

Players

2 to 4

You need

A Sorry board, 4 pawns in each of 4 colors and the deck of 45 Sorry cards

Goal

Move all 4 of your pawns from your Start, around the board and into your Home

Game ends

When one player has all 4 pawns in Home. That player wins.

Setup

1. Put the board in the middle of the table. Shuffle the cards and put the pack face down on its space in the center of the board.
2. Each player draws a card. The highest card makes that player the Leader, and a Sorry card beats every number. Put the cards back and shuffle again.
3. The Leader picks a color and plays first. Each player puts the 4 pawns of their color in the Start of that color.
4. Play passes to the left, which is clockwise. In the next game, the winner of this one goes first.

How to play

1. **Draw a card and move.** On your turn, draw the top card, turn it face up on its marked space on the board and move one pawn as it says. Pawns go clockwise, the way the arrows point. Count every square, and you may pass over any pawn on the way.
2. **Bring pawns out of Start.** A pawn leaves Start only on a 1, a 2 or a Sorry card. A 1 or 2 puts it on the circle just outside your Start. It does not also move 1 or 2 squares. Each pawn needs its own card to come out.
3. **Bump other pawns.** Two pawns never share a square. If your move ends on an opponent's pawn, that pawn goes back to its own Start. You may not end a move on one of your own pawns.
4. **Ride the slides.** If your pawn ends its move on the triangle at the start of a slide that is not its own color, it slides to the circle at the far end. Every pawn on that slide, yours too, goes back to its Start.
5. **Reach your Safety Zone and Home.** The 5 colored squares before your Home are your Safety Zone. Only your own pawns may go in, moving forward. A pawn may never move forward past the entrance to its own Safety Zone, except to go in. It must reach Home by the exact count. Once it is Home it stays there.

6. **Use the card if you can.** If any of your pawns can use the card, you must use it, even when that hurts you. The one exception is the 11's switch, which you never have to make. A pawn moves the full count or not at all. If no pawn can use the card, your turn is over.

What each card does

Card	What it does
1	Move a pawn out of Start, or move one pawn 1 square forward.
2	Move a pawn out of Start, or move one pawn 2 squares forward. Then draw again and play that card too, even if you could not use the 2.
3	Move one pawn 3 squares forward.
4	Move one pawn 4 squares backward.
5	Move one pawn 5 squares forward.
7	Move one pawn 7 squares forward, or split the 7 between two pawns, such as 4 and 3. Use all 7 or none. It cannot bring a pawn out of Start or move one backward.
8	Move one pawn 8 squares forward.
10	Move one pawn 10 squares forward, or one pawn 1 square backward. If no pawn can go 10 forward, one must go 1 back.
11	Move one pawn 11 squares forward, or switch places between one of your pawns and an opponent's pawn, both on the track. If no pawn can go 11 forward, you may choose not to switch.
12	Move one pawn 12 squares forward.
Sorry	Take a pawn from your Start and put it on the square of any opponent's pawn on the track. That pawn goes back to its Start. With no pawn in Start, or no pawn to land on, your turn is over.

Scoring

The first player to move all 4 pawns from Start into Home wins the game. In the partners game, the first team to get all 8 of its pawns Home wins.

