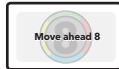
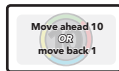


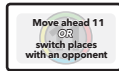
fold



Move one of your pawns ahead 8 spaces.



Move one of your pawns ahead 10 spaces **or** move one of your pawns backward 1 space.



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

- You may forfeit your move if 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.
- If your switch landed you on a triangle at the beginning of a slide that shows your color, slide to the end.



Move one of your pawns ahead 12 spaces.



Switch a pawn from your START space with another player's pawn, which must return to its own START space. If there is no pawn on your START space or no opponent's pawn is on any space you can move to, you forfeit your turn.

© 2018 Hasbro, Pawtucket, RI 02861-1059 USA. All Rights Reserved.
TM & © denote U.S. Trademarks.

Consumer contact:

USA and Canada: Hasbro Games, Consumer Affairs Dept.,
P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 800-255-5516.
Australia consumer service: auconsumercare@ap.hasbro.com
New Zealand consumer service: nzconsumercare@hasbro.com

HASBROGAMING.COM



fold

OBJECT

Run, jump, bump, and slide to be the first player to get all your pawns HOME!

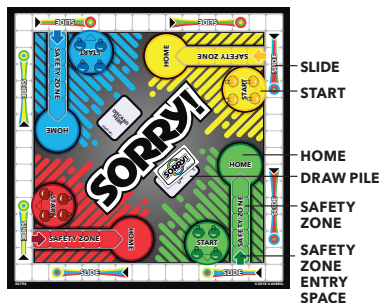
THE FIRST TIME YOU PLAY

1. Open out the plastic case and remove the backing from both halves of the gameboard sticker.
2. Apply the sticker halves to the case so that they join to form the SORRY!® logo in the center.

6.5" x 7" with 2 Folds 4C2S

GET READY

1. Each player takes four pawns of one color and places them on the START space of the same color.
2. Shuffle the cards and place the deck face down on the DISCARD HERE area on the gameboard.
3. The youngest player goes first. Play passes to the left.

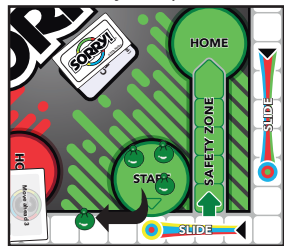


ON YOUR TURN

1. Draw a card from the deck and follow the instructions. (See THE CARDS on the next page.)
2. Place the card face up on the DISCARD HERE area.
3. If you run out of cards to draw, reshuffle the discard pile and place it face down on the CARDS HERE area.

STARTING A PAWN

Any numbered card can move a pawn out of its START space. This move counts as only one space.



MOVING AROUND THE BOARD

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

Jumping and Bumping

You may jump over your own or another player's pawn if it is in your way, counting it as one space. But if you land on a space that is

already occupied by an opponent's pawn, bump that pawn back to the START of its own color and take the space!

Occupied Spaces

Only one of your pawns may occupy a space at a time, except for the START and HOME spaces. If your only possible move would land you on a space already occupied by one of your other pawns (besides a START or HOME space), you forfeit your turn. If at any time you cannot move, you forfeit your turn. But if you can move, you must move, even if it is not to your advantage!

SLIDE

Any time you land by exact count on the triangle at the beginning of a SLIDE containing 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 contain your color, don't slide; just stay put on the triangle.

SAFETY ZONE

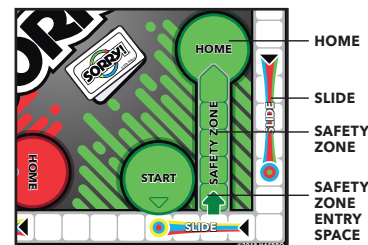
- Only you may enter a SAFETY ZONE of your own color.
- When you reach the entry space on the outside track to your own SAFETY ZONE, move your pawn to the arrow space.
- You may not enter a SAFETY ZONE by a backward move. However, you may move a pawn backward out of its SAFETY ZONE, past the entry space, on a backward move from a 4 or 10 card.
- All other rules apply.

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.

DID YOU WIN?

Get all four of your pawns HOME first to win!



THE CARDS



Move one of your pawns ahead 1 space.



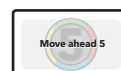
Move one of your pawns ahead 2 spaces. Draw another card.



Move one of your pawns ahead 3 spaces.



Move one of your pawns backward 4 spaces.



Move one of your pawns ahead 5 spaces.



Move one of your pawns ahead 7 spaces **or** split the

forward move between two of your pawns (4 spaces for one pawn and 3 for another, for example).

- This might allow two of your pawns to enter the HOME space on the same turn.
- If you use part of the 7 to get a pawn to your HOME space, you must use the balance of the move for another pawn, or the turn is lost.
- You may not use any part of this 7 to move out of START.
- You may not move backwards with a split.