

Special Rules

1. A **SORRY**® card must be used at all times, even though it may mean the removal of a partner's pawn.
2. If, as sometimes happens, the only possible move will land a player on a space occupied by their partner (when there is no other possibility of moving any other of their own or their partner's pawn), the play must be made and the partner removed from the board.
3. A seven may be split between any two pawns, including those of a partner.
4. When a two is drawn, the extra draw may be applied to either your own or your partner's pawn regardless of where the two was used.
5. If none of your pawns are in a position to be moved, the play must be made by one of your partner's pawns. Only in a case where neither your own pawn nor your partner's pawn can be moved may the move be forfeited.
6. When one player has all their pawns home, they continue to draw and uses all their moves for their partner's pawns.
7. The first set of partners to get all eight pawns in their proper homes wins the game.

SORRY!®



Rules of Play

For 2, 3, or 4 Players – Ages 6 & Up

Parker Brothers Inc.

SALEM, MASSACHUSETTS

NEW YORK + CHICAGO + SAN FRANCISCO + ATLANTA

NEW MOVES — NEW METHODS OF PLAY, with a new and patented principle in which cards control the moves of the pawns. This game combines chance with skill in ideal proportion — exciting and everchanging situations. The moves are quickly learned — the play is rapid. The “tailender” never gets discouraged for they always have a good chance to win and they may make a coup at any moment.

THE PACK consists of 44 cards, four each of the denominations: 1, 2, 3, 4, 5, 7, 8, 10, 11, 12 and four **SORRY**® cards.

(In addition one extra card of the denomination “1” is included and may be used at the option of the players if quicker play is desired.)

THE OBJECT of the game is for each player to move the 4 pawns under their control from their **start** into their **home** by moves governed by the cards they draw from the pack.

THE WINNER is the first player to move their 4 **PAWNS INTO THEIR HOME**.

THE START is made by shuffling the cards well and placing the pack face down on the center design on the board. Each player then draws a card from the pack. The player drawing the highest card is called the Leader. They choose the color playing pawns that they want and have the first play. The **SORRY**® card counts the highest in drawing. The Winner of the first game is the Leader in the **SECOND GAME**.

THE PLAY begins by the Leader drawing the top card from the pack and placing it face upward in the design marked on the board and moving their pawn according to the directions on the card that they have drawn. The player on the left of the Leader then draws the next card from the pack and so on, but no player may draw a card until the previous play has been completed.

TO START A PAWN OUT a player places one of their pawns on the colored circle in front of their **start**. A player Must draw a No. 1 or No. 2 for every mover they **start out**. As distinct from “starting a pawn out,” pawns may be **brought into play** with a **SORRY**® card. The **No. 1** and **No. 2** and the **SORRY**® are the **ONLY** cards by which pawns can be brought out of the **start** into play.

NOTE CAREFULLY that in playing either a No. 1 or No. 2 card to **start a pawn out** the player merely places their pawn on the colored circle in front of their **start**, but the player does not in addition move their pawn forward on that play.

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MARGIN SQUARES are the 60 squares around the *edge* of the board.

MARGIN PAWNS are those occupying any of the 60 **MARGIN SQUARES**.

SAFETY ZONE is the name given to the 5 **COLORED SQUARES** preceding each **home**.

PAWNS IN PLAY are those occupying any **margin square** or any square in the **safety zone**.

FORWARD MOVES are made in the directions indicated by the arrows.

The Pack: When the pack has been exhausted, **reshuffle** and place face down again on the board.

Detailed Rules

A. — *Under no circumstances whatsoever* do two pawns occupy one square.

B. — If by *any move whatsoever* a pawn ends its move on a **margin square** occupied by an opponent's pawn, the opponent's pawn *must* be returned to its **start**.

C. — A player *forfeits* the *move* for any card drawn if the *only* move open to them would **cause** them to move *onto* a square already occupied by one of their **own pawns**, i.e., a player is *never* compelled to return their own pawn to **start** *except* by **sliding** under the **slide** rule. (See slide rule, below.)

D. — A player may pass *over* their own pawn or those of *any* opponent, but every square on the board whether occupied or not must be counted.

E. — The *exact* number must be drawn to move a pawn **home** (see Amplified Card Rules "7").

F. — A player *forfeits* the move if they draw a card which would carry the *only* pawn they **have in play** beyond their **home**.

G. — The **safety zone** leading to a player's home is entered only by a pawn of the same color, from (or through) the square marked "**Enters Here.**" (This entrance square is used otherwise like any other plain white square.) A **safety zone** may be entered only by a forward move and a player is never allowed to move their pawn forward beyond their entrance square except to enter their **safety zone**.

(Note, however, that this rule has no application to the exchange of pieces by an opponent through the play of an 11 card.)

If a pawn is compelled by the play of a 4 or 10 card to move backwards from their **safety zone** they may pass backwards to (or through) this entrance square in the reverse direction of the arrow.

Note also that a player in playing a 4-10-11 or **SORRY**® card may be fortunate enough to place one of their pawns in a position to enter their **safety zone** on a subsequent play **without** playing all of the way around the board. For example, a player having a pawn on their starting circle immediately opposite their start and drawing a No. 4 card may move that pawn four spaces backwards, thus placing it in a position to enter its **safety zone** by any subsequent forward move which would not carry it beyond its **home**.

H. — A player *must* move one of their pawns the *full* number of squares for *every card drawn*, or make one of the alternate moves according to the rules. If it is *impossible* to do either, the move must be *forfeited*.

I. — Once a pawn has been moved into **home** it is **out of play** and is *not* moved again during the game.

The Slides

If, as a result of any move whatsoever, a player's pawn **ends** its turn on any of the 6 colored triangles at the start of a **slide**, other than a slide of its own color, it **must** slide along the channel to the colored circle at the other end and remove **EVERY** pawn **ON** the **Slide** (even a pawn of its **OWN** color). Every pawn thus displaced must be returned to its respective **start**. *Note very carefully* that a pawn does **not** slide when it ends its move on a triangle of *its own color*.

The Diamond Squares

In **no circumstances whatsoever** does a pawn ever pass **onto** or **over** the diamond square of **its own color** by a **forward** move. A pawn may be moved **onto** or **over** any diamond square by **backward** moves (card rules "4" and "10" or by and "11" or **SORRY**®) and if by any of these moves it passes to the **right** of the diamond square of **its own color** it is entitled to enter its safety by any subsequent **forward** move which would not carry it **beyond** its home.

Scoring

The player who first moves their 4 pawns from their **start** to their **home**, according to the rules, **wins** the game.

Amplified Card Rules

The following is in further explanation of the rules printed on the cards, which entirely govern the play of the game.

A player drawing a 3, 5, 8, or 12 card moves forward the corresponding number of spaces, provided they have a pawn in play. If they cannot move the full number of spaces called for by the card, they forfeit their move.

The 1. A player must either **start a pawn out** or move one pawn, which is already in play, forward one square.

The 2. A player must either **start a pawn out** or move one pawn, which is already in play, forward two squares. The play for the "2" must be made before the extra draw is taken.

The 4. A player who has a pawn in the **safety zone** and draws a "4" must move that pawn *backward* 4 spaces *if they have no other pawn in play*.

The 7. A player may move a pawn **home** with a split "7", provided they have another pawn *in play* to complete the full move of 7 squares in all. Providing the full 7 squares are moved, a split "7" may be used to move 2 pawns into **home**, return 2 opponents' pawns to **start**, use 2 **slides**, or a combination of any of the above. A "7" must *not* be used to **start a pawn out** and must *not* be used to move a pawn backward.

The 10. A player drawing a "10" and being unable, or not wishing, to move a pawn forward 10 spaces *must* move a pawn *backward 1 space* even if that pawn is in the **safety zone**.

The 11. A player drawing an "11" *forfeits* the move if it is impossible for them to move one of their pawns forward 11 spaces and if they do **not** wish to change places with any **margin pawn** of any opponent.

Partnership Games

"Partnership Games" are played in the same manner as regular games.

Red and Yellow are always partners; Green and Blue are always partners.

A player after taking their turn at drawing a card from the pack may use their card for their own play or for that of their partner.

Example: Red has four pawns at the start. Yellow, their partner, has three pawns at start and one on a margin square. Red draws a four card which they use to play Yellow's pawn.

A player may not forfeit a move if either they or their partner has a pawn that can be moved.

In playing a partnership game, should it so happen that both of the players who are partners succeed in getting all of their eight pawns around the board and into their homes before either of the opposing players gets their four pawns home, the game immediately becomes a double game and is the equivalent of winning two single games.