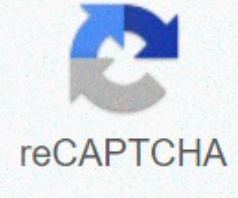




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## Sorry game instructions in spanish

You are reading free preview page 2 will not be shown in this preview. Sorry is a friendly and family-friendly game that can be played between 2-4 players who are 6 or older. The goal of the game is simple: you need to get four of your soldiers home before your opponents. But the game can be complicated because you can send other players back to the beginning and skip translations if you can't move into a space you won't take. Learn how to play Sorry and try it the next family game night. 1 Select the color of the stones and place them on the HOME site. Sorry comes four sets of red, blue, green and yellow pieces. Choose a color and take all your pawns. Then place the stone of each color in HOME. [1] 2 Mix the cards and place them on the board. Take Sorry's cards and sweep them a few times to shuffle them. Make sure that all cards are turned in the stack in the same direction. Then place the stack down on top of the cards. There are 11 different cards in the deck and all of them allow you to do slightly different things. The cards included in the Sorry package are:[2] 1: you can move the game button from scratch or move 1 spacebar. 2: You can move the game button from the beginning or move two spaces. You need to remove the other card. 3: Take forward 3 modes. 4: back up 4 modes. 5: Take forward 5 modes. 7: Forward 7 spaces or share them between 2 pawns (for example, 3 spaces for one pawn shop and 4 spaces for another). 8: Take forward 8 modes. 10: Move forward 10 spaces or back up 1 mode. 11: Take forward 11 modes or switch places with your opponent. If 11 modes are impossible to progress and there are no opponents' pawns on the board, you need to change the place with your partner or lose your turn. 12: Take forward 12 spaces. Sorry! You can save this card later, or you can use it to send your opponent's pawn to HOME. 3 Decide who plays first. Select someone to play first before the game starts. You can select a random person, ask a minor (or main player) to play first, or start with the player who won the last game. The player to the left of the starting person will receive the next turn and the translations will continue clockwise throughout the game. [3] 1 Pull out the card at the beginning of each turn. The first thing every player has to do at the beginning of their shift is to remove the card from the stack. Cards cannot be taken among rejected cards. Only cards can be taken into the picture. When you take a card, read what it says and follow the instructions. [4] Some cards have special rules that allow you to split movement between two pawns, take the opponent's pawn position, or You need to take 1. or 2 to make your first move. 2 Jump on the stones belonging to you or other players. If you take a card that allows one or more of your stones to bypass another player's pawn or pass with their own pawns, you can jump on them. Don't move another player's pawns if you jump on them, just move your pawn to the space the card allows you to move. [5] 3 Throw away the pawns of opponents if you reach manned mode. If you reach the state where the opponent's pawn is, you need to return it to HOME. Unfortunately, two soldiers can never be in the same state. [6] If you take a card telling you to move one of your pawns to a space that already belongs to you, you don't have to move that translation. Leave all your pawns where they are and let the next player take a turn. 4 Slide the soldier if you reach the DESLIZAR Triangle, which is not the same color as your pawn glass, you need to slide your soldier into a circle at the end of the triangle. When sliding it, throw all the other stones (including yours) back HOME. If the triangle is the same color as the soldiers, you don't have to slide them. Just leave them in the triangle and move as usual during the next turn. [7] 5 Observe the safety area. Each player has a SAFE ZONE that is the same color as their pawn. If you took a card, you can do so, you can move your pawn to your SAFE ZONE area. This can protect you from losing the progress you've made with one of your pawns. At the next turn, you can move the soldier out of the SAFE ZONE if the card allows it. [8] 6 Shuffle the discarded stack of cards if you used all the cards before the end of the game. You and your teammates can pull all the cards out of the freezer before the end of the game. If so, shuffle the lid and place the cards back upside down in place of the Cards on the Sorry board. [9] 7 Put all your pawns to reach HOME mode to win the game. To win Sorry, you need to get all your pawns into CASA mode. Getting all the stones home sounds simple, but it can take time because other players can throw your stones back HOME. You also need to get an exact number of spaces between the soldier and the CASA space to get there. The number cannot be greater than the number of spaces between a soldier and CASA mode. [10] Sorry 2-4 WikiHow is a wiki, which means that many of our articles are written by several authors. To create this article, 21 people, some anonymous, have worked to edit and improve it Time. This article has been viewed 1,000 times. Categories: Board Games This page has received 44,789 views. Sorry! Parker Brothers PublisherJugators 2-4Properties 6 forwardDuktio 1-5 minutesAzar Letters[edit Wikidata information] Sorry! [2] it's a board game based on the ancient perchis cross and circle game. Players try to pass through the entire board in pieces faster than others. Originally manufactured by Parker Brothers and now manufactured by Hasbro (in Spain it was distributed by Educa Borrás). Sorry! It can be played with 2-4 players, over six years old even for adults. The title of the game is based on many ways that a player can avoid the progress of others, while apologizing by saying I'm sorry! (Sorry! in English). Goal The goal is to be the first player to carry four stones of his colour from his departure to his home. Soldiers usually move clockwise, but they can be moved backwards if necessary. The movement of stones is controlled by cards (letters). The board game is square and has 16 spaces per side, and each player is given their own starting and home placements, which are colored, starting on either side of the middle. Four five-square-foot trails, one per color, lead from the common outer path to the player's arrival and are designated their safe zone. On each side there are two Deslizamientos (so-called the Spanish Government of the 80s; Slides on an English board) that take up four or five boxes each. Previous version of Sorry! They contain a colored diamond box just before the exit box, and the rule, provided that the diamond-colored soldiers could not advance over this square, but had to turn toward their arrival. Although the corresponding diamond and ruler were removed from the game's later impressions, the rules of movement of players remain the same. [3] History Sorry! can be traced back to England. William Henry Storey of Southend-on-Sea applied for a patent. Sorry! it was registered as a trade mark on 21 May 1929 (United Kingdom patent number 502 898). It was later sold by the manufacturer in the UK at:Waddingtons, since 1934. In the United States, William Henry Storey registered a U.S. patent on August 1,903,661, 1930. He was followed by a Canadian patent in 1932. [4] A US patent was granted to an inventor in 1933. Sorry! It was adopted by parker brothers in 1934. Now Hasbro is releasing it since they bought Parker Brothers in 1991. Regional editions in Latin America (at least in Argentina) Between 1970 and 1980, Estanciero produced a regional version called Sufral!. The board was the same and the cards followed the same design as sorry, but replaced the card name Sorry! sufral!. Refs- Walmart - Amazon Video on How to Play - Canada Details: Q2303559 Multimedia: Sorry! No, no, no. Received classic board games we can mention board game Sorry! This game is derived from an Indian board game, Parchís. Share some features, such as game goal and overall dynamics. The game is ideal for family gaming because it is dynamic and fun. HISTORY The origin of this game will be recognized in England by the board brothers in 1934. The game is currently released by Hasbro. This article is based on a 2013 version. GENERAL INFORMATION Objective of the game Import four plates through the exit around the plate to a house that matches your colour. Players: 2-4 Age: 6 years and older Contents: board12 plates (3 red, 3 blue, 3 yellow and 3 green)two special plate card packages Description of the board: The plate is a square with a square path. Each color has a place on the board that includes: the exit circle (START), where each player's four slates are placed, and the five-box path home (HOME). There are eight sliding parts in four boxes. In the middle of the board there are two designated spaces for placing cards. One for stolen cards and one for creating a stack of downloads. There's a circle of fire in every corner. Description of Fire Discs: This disc has two special powers: you can proceed to the next square with a circle of fire, or if you arrive home in a circle of fire, you can advance to the finish line of your second chips. Hockey: This disc freezes the emblem that owns it. You must not move, change or eat your opponent's token. Card description Each card has a number from 1 to 12, except 6 and 9. Each card has a different instruction. 1: Move hockey and take up space. 2: Move the burn plate and move the two spaces forward. 3: Move forward three spaces. 4: Rewind four modes. 5: Take forward five spaces. 7: Move forward seven spaces or split them into two parts. 8: Take forward eight spaces. 10: Move forward 10 spaces or rewind the spacebar. 11: Forward 11 spaces or switch places with your opponent. 12:12 space forward. Sorry Cards!: Take the id from the output (START) and change the location with your opponent. The opponent must return Exit or rewind four spaces, RULES Special moves Jump: You can jump your own chips or opponents' chips if you count your moves, you can cross the chips. Jumping motion counts as a space. Crash: If you make moves, you end up in the same box as your opponent, you can eat the id. This means that the tab returns to the print circle. Swipe: When you move a tab, you end up in a space where there's a triangle at the beginning of the slide run with a tab color that you can slide. All IDs coming on the way are meals and will be returned to the exit. If there is no color in the skid run, you cannot slide. Before you begin, select a tab color and place them in the circle specified as the output. Mix the cards and place them in a designated place on the board. Place the plates in the middle of the board. The development of the game starts with the youngest player and follows on the left. Steal the card and follow the instructions. Then insert the card into the emptying stack. If you stop cards to steal the cards in the download stack and use it as a new stack to steal. You can exit exit mode with any forward movement card. End of the game The first player to bring home his three chips is the winner. Winner.

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