

SORRY!
electronic talking
**CARD
REVENGE™**

INSTRUCTIONS
FOR 2 TO 4 PLAYERS/AGES 6 TO ADULT

Contents: • Big Red Pawn with Storage Base • Deck of 113 Cards
• 16 Sorry! Pawns • 4 Home Boards

Object: Move a Sorry! pawn Home by playing all of the cards in your hand.
To win, be the first to move all 4 of your Sorry! pawns Home.

MEET THE BIG RED PAWN

He's **BIG** and bossy, fun and feisty. And he's out for sweet revenge!

Can't play a card? Tap the top of this wisecracking pawn,
and he'll tell you what to do next.

Chances are, you'll be drawing a fistful of extra cards!

He says he's **SORRY** ... but he doesn't mean it!

I'M REALLY
SORRY....

I'M SORRY
TO HAVE TO
DO THIS, BUT....

SORRY,
DON'T TAKE THIS
PERSONALLY, BUT....

YOU KNOW,
I'M NOT SORRY
AT ALL!



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

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THE FIRST TIME YOU PLAY

Take the game parts out of the storage base. Remove and discard the wrappings, then set the storage base aside.

Slide the DEMO/ON/OFF switch (located on the bottom of the big red pawn) from DEMO to OFF.

Replace the batteries: The batteries in your game are for demonstration purposes only, so you may need to replace them with fresh ones before you play. To replace the batteries, loosen the screw on the battery compartment door, located on the bottom of the big red pawn, and remove the door. Remove the batteries, then insert 3 "AAA" size batteries (we recommend alkaline), making sure to match the + and - symbols with the ones in the plastic. Then replace the door and tighten the screw.

CAUTION

1. As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

GAME SETUP

1. Place the big red pawn in the center of the playing area.
2. Take a Home Board and 4 Sorry! pawns of the same color. Place your Home Board in front of you with your pawns beside it. All players do the same. Place any unused pawns and boards out of play.
3. Remove the 4 Quick Rules cards from the card deck, to use as a reference during the game. Shuffle the remaining cards, then deal 5 cards facedown to each player. Place the remaining cards in a facedown deck near the big red pawn, to form the draw pile. Turn the top card faceup and place it beside the deck, to start the discard pile.

HOW TO PLAY

Turn the big red pawn on by sliding the ON/OFF switch to the ON position. He'll introduce the game, then tell you to "tap the noggin" (press down on the top of the pawn) when you're ready to play. After you tap him, he'll announce who goes first.

A word about the big red pawn: He'll guide you, goad you, and entertain you with his wisecracks and rude demands. You're expecting politeness and fairness? Forget it! Then again, how would *you* feel if you had no arms or legs, and a little bald red head that everyone kept tapping?

ON YOUR TURN

On your turn, you'll do either of two things:

- Play one or more of your cards on the top card in the discard pile; *or*
- If you can't play a card, tap the big red pawn, and do whatever he says.

PLAYING ONE OR MORE CARDS

Take a look at the top card on the discard pile. If you can play one or more cards on top of it, you *must* play them.

Your card-playing options: There are three ways you can play a card (or cards). All three are explained in detail below.

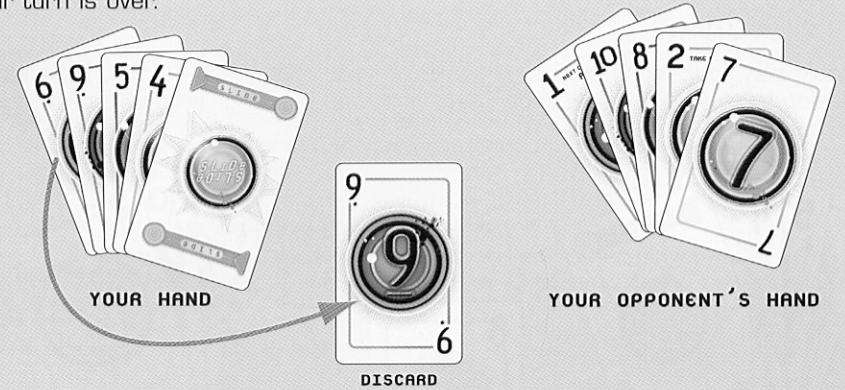
- Play *one* card of a matching color; *or*
- Play *one or more* cards in a numerical sequence; *or*
- Play *one* Wild Card. (After doing this, you may be able to play additional cards.)

PLAY ONE CARD OF A MATCHING COLOR

You can play one numbered card of a matching color: for example, on a blue 9 you can play any blue card with a number. *Important:* Always match colors, not numbers; for example, you can never play a yellow, green or red 9 on a blue 9. Ever. Sorry! After playing a matching-color card, your turn is over.

SAMPLE 2-PLAYER GAME

The top card on the discard pile is a blue 9. You play your blue 6 on top of it. Your turn is over.

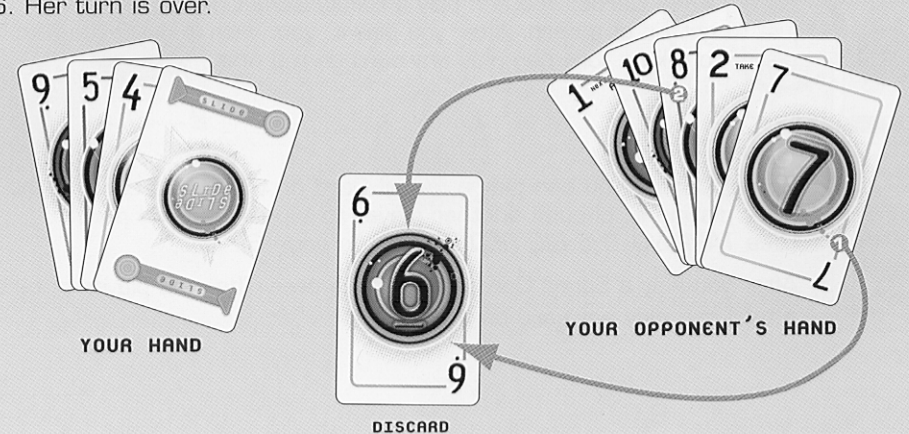


PLAY ONE OR MORE CARDS IN A NUMERICAL SEQUENCE

You can play one or more numbered cards of any color in ascending numerical sequence: for example, on a blue 9 you can play a 10 of any color; then an 11 of any color; then a 12 of any color; and so on. (*Note:* A 1 is the next card in sequence, after a 12.) After you're through playing a sequence, your turn is over.

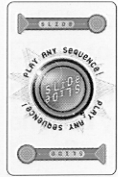
SAMPLE 2-PLAYER GAME

Your opponent plays her yellow 7 and her red 8 in sequence, on top of your blue 6. Her turn is over.



PLAY ONE WILD CARD

You can play one Wild Card on *any* card. Play a Wild Card if you can't make any other plays, or to get rid of cards in your hand, or to take "revenge" on another player!

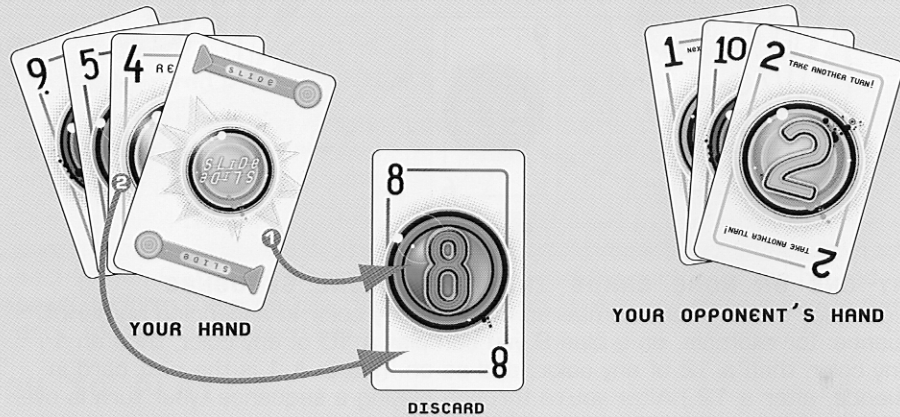


Slide Cards: These special cards allow you to "dump" all of your cards of one color! You can play a Slide Card of any color on top of any card, but here's the catch: right after playing it, you must play at least one numbered card of a matching color on top of it. After playing a Slide Card and any numbered cards of that color on top, your turn is over.

Slide Card special rule: If the last card in your hand is a Slide Card, you can play it without having to follow with a card of that color. The next player to take a turn must play one or more cards of that color, or a Wild Card.

SAMPLE 2-PLAYER GAME

You could play your red 5 or your green 9 on your opponent's red 8. Instead, you decide to play your yellow Slide Card, and then play your yellow 4, to get rid of two cards.



Safety Zone Cards: You can play a Safety Zone Card on *any* card, just to get rid of a card. After you play it, your turn is over. The next player to take a turn can play *any* card on top of it.



Sorry! Cards: You can play a Sorry! Card on top of *any* card. Right after playing it, choose another player to tap the big red pawn. (See *TAPPING THE BIG RED PAWN*, on page 6).

After you play a Sorry! Card, your turn is over. The next player to take a turn can play *any* card on top of it.

SPECIAL CARD RULES

Special card rules are printed right on the cards. They are explained below.



- When playing one or more cards in a sequence, you may (if you choose) play a Number 1 card on top of a Number 12 card.



- If the last card you play is a Number 2 card, you may (if you choose) take another turn.



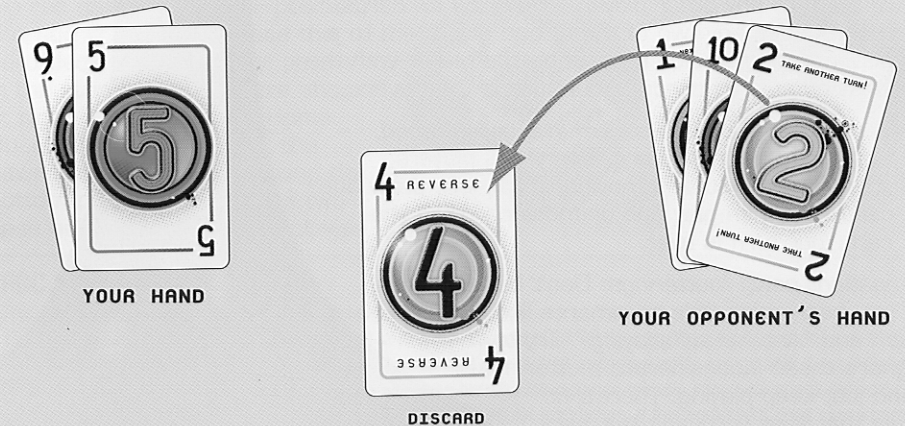
- If the last card you play is a Number 4 or a Number 10, you must reverse the direction of play; for example, if play was moving to the left, it immediately moves to the right. *Note:* For obvious reasons, ignore this rule in a 2-player game.



- If the last card you play is a Number 11, you may (if you choose) trade your hand with any other player (preferably the player with the fewest cards).

SAMPLE 2-PLAYER GAME

Your opponent plays her yellow 2 on top of your yellow 4. She may then take another turn; but she doesn't have a card to play, so she ends her turn.



TAPPING THE BIG RED PAWN

If you can't play a card from your hand, you *must* tap the big red pawn. You must also tap the big red pawn when another player plays a Sorry! card and chooses *you* to tap!

To tap the pawn, just press down on the top. Listen carefully to what he has to say (sometimes it's a lot!). Then do whatever he says.

The box below shows some examples of following the big red pawn's orders.

- If he tells you to take one or more cards, take a look at your hand after doing so. It's still your turn, so you may play one or more cards, if you can. After playing a card or cards (or not), your turn is over.
- If he tells you to play a card or give cards to another player, your turn is over after you do so.

Occasionally, the big red pawn tries to be nice. (It won't last long, so enjoy it!) For example, he may say, "Play any card." If he says this to you, discard any *one* card from your hand. Your turn is then over. *Note:* If it's a Slide Card, the next player must play one or more cards of that color, or a Wild Card.

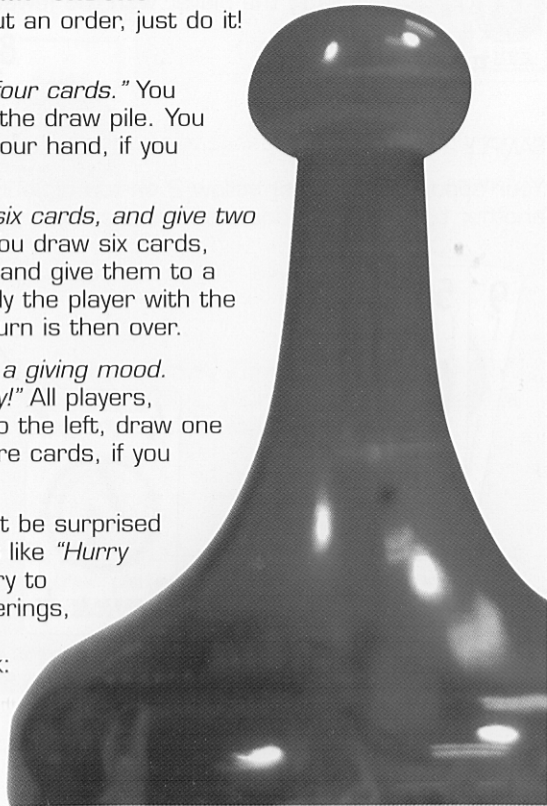
If the draw pile runs out, shuffle all but the top card in the discard pile. Then turn the deck facedown to start a new draw pile.

EXAMPLES OF BIG RED PAWN ORDERS

When the big red pawn barks out an order, just do it! Here are some examples:

- The big red pawn says, "Take four cards." You draw four cards off the top of the draw pile. You play one or more cards from your hand, if you can. Then your turn is over.
- The big red pawn says, "Take six cards, and give two of them to any other player." You draw six cards, then choose any two of them, and give them to a player of your choice (preferably the player with the least number of cards). Your turn is then over.
- The big red pawn says, "I'm in a giving mood. Everybody take one card. Sorry!" All players, starting with you and moving to the left, draw one card. You then play one or more cards, if you can. Your turn is over.

Impatient pawn mutterings: Don't be surprised if you hear snide little comments like "Hurry up!" and "Are we still playing?" Try to ignore these inconsiderate mutterings, and just keep playing. There's no rule that says you can't talk back: for example, a quick "Take it easy!" or "Oh, shut up!" may make you feel better!



MOVING A PAWN HOME

If you play the last card in your hand, you get to move one of your Sorry! pawns Home. To do this, just take the pawn and place it on any circle on your Home Board. After doing this, take five more cards from the draw pile. The game then continues with the player to your left.

SAMPLE 2-PLAYER GAME

You just played the last card in your hand. Now you can place any one of your Sorry! pawns on a Home Board circle. You draw five more cards; now your opponent takes a turn.



HOW TO WIN

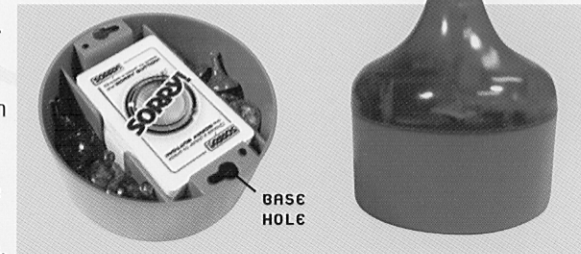
The first player to move his or her fourth Sorry! pawn Home wins the game!

QUICK-PLAY GAME VARIATION

For a faster game, you can play cards in sequence in either ascending *or* descending order. For example, on a yellow 3 you can play any color card(s) in descending order: 2, 1, 12, 11, and so on.

DONE PLAYING?

Slide the ON/OFF switch on the big red pawn to the OFF position. Storage is easy: just place the card deck and the Sorry! pawns in the storage base where shown at right. Then place the Home Boards on top, and twist the pawn onto the base by fitting the bottom pawn pegs into the two base holes and turning clockwise.



FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.