

# SORRY!

## MADAGASCAR Edition™

AGES 6+  
For 2 to 4 Players

The Game of Sweet Revenge® - with your favorite Madagascar characters from the movie!

You are now playing "The Game of Sweet Revenge" on the island of Madagascar. There are a few twists on the classic SORRY!® gameplay and cards #3, #5, #8 and #12 have been changed to reflect Madagascar characters.

### OBJECT

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

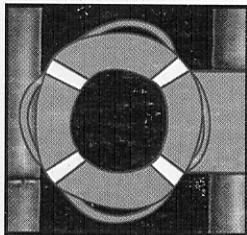
### CONTENTS

SORRY!® Madagascar-themed Gameboard • Deck of Cards (no 6's or 9's) • 16 Cardboard Madagascar Character Pawns • 16 Pawn Stands

### SETUP

- Pop out the Madagascar character pawns from the cardboard sheet. Discard the waste.
- Players each take turns choosing characters until they have built a team of 4.
- Remove the pawn stands from the plastic bag. Discard the bag.
- Each player chooses a set of 4 matching color stands.
- Insert the Madagascar character pawns into the pawn stands. Place the characters with the green pawn stands on the green START space, the characters with the yellow pawn stands on the yellow START space, etc.
- Choose one of your pawns and take it from START and place it on the entry circle.
- Remove the wrapping from the card deck and discard it.
- Shuffle the card deck and place it on the spot marked "Place cards facedown here" on the gameboard. This is the draw pile.
- Pick a player to go first. Move clockwise around the board (unless a card instructs you to do otherwise). Play passes to the left.

### ENTRY CIRCLE



### GAMEPLAY

On your turn, take the top card from the draw pile and follow its instructions.

- If 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 on the spot marked "Discard cards here" on the gameboard. If you run out of cards in the draw pile, shuffle the discards and start a new draw pile.

### To Start a Madagascar Character Pawn

REMEMBER: Make sure when you begin the game that each player begins with one pawn on the entry circle (see SETUP). After that, you must draw either a #1 or a #2

card in order to move a Madagascar character pawn from your START space onto the track. **You cannot start a pawn onto the track with any other cards.**

- If you cannot start a pawn and have none that can be moved, you must forfeit (or skip) your turn.
- You cannot have two pawns on an entry circle at the same time. If another player's pawn is on your entry circle when you start one of yours, you get to BUMP (move) it back to its START space. If one of your pawns is on your entry circle, you cannot move another one out from START.

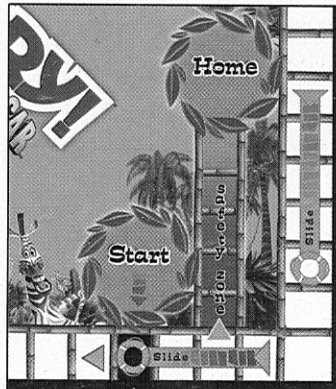
### Jumping and Bumping

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

### Moving Backward

If you move one of your pawns 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: You must bring your team into your HOME by exact count!** Once in HOME, that pawn 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 pawns 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 allow.

### NOTES ABOUT THE CARDS

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

#### CARD #3

- If your pawn base is of the color called for, you move 2 pawns forward 12 spaces – or you can move one of your pawns forward 3.
- If your pawn base is not of the color called for, you can only move one of your pawns forward 3 spaces.

**Parts Stored Below**

### CARD #5

- If your pawn base is of the color called for, you may draw the top three cards, choose one, discard the other 2 – or you can move one of your pawns forward 5 spaces.
- If your pawn base is not of the color called for, you may only move one of your pawns 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 pawns.
- You cannot split the move in order to start a mover.
- If you use part of the 7 to get a pawn into your HOME, you must be able to use the remainder of the move for another pawn.

### CARD #8

- If your pawn base is of the color called for, you may move 1 pawn from each opponent back 4 – or you can move one of your pawns forward 8 spaces.
- If your pawn base is not of the color called for, then you can only move one of your pawns forward 8 spaces.

### CARD #11

- Move one of your pawns forward 11 spaces - or switch spaces with any one of your opponent's pawns.
- You may choose to forfeit your turn if it is impossible to move forward 11 spaces and you do not wish to switch places with an opponent.
- You may only use the #11 card for pawns in play on the open track. You cannot use it for pawns at START, in a HOME 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 your pawn base is of the color called for, you may move your lead mover directly to your HOME - or you can move one of your pawns forward 12 spaces.
- If your pawn base is not of the color called for, you can only move one of your pawns forward 12 spaces.

### SORRY!®

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

### WINNING

Be the first player to get all four of your Madagascar character pawns into your HOME and you win! If you play again, the winner goes first.

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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