

# Strawberry Shortcake™ Rescues Fig Boot™

## The Lend a Hand and Help a Friend Game

2 to 4 players/Ages 4 to 8

Rules © 1984 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

### OBJECT

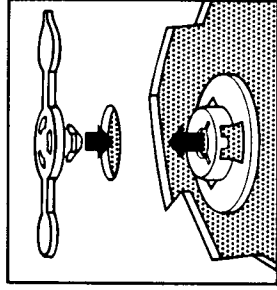
To rescue Fig Boot by being the first player to uncover the word "Fig Boot" and Fig Boot's picture.

### EQUIPMENT

- Strawberry Shortcake game board • spinner • 4 movers (red, yellow, blue, green) • 28 small "Lend A Hand" chips • 4 big "Lend A Hand" chips • open 'n close storage bag

### SET UP

1. Carefully remove the game components from the perforated sheet.
2. Assemble the spinner 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 the arrow together without the spinner between them. They are difficult to separate.
3. Each player chooses a mover (red, yellow, blue, or green) and sits so that the circles of his or her color are in front of him or her.



4. Each player covers the letters in "Fig Boot" with small "Lend A Hand" chips and covers Fig Boot's picture with a big "Lend A Hand" chip.

5. Place your mover on START.

6. The youngest player goes first. Play then proceeds, in turn, to the first player's left.

### PLAY

1. On your turn, spin the spinner.
2. Move in the direction of the arrows to the first space that matches the color you have spun. NOTE: More than one player can occupy the same space at the same time.
3. What happens next depends on the space you land on:

- If you land on the print made by Fig Boot's feet and tail, you are safe.
- If you land on Purple Pierman's picture you are trapped. To escape the Purple Pierman the player directly ahead of you must "Lend A Hand."

**To Lend a Hand.** You must be on a safe space to play a "Lend A Hand" chip and you must be the closest player ahead of the player who is trapped.

You can play a "Lend A Hand" chip even if it is not your turn. When you see you can lend a hand you immediately pull the trapped

player up to your space and remove a chip from in front of you. Put the chip aside. Take the chips off from left to right, so you spell Fig Boot's name.

- If two or three players are trapped on the same space, one player can lend a hand to all of them, but can play only one "Lend A Hand" chip.
- If two or three players occupy the same safe space, they all can lend a hand to a trapped player behind them. Each player plays one "Lend A Hand" chip.

- If all the players become trapped, each can play a "Lend A Hand" chip and move forward one space. Then play resumes as before.

### END OF GAME/WINNING

The game ends when one player has played all his or her "Lend A Hand" chips. That player is the winner. Players can tie for the win.



We will be happy to answer your questions or comments about STRAWBERRY SHORTCAKE RESCUES FIG BOOT. 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.

In the United Kingdom: Parker Games, Owen Street, Coalville, Leicester LE6 2DE England.

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