

AGE 6+  
EDAD

# SORRY!

the Game of Sweet Revenge®

## SWEET MOUNTAIN



The Disney Theme Park Edition

for  
2 to 4  
Players

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the Game of Sweet Revenge®

## SWEET MOUNTAIN

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SORRY!

Sweet Mountain



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# INSTRUCTIONS







## OBJECT

To be the first player to get all four of your log boats from your color START to your color HOME.

## EQUIPMENT

SORRY® Splash Mountain® Gameboard • Deck of cards (no 6s or 9s) • 16 log boats (4 each of 4 colors)

## SETUP

- Choose four log boats of the same color. Put all four on that color START space. (For a faster gameplay, place three of your log boats on your START. Put the fourth log boat on the turtle just below your START.)
- Shuffle the card deck and place it facedown in the center of the gameboard to form the Draw pile.
- Pick a player to go first. Movement is clockwise around the board (unless instructed otherwise) and play passes to the left.

## GAMEPLAY

**Note:** If on your *first* turn you do not have a log boat on the track, and you do not draw a card that lets you start a log boat, you must forfeit (skip) your turn.

On *all turns*, take the top card on the Draw pile and move accordingly (see “The Cards”) if you can. Place the card faceup in a discard pile.

### To Start a Log Boat

To move a log boat from your START out onto the track, you must *draw* either a 1 or a 2. If it is a 2, do as it says, then draw again and move if possible. *You may not start a log boat out with any other cards!*

### Jumping and Bumping

You may JUMP over your own or another player’s log boat that’s in your way, counting it as one space. BUT...if you land on a space that’s already occupied by an opponent’s log boat, BUMP that log boat back to its own color START space.

## Moving Backward

The 4 and 10 cards move you *backward*. If you have successfully moved a log boat backward at least two spaces beyond your own START space, you may, *on a subsequent turn*, move into your own SAFETY ZONE without moving all the way around the board.

### Notes:

- Two log boats of the same color may never occupy the same space.
- If your only possible move would make you land on a space already occupied by one of your own log boats, you forfeit your turn.
- If at any time you cannot move, you forfeit your turn.
- But if at any time you can move, you must move, even if it’s to your disadvantage.
- If you run out of cards in the Draw pile, shuffle the Discards to form a new Draw pile.

## WINNING

If you get all four of your log boats HOME first, you win! If you play again, the winner goes first.

## THE BOARD



**Home:** You must bring all four of your log boats into HOME by exact count! Once HOME, do not move that log boat again for the rest of the game.

**Slide:** Regardless of which card sent you there, 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 log boats in your way—including your own!—back to their own START spaces. If you land on a SLIDE of your own color, don’t slide, just stay put on the triangle.

**Safety Zone:** Only you may enter your own color SAFETY ZONE. All other rules apply. No log boat may enter its SAFETY ZONE by a backward move; however, a log boat may move backward out of its SAFETY ZONE and on subsequent turns move back into the ZONE as cards permit.

**Safety Zone Entry Space:** When moving along the outside track, you may not move your log boat forward beyond your own SAFETY ZONE entry.

However, you may pass the entry space on a backward move (4 or 10 card) or as the result of a “SORRY!” or “switch” (11) card played against you.

**Start a Log Boat Here:** If you’ve drawn a 1 card, take a log boat from START and put it onto this space; your turn ends. If you draw a 2, move a log boat out AND draw again! You may not have two log boats on an entry space at the same time. If another player’s log boat is on your entry space, BUMP it back to its own START.



## THE CARDS

- 1 - Either start a log boat OR move one log boat forward 1 space.
- 2 - Either start a log boat OR move one log boat forward 2 spaces. Whichever you do—or even if you couldn't move—DRAW AGAIN and move accordingly.

3 - Move one log boat forward 3 spaces.

4 - Move one log boat *backward* 4 spaces.

5 - Move one log boat forward 5 spaces.

7 - Either move one log boat forward 7 spaces—OR split the forward move between any two log boats.

### Notes:

- You may not use 7 to start a log boat.
- If you use part of the 7 to get a log boat HOME, you must be able to use the balance of the move for another log boat.

8 - Move one log boat forward 8 spaces.

10 - Either move one log boat forward 10 spaces—OR move one log boat *backward* 1 space.

11 - Move one log boat forward 11 spaces—OR switch any one of your log boats with one of any opponent's.

### Notes:

- You may forfeit your move if you do not wish to change places and it is impossible to go forward 11 spaces.
- You may only use 11 for log boats in play on the open track—not at START, HOME or in a SAFETY ZONE.
- If your switch landed you on a triangle at the beginning of another player's slide, slide to the end!

12 - Move one log boat forward 12 spaces.

**SORRY!** Take one log boat from your START, place it on any space that is occupied by any opponent, and BUMP that opponent's log boat back to its START. If there is no log boat on your START or no opponent's log boat on any space you move to, you forfeit your move.

## VARIATION—TEAM RULES

- RED is always YELLOW's partner, and GREEN is always BLUE's.
- All regular rules apply and you may move—or BUMPI!—your own or your partner's log boat in accordance with the card drawn.
- If you land on a space occupied by a partner's log boat, BUMP it back to its START!
- **SORRY!** cards *must* be used. If there's no one else to pick on, this means you might send your own or your partner's log boat back!
- 7 means you may split a move among any or all eight of your team's log boats.
- If you drew a 1 or 2, you may start or move a log boat of either partner; if it was a 2, when you draw again, you may use that card for any of your team's eight log boats.

**WINNING:** The first partnership to get all eight log boats into their respective HOMES wins the game.

## VARIATION FOR ADULTS—

### Play for points

#### All regular rules apply *except*:

- Shuffle the deck and deal five cards facedown to each player. Place the rest of the deck facedown in the center of the gameboard.
- On your turn, select one card from your hand and move according to its instructions. Discard it and draw a new card to bring your hand back up to five cards.
- If none of the cards in your hand allows you to move, discard any one card and draw a new one. Your turn ends; do not move a log boat until your next turn.
- The first player to get all four log boats HOME wins.

#### SCORING:

All players score 5 points for each log boat on HOME.

The WINNER also scores as follows:

- 5 points for each opponent's log boat *not* in its HOME
- 25 points if no opponent has more than two log boats HOME
- 50 points if no opponent has more than one log boat HOME
- 100 points if no opponent's log boat reached HOME

