

SORRY! SLIDERS

GAME GUIDE

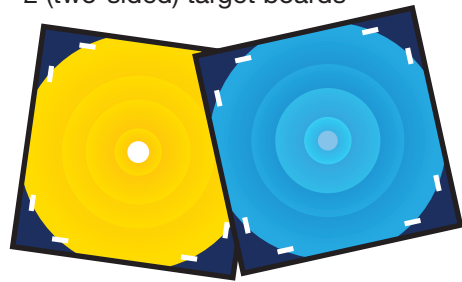
AGES
6+

15-30

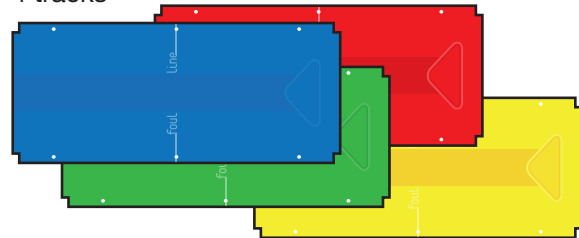
1-4
PLAYERS

CONTENTS

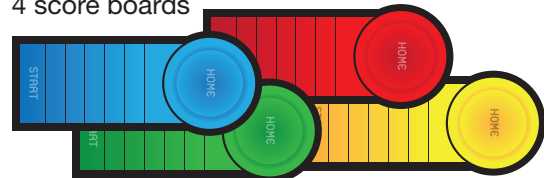
2 (two-sided) target boards



4 tracks



4 score boards



8 side rails

3 blocker rails



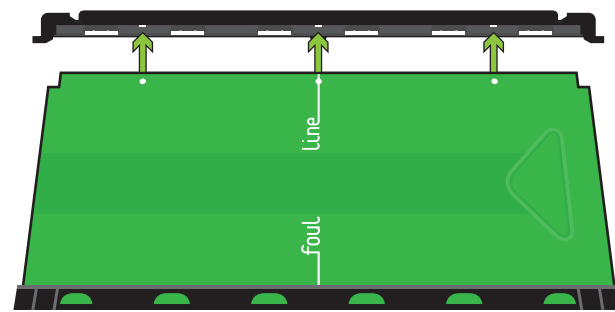
16 large roller pawns - 16 small scoring pawns



THE FIRST TIME YOU PLAY

Remove the game parts from their bags and part sheets. Discard or recycle the waste.

Attach side rails to each track: Slide two side rails onto each track as shown below. Set the blocker rails aside for now — you may need them to set up your game.

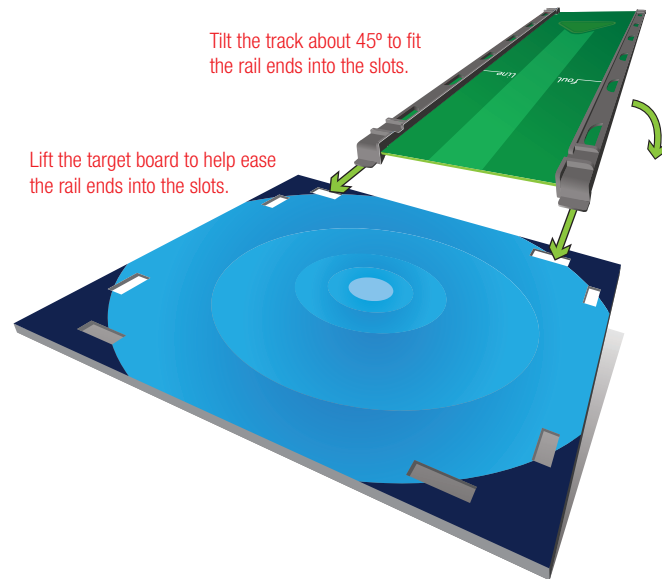


Attach the rails so that the track color shows through the holes on top.

GAME SETUP

Hook tracks onto a target board: The target boards are two-sided, so you have 4 games to choose from. Decide which game you want to play, then take that target board and attach one or more tracks to it as shown in the examples below.

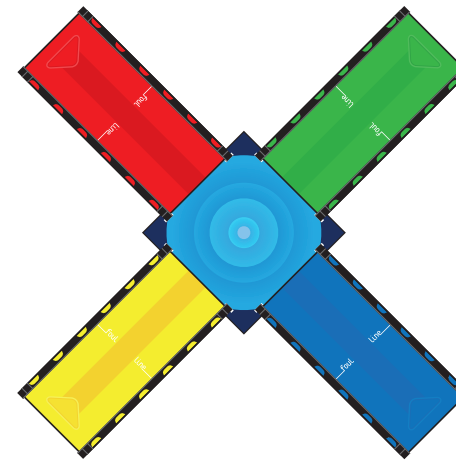
Each track hooks into a target board like this:



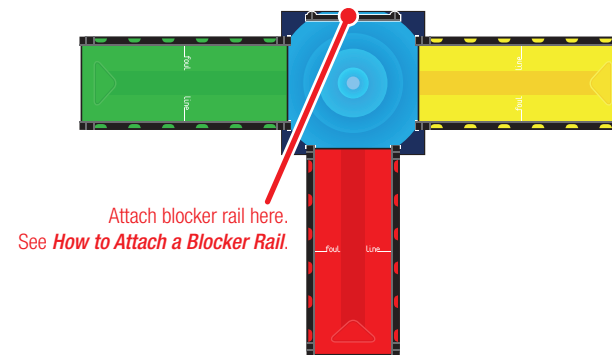
Tilt the track about 45° to fit the rail ends into the slots.

Lift the target board to help ease the rail ends into the slots.

SETUP FOR 4 PLAYERS

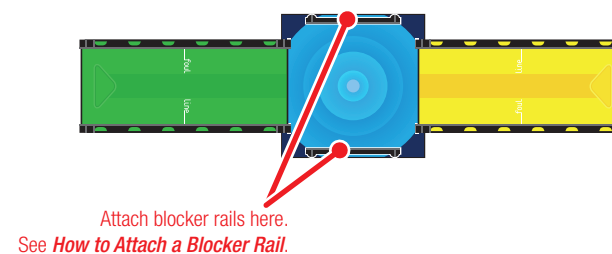


SETUP FOR 3 PLAYERS



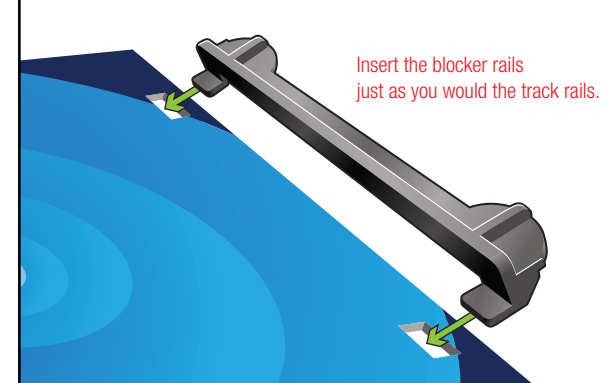
Attach blocker rail here. See *How to Attach a Blocker Rail*.

SETUP FOR 2 PLAYERS



Attach blocker rails here. See *How to Attach a Blocker Rail*.

HOW TO ATTACH BLOCKER RAIL

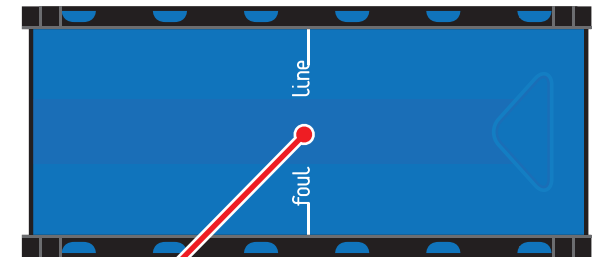


Insert the blocker rails just as you would the track rails.

Take your pawns and score board: Choose your color track and take the matching-color pawns and score board. Place your 4 roller pawns in front of you, and your 4 scoring pawns on the START position of your score board. Now you're ready to roll!

THE BASIC SLIDE

In each game, you'll be sliding your roller pawns down your track onto a target board. When sliding a pawn, be careful not to cross the foul line with any part of your hand. If you do, you must remove that pawn from play for the remainder of the round.



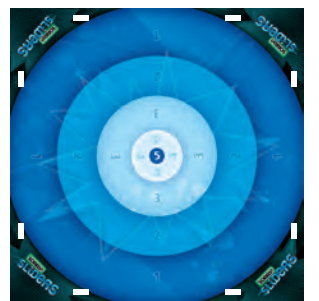
Never cross the foul line while sliding your roller pawns.

Take a few practice slides if you want to. Then play your chosen game as described in the following sections.

GAME 1 RACE FOR HOME

OBJECT

Be first to reach HOME with all 4 of your scoring pawns.



HOW TO PLAY

The youngest player (or the one who says "Sorry" the most) goes first. Play moves to the left.

ROUND 1

On your turn, slide one of your pawns down your track onto the target board. Aim for the highest target circle possible — the center 5 is the bulls-eye. You may bump other pawns out of your way, and your pawns may get bumped, too!

CONTINUED ON OTHER SIDE...

- If your pawn stops on your track, or is tipping off your track onto the target board, leave it there and try to knock it onto the target board on another turn with another pawn.

- If your pawn stops on another player's track, or gets knocked over at any time, take it out of play for that round.

- If your pawn lands or gets knocked onto part or all of a corner SORRY! space, or slides off a corner of the board, take it out of play for that round. Also, move your highest-scoring pawn on your scoring board back to START. Any pawns on HOME are safe. If all of your pawns are on START, there's no penalty.



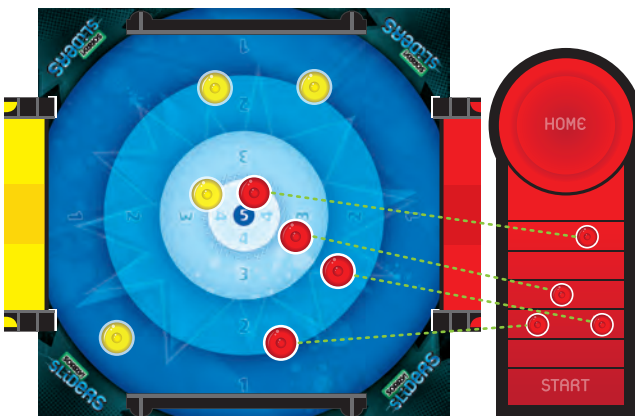
After all players have slid their 4 pawns, the round ends. Take a look at where each pawn landed, then score for each one that you can (see Scoring).

SCORING

At the end of the round, players adjust their score boards as follows:

- Any pawn standing on a target circle scores that number of points. If it's between two target circles, it scores the higher number.
- Any pawn that's tipping between your track and the target board scores one point.
- Move one scoring pawn for each of your roller pawns one space ahead for each point it scored. Each scoring pawn can move only once.
- A scoring pawn may move onto HOME only by exact count.

SCORING EXAMPLE FOR THE RED PLAYER



REMAINING ROUNDS

All players remove their pawns from the target board. Then a new round begins. The player to the left of the player who started the previous round goes first. Play continues as described above.

WINNING THE GAME

At the end of any round, a player who has moved all 4 scoring pawns HOME by exact count wins the game. If two or more players reach HOME with all of their scoring pawns, the player closest to the player who started the round wins. If one of the tied players is the player who started the round, that player wins.

GAME 2 INSTANT HOME

OBJECT

Be first to reach HOME with all 4 of your scoring pawns.

HOW TO PLAY

All rules are the same as in Game 1 except for the following:

- If your pawn slides or is bumped into the center target hole, immediately remove it for the rest of the round and move any one of your scoring pawns to HOME. If that scoring pawn was the last one to reach HOME, then you instantly win the game!
- If your pawn is tipped into, but is not completely in the center target hole, leave it there. If it's still there at the end of the round, it scores 4 points.



GAME 3 INSTANT SORRY!

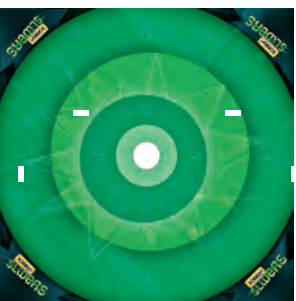
OBJECT

Be first to reach HOME with all 4 of your scoring pawns.

HOW TO PLAY

All rules are the same as in Game 1 except for the following:

- If your pawn slides or is bumped into the center target hole, immediately remove it for the rest of the round and move your highest-scoring pawn back to START. Any pawns on HOME are safe. If all of your pawns are still on START, there's no penalty.



- If your pawn is touching the 4, 5 or 6 circle, you may move any scoring pawn 4, 5 or 6 spaces.

- If your pawn is tipped into, but is not completely in the center target hole, leave it there. If it's still there at the end of the round, it scores 4, 5 or 6 points.

GAME 4 DANGER DOTS

OBJECT

Be first to reach HOME with all 4 of your scoring pawns.

HOW TO PLAY

All rules are the same as in Game 1 except for the following:



Danger Dot

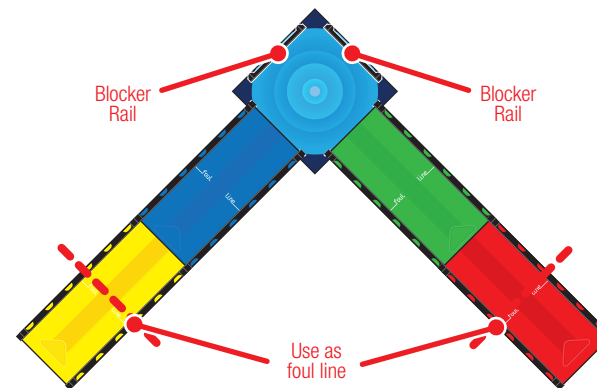
If your pawn stops on, or is bumped onto, part or all of a danger dot, immediately remove it for the rest of the round. It scores no points.



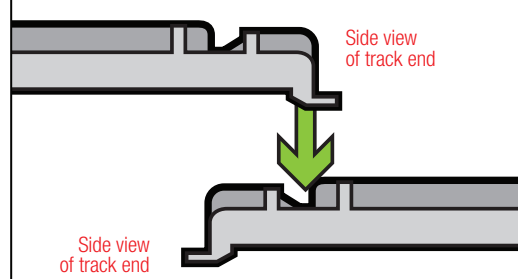
OTHER WAYS TO PLAY

Hook tracks onto other tracks, and try playing with the following setups:

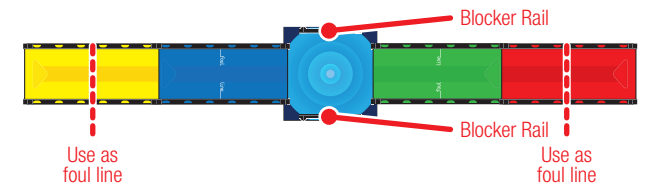
2-PLAYER CRAZY CORNER GAME



HOW TO HOOK TRACKS TOGETHER

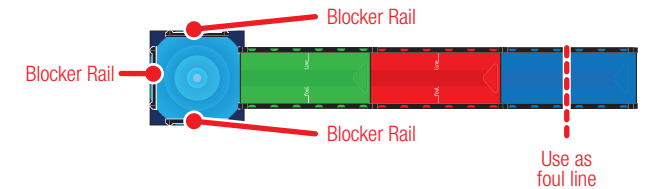


2-PLAYER HEAD-TO-HEAD GAME



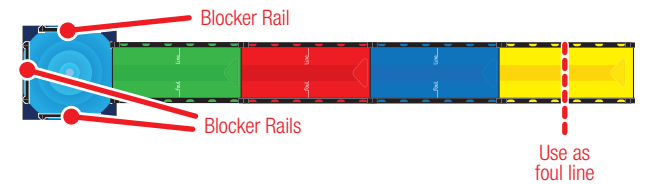
2-4 PLAYER TRIPLE TRACK GAME

For this game all players slide from the same track.



2-4 PLAYER QUADRUPLE TRACK GAME

For this game all players slide from the same track.



1-PLAYER GAME

Practice makes perfect! Set up your favorite game and see how many rounds it takes to move all of your scoring pawns HOME.



Not suitable for children under 3 years because of small parts - choking hazard.

We will be happy to hear your questions or comments about this game. U.S. consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

© 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & ® denote U.S. Trademarks. U.S. Patent No. 7111846.

1014061500

hasbrogames.com

