may enter its SAFETY ZONE by a backward move; however, a pawn may move backward out of its SAFETY ZONE and on a subsequent turn move back into the ZONE if the spin allows.

HOME: You must bring each of your two pawns into HOME by exact count! Once HOME, you cannot move that pawn again for the rest of the game.

HOW TO WIN & BEST SCORE

The first player who gets both of his or her pawns from START to HOME wins!

If you win, Congratulations! If you beat the Best Score, the number of moves it took will appear when you press the BEST SCORE button.

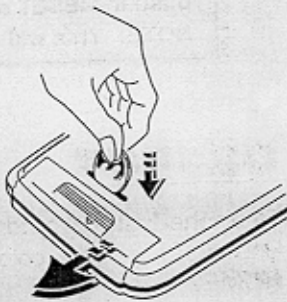
TO START AGAIN

To start a new game press NEW GAME, then follow the Select a Skill Level directions under GETTING STARTED.

REPLACING THE BATTERY

This game is powered by one (1) AAA-size battery. Install the battery as follows:

1. Press a coin into the slot next to the battery compartment and slide the battery cover out. Remove the old battery.
2. Insert 1 AAA-size battery (we recommend alkaline), making sure to align the + and - with the markings in the plastic.



CAUTION:

- As with all small batteries, the battery included with this game should be kept away from small children, who still put things in their mouths. If the battery is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the battery to reset the computer, or push in the RESET button.

We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915, or phone 508-921-3500.

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Electronic Hand-Held
SORRY!® Game
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