

SHAKIN' SORRY!®

ROLL 'N' GRAB DICE GAME

For 2 to 4 players / Ages 6 and up

Rules ©1992 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915.
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OBJECT

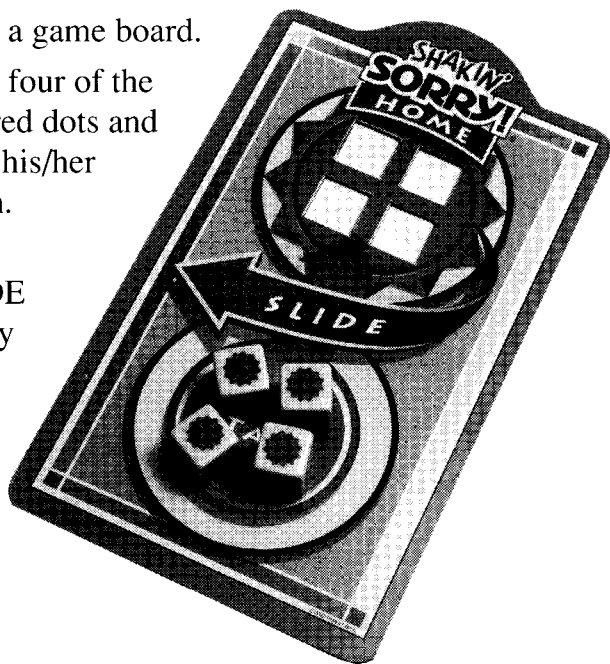
To be the first player to collect all four dice that match the color of your playing board and get them into its HOME section.

EQUIPMENT

4 SHAKIN' SORRY!® game boards • 17 Dice • 1 Dice cup

SETUP

- Each player takes a game board.
- Each player takes four of the dice with colored dots and places them in his/her START section.
- Leave the blue SORRY!/SLIDE die aside. Every player will roll this every turn.



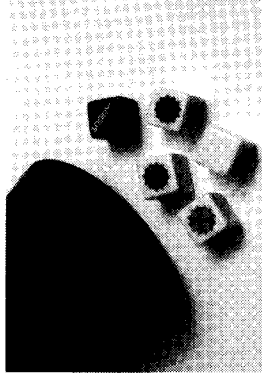
GAMEPLAY

The youngest player goes first, and play continues clockwise around the table.

On your turn:

Place all the dice in your own START section plus the blue SORRY!/SLIDE die into the shake-up cup, shake 'em up, and roll 'em out into the center of the table:

- If any dice landed with your color up, take them and put them into the HOME section of your board.
- If any landed with a blank side up, take them and put them into your START section. (You'll use these on your next turn.)
- The other players all grab any dice with their color facing up and put these in their START sections.
- Did the blue die land with SORRY!/SLIDE face up? See next page!



Reminder: You may put a die into your HOME section only on your own turn. If you grab a die during another player's turn, it goes into your START section.

If you roll SORRY!...

- Take one die from any opponent's HOME section and put it in your own START section, to be used on your next turn. If nobody else has a die in HOME, you're out of luck!



If you roll SLIDE...

- Take one of your dice from your own HOME section and place it in the START section of the opponent on your immediate left, who will use it on his/her next roll.
- If you have no dice in your HOME, ignore this rule.
- If you have no dice in your HOME section but you just rolled at least one die of your own color, tough luck: Give your colored die to the player on your left, who puts it in his/her START!



Nothing in START?

If you have no dice in your START section on your turn, roll the blue SORRY!/SLIDE die all by itself. Maybe it will help!

WINNING

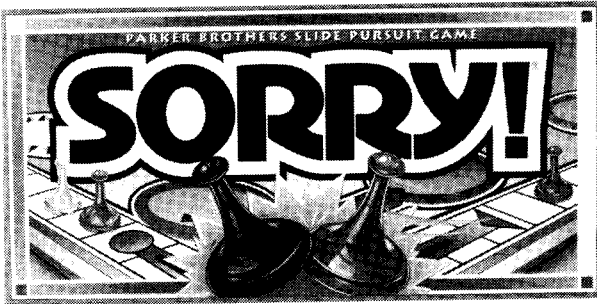
If you're the first player to get all four of your color dice HOME, you win! Play again!

RULES FOR 3 AND 2 PLAYERS

- 3 Players:** Remove four regular dice from play. All other rules apply except: If you roll the color not being used, give that die (or dice) to the next player, who rolls them.
- 2 Players:** Remove eight regular dice. All rules for the three-player game apply.

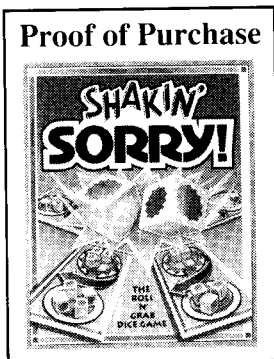
We will be happy to hear your questions or comments about this game. Write to:

Consumer Relations,
Parker Brothers, P.O. Box 1012,
Beverly, MA 01915



Bump! Slide! "Sorry!"[®] Family fun for over 50 years with backward and forward moves, Slides, and SORRY! cards. It's a chase and a race, for ages 6 to adult.

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