

# Strawberry Shortcake™ Berry-Go-Round™

## For 2-4 Players/Ages 4-8

Rules © 1981 Parker Brothers, Beverly, MA 01915. Printed in U.S.A. Strawberry Shortcake characters © 1981 American Greetings Corporation

### Object

As quickly as you can, try to cover the circle of Strawberryland characters on your game board with the matching characters from the Berry-Go-Round. Once you've matched them all, try to capture the Purple Pieman in the middle of the circle. If you're the first player to capture him, you win the game!

### Equipment

4 game boards • a Berry-Go-Round wheel • a Berry-Go-Round base with 4 Strawberry Stoppers • 28 Character Cards—6 Strawberry Shortcake, 6 Huckleberry Pie, 6 Lemon Meringue, 6 Orange Blossom, 4 Purple Pieman

### Set Up

1. Place the Berry-Go-Round onto the center of the table so that a Strawberry Stopper is in front of each player.
2. Place the 4 Purple Pieman Cards into the 4 spaces on the Berry-Go-Round that are marked with the Purple Pieman's face.
3. Arrange the remaining Character Cards into matching pairs. Then place one pair into each of the 12 remaining spaces on the Berry-Go-Round.
4. Each player takes a game board and places it in front of him or her.
5. Just in case you don't know them by name, these are the characters on the Berry-Go-Round:



Strawberry Shortcake



Huckleberry Pie



Orange Blossom



Lemon Meringue



Purple Pieman

### Playing

1. To start, choose someone who will give the Berry-Go-Round a spin by turning the Strawberry in the middle. While the Berry-Go-Round is spinning, everyone has a chance to try and stop it with his or her Strawberry Stopper. Try to stop it so that a Character Card that matches a character on your game board will land in front of you. But watch out for the Purple Pieman! As you'll see, you'll want to avoid him until the end!

To stop the Berry-Go-Round, simply turn the pointed end of the Strawberry Stopper into a Character Card space. If no one wishes to stop the Berry-Go-Round, that's okay. You may let the Berry-Go-Round stop by itself.

2. As soon as the Berry-Go-Round stops, look to see which Character Card has stopped in front of you. If you're not sure which one it is, turn your Strawberry Stopper into the Berry-Go-Round and it will show you.

- a. If the top Character Card in front of you matches a character on your game board, take the card and place it onto the matching space.
- b. If the top Character Card in front of you does not match a character on your game board, leave the card where it is.
- c. If the Purple Pieman lands in front of you, you must follow this special rule:

If you're NOT the player who stopped the Berry-Go-Round, leave the Purple Pieman where he is.

But if you ARE the player who stopped the Berry-Go-Round, you must take the Purple Pieman Card and place it onto any uncovered character on your game board. Remember: You can't place the Purple Pieman onto the Purple Pieman space until all the other characters spaces are covered with the correct Character Card.

Once the Purple Pieman covers a character space on your game board, you must try to get him back onto the Berry-Go-Round. How? Either you or someone else must stop the Berry-Go-Round so that an empty space lands in front of you. When it does, put the Purple Pieman into it.

3. When everyone has completed his or her matching, the player who stopped the Berry-Go-Round gets to spin it again. (Sometimes more than one player will stop the Berry-Go-Round on a turn. When this happens, whoever stopped the Berry-Go-Round before that turn, gets to spin it again.)

4. Continue playing in the same manner—trying to cover the characters on your game board with the matching characters from the Berry-Go-Round.

### Winning

Let's say that you've covered the three pairs of characters on your game board. You can win the game as soon as you or someone else stops the Berry-Go-Round so that the Purple Pieman lands in front of you. If he does, place him onto the center space on your game board. The Purple Pieman is captured—and you've won the game!

### For Younger Players

Just to make the game a little easier, we recommend that you play in the same manner with this exception: A player must take the Purple Pieman Card if it lands in front of him or her—regardless of who stopped the Berry-Go-Round.

We will be happy to answer your questions or comments about the STRAWBERRY SHORTCAKE BERRY-GO-ROUND. Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.