



Parkers Brothers' Slide Pursuit Game

For 2 to 4 players / Ages 6 and up

Rules © 1990, revised 1994 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915.
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OBJECT

To be the first player to get both your color pawns (movers) from your color START to your color HOME.

EQUIPMENT

- SORRY!® game case
- 8 pawns (movers)

SETUP

- Slide the latch marked "OPEN" on the product lid to release the four corner flaps. Fold the flaps out to form the playing board.
- Each player picks 2 matching color pawns and puts them in the holes in that color START space.
- Set aside any extra pawns, out of play, or place them in their START space and leave them there.
- The youngest player goes first. Play passes to the left.

GAME PLAY

On your turn:

Spin the spinner... what shows in the window? Move your pawn (if you can!) according to what you spun:

+1
ENTER 1

Either move one pawn forward 1 space **OR** move one pawn from START out onto the track.

**+2 AND
GO AGAIN**
**ENTER 1
AND GO AGAIN**

Either move one pawn forward 2 spaces **OR** move one pawn from START out onto the track. Whichever you do, GO AGAIN.

+3

Move one pawn forward 3 spaces.

-4

Move one pawn backwards 4 spaces.

+5

Move one pawn forward 5 spaces.

+7
SPLIT

Either move one pawn forward 7 spaces **OR** split the move between your two pawns. May NOT be used to start a pawn!

+8

Move one pawn forward 8 spaces.

+10
-1

Either move one pawn forward 10 spaces **OR** move one pawn backwards 1 space.

+11
SWITCH

Move one pawn forward 11 spaces **OR** switch any one of your pawns (that are not at START) with one pawn of an opponent. **Note:** Forfeit your move if you don't want to change places and it is impossible to go forward 11 spaces.

+12

Move one pawn forward 12 spaces.

SORRY!®

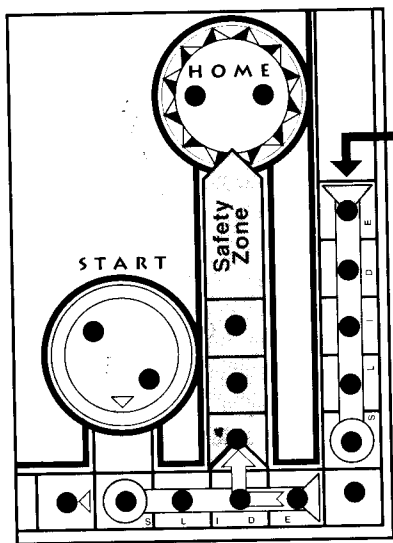
Take one pawn from your START, place it on any space that is occupied by any opponent, and return that opponent's pawn to its START. If there is no pawn in your START or no opponent's pawn on any square, you forfeit your move.

The spinner instructions are straightforward, but a few things can happen that need further explanation:

ENTER A PAWN: You may only leave START and enter the board by spinning one of the two ENTER spaces at +1 or +2 on the spinner. If another pawn is on the space you land on, BUMP it back to its own START.

BUMPING: Land on a space already occupied by another player's pawn and you BUMP that mover back to its own color START space. WARNING: Careful... you could bump yourself back!

MOVING BACKWARDS: Spin -4 or -1 and you move backwards. Any player who has successfully moved backwards at least two spaces beyond his/her



START space may, on a subsequent turn, move into his/her own SAFETY ZONE—and towards HOME!—without moving all the way around the board.

SLIDE: Land on the first space of a SLIDE that's **not** your color and you move all the way to the end of it, bumping any pawn in your way back to its own START space(s). Land on a SLIDE of your own color, and you don't slide.

SAFETY ZONES: Only you may enter your own color SAFETY ZONE. All other rules apply. No pawn may enter its SAFETY ZONE by a backward move; however, a pawn may move backwards out of its SAFETY ZONE and

on a subsequent turn move back into the ZONE if the spinner allows. Once you're in your SAFETY ZONE, no one can move you out of it!

HOME: You must bring each of your two pawns into HOME by exact count! Once HOME, do not move that pawn again for the rest of the game.

WINNING

The player who gets both his or her pawns from START to HOME first wins!



We will be happy to hear your questions or comments about this game. Write to:
Consumer Relations, Parker Brothers,
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