

Strawberry Shortcake™ Game Basket™

Four “Berry” Fun Games For 2, 3 or 4 players/Ages 4-8

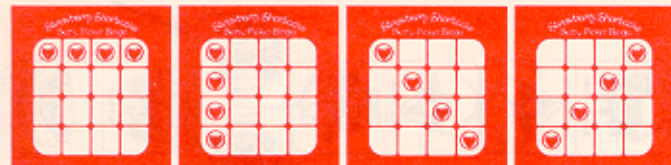
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Reach into the STRAWBERRY SHORTCAKE GAME BASKET and you'll find a delicious surprise! Because inside are four “berry” different games: bingo, lotto, dominoes, and a card matching game. It's a GAME BASKET full of variety and fun!

BERRY PICKER BINGO (2, 3 or 4 players)

Object

Be the first player to get 4 chips in a row—across, up and down, or diagonally—on your Bingo Game Card.

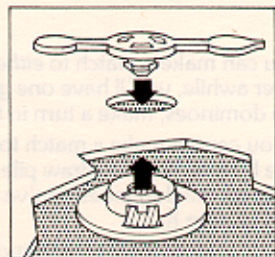


Equipment

4 Berry Picker Bingo Game Cards • a Berry Picker • 64 Strawberry Chips

Set Up

1. Deal out one Bingo Game Card to each player. Set aside any extras.
2. Place the 64 Strawberry Chips onto the center of the table.
3. Assemble the Berry Picker as shown. Insert the spinner hub and arrow into the hole in the center of the spinner card. Press down on the arrow and up on the hub until they snap together. Don't snap the hub and arrow together without the card! They would be difficult to separate. (If your Berry Picker is already assembled, skip this step.)
4. Choose a player to go first. Play then proceeds, in turn, to the first player's left.



Playing

On your turn:

1. Spin the Berry Picker.
2. Call out the name of the fruit that you spin.
3. Then *everyone* takes one chip from the center of the table and places it on any picture of that berry on his or her Bingo Game Card. If all the berries of that kind are already covered with chips, you cannot place one on your card.

Winning

The first player to get four chips in a row, wins the game.

STRAWBERRY TURNOVER (2, 3 or 4 players)

Object

To find the most matching pairs of cards by remembering where you saw each card.

Equipment

A deck of 32 Strawberry Turnover Cards

Set Up

1. Remove the fruit and butterfly cards from the Strawberry Turnover Deck and set them aside. Then set aside one Purple Pieman™ Card. These cards will not be used.
2. Shuffle the remaining cards and place them *face down* onto the table, one next to the other. Make sure no one sees what's on the cards.
3. Choose a player to go first. Play then proceeds, in turn, to the first player's left.

Playing

On your turn:

1. Turn over any card and leave it *face up* where you found it.
2. Then turn over any other card and leave it *face up* where you found it.

If the two cards match, take the pair and keep them in front of you. Then end your turn.

If you turn up two Strawberry Shortcake Cards, take the pair and keep them in front of you. Then take another turn.

If the cards don't match, turn each one *face down* to the place where you found it. Then end your turn.

The Purple Pieman Card. Only a Strawberry Shortcake Card will match the Purple Pieman Card. So if you turn up both cards, keep the pair and end your turn. But if you turn up a Purple Pieman Card and *don't* turn up a Strawberry Shortcake Card, you lose one of your pairs—if you have one. Place that pair and the Purple Pieman Card to the side, out of the game and turn the other card *face down* again. If you don't have a pair to lose, turn the cards *face down* to the place where you found each one and end your turn.

Winning

When all the matching pairs of cards are gone from the table, the player with the most pairs wins the game.

Suggestion: Older children can try adding the fruit and butterfly cards to the deck. Again, a player should set aside one Purple Pieman Card. Players can match fruit to fruit whether the fruit is pictured singly or doubly on the cards.

LEMON MERINGUE'S™ LOTTO (2, 3 or 4 players)

Object

To be the player with the most chips on your Lotto Game Card at the end of the game.

Equipment

A deck of 32 Strawberry Turnover Cards • 4 Lemon Meringue's Lotto Game Cards • 64 Strawberry Chips

Set Up

1. Deal out one Lotto Game Card to each player and set aside any extras.
2. Shuffle the deck of Strawberry Turnover Cards. Then separate about half the cards and place them aside, out of the game. Make a *draw pile* with the remaining half.
3. Place the 64 Strawberry Chips onto the center of the table.
4. Choose a player to go first. Play then proceeds, in turn, to the first player's left.

Playing

On your turn:

1. Take the top card from the draw pile.
2. Call out whatever is pictured on it.
3. Then *everyone* takes *one* chip from the center of the table and places it on the matching picture on his or her card. If you don't have a matching picture—or if that picture is already covered—don't take a chip.

Strawberry Shortcake Card. If you turn over a Strawberry Shortcake Card, only you get to place a chip on your Lotto Game Card. If your card does *not* have a Strawberry Shortcake on it—or if a chip is already there—you can place a chip on *any* other picture on your card. Then end your turn.

Purple Pieman Card. If you turn over a Purple Pieman Card, only you must remove a chip from your card—if you have one—and return it to the chip pile. Then end your turn.

Winning

When all the cards are gone from the draw pile, everyone counts the chips on his or her Lotto Game Card. Whoever has the most chips, wins the game.

BERRY DIFFERENT DOMINOES (2, 3 or 4 players)

Object

To get rid of all the dominoes in your hand by matching them to the dominoes played onto the table.

Equipment

28 Berry Different Dominoes

Set Up

1. Mix up the dominoes and deal five to each player. Then place the rest of the dominoes *face down* and to the side to form the *draw pile*.

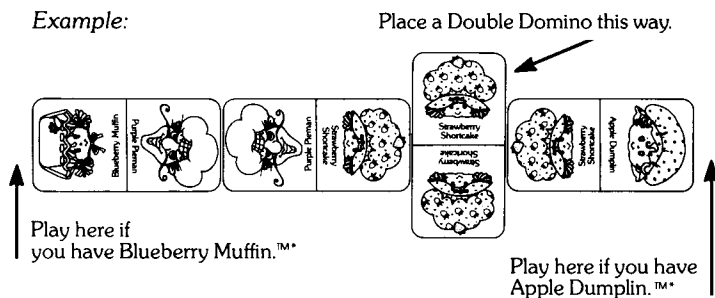
2. After receiving your dominoes, place them *face up* and side by side in front of you. This is your hand.
3. Choose a player to go first. Play then proceeds, in turn, to the first player's left.

Playing

As the first player, place one of your dominoes *face up* onto the center of the table. Then end your turn. It's best to play a Double Domino first—if you have one. A Double Domino has two pictures of the same character on it and is placed cross-wise to the other dominoes.

Players then take turns placing one domino next to one already played. The trick is—the ends of the dominoes that touch *must* match characters.

Example:



You can make a match to *either end of a line of dominoes, only*. After awhile, you'll have one great line! If you run out of room for the dominoes, make a turn in the line.

If you *cannot* make a match to either end, draw the dominoes—one by one from the draw pile—until you find one you can play. Keep all the dominoes you've drawn *face up* in front of you as part of your hand.

If you've drawn all the dominoes from the draw pile and still can't play, end your turn. Then the next player plays, and so on, until either someone gets rid of all his or her dominoes or until no one can play.

Winning

There are two ways to win. The first player to get rid of all the dominoes in his or her hand wins, the game. Or, if no one can do this *and* if no one can play, the player with the least number of dominoes in his or her hand, wins the game.

 **PARKER BROTHERS**

We will be happy to answer questions about the STRAWBERRY SHORTCAKE GAME BASKET. Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.