

Sorry!

(simplified version)

2-4 players

Materials: Sorry! gameboard; 16 markers (4 each of red, yellow, green, and blue); deck of number cards (1-10)

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 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 and moving one of their markers that number of spaces. Then players place the card face up in the DISCARD pile 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 in the STACK.
5. If a player lands on a space that is already occupied by a marker of a different color, the marker that was there first is sent back to its START space. If the marker is the same color, both markers can stay on the space.
6. 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.
7. Once markers are in their SAFETY ZONE, they cannot be sent back to START. 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.
8. The first player to get all of his or her markers into HOME is the winner.