

Hasbro

u-build

2 to 4 Players
AGES 6+

SORRY!

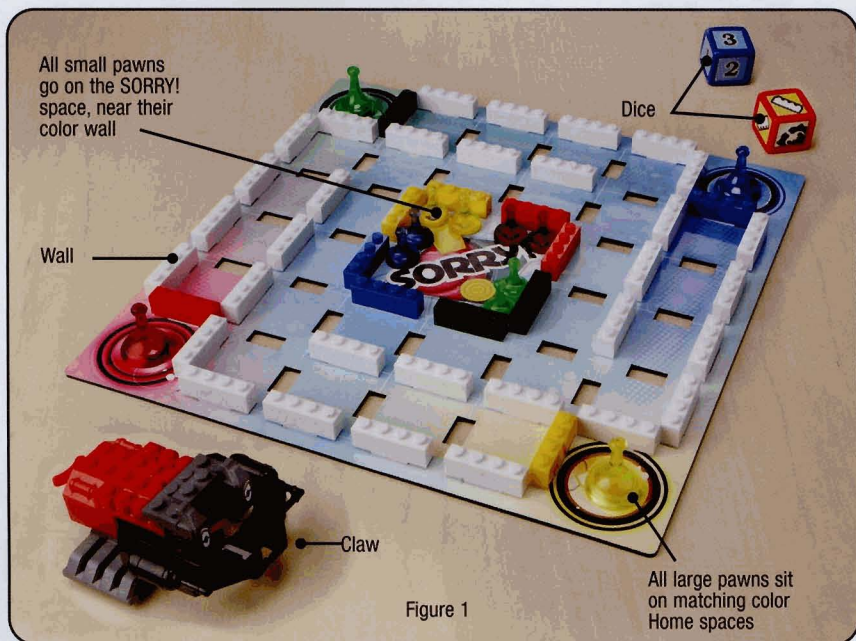


GAME GUIDE

CONTENTS

- 1 10" X 10" Gameboard
- 4 Large SORRY! Pawns
- Assembly Guide
- 98 U-BUILD Bricks
- 8 Small SORRY! Pawns
- 2 Dice & Label Sheet

1 BUILD THE GAME



Place the gameboard on a table.

Use the assembly guide to label the dice, set up the gameboard and build the Claw.

SETUP:

1. Each player, pick a color. Take the matching color pawns (large and small). Place unused pawns back in the box.
2. Sit closest to your color on the gameboard.
3. Set up the gameboard as shown in Figure 1.

2 GAMEPLAY

OBJECT:

Get ready for a relay race - SORRY! style! First - race your large pawn to the SORRY! space ... Once you get there, tag your small pawns and get them out! Now, everyone get back to Home FAST and FIRST!

TO WIN:

The first player to get all of your pawns Home - WINS!

ON YOUR TURN:

The youngest player goes first. Once you've finished rolling the dice and taking your turn, play passes to the left.

ROLL BOTH DICE: The BLUE die will help you move your pawns. The RED die will let you do something (like move a wall, jump a wall, or use the Claw)! You can play the dice in any order.

WHAT DID YOU ROLL?

The BLUE die helps you move your pawns around the maze.

- On your first turn only, you must leave your Home space by jumping over your color wall.
- Move up to the number rolled to the next available space.
- You cannot move through any wall. You can jump walls that are your color.

- Large pawns can move anytime, as long as they're not blocked by walls.



The RED die will let you move a white wall, use the Claw or ignore walls.



WALL

Move any white wall to any open space on the gameboard.



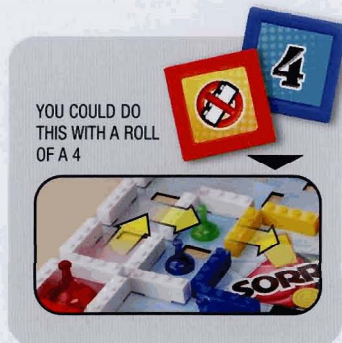
CLAW

Pick up any large pawn (except your own) and move it back to its Home space or to the SORRY! space. You only get one chance to pick up the pawn and bring it to the space. If you miss or drop the large pawn, put the large pawn back on the space where it was. If you succeed, the large pawn stays where you placed it.




IGNORE WALLS

On this turn you may ignore and jump over any walls while you move!



THE SORRY! SPACE:

- To enter or exit the SORRY! space, you must jump over your color wall, unless you roll the special IGNORE WALLS  symbol.

- Your large pawn must enter the SORRY! space and "tag" your small pawns before you can start to move your small pawns out of the SORRY! space. (You only have to tag 'em once per game.)

- After you tagged your small pawns, if you still have moves left, you can start to move any of your pawns (small or large) out of the SORRY! space, one at a time. Well what are you waiting for now? Race Home! If you don't have moves left, you'll have to wait 'til your next turn to race towards Home. SORRY!

Once your small pawns return Home, they're safe. Nothing can happen to them. Buuuuut... small pawns CANNOT return Home if the large pawn is Home! So, if your large pawn is sent Home before both of your small pawns make it Home, any small pawn(s) not on the Home space is frozen! Frozen pawns can only move again when the large pawn is moved out of the Home space.

HEY...CAN I....?

YOU CAN:

- split moves between two or more pawns (but you only move each pawn once).
- jump over any wall that is your color.
- move up to the number you rolled.
- move through another pawn to the next available adjacent space.

YOU CAN'T:

- move walls on top of walls in this version of the game. We do offer ways to change the game on the next page.
- use the Claw to pick up small pawns (pick on someone your own size).
- move any colored walls.

LAND ON ANOTHER PAWN?



YOU CAN'T LAND ON ANOTHER PAWN, BUT THE GREEN PAWN CAN MOVE TO ANY AVAILABLE ADJACENT SPACE!



NO EMPTY ADJACENT SPACE? SORRY! THE GREEN PAWN CAN'T MOVE!

3 CHANGE YOUR GAME

LOVE TO PLAY BUT WANT TO CHANGE THINGS UP?

Want more ideas? You got it!

- For a more challenging game - build "barricades" by placing a wall on top of another wall. The only time you can ever sneak by a barricade is if you roll the...



IGNORE WALLS



- For a faster game ... move both small pawns at the same time. For example, if you rolled a 2 on the BLUE die, you could move EACH small pawn up to 2 spaces, on the same turn.



GREEN ROLLS A 2 AND MOVES ONE SMALL PAWN 2 SPACES.



THEN GREEN MOVES THE OTHER SMALL PAWN 2 SPACES - ON THE SAME TURN! IT CAN'T LAND ON ANOTHER PAWN, SO IT BUMPS FORWARD!



NOW GREEN'S TURN IS OVER!

- For an extra tough 2-player game, each player can control two sets of pawns. Play is the same, the only new rule is you can only move one color pawn per turn. So no, you cannot split your moves/actions between different colored pawns.

- Once you finish a game you could restart a new game immediately. The maze will be totally messed up, and probably not entirely fair, but give it a try. It's probably still fun! Or, come up with your own unique maze!



We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., PO Box 200 Pawtucket, RI 02862 USA. Tel: 888-636-7025 (toll free). European Consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276. © 2010 Hasbro, Pawtucket, RI 02862 USA. All Rights Reserved.
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