#### Jumps & Bumps

- When moving, you may jump over your own or another player's mover if it's in your way. A jump counts as one space.
- . When you finish your move, if you land on another player's mover, bump their mover back to its Start space - SORRY!

#### **Character Tokens**

- Collect 3 character tokens (any combination) is OK) and zoom any one of your movers straight home!
- After you zoom home, place all your tokens facedown at the bottom of the token stack.
- Want to get another mover straight home? Collect another 3 tokens!

Watch out for Candace! She's hiding in the character tokens. Get her and you're BUSTED! Put Candace and one of your character tokens back in the stack.

#### Remember!

- If your move finishes on a portal, you can't teleport. You can only teleport if you slide into the portal.
- You can't have 2 movers of the same color on the same space. If this is all you can do, wait for your next turn to try again - SORRY!
- If at any time you can't move, your turn's over.
- You must move if you can, even if your move goes against you.
- If you run out of cards in the draw pile, shuffle the used, faceup cards to make a new draw pile.



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PROOF OF PURCHASE

SORRY

**SPAR** BROTH

36400





SORRY! Phineas & Ferb Edition gameboard, deck of 48 playing cards, 16 cardboard characters, 16 plastic stands, 25 character tokens

#### Hey, where's Perry?

Don't leave bits of your game lying all over your room. Store everything underneath the cardboard divider in the box.







ORRY

#### Aim of the game

Help your favorite Phineas & Ferb character race home!

Play as Phineas, Ferb, Agent P or Dr. Doofenshmirtz. Be the first to get all 4 of your movers from Start to Home, and win! Collect character tokens to get home fast!

#### The first time you play

- 1. Take everything out of its packaging. Throw away any waste and blank cards.
- 2. Fit the characters into their matching-color plastic stands.

### Start space

On any of your turns, you can move one of your movers from here.

#### Home

- . Be the first to get all 4 of your movers from Start to Home and win!
- You can only get Home by exact count.
- Once you're Home, your mover stays there you can't move it again.

# Safety Zone

- Only your mover can enter its own safety zone.
- Any mover that's in this zone can't be swapped by you or another player.

### Slide

- 1. If you land on the slide circle of your own color, slide forward to the portal. Any movers in your way (including your own!) get bumped back to their Start space - SORRY!
- 2. The portal instantly takes your mover to the portal on the opposite side of the board. Any movers (yours too!) on the opposite-side portal space also get bumped back to their start space - SORRY!



### Get ready!

- 1. Decide who you want to be. Take your character's movers and put them on their Start space.
- 2. Shuffle the cards and place them facedown in the center of the board. This is the draw pile.
- 3. Shuffle the character tokens 12 and put them facedown on the board.
- 4. The biggest Phineas & Ferb fan goes first!

## Let's play!

- 1. On your turn, take the top card from the draw pile. Place it faceup next to pile.
- 2. Do what the card tells you (see The Cards) and watch for Jumps & Bumps (see back page).
- 3. If you land on one of these spaces, at take a character token. (See Character Tokens for details).
- 4. Your turn is over. The player on your left goes next.

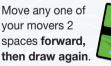
#### Winning

Get all 4 of your movers Home first, and win!

## The Cards



Move any one of your movers that number of spaces forward.



Move one of your movers (not in Start) 4 spaces backwards.

You can't move backwards into the safety zone. Forward moves only.

- · Pick one of your movers and move it 7 spaces forward
- OR split moves between any two of your movers (e.g. move one 2 spaces and another 5).



- Move one of your movers 10 spaces forward
- OR move one of your movers back one.
- Move one of your movers 11 spaces forward
- OR swap places with another player's mover. Movers in safety zones are safe.
- · Bump any mover back to its Start by replacing it with any mover on your Start



· If you don't have any movers in your Start, or can't bump any movers, your turn's over.

