The great GAME
"Sorry!"

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MADE IN CANADA BY
PARKER BROTHERS GAMES LIMITED
TORONTO ONTARIO
THE GREAT
Game
SORRY

US Patent Office
Patent Number 1,546
1937 to Parker Brothers, Inc.

For 2, 3, or 4 Players
NEW MOVES—NEW METHODS OF PLAY,
with a new and patented principle in which cards
control the moves of the men. SORRY combines
chance with skill in ideal proportions—exciting and
everchanging situations. The moves are quickly
learned—the play is rapid. The "tailender" never
gets discouraged for he always has a good chance
to win and he may make a coup at any moment.

The Rules of SORRY
THE PACK consists of 44 cards, four each of
the denominations: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 and
four SORRY cards.

The solution they face card of the denomination "3" is included
and may be used as the option of the player if quicker play is
necessary.

THE OBJECT of the game is for each player
to move the 4 men under his control from his Start
into his Home by moves governed by the cards he
draws from the pack.

THE WINNER is the first player to move his
4 men into his Home.

THE START is made by shuffling the cards well
and placing the pack face down on the center design
on the board. Each player then draws a card from
the pack. The player drawing the highest card is
called the Leader. He chooses the color playing
pieces that he wants and has the first play. The
SORRY card contains the highest in drawing. The
Winner of the first game is the Leader in the
second game.

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THE PLAY begins by the Leader drawing the
top card from the pack and placing it face upward
in the design marked on the board and moving his
man according to the directions on the card that
he has drawn. The player on the left of the Leader
then draws the next card from the pack and so
on, but no player may draw a card until the pre-
vious play has been completed.

TO START A MAN OUT a player places one
of his men on the colored circle in front of his
Start. A player must draw a No. 1 or No. 2 for
every man he Starts Out. A distance from "Start-
ing a Man Out," men may be brought into play
with a SORRY card. The No. 1 and the No. 2
and the SORRY are the ONLY cards by which men
can be brought out of the Start into play.

NOTE CAREFULLY that in playing either a
No. 1 or No. 2 card to Start a Man Out the player
merely places his man on the colored circle in front
of his Start, but the player does not in addition
move his man forward on that play.

MARGIN SQUARES are the 60 squares around
the edge of the board.

MARGIN MEN are those occupying any of the
60 Margin Squares.

SAFETY ZONE is the name given to the 5
COLORED SQUARES preceding each Home.

MEN IN PLAY are those occupying Any Margin
Square or Any Square in the Safety Zone.

FORWARD MOVES are made in the directions
indicated by the arrows.

The Pack: When the pack has been exhausted,
reshuffle and place face down again on the board.

DETAILED RULES
A.—Under No Circumstances Whatever do two
men occupy one square.
B.—If by Any Move Whatever a man ends its
move on a Margin Square occupied by an oppo-
nent's man, the opponent's man Must be returned
in its Start.
C.—A player Forfeits the Move for any card
D.—A player may pass over his own men or those of his opponent; but every square on the board which is occupied or not must be counted.

E.—The exact number must be drawn to move a man Home (see Amplified Card Rule "V").

F.—A player forfeits the move if he draws a card which would carry the only man he has in Play beyond his Home.

G.—The Safety Zone leading to a player's Home is entered only by a man of the same color, from (or through) the square marked "Enter To Go Home." (This entrance square is used otherwise like any other plain white square.) A Safety Zone may be entered only by a forward move and a player is never allowed to move a man forward beyond this entrance square except to enter his Safety Zone.

(Nota bene: this rule has no application to the entrance of pieces by an opponent through the play of an 11 card.)

If a man is compelled by the play of a 4 or 10 card to move backwards from his Safety Zone he may pass backwards to (or through) this entrance square in the reverse direction of the arrow. Note also that a player in playing a 4-10-11 or SO sorry card may be fortunate enough to place one of his men in a position to enter his Safety Zone on a subsequent play without playing all of the way around the board. For example, a player having a man on his Starting Circle immediately opposite his Start and drawing a No. 4 card may move that man four spaces backwards, thus placing it in a position to enter its Safety Zone by any subsequent forward move which would not carry it beyond its HOME.

H.—A player must move one of his men the full number of squares for every Card Drawn, or make one of the alternate moves according to the Rules. If it is impossible to do either, the move must be forfeited.

I.—Once a man has been moved into Home it is Out of Play and is not moved again during the game.

THE SLIDES

If as a result of any move whatsoever a player's man Enda its move on any of the 6 colored triangles at the start of a Slide, other than a slide of its own color, it must slide along the channel to the colored circle at the other end and remove EVERY man on the slide (even a man of its OWN color). Every man thus displaced must be returned to its respective Start. Note very carefully that a man does NOT slide when it ends its move on a triangle of Its Own Color.

FASTER GAME

If a faster game is desired each player may use three men of a color instead of four. This will speed the game up considerably.

SCORING

The player who first moves his 4 men from his Start to his Home, according to the rules, wins the game.

AMPLIFIED CARD RULES

The following is in further explanation of the rules printed on the cards, which entirely govern the play of the game.

A. A player drawing a 3, 5, 8, or 12 card moves forward the corresponding number of spaces, provided he has a man in play. If he cannot move the full number of spaces called for by the card he forfeits his move.

1. A player must either Start a Man Out or move one man, which is already in play, forward one square.

2. A player must either Start a Man Out or move one man, which is already in play.
forward two squares. The play for the "2" must be made before the extra draw is taken.

The 4. A player who has a man in the Safety Zone and draws a "4" must move that man back
ward 4 squares if he has no other man to play.

The 7. A player may move a man Home with a split "7", provided he has another man in play
to complete the full move of 7 squares in all. Pro-
viding the full 7 squares are moved, a split "7"
may be used to move 2 men into Home, return 2
opponents' men to Start, use 2 Slides, or a com-
bination of any of the above. A "7" must not be
used to Start A Man Out and must not be used
to move a piece backward.

The 10. A player drawing a "10" and being
unable, or not wishing, to move a man forward
10 squares must move a man into any one of the
Spaces even if that man is in the Safety Zone.

The 11. A player drawing an "11" forfeits the
move if it is impossible for him to move one of his
men forward 11 squares and he does Not Wish to
change places with any Margin Man of any op-
ponent.

"PARTNERSHIP SORRY"

"Partnership Sorry" is played in the same man-
ner as regular SORRY.

Red and Yellow are always partners; Green
and Blue are always partners.

A player after taking his turn at drawing a
card from the pack may use this card for his own
play or for that of his partner.

Example: Red has four men at the Start. Yel-
low, his partner, has three men at Start and one
on a margin square. Red draws a four card which
he uses to play Yellow's man.

A player may not forfeit a move if either he or
his partner has a man that can be moved.

In playing a partnership game, should it so
happen that both of the players who are partners
succeed in getting all of their eight men around
the board and into their homes before either of the
opposing players gets his four men home, the game
immediately becomes a double game and is the
equivalent of winning two single games.

SPECIAL RULES

1. A SORRY card must be used at all times,
even though it may mean the removal of a part-
ner's man.

2. If, as sometimes happens, the only possible
move will land a player on a space occupied by his
partner (when there is no other possibility of mov-
ing any other of his own to his partner's men), the
play must be made and the partner removed from
the board.

3. A seven may be split between any two men,
including those of a partner.

4. When a two is drawn, the extra draw may be
applied to either your own or your partner's men
regardless of where the two was used.

5. If none of your men are in a position to be
moved, the play must be made by one of your part-
ner's men. Only in a case where neither your own
men nor your partner's men can be moved may the
move be forfeited.

6. When one player has all his men home, he
continues to draw and uses all his moves for his
partner's men.

7. The first set of partners to get all eight men
in their proper homes wins the game.

POINT SORRY

An Exciting Variation of "SORRY"

For Adult and Club Play

The general rules for play in this game are the
same as in regular SORRY with the following brief
exceptions.

BEGINNING PLAY: At the beginning of play
five cards are dealt to each player. The remaining
cards in the pack are placed face down in the center
of the board. This begins the Draw Pack.
Each player starts one man out on his own starting point.

PLAY: The first player now begins play by playing one card from his hand and placing it face up alongside the draw pack in the center of the board. He then follows the directions printed on that card and moves as in regular SORRY. At the end of his move, he refills his hand by taking the top card from the draw pack. This completes that player's move. (Note: No Player may hold more than one less than five cards in his hand at one time. If a Player is unable to follow the directions on any card he holds, he is permitted to discard one card and take one from the draw pile. His turn then ends.)

Play continues to the left, the winner being that player who first gets all of his men Home by exact count.

SCORING: At the end of a game each player scores five points for every man he has Home. The Winner adds to his score of twenty points, five points for each opponent's man in Home. This is called the Normal Score.

One hundred additional points are added to the Winner's Normal Score if no opponent has a man Home.

Fifty points are added to the Winner's Normal Score if no opponent has more than one man Home.

Twenty-five points are added to the Winner's Normal Score if no opponent has more than two men Home.

DOUBLING: The Final Score in a Doubled Game is doubled. Any player may call "double" (or "re-double") at any time in the game. Any or all other players may then accept the double (or re-double) or drop out of play. If all players drop out on a double (or subsequent re-double) the game ends, and the player calling the double (or re-double) wins twenty-five points.

Questions on SORRY will be gladly answered by the Publishers. Parker Brothers, Inc., Salem, Mass. Postage should be enclosed for reply.