

SORRY!

SPIDER-MAN 3™

AGES 6+ / For 2 to 4 Players

It's The Game of Sweet Revenge® - with your favorite Spider-Man 3 movie characters. There are a few twists on the classic SORRY®! gameplay and cards #3, #5, #8 and #12 have been changed to reflect Spider-Man 3 movie characters.

OBJECT

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

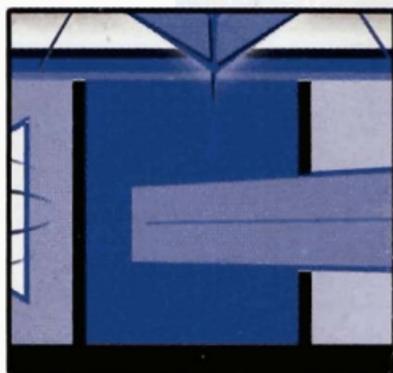
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SORRY®! Spider-Man 3-themed Gameboard • Deck of Cards (no 6's or 9's) • 16 Cardboard Character Pawns • 16 Pawn Stands

SETUP

- Pop out the character pawns from the cardboard sheet.
- Remove the pawn stands from the plastic bag. Discard the bag.
- Insert the character pawns into the pawn stands.
- Choose four of the same color/type pawns (a team) and place them on the matching color START space.
- Choose one of your pawns and take it from START and place it on the entry space.
- Remove the wrapping and discard the wrapping 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.

ENTRY SPACE



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 an 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 Character Pawn

REMEMBER: Make sure when you begin a game 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 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.

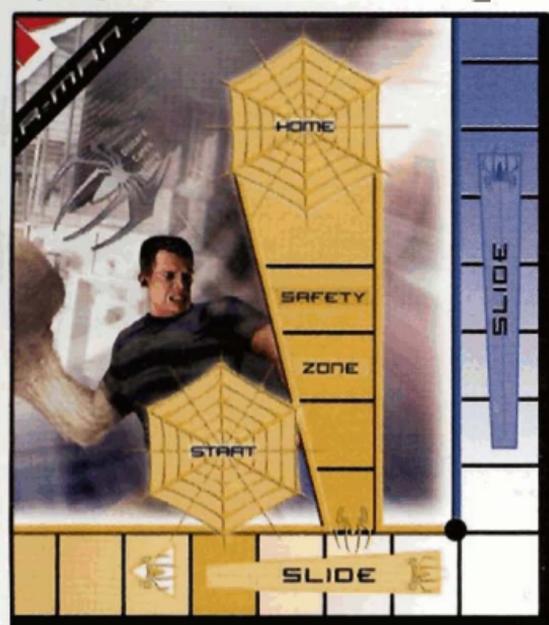
Jumping and Bumping

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 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 BASE** 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 spider 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 you're a character of the color called for, draw the top three cards, choose one to play, discard the other two – OR, move one of your pawns forward 3 spaces.
- If you are not a character of the color called for, you can only move one of your pawns forward 3 spaces.

CARD #5

- If you're a character of the color called for, move one of your pawns ahead of any of your opponents' pawns, or move forward 5 spaces

If you are not a character of the color called for, you may only move one of your pawns forward 5 spaces.

Parts Stored Below

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 pawn.
- 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 you're a character of the color called for, move one of your opponents' pawns back 8 spaces or move your pawn forward 8 spaces.
- If you are not a character 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 you're a character of the color called for, you may move your lead pawn directly to your HOME - or you can move one of your pawns forward 12 spaces.
- If you are not a character of the color called for, you can only move one of your pawns forward 12 spaces.

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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 character pawns into your HOME BASE and you win! If you play again, the winner goes first.



Not suitable for children under 3 years because of small parts - choking hazard.

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.

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