

Sorry!

(2-4 players)

Materials: *Sorry!* gameboard; 16 markers (4 each of red, yellow, green, and blue); *Sorry!* cards

Objective: To be the first player to move all of your markers around the board and into your home spaces.

To play:

1. Players decide which color they will use. Players place their 4 markers in the START space that is the same color as their markers.
2. Players decide who will be the shuffler. The shuffler shuffles the cards and places them face down in the middle of the board. This is called the STACK.
3. Players decide who will go first.
4. Players take turns drawing the top card from the STACK, moving any one of their markers that has been released from START as the card says, and then placing the card, face up, in the DISCARD pile in the center across from the STACK. If players use all of the cards in the STACK, the shuffler shuffles the cards in the DISCARD pile and places them face down in the STACK.
5. Markers can only move around the board if they have first been released from START. Markers can leave START only with a 1 or 2 card or a Sorry card.
6. If a player lands on a space that is already occupied, the marker that was there first is sent back to its START space.
7. If a player's marker lands on a triangle (SLIDE) space that is not the same color as the marker, the marker can slide to the circle at the end of the slide. If any other players' markers are on any of the slide spaces, those markers are sent back to their START.
8. Once markers are in their SAFETY ZONE, they cannot be sent back to START or exchange places with another marker. Markers must move into HOME with an exact number. For example, if a marker is on the space closest to HOME, it can only move into HOME with a 1 card.
9. The first player to get all of his or her markers into HOME is the winner.