

STAR WARS

SORRY!



AGES 6+
2-4 PLAYERS

B2347

THE *MILLENNIUM FALCON*™ HAS BEEN DAMAGED BY BLASTER FIRE AND IS IN HIDING WHILE IT REPAIRS ITS HYPERDRIVE. THE DARK SIDE IS CLOSING IN, SEARCHING FOR THE FALCON AND ITS CREW! BE THE FIRST TEAM OF DROIDS TO MAKE IT TO THE ENGINE ROOM TO REPAIR THE FALCON'S HYPERDRIVE AND HELP THE CREW ESCAPE!



CONTENTS

Millennium Falcon™ gameboard • 12 SORRY!®* pawns • 45 cards • 2 deflector shield tokens

ASSEMBLY

Remove the *Millennium Falcon™* gameboard and the deflector shield tokens from the frame.
Discard the frame.

GET READY!

1. Each player takes three pawns (droids) of the same color and places them on the matching hangar (start) space.
2. Shuffle the cards and place them face down at the front of the Falcon.
3. Place the two deflector shield tokens on the board as shown.

LET'S PLAY!

The youngest player goes first. Play passes to the left.

**Remember, in this special
STAR WARS™ version
of the SORRY! game:**

Droids = PAWNS

Hangar = START

Engine Room = HOME

ON YOUR TURN

1. Draw a card from the SORRY! game deck and follow the instructions on the card. (The cards are described on the back page.)
2. Place the card face up in a discard pile next to the draw pile.
3. If the deck runs out of cards, reshuffle the discard pile and place it face down at the front of the *Millennium Falcon* gameboard to create a new draw pile.

MOVING AROUND THE BOARD

Starting a Droid from Its Hangar

Any positive number card can move any of your droids out of the shared hangar space.
Move your droids clockwise around the board (unless a card instructs otherwise).
The move from any one of the hangar spaces counts as only one space.

Jumping and Bumping

You may **jump** over your own or another player's droid 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 droid, **bump** that droid back to its own color hangar and your droid takes its place! The exception is that a droid with the deflector shield cannot be bumped back to its hangar or moved by an opponent for any reason.



Deflector Shields

Deflector shields can help keep your droids safe while they are progressing around the movement track. A droid cannot be bumped back to the hangar for any reason when it is protected by a deflector shield.

- When a 1 card is revealed, you may place a deflector shield on one of your droids from anywhere. Either pick up the shield from the gameboard, or remove one from another player's droid!
- A droid can only have a deflector shield while it's on the white spaces of the outer movement track. If a shielded droid enters a safety zone, its shield is removed and returned to the gameboard once movement is complete. A droid can never have two shields active at the same time or have a shield active in the hangar, engine room, or safety zone.

Other Movements

- Only one droid may occupy a space at a time (except for hangars or engine rooms). If your only possible move would make you land on a space already occupied by one of your droids (other than hangar or engine room), you must 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 is not to your advantage!

RULES OF THE BOARD



Entering the Engine Room (Home)

Your droids can only enter the engine room by exact count. Once a droid has made it home, it is safely repairing the *Millennium Falcon* and you no longer need to move that droid for the rest of the game.

Moving Through a Slide

- If your droid ends its move by landing on a black triangle at the beginning of a slide that is not your color, slide your droid to the space at the end, bumping *all* other droids on the slide back to their hangars — including your own! You cannot slide on your own color.
- A slide cannot be used if a droid with a deflector shield is already on that slide. Your movement will end on the black triangle and your turn is over.

Safety Zones

- Only your droids may use your color's safety zones.
- You cannot move a droid backward into a safety zone from the outer track. However, you may pass the entry path to your engine room by backward movement (see illustration).

Safety Zone Entry Space

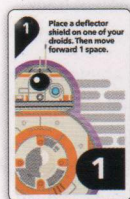
- When moving along the outer track, you may not move your droids forward beyond your own engine room's safety zone entry space.
- Once a droid has left its hangar's safety zone, it may not reenter that safety zone for any reason. This does not apply if that droid is later bumped back to the hangar.



TO WIN

Be the first player to end your turn with all three of your droids in your engine room.

THE CARDS



Place a deflector shield on one of your droids. Then move forward 1 space. *Even if a shield cannot be placed, you must move forward 1 space if possible.*



Move any of your droids forward 2 spaces.
DRAW AGAIN.



Move any of your droids forward 3 spaces.



Move any of your droids *backward* 4 spaces.



Move any of your droids forward 5 spaces.



Move any of your droids forward 7 spaces **or** split the move between two of your droids.



Move any of your droids forward 8 spaces.



Move any of your droids forward 10 spaces **or** move *backward* 1 space.



Move any of your droids forward 11 spaces **or** swap any one of your droids with an opponent's droid.

- A droid with a deflector shield, or in a safety zone, hangar, or engine room cannot be used in a swap.
- You may forfeit your turn if you cannot move forward 11 spaces and do not wish to swap droids.
- If your swap lands your droid at the beginning of a slide that is not your color, slide to the end unless that slide is blocked by a droid with a deflector shield.



Move any one of your droids forward 12 spaces.



Move a droid from your hangar and **BUMP** an opponent's droid to take its place.
Or move forward 4 spaces.

- When you bump an opponent's droid, you send it back to its hangar.
- You may not bump a droid that has a deflector shield or is in a safety zone.

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