

SORRY! Take one pawn from your Start, place it on any space occupied by an opponent, and Bump that opponent's pawn back to its Start. Or move one of your pawns forward 4 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 pawn 4 spaces, you forfeit your turn.

DID YOU WIN?

Get all three of your pawns Home first to win!

VARIATIONS

CLASSIC

All rules apply except:

- The Fire and Ice tokens are not used.
- If you draw a 1 or a 2, ignore Fire and Ice.

STRATEGIC

All regular rules apply except:

- Shuffle the deck and deal five cards face down to each player. Place the rest of the deck in the center of the board.
- On your turn, select one card from your hand and move according to the instructions. Discard it and draw a new card to bring your hand back up to five cards.



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Consumer contact:
USA and Canada:
Hasbro Games, Consumer Affairs Dept.
P.O. Box 200, Pawtucket, RI 02861-1059 USA.
☎ 888-836-7025.

Hasbro Australia Ltd.
Level 2, 37-41 Oxford Street
Epping, NSW 2121, Australia.
☎ 1300 138 697.

Hasbro NZ (a branch of Hasbro Australia Ltd.)
221 Albany Highway, Auckland, New Zealand
☎ 0508 828 200.

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AGES 6+ / 2-4 players

CONTENTS

- Gameboard
- 12 SORRY! pawns
- 45 cards
- 2 power-up tokens

OBJECT

Be the first player to get all three of your pawns from your color Start to your color Home.

ASSEMBLY

Pop out the power-up tokens.

GET READY!

1. Each player takes three pawns of one color and places them on the matching Start spaces.
2. Shuffle the cards and place them face down in the center of the board.
3. Place the two power-up tokens in the center of the board.

LET'S PLAY!

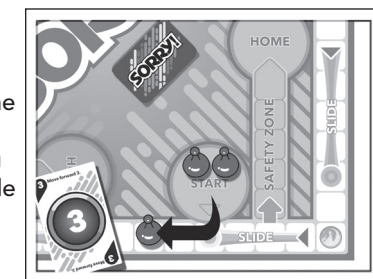
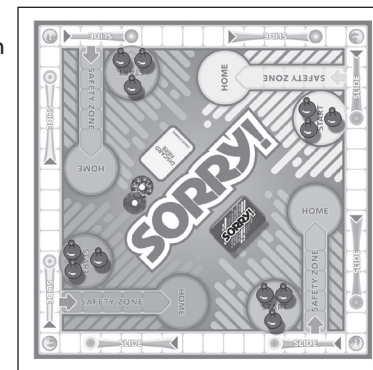
Youngest player goes first. Play passes to the left.

ON YOUR TURN

1. Draw a card from the SORRY! deck and follow the instructions on the card.
2. Place the card face up on DISCARD HERE. If you run out of cards to draw, reshuffle the discard pile and place them face down in the center of the board.

STARTING A PAWN

Any positive number card can move any of your pawns out of the Start space. Pawns move clockwise around the board (unless instructed otherwise!).



MOVING AROUND THE BOARD

Jumping, Bumping, and Other Movement Rules

You may jump over your own or another player's pawn if it is in your way, counting it as one space.

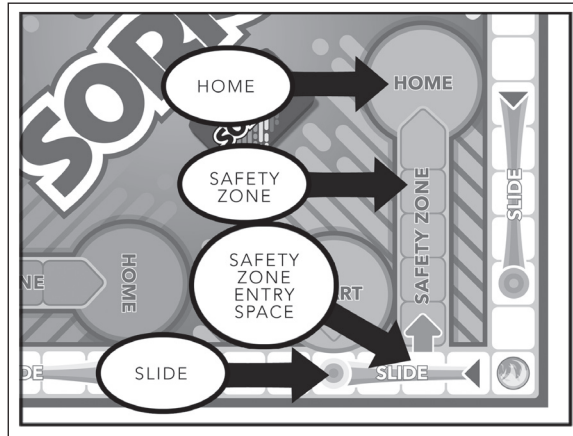
- If you land on a space that's already occupied by an opponent's pawn, bump that pawn back to its own color Start space. (The exception is a pawn with the Ice token, which cannot be bumped.)
- Two pawns of the same color may never occupy the same space, except for Start and Home. If your only possible move would make you land on a space already occupied by one of your pawns, you forfeit your turn.
- If at any time you cannot move, you forfeit your turn.
- If at any time you can move, you must move, even if it would put you at a disadvantage.

Home

You must bring all three of your pawns into Home by exact count. Once Home, do not move that pawn again for the rest of the game.

Slide

Any time you land by exact count on the triangle at the beginning of a Slide that includes your color, slide ahead to the end and Bump any pawns in your way – including your own! – back to their own Start spaces. If you land on a Slide that does not include your color, don't slide, just stay put on the triangle. Note that a pawn with the Ice token cannot be bumped.



Safety Zone

Only you may enter your own color Safety Zone. All other rules apply.

No pawn may enter its Safety Zone by a backward move. However, a pawn may move backward out of its Safety Zone.

Safety Zone Entry Space

When moving along the outside track, you may not move your pawn forward past your own Safety Zone entry. However, you may pass the entry space on a backward move (4 or 10 card).

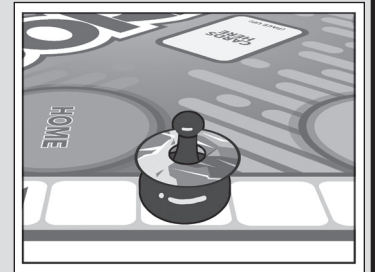
THE CARDS

1. Move the Ice token, then move forward 1.

You must move the Ice token from its current location to any opponent's pawn on the board, except pawns in Start, Safety Zone, or Home. (If an opponent's pawn is not available, return the Ice token to the center of the board.) After you move the Ice token, move one of your pawns forward 1 space.

ICE POWER-UP

The Ice power-up stops the pawn that has the Ice token from being moved for any reason. An Iced pawn cannot be moved, bumped, swapped, sent back to Start using the SORRY! card, pulled into Home with the Fire token power, or landed on by a pawn. A player whose pawn is in line to land on an Iced pawn must move another pawn or forfeit his turn.



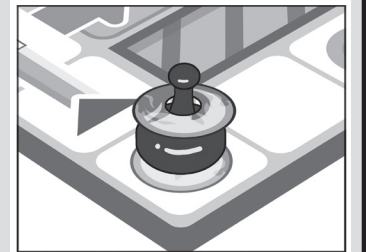
2. Move the Fire token, then move forward 2.

You may move the Fire token from its current location to a new pawn you control anywhere on the board. Then move one of your pawns forward 2 spaces.

FIRE POWER-UP

The Fire token gives a pawn two powers.

- The player with the Fire token pawn can move forward to the next fire space before drawing a card on his turn. The player then draws a card and plays normally after the Fire move.
- A Fire token pawn that moves into Home can bring any other pawn into Home with it from any where on the board, including Start. Placing the Fire token on a pawn already in Home does not let you bring an additional pawn Home.



3. Move one of your pawns forward 3 spaces.
4. Move one of your pawns *backward* 4 spaces.
5. Move one of your pawns forward 5 spaces.
7. Move one pawn forward 7 spaces or split the forward move between two pawns. If you use part of the 7 to get a pawn Home, you must be able to use the balance of the move for another pawn.
8. Move one of your pawns forward 8 spaces.
10. Move one of your pawns forward 10 spaces or move one of your pawns *backward* one space.
11. Move one of your pawns forward 11 spaces or switch any one of your pawns with an opponent's.
 - 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 switch pawns in play on the open track, not at Start, Home, or in a Safety Zone. A pawn that has the Ice token cannot be switched.
 - If your switch landed you on a triangle at the beginning of a slide that includes your color, slide to the end.
12. Move one of your pawns forward 12 spaces.