

SORRY!

SPIN

The game of sweet revenge... with a wicked spin!



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Contents:

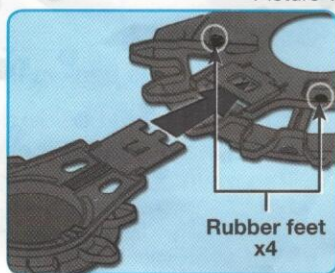
5 rotating game discs, 5 plastic cogs, 4 plastic arms, 4 rubber feet, 16 pawns (4 of each color), 42 cards with storage box and instructions.

Put it together!

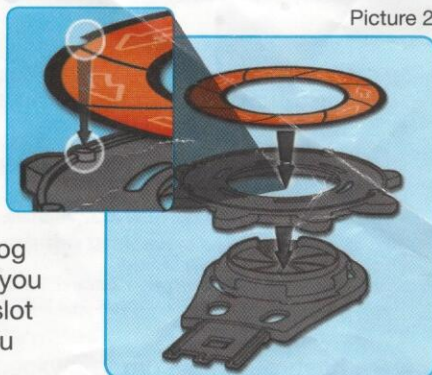
Adult Assembly Required.

1. Carefully remove the 4 rubber feet from the frame. Turn the large cog upside down and push them into the holes, as shown in Picture 1. Discard the rubber frame.
2. Push the 5 card discs out of the cardboard sheet.
3. Line up the two holes in the large card disc with the dips in the cog. Fix the large card disc into place under the tabs on the large cog.
4. Carefully remove the plastic arms from the frames. If needed, use an emery board or sandpaper to remove the excess plastic from the arms. Discard the frames. Clip the 4 small cogs onto the plastic arms as shown in Picture 2.
5. Fix the 4 small card discs into place on the small cogs. Line up the notch on the edge of the card disc with the solid tab on the cog (shown right). Push gently into place underneath the raised tabs on the cog.
6. Line up the colors of the small cogs with the 4 colored spaces on the large cog. Turn the large cog upside down on a flat surface as you slide each arm into its matching slot on the base. Keep sliding until you hear a 'click'.

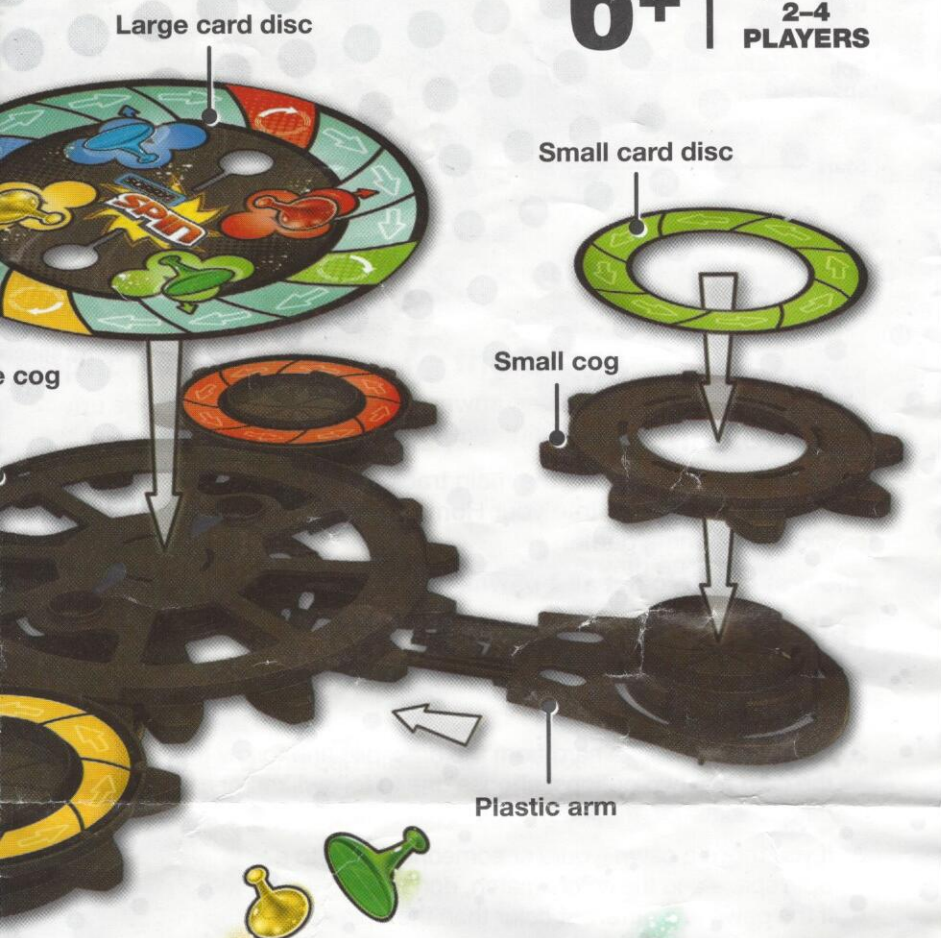
Picture 1



Picture 2



AGES
6+



You're almost ready to go! Get ready to Spin!

1. Take the Sorry Spin cards out of the box. Remove the 3 blank cards and shuffle the rest. Put them in a pile, facedown, where everyone can reach them easily. This is the draw pile.
2. Make sure the small, colored cogs are next to their matching-colored Spin spaces on the main track.
3. Each take a set of colored pawns and put them on the Start spaces on the board.

2-player game

If there are 2 players, either play with one set of pawns each or try playing with two sets each for even more fun!



Main track

Spin spaces

Start

Home track

Home Zone

Entry space

It's time to play!

How to win

Move your pawns around the main track to get them safely onto your Home track. Get them into your Home Zone before the board spins and changes the whole game!

The first player to get all 4 pawns into their Home Zone is the winner!

How to play

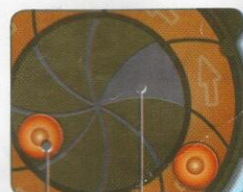
1. The player who said 'Sorry!' most recently goes first, and play moves clockwise.
2. On your turn, take a card from the draw pile and follow the instructions. If the card has two options, choose one to follow! You can use any number card to enter the track from your Start space.
3. If you move a pawn (yours or someone else's) to a Spin space and the colors match, don't do anything. If the pawn is a **different** color than the Spin space, spin the large disc clockwise one-quarter (until that pawn reaches the next home track). Make sure all four Spin spaces line up with a Home track.
4. Pawns can't share spaces on the track!
 - If you land on a space occupied by another player's pawn, move your pawn there and send the other pawn back to its Start space!
 - If you want to move to a space occupied by one of your own pawns, too bad! Move a different pawn instead.
5. Get your pawns onto your Home track by moving them around the board until you reach the Spin space next to your colored Home disc. (It doesn't have to match the color of your disc!)

Remember: Moving from a Spin space onto your Home track counts as one move!

6. Your pawns are **safe** as soon as they reach your Home track, but they're not Home yet! You must reach your Home Zone **by exact count**, i.e. move around the Home track, reach the arrow next to the Home Zone entry space, and then move your pawn into the Home Zone with no moves left over. You must move forwards into your Home Zone – you can't go backwards!



Spin space



Pawn Entry space

What if the draw pile runs out?

Shuffle the discard pile and make a new one.

What counts as a move?

- Moving a pawn from your Start space to the main track counts as one move.
- Moving a pawn from the main track onto your Home track counts as one move.

Moving forwards/backwards

You can move pawns **forwards** to get them onto the main track, Home track and Home Zone, but not backwards.

Split moves & spinning the board

If you split a move between two pawns and land on a Spin space with the first one, spin the board right away. Don't wait until you've moved the other pawn.

Switching pawns

If you get a card that tells you to switch pawns with another player, you can only switch pawns from the main track (unless you get the Sorry! card). You can't take pawns from their Start space, Home Zone or Home track.

What if I can't go?

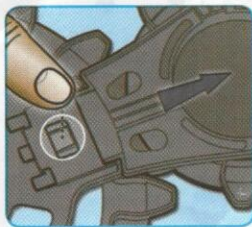
If you draw a card and can't follow its instructions, miss a turn. Sorry! For example, if a card tells you to switch a pawn from your Start space with another player's pawn but you have no pawns on your Start space, miss that turn.

The winner!

The game ends as soon as one player gets all of their colored pawns into their Home zone. That player is the winner!

Storage

- Put the cards back in their box.
- Turn the board upside down and put it on a flat surface. Unclip the four plastic arms from the main board by pressing on the tab and sliding them out as shown.
- Put everything back in the box, ready for the next time you play Sorry Spin!



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