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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PARKER BROTHERS

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SORRY!

AGES 6+ | 2-4 PLAYERS

SORRY!®

The Game of Sweet Revenge®

Contents

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.

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

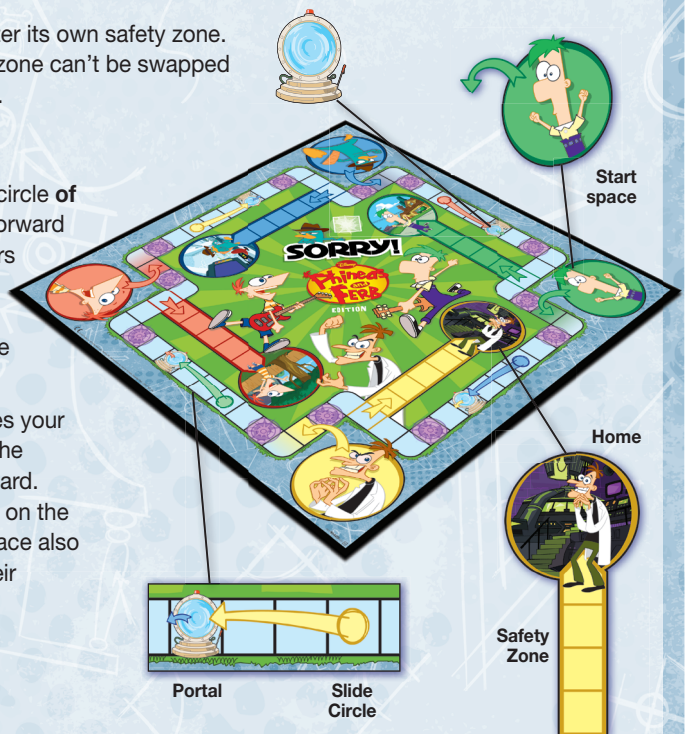
- Be the first to get all 4 of your movers from Start to Home and win!
- You can only get Home by exact count.
- Once you're Home, your mover stays there – you can't move it again.

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 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, 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 any one of your movers 2 spaces **forward, then draw again**.

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.