

The Strawberry Shortcake™ Bermies to Market™ Game

For 2 to 4 Players/Ages 4-8

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OBJECT

Welcome to Strawberryland,™ a magical kingdom where Strawberry Shortcake™ and all her friends live. In this game, you and your opponents must help Strawberry Shortcake and her friends as they go to market to sell their fruits and berries. The first player to get to market wins the game.

EQUIPMENT

1 Game Board • 1 Perforated Sheet with 4 Strawberryland Characters consisting of: 1 Strawberry Shortcake, 1 Huckleberry Pie, 1 Blueberry Muffin and 1 Plum Puddin' • On this platform: 1 Spinner • Under this platform: 1 Spinner Arrow • 4 Plastic Bases

SET UP

- 1 Carefully remove all the items from the perforated sheet.
- 2 Remove the spinner from the platform and assemble it. Then insert the arrow into the center hole.
- 3 Fold each of the Strawberryland characters and place it, folded side up, into a plastic base.

PLAYING

- 1 Each player selects a completed playing piece and places it into Strawberry Shortcake's yard, directly behind START.
- 2 Select a player to go first. Play then proceeds, in turn, to the first player's left.
- 3 On your turn, SPIN the spinner and MOVE your playing piece ahead to the nearest space of the color that you spin.
Example: If you spin the color red, move your playing piece ahead to the nearest red space. What you do next depends on where you land.

The Lucky Bug. The Lucky Bug brings good fortune to all who come upon him. Whenever you land on a space marked with the Lucky Bug, immediately move *ahead* to the nearest space that matches the color of your playing piece.

Example: If your playing piece is blue, move ahead to the nearest blue space.

The Berry Bird. The Berry Bird is a most annoying creature. He is fond of taking berries from our friends' wheelbarrows, and must be watched closely. Whenever you land on a space marked with the Berry Bird, immediately go *back* to the nearest space that matches the color of your playing piece.

The Shortcuts. Look closely and you'll see that there are two shortcuts on the path to market. By traveling on a shortcut, you can reach the market more quickly. Whenever you land directly on a space marked SHORTCUT, you may travel through that shortcut on your next turn.

Note: Whenever you are on the *regular path* and are sent back by the Berry Bird, you may *not* enter a shortcut. You must, instead, travel backward along the regular path.

WINNING

As soon as the color you spin does not appear on the path between you and the market, move directly into the market. The first player to do so is the winner.

We will be happy to answer questions about this game.
Parker Brothers, P.O. Box 1012, Beverly, MA 01915.
Attention: Consumer Response Department.