Strawberry Shortcake™
Housewarming Surprise™

For 2 to 4 players/Ages 4 to 8

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OBJECT

Strawberry Shortcake™* is berry, berry sad! Her friends planned a surprise housewarming party for her, but the Purple Pieman™* has ruined it. You see, he stole her berry special housewarming present—recipes from her berry special International Friends. But you and your friends can get the recipes back, and make Strawberry Shortcake happy. Move from room to room in her new house, collecting Recipe cards. The one who has the most Recipe cards at the end of the game is the winner.

EQUIPMENT

game board • 4 International Friends movers and 4 plastic bases • 24 cards: 20 Recipe cards and 4 Captain Cackle cards • a movement spinner • Strawberry Shortcake/Purple Pieman die • Strawberry Shortcake's Housewarming Surprise Recipe Booklet.

SET-UP

1. Carefully remove the International Friends from the perforated sheet. Then fold each along the scored line and fit into a plastic base.
2. Choose an International Friend mover. There's MINT TULIP™* and her pet duck Marsh Mallard,™* from Holland-aise; ALMOND TEA™* and her pet panda Marsi-panda,™* from China Cup; CAFE OLÉ™* and her burro Burrito,™* from Mexicocoa; and CREPE SUEZETTE™* and her French poodle Eclair,™* from Pair-ee.
3. Place your mover onto START, on the front door steps.
4. Mix the cards together, then place them *face down* in a pile onto the "Recipe Cards" space.
5. Let the youngest player go first. Play then proceeds, in turn, to the first player's left.

PLAYING

1. On your turn, spin the movement spinner. Then move *counterclockwise* to the *first space that matches the color you spin.* NOTE: It's okay if you land on a space that's occupied by another player.
2. Depending on the space where you land, you'll do one of the following things:
   • If you land on a *Recipe space,* take the top card from the "Recipe Card" pile.
   (a) If it's a *Recipe card,* you can keep it! Place it *face up* in front of you. Then end your turn.
   (b) If it's a *Captain Cackle card,* it "flies" away! So place it *face up* on the "Captain Cackle" space. Then end your turn.
   • If you land on an *Arrow space,* spin the movement spinner and move again. Follow the directions for the space where you land.
   • If you land on a *Purple Pieman space,* roll the Strawberry Shortcake/Purple Pieman die.
   (a) If you roll the *Pieman,* you *lose one* of your Recipe cards—if you have one. Take one of your cards and place it *face down* on the top of the Recipe card pile. Then end your turn.
   (b) If you roll *Strawberry Shortcake,* you *collect* a Recipe card! Take the top card from the Recipe card pile. If it's a Recipe card, you can keep it. But if it's a Captain Cackle card, place it on the "Captain Cackle" space. Then end your turn.
3. *Taking the Strawberry Shortcake Shortcut:* If you land on the Strawberry Shortcake arrow on the second floor of the house, you can take the Strawberry Shortcake Shortcut! Spin the movement spinner again. Then move down the Shortcut path to the first space of the color you spin. NOTE: If you *don't* land on the Strawberry Shortcake arrow, you must follow the path through the attic—where the Purple Pieman is hiding!

END OF GAME

The game ends when a player draws the last Recipe card.

WINNING

The player with the most Recipe cards at the end of the game is the winner. If two players have the most Recipe cards, you're both winners!

We will be happy to answer your questions or comments about STRAWBERRY SHORTCAKE'S HOUSEWARMING PARTY.
Contact the Consumer Response Department in the location nearest you:
In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.
In Australia and New Zealand: Parker Games, 104 Bourke Road, Alexandria, N.S.W. 2015.
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