

Sorry! Revenge

WIN

Be the first player to get all four of your pawns from your colors START to HOME.

SETUP

- 2-4 players
- Choose your color and put all four pawns on that color's START
- Shuffle the deck and place it face down on "Cards Here"
- Every player chooses four cards to hold in their hand

THE BOARD

Home: You must get all four of your pawns to HOME by the exact count. Once in HOME, do not move the pawn again for the rest of the game.

Slide: Anytime you land on the triangle by exact count, and the SLIDE is your color, slide to the end and BUMP any pawn in your way (including your own). Stay put if you land on a SLIDE that is not your color.

Safe Zone: Only you can enter your SAFE ZONE. All rules still apply. You can not enter your SAFE ZONE by a backward move (you must go around the full board). However, if you have no other moves, you must move your pawn backward out of the SAFE ZONE.

Start Pawn Here: If you draw a 1 or 2 card, you move a pawn from START and put it on this circle. If another player's pawn is on your start circle, BUMP them back to their START. **This is the only space you can have two of your pawns on at a time.**

Teleport: Anytime you land on a blue or red circle by exact count, you may move that pawn to the same color circle. You can BUMP a pawn if it is on the circle you teleport to. **If you land on a teleport circle and don't wish to teleport, you do not have to.**

GAMEPLAY

On Your turn:

1. Chose one card from your hand
2. Follow the instructions on the card
3. Place the card faceup on the "discard Here"

4. If you run out of cards to draw, reshuffle the discard pile and take the top card
5. Draw another card. You should always have a minimum of four cards in your hand at all times

To Start a Pawn: To move a pawn from your START on the track, you must draw a 1 or 2 card.

Jumping: You may jump over your own pawn or an opponent if it is in your way.

Bumping: If you land on a space or an opponent is in your way, you BUMP them back to their START.

Moving Backwards: If you draw a 4 or 10 card, you must move a pawn backward.

Note: Anytime you draw a card and have a pawn on the track, even if it is a disadvantage, you must make a move

THE CARDS

1 - Either start a pawn OR move one pawn forward 1 space

2 - Either start 2 pawns OR move one pawn forward 2 spaces

3 - Move one pawn forward 3 spaces

4 - Move one pawn *backward* 4 spaces

5 - Move one pawn forward 5 spaces

6 - Either start a pawn OR move one pawn *backward* 6 spaces

7 - Move one pawn forward 7 spaces OR split the move between two pawns

8 - Move one pawn forward 8 spaces

10 - Move one pawn forward 10 spaces OR move one pawn *backward* 1 space

11 - Move one pawn forward 11 spaces OR switch any one of your pawns with any of your opponent's

- You can forfeit your turn if you can't move 11 and don't want to switch with another opponent
- If your switch lands on a triangle, SLIDE to the end

12 - Move one pawn forward 12 spaces

Sorry! - Take one pawn from START and place it on a space occupied by an opponent. BUMP them back to their START OR move one pawn forward 4 spaces.

Sorry! Swap - Swap colors with any other player of your choice, then draw another card OR move forward 9 spaces. This is a rare card (2).

Sorry! Backward - Everyone must move one pawn backward, the amount on the next card, and draw again to see how much to move backward. **If you draw a 4, then move forward 4**

Pick up - You can draw one more card, then take your turn.

Pick up - You can draw two more cards, then take your turn.

Pick up - You can draw four more cards, then take your turn OR start a pawn.

Discard - You must discard all extra cards that are down to the minimum of four cards.