

Name _____

Sorry!: A Fast-Paced Race to Safety and Strategy

Sorry! is an exciting and unpredictable board game that has been entertaining players of all ages for generations. In this reading passage, we will explore the rules and gameplay of Sorry!, uncover the history behind its creation, and discover how players strategize to make their way to the safety of home.

How to Play

Sorry! is a game for 2 to 4 players, and the objective is to move all of your pawns from the "Start" space to your "Home" space. Here's how to play:

- **Setup:** Each player chooses a set of pawns and places them in their respective "Start" area. The game board consists of a circular track with spaces numbered 1 to 60. Shuffle the Sorry! cards and place them face down in a designated area.
- **Movement:** Players take turns drawing a card from the deck and following its instructions. Cards have various actions, including moving forward, moving backward, switching places with an opponent's pawn, or sliding to a specific spot on the board.
- **Exiting the Start:** To exit the "Start" space and enter the track, a player must draw a 1 or 2 card. After doing so, they can place one of their pawns on the "1" or "2" space on the board.
- **Safety Zones:** Certain spaces on the track are designated as safety zones. Pawns in these zones are immune to certain card effects and cannot be bumped or sent back to "Start" by other players' pawns.
- **Sorry! Cards:** If a player draws a "Sorry!" card, they can either start a pawn from "Start" or move one of their pawns that is already on the track forward 4 spaces. Additionally, if a pawn lands on an opponent's pawn, the player can use a "Sorry!" card to bump the opponent's pawn back to "Start."
- **Home Stretch:** When a pawn reaches the safety zone nearest to its "Home," it must draw a specific card to enter the "Home" space. Once all of a player's pawns are in their "Home," they have won the game.

History of Sorry!

Sorry! was invented by William Henry Storey in England in 1929 and was initially called "Sorry! The Game of Sweet Revenge." The game was first sold in the United Kingdom and later introduced to the United States in 1934. It quickly gained popularity for its simple yet engaging gameplay and its unique blend of strategy and chance.

Over the years, Sorry! has undergone minor rule adjustments and variations, but the core gameplay remains consistent. It has become a classic board game beloved by families and friends for its competitive and unpredictable nature.

