



3. SORRY!: For every SORRY! you roll, take a pawn of any color from any player's HOME wedge. If it matches the color of your HOME base, place it there. If not, place it on your WAITING area. If no player has a pawn on their HOME wedge, SORRY! you're out of luck.



4. SLIDE: For every SLIDE you roll, you may slide the dial on your HOME base to any other HOME color and move any pawns that were on that wedge to the WAITING area. Then move any pawns that match the new wedge from your WAITING area onto their new HOME.

OR

Tell another player to slide to a new HOME color of your choice. That player follows the same rules for sliding.

NOTE: More than one player can have the same HOME color.

After following the directions on the dice, your turn is over, and play continues to the left until someone wins.

HOW TO WIN

The player to get four pawns of the same color on their HOME wedge first, wins!



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SORRY! Diced!

READY, SET, ROLL!

CONTENTS: game case • START base • 4 HOME bases
16 pawns • 3 dice • dice labels



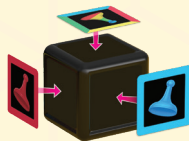
OBJECT

Be the first player to get a complete set of pawns HOME.



THE FIRST TIME YOU PLAY

Apply the self-adhesive dice labels to the dice as shown:



SET IT UP



1. Place the START base in the center of play, then place each set of pawns on their matching color wedge. *All 16 pawns are in play no matter how many players are in the game.*



2. Take a HOME base and place it in front of you. Choose a color, then slide the dial until that color wedge is showing. All players must choose a different color.

LET'S PLAY!

The youngest player goes first, and play passes to the left.

ON YOUR TURN

On each turn, roll all three dice, then follow the below steps in order.

IF YOU ROLL A:



1. **Color Pawn:** For every solid color pawn you roll, take one pawn of that color from its START base. If there aren't any pawns of that color there, take one from any player's WAITING area (if there are any). Then place the pawn on your HOME base. If it matches the color of your wedge, place it there. If not, place it in your WAITING area.

You can't take a pawn from any player's HOME wedge.



2. **Wild Pawn:** For every Wild pawn you roll, take a pawn of any color from the START base. If there aren't any pawns of that color there, take one from any player's WAITING area (if there are any). *You cannot take a pawn from any player's HOME wedge.*

You must take a pawn, even if it's not your choice of color. Place it on your HOME base if it matches the color of your wedge. If not, place it on your WAITING area.