

RULES FOR PLAYING

*The great*



GAME

“**Sorry!**”<sup>®</sup>

REG. U. S. PATENT OFFICE



*Parker Brothers*

# The Rules of Sorry!®

*(As found in the 1939 United States version of the game Sorry!®)*

**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.

**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 pieces 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 up 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, No. 2 or **Sorry!®** card for every pawn they **Start Out**.

**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 forward on that play.

**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 Circumstance 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 pawns to **Start** *Except* by **Sliding** under the **Slide** rule. (See Slide Rule, below.)
- D. A player may pass *Over* their own pawns 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 Rule "7").
- F. A player *Forfeits* their 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 to Go Home.**" (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 this entrance square except to enter their **Safety Zone**. (NOTE: However, 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!**<sup>®</sup> 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 move 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*.

## FASTER GAME

If a faster game is desired each player may use three pawns of a color instead of four. This will speed the game up considerably.

## WINNING

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 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 piece 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 Pawns** of an opponent.

## **PARTNERSHIP SORRY!®**

Partnership Sorry!® is played in the same manner as regular **Sorry!**®

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 this 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 used 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.

## SPECIAL RULES FOR PARTNERSHIP SORRY!®

1. A **Sorry!**® card must be used at all times, even though it may mean the removal of your 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 pawns), 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 pawns 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 the case where neither your own pawns nor your partner's pawns can be moved may the move be forfeited.
6. When one player has all their pawns home, they continue to draw and use 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.

## POINT SCORING SORRY!®

### An Exciting Variation of Sorry!®

The general rules for play in this game are the same as in regular **Sorry!**® with the following brief exceptions.

**BEGINNING PLAY:** At the beginning of play **five cards** are dealt to each player. The remaining cards in the pack are placed **face down** in the center of the board. This becomes the **Draw Pack**.

Each player **starts one pawn out** on their own starting point.

**PLAY:** The first player now begins play by playing **one card** from their hand and placing it **face up** alongside the draw pack in the center of the board. They then follow the directions printed on that card and move as in regular **Sorry!**®. At the end of their move, they refill their hand by taking the **top card** from the draw pack. This completes that player's move. (Note: No player may hold **more or less than** five cards in their hand at one time. If a player is unable to follow the directions on any card they hold, they are permitted to discard one card and take one card from the draw pile. Their turn then ends.)

Play continues to the left, the Winner being that player who first gets **all of their pawns Home** by exact count.

**SCORING:** At the end of the game each player scores **one point** for every pawn they have **Home**. The Winner adds to their score of **four points**, **one point** for each opponent's pawn in **Home**. This is called the **Normal Score**.

Twenty-Four additional points are added to the Winner's **Normal Score** if no opponent has a pawn **Home**.

Sixteen points are added to the Winner's **Normal Score** if no opponent has more than one pawn **Home**.

Eight points are added to the Winner's **Normal Score** if no opponent has more than two pawns **Home**.

**DOUBLING:** The Final Score in a **Doubled Game** is doubled. Any player may call "double" (or "redouble") at any time in the game. Any or all other players may then accept the double (or redouble) or drop out of play. If all players drop out on a double (or subsequent redouble) the game ends and the player who called the double (or redouble) wins five points.

## **PATIENCE SORRY!® (SORRY!® FOR ONE)**

**Patience Sorry!®** is a game in which One player controls the moves of four red pawns and four yellow pawns, drawing for, and moving pawns on each color alternately. The object of **Patience Sorry!®** is to make fair moves according to the rules in such a manner that when two pawns of each color are **Home**, two of each color are in **Safety**. The game does not "come out" if the third pawn of one color enters **Home** before the fourth pawn of the other color has entered **Safety**.

## **HINTS ON PLAY**

**(Adapted from the 1933 British version of the game Sorry!®)**

**DON'T FORGET** to control your excitement and not make the first move which appears good. First observe the effect of the move on all your pawns.

**DON'T FORGET** it may sometimes be to your ultimate advantage to delay an opponent who appears to be winning, rather than advance your own pawn.

**DON'T FORGET** that the game of **Sorry!®** is never lost until it is won. It is essentially a game of "ups and downs" and no two games are ever alike.



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