**If none of the cards in your hand allows you to move,**

Two pawns of the same color may never occupy the same space.

**But if at any time you can move, you must move,** even if it's to

If on your turn you cannot move, you forfeit your turn. **If you land on a SLIDE of your own color, don't slide, just stay put on the triangle.**

**Choose four pawns of the same color. Put all four on that**

**To Start a Pawn**

To move a pawn from your START out onto the track, you must draw either a 1 or a 2. If it is a 2, do as it says, then draw again and move if possible. You may not start a pawn out with any other cards!

Jumping and Bumping

You may JUMP over your own or another player's pawn that’s in your way, counting it as one space. BUT...if you land on a space that's already occupied by an opponent's pawn, BUMP that pawn back to its own color START space.

Moving Backward

The 4 and 10 cards move you backward. If you have successfully moved a pawn backward at least two spaces beyond your own START space, you may, on a subsequent turn, move into your own SAFETY ZONE without moving all the way around the board.

**Notes:**

- Two pawns of the same color may never occupy the same space.
- **If your only possible move would make you land on a space already occupied by one of your own pawns, you forfeit your turn.**
- **If at any time you cannot move, you forfeit your turn.**
- **But if at any time you can move, you must move, even if it’s to your disadvantage.**
- **If you run out of cards in the Draw pile, shuffle the Discards to form a new draw pile.**

**WINNING**

If you get all four of your pawns HOME first, you win! If you play again, the winner goes first.

**THE BOARD**

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

**THE CARDS (continued)**

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 BUMP that opponent’s pawn back to its START. If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit your move.

**VARIATION—Team rules**

- **RED is always YELLOW’s partner, and GREEN is always BLUE’s.**
- All regular rules apply and you may move—or BUMP!—your own or your partner’s pawn in accordance with the card drawn.
- If you land on a space occupied by a partner’s pawn, BUMP it back to its START!
- **SORRY! cards must** be used. If there's no one else to pick on, this means you might send your own or your partner’s pawn back!
- **7 means you may split a move among any or all eight of your team’s pawns.**
- If you drew a 1 or 2, you may start or move a pawn of either partner; if it was a 2, when you draw again, you may use that card for any of your team’s eight pawns.

**WINNING:** The first partnership to get all eight pawns into their respective HOMEs wins the game.

**VARIATION FOR ADULTS—Play for points**

All regular rules apply except:

- Shuffle the deck and deal five cards facedown to each player. Place the rest of the deck facedown on “Place Pack Here.”
- **On your turn, select one card from your hand and move according to its instructions. Discard it and draw a new card to bring your hand back up to five cards.**
- **If none of the cards in your hand allows you to move, discard any one card and draw a new one.**
- **Your turn ends; do not move a pawn until your next turn.**
- **The first player to get all four pawns HOME wins.**

**SCORING:** All players score 5 points for each pawn on HOME. The WINNER also scores as follows:

- **5 points for each opponent's pawn not in its HOME.**
- **25 points if no opponent has more than two pawns HOME.**
- **50 points if no opponent has more than one pawn HOME.**
- **100 points if no opponent's pawn reached HOME.**

We will be happy to hear your questions or comments about this game. Write to Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or telephone 888-836-7025 (toll-free). Canadian consumers write to Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4C 1G2.® denotes Reg. US Pat. & TM Office.

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