

# Classic rules [\[ edit \]](#)

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Each player chooses four pawns of one color and places them in their Start. One player is selected to play first.

Each player, in turn, draws one card from the deck and follows its instructions. To begin the game, all of a player's four pawns are restricted to Start; a player can only move them out onto the rest of the board if he or she draws a 1 or 2 card. A 1 or a 2 places a pawn on the space directly outside of start (a 2 does not entitle the pawn to move a second space).

A pawn can jump over any other pawn during its move. However, two pawns cannot occupy the same square; a pawn that lands on a square occupied by another player's pawn "bumps" that pawn back to its own Start. Players can not bump their own pawns back to Start; if the only way to complete a move would result in a player bumping their own pawn, the player's pawns remain in place and the player loses their turn.

If a pawn lands at the start of a slide (except those of its own color), either by direct movement or as the result of a switch from an 11 card or a Sorry card, it immediately "slides" to the last square of the slide. All pawns on all spaces of the slide (including those belonging to the sliding player) are sent back to their respective Starts.<sup>[4]</sup>

The last five squares before each player's Home are "Safety Zones", and are specially colored corresponding to the colors of the Homes they lead to. Access is limited to pawns of the same color. Pawns inside the Safety Zones are immune to being bumped by opponents' pawns or being switched with opponents' pawns via 11 or Sorry! cards. However, if a pawn is forced via a 10 or 4 card to move backward out of the Safety Zone, it is no longer considered "dangerous" and may be bumped by or switched with opponents' pawns as usual until it re-enters the Safety Zone.

Dice! CARD. Roll a dice

1. Appear behind the closet player's pawn.
2. Draw a card and multiply by 10.
3. Move back 20 spaces.
4. Move directly infront of the person infront of you or behind you if there are no players on the board move back 12 spaces.
5. Take another players pawn out of start, or place yours into start.
6. All players swap places Green swaps with Blue and Red swaps with Yellow.

You have to draw the exact number to get into home

## Classic cards and function [\[ edit \]](#)

The modern deck contains 45 cards: there are five 1 cards as well as four each of the other cards (*Sorry!*, 2, 3, 4, 5, 7, 8, 10, 11 and 12). The 6s or 9s are omitted to avoid confusion with each other. The first edition of the game had 44 cards (four of each) and the extra 1 card was soon introduced as an option for quicker play.<sup>[5]</sup> A 1996 board from Waddingtons had 5 of each card.

Cards are annotated with the following actions:

<b>1</b>	Either move a pawn from Start or move a pawn one space forward. (In the 2013 edition, the player may also "move ice" before doing so.)
<b>2</b>	Either move a pawn from Start or move a pawn two spaces forward. Drawing a two entitles the player to draw again at the end of their turn. If the player cannot use a two to move, he or she can still draw again. (In the 2013 edition, the player may also "move fire" as part of this card's effect.)
<b>3</b>	Move a pawn three spaces forward.
<b>4</b>	Move a pawn four spaces backward.
<b>5</b>	Move a pawn five spaces forward.
<b>7</b>	Move one pawn seven spaces forward, or split the seven spaces between two pawns (such as four spaces for one pawn and three for another). This makes it possible for two pawns to enter Home on the same turn, for example. The seven cannot be used to move a pawn out of Start, even if the player splits it into a six and one or a five and two. The entire seven spaces must be used or the turn is lost. You may not move backwards with a split.
<b>8</b>	Move a pawn eight spaces forward.
<b>10</b>	Move a pawn ten spaces forward or one space backward. If none of a player's pawns can move forward 10 spaces, then one pawn must move back one space.
<b>11</b>	Move eleven spaces forward, or switch the places of one of the player's own pawns and an opponent's pawn. A player who cannot move 11 spaces is not forced to switch and instead can forfeit the turn. An 11 cannot be used to switch a pawn that is in a Safety Zone.
<b>12</b>	Move a pawn twelve spaces forward.
<b>Sorry! card</b>	Take any one pawn from Start and move it directly to a square occupied by any opponent's pawn, sending that pawn back to its own Start. A Sorry! card cannot be used on an opponent's pawn in a Safety Zone. If there are no pawns on the player's Start, or no opponent's pawns on any space you can move to, the turn is forfeited. <sup>[4]</sup>