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Sorry game rules fire and ice instructions

Pick the card that gets your pawns out of the starting area, and then get ready to challenge your opponents in this game of sweet revenge. This Sorry game includes special fire and ice power-up tokens that give your pawns more powers against other players. The Ice token freezes a pawn in place and doesn't allow you to move it until the ice token is moved to another player's pawn. The Fire token lets you move much more quickly around the board. Other differences from original Sorry!: 1) A player can move a pawn out of the Start space with any number card except 4 (in the original game, only 1, 2, and Sorry cards could be used to leave the Start space). Players also only have 3 pawns instead of 4 like in the original Sorry! 3) The 2 card no longer entitles the player to draw another card (instead they get to place the "Fire" token). 4) The Sorry card can be used to advance 4 spaces when no pawn can be bumped (either player drawing Sorry has no pawns in Home, or there are no opponent pawns on the main track). Contents: gameboard, 12 Sorry! Pawns, 44 cards, 2 power-up tokens and instructions. Each player picks a color: choose the four corresponding pawns and place them at the start of the same color. Shuffle the deck of cards after removing the sixes and nines and place the deck face down on “Place Pack Here,” this is the draw pile. Pick a player to start the game (highest card draw, youngest player, etc.) Play moves to the left. Pawns move around board clockwise.How To PlayStarting the PawnsTo begin moving your pawns from the START you must draw from the deck either a 1 or a 2. If you draw a 1, move your pawn out of the start and place it on the space below marked with a circle. If you draw a 2, move pawn to the circle and draw again. These are the only cards that can start a pawn. If you do not draw either a 1 or 2, place card in the discard pile and you lose your turn. Pick cards by drawing the top card of the Draw Pile and moving, is possible, the respective amount of spaces. Dispose cards in the Discard Here Pile.Moving the PawnsTwo pawns may not occupy the same space on the board therefore, pawns are allowed to jump and bump other pawns. If a pawn is located in your path, and you have sufficient number of moves, you may jump over that pawn. However, if you land on the same space as another pawn you can bump it back to it’s start.*Note:Two pawns of the same color are not premised to occupy the same space. If your move gives you no option other than landing on a space you already occupy, you lose your turn.Pawns may also move backwards if a 4 or a 10 card is drawn. If your pawn has been moved at least 2 spaces beyond your START, on your following turn you can move into your SAFETY ZONE without having to move across the board.If you land exactly on a space with a triangle, no matter which card you drew, you can slide along the marked spaces until the end. You may only slide on triangles which are not your own color. While sliding you may also bump pawns in your path back to their start. If you land on a triangle of your own color- do not slide, just stay on the triangle.*Note:You must always move if you can, even if it puts you at a disadvantage.If the Draw Pile runs dry, shuffle the Discard Pile and reuse.Safety ZoneSafety Zones resemble slide zones but are larger, at the end of which is HOME. You can only enter the Safety Zone which corresponds to the color of your pawns/START space. Normal rules apply within the Safety Zone. You may not enter the Safety Zone through a direct backwards move, however you can move backward out of the Safety Zone if the card instructs. That pawn has the opportunity to move back into the zone on the following turn.Winning the GameBe the first player to get all four of their pawns to their color corresponding HOME space to win. If you wish to play again, the winner has first play.Card Values1: Starting card, move one your pawns one space forward.2: Starting card, move pawn two spaces forward. For both circumstances, even if you could not move your pawn, draw again.3: Move one of your pawns three spaces forward.4: Move one of your pawns four spaces backward. 5: Move one of your pawns five spaces forward.7: You can either move on pawn forward seven spaces OR split the move between two of your pawns. If you use part of a 7 to move a pawn HOME you must be able to spilt the move with another pawn.8: Move one of your pawns eight spaces forward.10: You can either move one pawn ten spaces forward OR move one pawn one space backward. 11: You can either move one pawn eleven spaces forward OR switch a single pawn of yours with an opponents.If it is impossible to move forward eleven spaces, and you do not wish to switch pawns with another player, you lose your turn.If switching pawns puts you on another colored triangle, slide! 12: Move one your pawns twelves spaces forward.SORRY!: If you have a pawn at your start, you may put it on any legal space occupied by another player, bumping their pawn back to the START. This excludes HOME, START, and SAFETY ZONES. If you do not have a pawn on your START, or there are no legal spaces your opponent occupies for you to bump them out of, you lose your turn.VariationsTeam RulesPartner up! Red and Yellow are always partners, as are Green and Blue. Original rules apply. First team to get all eight of their pawns home win!Partners may bump their partners pawn in respect to the card drawn.SORRY! cards are required to be used even if it means sending your partners pawn back to the start.7’s may be spilt among all eight of a team’s pawns.Draw cards allow either partner’s pawns to enter the board. If a 2 is drawn, the second card may be used for either partner’s pawns.Play for PointsRegular rules apply with slight variations:Begin with only three pawns at the START, and the fourth on the circle space just outside.After shuffling the deck, distribute five cards to each player. Place deck on Draw Pile. (“Place Pack Here”)Select a card from your hand on your turn and move one of your pawns accordingly, discard, and replace card from Draw Pile. Maintain five cards in your hand.If none of the cards you have allow you to move, discard a single card and replace it. You do not get to move on this turn- your turn has ended.The first player who is able to get all four of their pawns home first is the winner.How to Score:Players receive 5 points for each piece that makes it HOME.The Winner also earns points for:Each opponents pawn that is not home, 5 points.If none of the opponents have more than two pawns home, 25 points.If none of the opponents have more than one pawn home, 50 points.If none of the opponents have any pawns home, 100 points. REFERENCES: _(game) Sorry fire and ice rules are almost the same as the original. the game retains all the fun elements and adds some new rules to make it more fun to play with your family and friends.This article is for who already knows the rules of the sorry game and wants to learn the rules of the new edition. If you never played this game before and want to learn all the rules, read this article about Sorry Rules. What’s new in this edition Card Value All the card value is the same as the original except Card number one and two. One – Move the Ice token, then move 1 space forward.You move the ice token from its current place to any opponent’s pawn on the board, except pawns in Home, safety zone, or start. After placing the ice token on your opponent, you may move 1 space forward.If there is no opponent’s pawn available on the board, you return the token to the middle of the game board.What does this ice token do:This ice token stops the pawn that has ice token on them from moving. No player can be bumped, swapped, sent this pawn back to start. If a player pawn is in line to land on an ice pawn must move another pawn or forfeit his/her turn.Two – Move the Fire token, then move 2 space forward.You move the fire token from its current place to your other pawn on the board. after that move 2 space forward.What does this Fire token do:The fire token provides two powers to a pawn. In short, this token helps a pawn to move fast.There is 4 fire space on the corner of the game board. the player with the fire token pawn may move forward to the next fire space, even before drawing a card on his turn. Then, the player moves the pawn according to the card instruction.The most important role of the fire token is when a fire token pawn moves into the Home zone of its color can bring one other pawn into Home with it from any place on the game board, including start. Placing the fire token on a pawn which is already in Home does not let you bring the other paw home. Differences between sorry and the fire and ice edition In the original game, each player gets 4 same colors of pawns to play but, in fire and ice edition each player gets only 3 pawns.In the original game, a player may only start playing the game when they draw either 1 or 2 number cards but, this edition allows the player to move out of the home space with any card (Except 4 number card, which instructs players to move 4 space backward).The sorry card may be used to advance 4 spaces when no pawn can be bumped (either player picking sorry has no pawn’s in Home, or there are no opponent’s pawns on the way).These were the only difference between the original game rules and Sorry fire and ice rules. you can not use the new edition rules in the original game, this new edition requires a new board to play the game. How to play Sorry Standard Edition This article is about sorry fire and ice instructions and the difference between the standard edition. Read Sorry Rules to know about the standard edition of the game. You're Reading a Free Preview Pages 5 to 9 are not shown in this preview. Gameboard 12 SORRY! pawns 45 cards Instructions Be the first player to get all three of your pawns from your start area to your home Setup Each player takes three pawns of one color and places them on their matching color start area. Shuffle the cards and place them face down in the center of the board. The youngest player goes first. Play passes to the left. Game Play On your turn: Draw a card from the SORRY! deck and follow the instructions on the card. Place the card face up on DISCARD HERE. If you run out of cards to draw, reshuffle the discard pile and place them face down in the center of the board. Starting a Pawn Any forward-moving card can move a pawn out of its start area. Moving Around the Board Pawns move clockwise around the board, unless a card instructs them otherwise. Jumping and Bumping You may jump over your own or another player's pawn if it is 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 area and take the space! Occupied Spaces Only one of your pawns may occupy a space at a time, except for the start area or home. If your only possible move would require you to land on a space already occupied by one of your other pawns, you forfeit your turn. If at any time you cannot move, you forfeit your turn. But if you can move, you must move, even if it is not to your advantage! Rules of the Board Any time you land by exact count on the triangle at the beginning of a slide that shows your color, slide ahead to the end and bump any pawns in your way − including your own! − back to their own start areas. If you land on a slide that does not show your color, don't slide, just stay put on the triangle. 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 backward out of its safety zone. When moving along the outside track, you may not move your pawn forward past your own safety zone entry. However, you may pass the entry space on a backward move (4 or 10 card). You must bring all three of your pawns into home by exact count. Once home, do not move that pawn again for the rest of the game. The Cards Move one of your pawns forward one space. Move one of your pawns forward two spaces. Move one of your pawns forward three spaces. Move one of your pawns backward four spaces. Move one of your pawns forward five spaces. Move one of your pawns forward seven spaces or split the forward move between two of your pawns. If you use part of the seven to get a pawn home, you must be able to use the balance of the move for another pawn. Move one of your pawns forward eight spaces. Move one of your pawns forward ten spaces or move one of your pawns backward one space. Move one of your pawns forward 11 spaces or switch any one of your pawns with an opponent's. You may forfeit your move if you do not wish to change places and it is impossible to go forward 11 spaces. You may only switch pawns in play on the open track, not at start, home, orin a safety zone. If your switch landed you on a triangle at the beginning of a slide that shows your color, slide to the end. Move one of your pawns forward 12 spaces. Move a pawn from your start area to take the place of another player's pawn, which must return to its own start area. Or move one of your pawns forward four spaces. If there is no pawn on your start or no opponent's pawn is on any space you can move to and you cannot move any of your pawns four spaces, you forfeit your turn. End of the Game Get all three of your pawns home first to win! Click here for the vintage rules of Sorry. Continue Reading 1 Choose your pawn color and place all of your pawns on the START space. Sorry comes with four sets of four pawns in the colors red, blue, green, and yellow. Choose one color and take all four pawns. Then place all four pawns on the start space of the Sorry board.[1] 2 Shuffle the cards and place them on the board. Take the Sorry cards and shuffle them a few times to get them mixed together. Make sure that all of the cards are facing in the same direction in the pile. Then, place the pile face down on the card spot of the board. There are 11 different types of cards in the deck and they all allow you to do slightly different things. The cards included in Sorry are:[2] 1: You can move a pawn from the start or move forward 1 space. 2: You can move a pawn from the start or move forward 2 spaces. You must draw again. 3: Move forward 3 spaces. 4: Move backward 4 spaces. 5: Move forward 5 spaces. 7: Move forward 7 spaces or split between 2 pawns (e.g. 3 spaces for one pawn, 4 spaces for another). 8: Move forward 8 spaces. 10: Move forward 10 spaces or move backward 1 space. 11: Move forward 11 spaces or switch places with an opponent. If it is impossible to move forward 11 spaces, and there are no opponent pawns on the board, then you will have to switch places with your partner or forfeit your turn. 12: Move forward 12 spaces. Sorry!: You can save the card for later use, or you can use it to bump an opponent's pawn to the start. 3 Decide who goes first. Choose someone to go first before you start the game. You can elect a person at random, have the youngest (or oldest) player go first, or start with the player who won the last game you played. The player to the left of the person who goes first will have the next turn and turns will keep going in a clockwise fashion for the rest of the game.[3] 1 Draw a card at the beginning of each turn. The first thing that each player does at the start of his or her turn is to draw a card from the pile. Cards cannot be taken from the discard pile. Only the face down cards may be drawn. When you draw a card, read what it says to do and follow the directions.[4] Some cards have special rules that allow you to split the move between two pawns, take the place of an opponent’s pawn, or move backwards. You need to draw either a 1 or 2 to make your first move. 2 Jump over pawns that belong to you or to other players. If you draw a card that will advance one or more of your pawns past another player’s pawns or past your own pawns, then you can jump over them. Do not move other players’ pawns if you jump them, just move to the space that your card allows you to go to.[5] 3 Bump your opponents’ pawns if you land on an occupied space. If you land on a space that is occupied by an opponent’s pawn, then you will need to bump it back to the START space. Two pawns can never occupy the same space in Sorry.[6] If you draw a card that would move one of your pawns to a space you already own, you do not get to move that turn. Leave all of your pawns where they are and let the next player take his or her turn. 4 Slide if you land on a SLIDE triangle. If you land on a SLIDE triangle that is not the same color as the pawns you have chosen, then you get to slide to the circle at the end of the triangle. As you slide, bump any other pawns (including your pawns) back to the START space. If the triangle is the same color as your pawns, do not slide. Just stay put on the triangle and move as usual during your next turn.[7] 5 Observe the SAFETY ZONE. Each player has a SAFETY ZONE that is the same color as his or her pawns. If the card that you draw allows you to do so, you may move into your SAFETY ZONE. Doing so may protect you from losing the progress you have made with one of your pawns. On a subsequent turn, you can move your pawn back out of the SAFETY ZONE if the card allows you to do so.[8] 6 Shuffle the discard pile if you use up all of the cards before the game is over. It is possible that you and your fellow players will draw all of the cards in the deck before the end of the game. If you do, then simply shuffle the deck and replace the cards face down on the card spot of the Sorry board.[9] 7 Get all of your pawns to the HOME space to win the game. To win Sorry, you need to get all of your pawns to the home space. Getting your pawns home sounds simple, but it may take time because other players will bump you back to START. You also need to draw the exact number of spaces between a pawn and your home space in order to get there. The number cannot be higher than the amount of spaces between your pawn and the HOME space.[10] Add New Question Question If you draw a 2 and can't use it, can you draw another card? No, if you draw something you can't use, you have to skip your turn. Everyone takes turns drawing. Question If I get a Sorry, can I move a piece out of the safe zone? No, the safe zone is off limits for everyone except the owner of the color in which the safe zone is. Question Can I jump over my own pawns in the safety zone? Yes. See more answers Thanks! The Sorry game board 2-4 players ↑ wikiHow is a “wiki,” similar to Wikipedia, which means that many of our articles are co-written by multiple authors. To create this article, 26 people, some anonymous, worked to edit and improve it over time. This article has been viewed 342,823 times. Co-authors: 26 Updated: November 17, 2020 Views: 342,823 Categories: Board Games for Children Article SummaryXSorry! is a 2-4 player board game where players race to get all of their pawns around the board and into their home space first. To set up the game, have each player choose a color and place their 4 pawns inside their corresponding start space. Place the deck of Sorry! cards in the center of the board. Then, choose one player to go first. On your turn, draw one card off the top of the deck and turn it face-up. If it's a 1 or a 2, you can move one of your pawns out of your start space and onto the board. You must draw a 1 or a 2 to move a pawn out of your start space. If you draw a "Sorry!" card, you can replace another player's pawn on the board with one of your pawns from your start space. Then, that player's pawn goes back to their start space. However, you can't send a player's pawn back to start if it's in their safety zone or home space. If you draw one of the other numbered cards, follow the directions on the card to move any one of your pawns that are outside of your start space. If you land on the same space as another player's pawn, send their pawn back to their start space. If you land on another player's triangle space on the board, slide your pawn all the way to the circle space connected to it. If another player's pawn is in your way, send their pawn back to their start space. Once you move a pawn around the board and close to your home space, you need to draw the exact number needed to move that pawn into home. Play continues like this until one player gets all of their pawns into their home space and wins! To see a list of all of the different Sorry cards and what they allow you to do, read on! Print Send fan mail to authors Thanks to all authors for creating a page that has been read 342,823 times.

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