



F3199



SORRY!

Disney VILLAINS

CONTENTS

Gameboard | 16 SORRY!® Pawns | 45 Spell Cards

OBJECT

Be the first player to get all four of your Disney Villain pawns from your start area to your home.

SET IT UP

1. Each player takes four pawns of one color and places them on the matching color START area.
2. Shuffle the spell cards and place them face down on the CARDS HERE space.
3. The most villainous (or youngest) player goes first. Play passes to the left.



SLIDE

START

HOME

DRAW PILE

SAFETY ZONE

SAFETY ZONE
ENTRY SPACE

Starting A Pawn

You may only move a pawn out of your start space by drawing a 1, 2, or Sorry! card.

MOVING AROUND THE BOARD

Pawns move clockwise around the board, unless a card instructs them otherwise.



Jumping and Bumping

Jump over your own or another player's pawn if it's in your way, counting it as one space. But if you land on a space that's already occupied by an opponent's pawn, bump it back to its own start area and take the space!

Occupied Spaces

Only one of your pawns can occupy a space at a time, except for the start or home areas. If your only possible move would require you to land on a space already occupied by one of your other pawns, you forfeit your turn. If at any time you can't move, you forfeit your turn. But if you can move, you have to, even if it's not to your advantage!

LET'S PLAY!

On Your Turn

1. Draw a card from the Spells deck and follow the instructions on the spell card.
2. Place the spell card faceup on the DISCARD space.
3. If you run out of spells cards to draw, reshuffle the discard pile and place it face down on the CARDS HERE space.

RULES OF THE BOARD

Slide

Any time you land by exact count on the triangle at the beginning of your color slide, slide ahead to the end and bump any pawns in your way – including your own! – back to their own start areas. If you land on a slide that isn't your color, don't slide; just stay put on the triangle.

Safety Zone

Only you can enter your color safety zone. No pawn can enter its safety zone by a backward move. However, a pawn can move backward out of its safety zone.

Safety Zone Entry Space

When moving along the outside track, you can't move your pawn forward past your own safety zone entry. However, you can pass the entry space on a backward move (4 or 10 card).

Home

You must bring all four of your pawns into home by exact count. Once home, don't move that pawn again for the rest of the game.



HOME

SLIDE

SAFETY ZONE

START

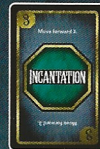
SAFETY ZONE
ENTRY SPACE

SPELL CARDS



Start Your Journey

Move one of your pawns forward one from START **or** if in play, move forward one space.



Incantation

Move one of your pawns forward three spaces.



Hex

Move one of your pawns forward five spaces.



Curse

Move one of your pawns forward eight spaces.



Betrayal

Move one of your pawns forward 11 spaces **or** switch any one of your pawns with an opponent's.

- You can forfeit your move if you don't wish to change places and it's impossible to go forward 11 spaces.
- You can only switch pawns 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 a slide that shows your color, slide to the end.



Absolute Power

Move one of your pawns forward 12 spaces.



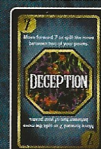
Summon

Move one of your pawns forward two from START **or** if in play, move forward two spaces.



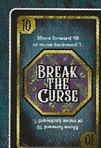
Glimpse in the Past

Move one of your pawns backward four spaces.



Deception

Move one of your pawns forward seven spaces **or** split the forward move between two of your pawns. If you use part of the seven to get a pawn home, you must be able to use the balance of the move for another pawn.



Break the Curse

Move one of your pawns forward ten spaces **or** move one of your pawns backward one space.



Sorry!

Move a pawn from your start area to take the place of another player's pawn, which must return to its own start area. **Or** move one of your pawns forward four spaces.

If there is no pawn on your start or no opponent's pawn is on any space you can move to and you cannot move any of your pawns four spaces, you forfeit your turn.

ARE YOU THE GREATEST VILLAIN OF THEM ALL?

Get all four of your pawns home first to win!

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