

SORRY!

The *Disney* Edition



For 2 to 4 Players
Ages 6 & Up

You are now playing "The Game of Sweet Revenge®" in the magical world of Disney.



There are a few twists on the classic SORRY®! gameplay and cards #3, #5, #8 and #12 have been changed to reflect your Disney characters.

OBJECT

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

CONTENTS

- SORRY®! Disney Gameboard
- Deck of Cards (no 6's or 9's)
- 16 Cardboard Disney Character Movers
- 16 Mover Stands (4 each of 4 colors)

*Your game may come with extra mover stands.

SETUP

- Pop out the Disney character movers from the cardboard sheet.
- Remove the mover stands from the plastic bag. Discard the bag.
- Insert the Disney character movers into their matching color stands.
- Choose four of the same color/type mover (a team) and place them on the matching color START space.
- Choose one of your movers and take it from START and place it on the entry circle.
- Remove and discard the 3 blank cards from the card deck.
- Shuffle the card 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 a card instructs you to do otherwise). Play passes to the left.



DISNEY CHARACTER TEAMS

RED TEAM

- Cruella De Vil
- Maleficent
- Captain Hook
- Hades

BLUE TEAM

- Buzz Lightyear
- Hercules
- Peter Pan
- Tarzan™

YELLOW TEAM

- Snow White
- Cinderella
- Ariel
- Jessie

GREEN TEAM

- Bambi
- Simba
- Dumbo
- Pooh

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 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 Disney Character Mover

REMEMBER: Make sure when you begin the game that each player begins with one mover on the entry circle (see Setup). After that, you must draw either a #1 or a #2 card in order to move a Disney character mover from your **START** space onto the track. **You cannot start a mover onto the track with any other cards.**

- If you cannot start a mover and have none that can be moved, you must forfeit (or skip) your turn.
- You cannot have two movers on an entry circle at the same time. If another player's mover 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 movers is on your entry circle, you cannot move another one out from **START**.

Jumping and Bumping

You may **JUMP** over any mover that's in your way, counting it as one space ... **HOWEVER**, you cannot end a turn sharing a space with another mover. If you end your movement on a space that's occupied by another player's mover, **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* movers, you must forfeit (or skip) your turn

Moving Backward

If you move one of your movers 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 the HOME, a mover 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 movers 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 you're a Disney character of the color called for, you may look at the top 3 cards in the draw pile, discard two and play the remaining card - or you can move one of your movers forward 3 spaces.
- If you are not a Disney character of the color called for, you can only move one of your movers forward 3 spaces.

CARD #5

- If you're a Disney character of the color called for, you may move one mover from each of your opponents back 5 spaces - or you can move one of your movers forward 5 spaces.
- If you are not a Disney character of the color called for, you can only move one of your movers 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 movers.
- You cannot split the move in order to start a mover.
- If you use part of the 7 to get a mover into your HOME, you must be able to use the remainder of the move for another mover.

CARD #8

- If you're a Disney character of the color called for, you may move 2 of your movers forward 8 spaces - or you can move one of your movers forward 8 spaces.
- If you are not a Disney character of the color called for, you can only move one of your movers forward 8 spaces.

CARD #11

- Move one of your movers forward 11 spaces - or switch spaces with any one of your opponents' movers.
- 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 movers in play on the open track. You cannot use it for movers 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 you're a Disney character of the color called for, you may move your lead mover directly to your HOME - or you can move one of your movers forward 12 spaces.
- If you are not a Disney character of the color called for, you can only move one of your movers forward 12 spaces.

SORRY®!

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

WINNING

Be the first player to get all four of your Disney character movers into your HOME 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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