

SORRY![®] rules

Parker Brothers Trademark for its Slide Pursuit Game Equipment
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1. GAME EQUIPMENT:

1 pack of cards (there are no 6's or 9's in the pack); 1 game board; 16 playing pieces, 4 each of 4 colours.

2. TO START THE GAME:

Each player chooses a colour and places the 4 pieces of that colour on the matching START circle. Shuffle the pack and place it FACE DOWN on the space marked "PLACE PACK". Select a player to play first. The winner of one game goes first in the next.

3. OBJECT OF THE GAME:

The player who first moves his 4 pieces from his START to his HOME of the same colour, according to the rules, wins.

4. FIRST TURN:

The first player draws the top card from the pack and places it FACE UP onto the "DISCARD" space marked on the board. He enters 1 piece if the card so directs. Otherwise he forfeits his move. NOTE: DETAILED INSTRUCTIONS FOR ENTRY AND MOVING PIECES ARE GIVEN ON EACH CARD. Players are especially advised to read instructions on the following cards: "SORRY[®]", "1", "2", "4", "7", "10" and "11". Play continues from right to left. Each player in turn draws a card, discards it, enters a piece if possible or forfeits his turn.

5. ENTRY OF PIECES:

On the draw of a "1" a player may place 1 piece from START onto the small circle on the square directly outside that player's START, and the turn then ends. On the draw of a "2" card a player may enter a piece onto the small circle as with a "1" and draw a second card to move that piece or any other on the board, belonging to that player. Two pieces of the same player may NOT occupy the entry square at one time. If another player's piece occupies that entry square, a piece may be entered, sending the opponent to his START.

6. MOVING PIECES:

Once pieces have been entered they are moved forward in the direction of the arrows on the board, unless otherwise directed by the cards. Pieces may pass each other, whether or not they are of the same colour. The occupied square counts like any other. Pieces of the same colour may not occupy the same space. If a player is unable to make a move, for this or any other reason, he forfeits his turn. However, a player MUST make any move directed by the cards drawn if possible, whether or not this is to his advantage. A player may move 1 piece (or divide his move among 2 pieces if he draws a "7"), or enter a piece at each turn as the cards allow. When a move ends on a square occupied by an opponent the latter is sent back to his START.

7. SENDING OPPONENTS BACK TO THE START:

A piece sent back to START is re-entered as before on a subsequent turn at a player's option. An opponent's piece may be returned to START if: a) a player's piece ends a move on a square occupied by the opponent; b) a player draws a "SORRY" card; and c) the piece is located anywhere along a SLIDE when any player's piece makes the slide as provided in rule 8.

8. SLIDES:

A piece which lands on the triangle of a SLIDE of a colour other than its own SLIDES DIRECTLY TO THE ROUND END OF THAT SLIDE. All pieces of its own or any other colour that occupy spaces on that SLIDE are sent back to their respective STARTS. Pieces do not slide on slides of their own colour.

9. DIAMOND SQUARES:

No piece may move forward over the DIAMOND square of its own colour. However, a player's own DIAMOND square may be crossed on a backward move (see "4" and "10" cards), or by replacement of another player's piece (see "SORRY" and "11" cards).

10. MOVING BACKWARD:

A player may use a "4" card or a "10" card to move backward. Any player who has successfully moved a piece backward at least two squares beyond his START may move that piece on a subsequent turn into his SAFETY ZONE without having to go around the board.

11. SPLIT "7" MOVE:

No player may take advantage of the "7" move in order to start a man.

12. SAFETY ZONES:

Pieces may enter only the SAFETY ZONES OF THEIR OWN COLOUR. All other rules apply, whether or not they may force a piece out of its SAFETY ZONE. No piece may enter its SAFETY ZONE by a backward move, however, a piece may move backward out of its SAFETY ZONE and on subsequent turns move back into the ZONE as cards permit.

13. HOME:

A piece may enter HOME ONLY ON THE DRAW of a card allowing a move of the exact number of spaces necessary to reach it. A piece which reaches HOME cannot be moved again for the rest of that game.

14. WINNING:

The player who first reaches HOME with his 4 pieces wins.

PARTNERSHIP GAME RULES

1. All regular rules apply. RED is always YELLOW's partner; GREEN is always BLUE's.

2. A player may enter or move either one of his own or one of his partner's pieces on his turn. He only forfeits his chance to play if unable to move or enter any of his own or his partner's pieces.
3. "SORRY" cards **MUST BE USED**, even to send a partner's piece to **START**, if no opponent's piece is available. When a move ends on a square occupied by a partner's piece — the latter is sent back to **START**.
4. The "7" card may be split among partner's pieces. On the draw of a "2" the next drawn card may be used to enter or move either partner's pieces.
5. After all of his pieces have reached **HOME**, a player continues to draw cards in turn, using them to move his partner's pieces. The first partnership to reach **HOME** with all 8 pieces wins the game.

POINT SCORE GAME RULES

for adult and Club Play

All rules of the regular game apply **EXCEPT**:

1. Each player places 3 of his pieces on his **START**. The 4th piece is placed on the starting space next to his **START** circle. After the pack has been shuffled, 5 cards are dealt to each player **FACE DOWN**. Players take these cards in hand. The rest of the pack is placed **FACE DOWN** on the "PLACE PACK" space on the board.
2. Play proceeds from right to left. Each player on his turn discards one card from his hand, **FACE UP**, onto the **DISCARD** space on the board. He moves or enters a piece according to the directions on the discarded card. Next he draws a card from the pack into his hand. His turn ends. A player forfeits his chance to play if unable to use any card in hand to enter or move a piece. In that case, he discards one card and draws another from the pack. His turn then ends. Each player must have 5 cards in hand at the end of each turn. The player who first reaches **HOME** with his 4 pieces wins.

3. **SCORING**: All players score 5 points for each piece on **HOME**. The **WINNER** also scores:

- 5 points for each opponent's piece not in **HOME**
- 100 points if no opponent's piece reached **HOME**
- 50 points if no opponent has more than 1 piece **HOME**
- 25 points if no opponent has more than 2 pieces **HOME**

We will be glad to answer inquiries concerning this game.

PARKER BROTHERS, DIVISION OF GENERAL MILLS CANADA LTD.,

P.O. BOX 601, CONCORD, ONTARIO.