



Strawberry Shortcake™

And her Berry Best Friends



THIS IS HOW THE GAME "STRAWBERRY SHORTCAKE - BERRY BEST FRIENDS" WORKS

INSTALLING AND PLAYING THE GAME

WINDOWS PC:

- 1) INSERT THE CD INTO THE CD-ROM DRIVE.
- 2) DOUBLE CLICK ON THE "MY COMPUTER" ICON AND THEN DOUBLE CLICK ON THE CD-ROM SYMBOL "STRAWBERRY SHORTCAKE".
- 3) DOUBLE CLICK ON "INSTALL.EXE" AND FOLLOW THE ON-SCREEN INSTRUCTIONS.
- 4) ONCE THE GAME HAS BEEN INSTALLED, CLICK "START" IN THE WINDOWS MENU, SELECT "PROGRAMS", AND THEN SELECT THE "STRAWBERRY SHORTCAKE" FOLDER. CLICK ON "STRAWBERRY SHORTCAKE - BERRY BEST FRIENDS" TO START THE GAME.
- 5) REMEMBER THAT IN ORDER TO PLAY THE GAME THE CD MUST BE INSERTED IN THE CD-ROM DRIVE.

MAC

- 1) INSERT THE CD INTO THE CD-ROM DRIVE.
- 2) DRAG THE ENTIRE "STRAWBERRY SHORTCAKE1" FOLDER TO YOUR HARD DISK.
- 3) CLICK ON THE "STRAWBERRY SHORTCAKE1" ICON IN THE FOLDER YOU DRAGGED TO YOUR HARD DISK.
- 4) REMEMBER THAT THE CD MUST BE INSERTED IN THE CD-ROM DRIVE AT ALL TIMES.

SCREEN RESOLUTION

STRAWBERRY SHORTCAKE PLAYS BEST WITH A 800X600 PIXELS SCREEN RESOLUTION. IF YOU ARE USING A PC, WE RECOMMEND THAT YOU CHANGE THE RESOLUTION BEFORE YOU START THE GAME. THE GAME CAN HOWEVER BE PLAYED WITH DIFFERENT RESOLUTIONS.

START MENU



PLAYING THE GAME:

IN THE START MENU, CLICK ON "START GAME" TO BEGIN A NEW GAME IN STRAWBERRYLAND.

MINI GAME

IN THE MINI GAMES MENU YOU CAN CHOOSE TO PLAY ANY OF THE THREE STRAWBERRYLAND MINI GAMES. THE MINI GAMES INCLUDE A SCOREBOARD SHOWING YOUR HIGHEST SCORE.



SAVED GAMES

YOU CAN PLAY A SAVED GAME BY CLICKING ON "SAVED GAMES" IN THE START MENU. CLICK ON THE PET SYMBOL UNDER WHICH YOU SAVED THE GAME THE LAST TIME YOU PLAYED.

PRINT

TO PRINT A PICTURE FROM THE PRINT MENU, CLICK ON THE PICTURE YOU WANT TO PRINT. YOU CAN ALSO COLLECT AND PRINT MANY OTHER PICTURES FROM THE GAME IN YOUR SCRAPBOOK. REMEMBER YOU MUST HAVE A PRINTER INSTALLED TO BE ABLE TO PRINT THE PICTURES.



CREDITS

HERE YOU CAN SEE WHO HAS PRODUCED THE GAME.

EXIT

CLICK HERE TO QUIT THE GAME. YOU CAN ALSO EXIT THE GAME IN THE MENU SECTION BY CLICKING ON THE RED BUTTON WITH AN "X" IN THE TOP RIGHT HAND CORNER OF THE SCREEN.



SAVING THE GAME

TO SAVE A GAME, CLICK ON THE SYMBOL IN THE TOP RIGHT HAND CORNER OF THE STRAWBERRYLAND MENU. CLICK ON THE PET SYMBOL UNDER WHICH YOU WISH TO SAVE THE GAME.

ALL PET SYMBOLS WILL BE GREY TO BEGIN WITH. ONCE YOU HAVE SELECTED AND SAVED A SYMBOL, IT WILL BECOME COLOURED. WHEN YOU PLAY A PREVIOUSLY SAVED GAME, THE PET SYMBOL WILL FLASH WHEN YOU GET TO IT SO YOU KNOW WHICH GAME YOU HAVE BEEN PLAYING. IF YOU WANT TO SAVE OVER A COLOURED SYMBOL, THE SAVE FUNCTION WILL ASK YOU IF YOU WANT TO REPLACE THE PREVIOUSLY SAVED GAME.



THE MARKER

STRAWBERRY SHORTCAKE'S HAND IS THE MARKER WHICH ALLOWS YOU TO MAKE DECISIONS. WHEN YOU MOVE THE MARKER OVER AN ACTIVE AREA WHICH CAN BE CLICKED ON, IT CHANGES TO THE FOLLOWING HAND:



PARENTAL CONTROL

HOLDING DOWN THE "CTRL" AND "I" KEYS AT THE SAME TIME WILL MAKE A NEW MENU APPEAR AT THE TOP OF THE SCREEN IN WHICH YOU CAN ADJUST THE SPEECH, SOUND EFFECTS AND MUSIC VOLUME. YOU CAN ALSO ADJUST THE DIFFICULTY LEVEL AND SPEED OF THE GAME. YOU CAN ALSO ADJUST THE DURATION OF THE GAME IN THE PARENTAL CONTROL MENU BAR.

WHEN THE TIME LIMIT IS UP AND YOU HAVE RETURNED TO THE STRAWBERRYLAND MENU, STRAWBERRY SHORTCAKE TELLS YOU SHE DOESN'T WANT TO PLAY ANY MORE AND THAT IT IS IMPOSSIBLE TO ACTIVATE ANY OF THE GAMES IMMEDIATELY. YOU CAN SET THE TIME LIMIT BY ADJUSTING THE PLAYING TIME. PRESS THE "CTRL" KEY AND CLICK WITH THE LEFT BUTTON OF THE MOUSE TO ADJUST THE TIME LIMIT OR DISABLE THE PARENTAL CONTROL. TO EXIT THE PARENTAL CONTROL, PRESS THE "CTRL" AND "I" KEYS AT THE SAME TIME.

INTRO

WHEN YOU PLAY STRAWBERRY SHORTCAKE FOR THE FIRST TIME, SHE WILL TELL YOU THAT SHE HAS LOST HER SCRAPBOOK AND THAT SHE'D LIKE YOU TO HELP HER FIND LOTS OF THINGS FOR HER NEW, EMPTY SCRAPBOOK.



STRAWBERRYLAND MENU

START PLAYING THE GAMES FROM THE STRAWBERRYLAND MENU. WHEN THE CURSOR MOVES OVER A GAME IT WILL LIGHT UP WITH A YELLOW, GLOWING BORDER. LEFT CLICK WITH THE MOUSE TO OPEN THE GAME YOU HAVE SELECTED. SOMETIMES A RAINBOW WILL POINT TOWARDS ONE OF THE GAMES. IF YOU START A GAME WHEN THE RAINBOW IS SHOWN YOU MAY WIN A GOLDEN STRAWBERRY FOR THE SCRAPBOOK.



GAME INFORMATION BAR

AT THE TOP OF THE SCREEN YOU WILL SEE A GAME INFORMATION BAR. YOU CAN FINISH THE GAME BY CLICKING ON THE ICON IN THE RIGHT HAND CORNER OF THE BAR. IF THE GAME INCLUDES LIVES OR POINTS, THEY WILL ALSO BE SHOWN IN THE INFORMATION BAR.

DIFFICULTY LEVELS

YOU MUST CHOOSE A DIFFICULTY LEVEL BEFORE YOU START THE GAME YOU HAVE SELECTED. YOU CAN CHOOSE BETWEEN EASY, MEDIUM AND HARD. CLICK TO SELECT ONE, TWO OR THREE GOLDEN STRAWBERRIES. ONE STRAWBERRY CORRESPONDS TO THE EASIEST LEVEL, TWO ALLOWS YOU TO PLAY THE MIDDLE LEVEL AND THREE, THE HARDEST LEVEL.



GIFT BOOTH

WHEN YOU WIN A GAME YOU WILL SEE A GIFT BOOTH WHERE YOU CAN CHOOSE GIFTS YOU WOULD LIKE TO SEE IN THE SCRAPBOOK. CLICK ON THE ITEM TO SELECT IT.



THE SCRAPBOOK

YOU CAN LOOK AT STRAWBERRY SHORTCAKE'S SCRAPBOOK AT ALL TIMES BY CLICKING ON IT. SHE CARRIES IT UNDER HER ARM IN THE STRAWBERRYLAND MENU. STRAWBERRY SHORTCAKE AND ALL OF HER FRIENDS HAVE A PAGE IN THE SCRAPBOOK.

LOOK INSIDE THE BOOK BY CLICKING ON THE ARROWS AT THE BOTTOM AND CLICK ON THE ICON IN THE TOP RIGHT HAND CORNER TO RETURN TO THE GAMES MENU. ALL THE PAGES WILL BE BLANK AT FIRST AND WILL ONLY SHOW AN OUTLINE OF THE CHARACTER THE PAGE BELONGS TO.

AS YOU WIN VARIOUS GIFTS IN THE GAMES, THEY WILL BE COLLECTED IN THE SCRAPBOOK. EACH TIME YOU WIN A GAME YOU WILL SEE WHAT THE GIFT LOOKS LIKE IN THE SCRAPBOOK.

YOU CAN WIN MANY DIFFERENT GIFTS INCLUDING PRINTABLE PICTURES WHICH YOU CAN COLOUR BY CLICKING ON THEM IN THE SCRAPBOOK. THE PRINTABLE PICTURES ARE SHOWN IN BLACK AND WHITE. REMEMBER YOU MUST HAVE A PRINTER INSTALLED TO BE ABLE TO PRINT THEM OUT.



THE GAMES

ORANGE BLOSSOM

ORANGE BLOSSOM HAS HER OWN JUICE SQUEEZER WHICH MAKES DELICIOUS FRUIT JUICE. HELP STRAWBERRY SHORTCAKE AND ORANGE BLOSSOM MAKE LOVELY DRINKS WITH THE FRUIT. IN ORDER TO DO SO, SWITCH THE FRUIT AROUND TO MAKE 3 OF THE SAME TYPE APPEAR IN A ROW ACROSS OR DOWN. YOU CAN SWITCH 2 FRUIT PLACED NEXT TO EACH OTHER AROUND BY CLICKING ON THEM. ONCE YOU HAVE 3 IN A ROW, THEY WILL DISAPPEAR AND NEW FRUIT WILL APPEAR GIVING YOU THE POSSIBILITY TO MAKE FURTHER ROWS OF 3. EACH TIME YOU MAKE THE FRUIT DISAPPEAR YOU GAIN POINTS WHICH CAN BE SEEN IN THE GAME INFORMATION BAR WHILE THE LEVEL OF JUICE RISES IN THE CONTAINER. WHEN THE JUICE CONTAINER IS FULL YOU WIN THE GAME. THIS GAME HAS THREE DIFFICULTY LEVELS.



ANGEL CAKE

IN THIS GAME YOU MUST REMEMBER HOW TO DECORATE ANGEL CAKE'S CAKE BY PUTTING THE VARIOUS DECORATIONS IN THE RIGHT PLACE. DECORATE THE CAKE BY MOVING THE "HAND" ALONG THE BOXES WITH 3 DECORATING OPTIONS SHOWN AT THE TOP OF THE SCREEN. THERE ARE 33 DIFFERENT TYPES OF DECORATION. CHOOSE A DECORATION AND CLICK ON IT TO PLACE IT ON THE CAKE. TO SEE WHAT THE CAKE LOOKS LIKE, CLICK ON THE CAKE TIN IN THE BOTTOM LEFT HAND CORNER OF THE SCREEN. ONCE THE TIN IS OPEN, THE CLOCK ABOVE STRAWBERRY SHORTCAKE WILL START TO COUNT DOWN. WHEN IT REACHES ZERO THE TIN CLOSES AGAIN AND YOU MUST TRY TO REMEMBER HOW THE CAKE WAS DECORATED. YOU CAN LOOK AT THE CAKE 3 TIMES. IF YOU HAVEN'T FOUND THE RIGHT DECORATIONS AFTER 3 TRIES, YOU CAN CONTINUE GUESSING OR EXIT THE GAME BY CLICKING ON THE MENU ICON IN THE TOP RIGHT HAND CORNER OF THE SCREEN. THIS GAME HAS 3 DIFFICULTY LEVELS.



PUPCAKE AND CUSTARD

IN THIS GAME YOU MUST TRY TO FIND 8 THINGS WHICH STRAWBERRY SHORTCAKE WOULD LIKE TO TAKE ON A PICNIC. YOU CAN SEE THE 8 ITEMS IN THE MENU ON THE RIGHT HAND SIDE OF THE SCREEN. USE THE CURSOR TO SEARCH MOVING THE "HAND" TO THE RIGHT OR LEFT OF THE SCREEN TO SEARCH THROUGH THE HOUSE.

WHEN YOU HAVE FOUND THE ITEMS, CLICK ON THEM. THE ITEMS YOU HAVE FOUND ARE INDICATED WITH A GREEN TICK. THE GAME HAS 3 DIFFICULTY LEVELS DETERMINING HOW WELL THE ITEMS ARE HIDDEN.



APPLE DUMPLIN'

STRAWBERRY SHORTCAKE AND APPLE DUMPLIN' ARE PLAYING HIDE-AND-SEEK IN THE APPLE GROVE. HELP STRAWBERRY SHORTCAKE FIND APPLE DUMPLIN' WHO IS HIDING BEHIND ONE OF THE TREES. TO FIND APPLE DUMPLIN', LOOK FOR THE 4 CLUES SHOWN ON THE WOODEN PLANK IN THE BOTTOM RIGHT HAND CORNER OF THE SCREEN. THE 4 CLUES WILL HELP YOU FIND THE TREE OR BUSH WHERE APPLE DUMPLIN' IS HIDING, SHOWING ITS SHAPE, COLOUR, PATTERN AND DECORATIONS.

PLAY THE GAME BY CLICKING ON THE TREE BEHIND WHICH YOU THINK APPLE DUMPLIN' IS HIDING. THE FIRST TIME YOU GUESS WRONG APPLE DUMPLIN'S PET APPLE DUCKLIN' WILL APPEAR, AND IF YOU GET IT WRONG TWICE, HER KIDDY CART WILL APPEAR. YOU HAVE 3 GUESSES TO FIND APPLE DUMPLIN'. THIS GAME HAS THREE DIFFICULTY LEVELS.



STRAWBERRY SHORTCAKE

STRAWBERRY SHORTCAKE REALLY LIKES HER GARDEN. SHE LOVES TO PLANT TREES AND BUSHES AND WOULD LIKE YOU TO HELP HER TO GROW THEM. AT THE TOP RIGHT HAND CORNER YOU WILL SEE 5 TREES WHICH NEED YOUR HELP TO GROW. YOU NEED THE RIGHT SEEDS AND FERTILIZER AND THE CORRECT KIND OF WATER TO MAKE THE PLANTS GROW PROPERLY. START BY SOWING THE TREE ON THE FAR LEFT. THERE ARE TWO TYPES OF SEED BAGS, BIG AND SMALL. THE BIG BAGS HOLD SEEDS FOR THE TREES AND THE SMALL ONES CONTAIN SEEDS FOR THE BUSHES. REMEMBER TO LOOK AT THE SHAPE OF THE TREE BEFORE YOU CHOOSE THE SEED. THEN CHOOSE THE COLOUR OF THE TREE BY CLICKING ON THE BOTTLE OF THE SAME COLOUR, CHOOSE THE TYPE OF FERTILIZER AND THEN THE FRUIT AND FLOWERS THAT GROW ON THE TREE. WHEN ALL 3 INGREDIENTS ARE IN THE GROUND, CLICK ON THE WATER PUMP ON THE RIGHT OF THE PICTURE TO MAKE STRAWBERRY SHORTCAKE WATER THE SEEDS.

IT IS VERY EXCITING TO SEE IF YOU HAVE PLANTED THE RIGHT TREE, BUT IF YOU HAVE DONE IT WRONG PUPCAKE WILL APPEAR TO DIG EVERYTHING UP. IN THIS CASE YOU HAVE TO TRY AGAIN. WHEN THE TREE IS CORRECT, STRAWBERRY SHORTCAKE WILL CONTINUE TO PLANT THE NEXT ONE. THIS GAME HAS THREE DIFFICULTY LEVELS.



HONEY PIE

IN THIS GAME YOU WILL WATCH A FAST AND EXCITING HORSERACE IN WHICH YOU MUST PICK THE WINNING RACEHORSE. WORK OUT WHICH IS BEST BY ADDING AND SUBTRACTING THE 4 NUMBERS UNDER EACH HORSE. THE HORSE WITH THE HIGHEST SUM WILL BE THE WINNER OF THE RACE.

PICK A HORSE BY CLICKING ON ITS PICTURE AT THE BOTTOM OF THE SCREEN. THE LIGHT ABOVE THE HORSE YOU HAVE CHOSEN WILL CHANGE FROM RED TO YELLOW. NOW THE RACE BEGINS AND YOU CAN WATCH THEM RUN. WHEN THE RACE HAS FINISHED YOU CAN SEE HOW YOUR HORSE DID BY LOOKING AT THE NUMBERS ON THE HORSES' PICTURES. IF YOUR HORSE CAME IN FIRST YOU HAVE WON THE RACE. THIS GAME HAS THREE DIFFICULTY LEVELS, DETERMINING THE DIFFICULTY OF THE SUMS TO WORK OUT.



GINGER SNAP

IN THIS GAME YOU WILL BAKE COOKIES IN GINGER SNAP'S HOUSE. YOU MUST BAKE 5 COOKIES WHICH LOOK EXACTLY LIKE THE ONES IN THE PICTURE IN THE TOP RIGHT HAND CORNER OF THE SCREEN. FIRST YOU MUST CHOOSE THE COLOUR OF THE DOUGH BY CLICKING ON THE CIRCLE AT THE BOTTOM OF THE SCREEN WHERE CHOCOLATE CHIPMUNK IS STANDING. EACH TIME YOU CLICK ON THE CIRCLE IT WILL CHANGE COLOUR. WHEN YOU THINK YOU HAVE THE RIGHT DOUGH COLOUR, CLICK ON GINGER SNAP. CHOCOLATE CHIPMUNK WILL JUMP ON THE NEXT CIRCLE SHOWING THE COOKIE'S SHAPE. CLICK ON GINGER SNAP WHEN YOU THINK YOU HAVE THE RIGHT SHAPE. CHOCOLATE CHIPMUNK WILL CONTINUE TO HELP YOU CHOOSE THE ICING, THE COLOUR AND THE NUMBER OF BERRIES.

WHEN YOU HAVE PICKED ALL 5 THINGS, THE MACHINE WILL START BAKING THE COOKIES. IF THE BAKED COOKIE LOOKS LIKE THE ONE IN THE PICTURE IT WILL FALL INTO THE CAKE TROLLEY. IF THE INGREDIENTS ARE WRONG, STRAWBERRY SHORTCAKE WILL EAT THE COOKIE. LEVELS 2 AND 3 HAVE A TIME LIMIT: THE MACHINE WILL START BAKING EVEN IF YOU HAVEN'T FINISHED SELECTING ALL THE INGREDIENTS, SO TRY TO CLICK ON THE CIRCLES QUICKLY BEFORE TIME RUNS OUT. STRAWBERRY SHORTCAKE CAN ONLY EAT 3 COOKIES. IF YOU MAKE 3 MISTAKES, THE GAME ENDS. THIS GAME HAS THREE DIFFICULTY LEVELS.



BLUEBERRY MUFFIN

BLUEBERRY MUFFIN LOVES STORIES AND TELLS STRAWBERRY SHORTCAKE A VERY EXCITING ONE. LISTEN TO IT WITH STRAWBERRY SHORTCAKE AND TRY TO FIND BLUEBERRY MUFFIN'S LITTLE PET FRIEND, CHEESECAKE. WHILE YOU LISTEN TO THE STORY YOU MUST DECIDE HOW TO SEARCH FOR BLUEBERRY MUFFIN'S FRIEND. WHEN AN AREA ON THE SCREEN LIGHTS UP, CHOOSE HOW THE STORY SHOULD CONTINUE BY CLICKING AND SELECTING WHERE YOU WANT TO GO. YOU CAN ALSO MAKE THE STORY CONTINUE BY CLICKING ON THE ARROW WHEN IT APPEARS ON THE SCREEN. AS YOU LISTEN, LOOK OUT FOR CHEESECAKE. TO BE ABLE TO FIND CHEESECAKE YOU MUST TRY TO CLICK ON ALL THE CLUES YOU COME ACROSS. THE CLUES CAN BE CHEESE, FOOTPRINTS, A BLUEBERRY MUFFIN OR A FRUIT BASKET. WHEN YOU HAVE CLICKED ON A CLUE IT WILL APPEAR IN ONE OF THE CIRCLES AT THE BOTTOM OF THE SCREEN. YOU MUST FIND ONE CLUE TO HELP YOU FIND CHEESECAKE IN LEVEL 1, TWO CLUES IN LEVEL 2 AND THREE CLUES IN LEVEL 3 THREE.



RAINBOW SHERBET

RAINBOW SHERBET LIVES IN HER BOAT ON THE RIVER FUDGE WITH HER PET TRIPLE DIP TOUCAN. TRIPLE DIP TOUCAN CAN SING THREE DIFFERENT SONGS, BUT WHEN IT REPEATS THE SONGS IT FORGETS SOME OF THE NOTES.

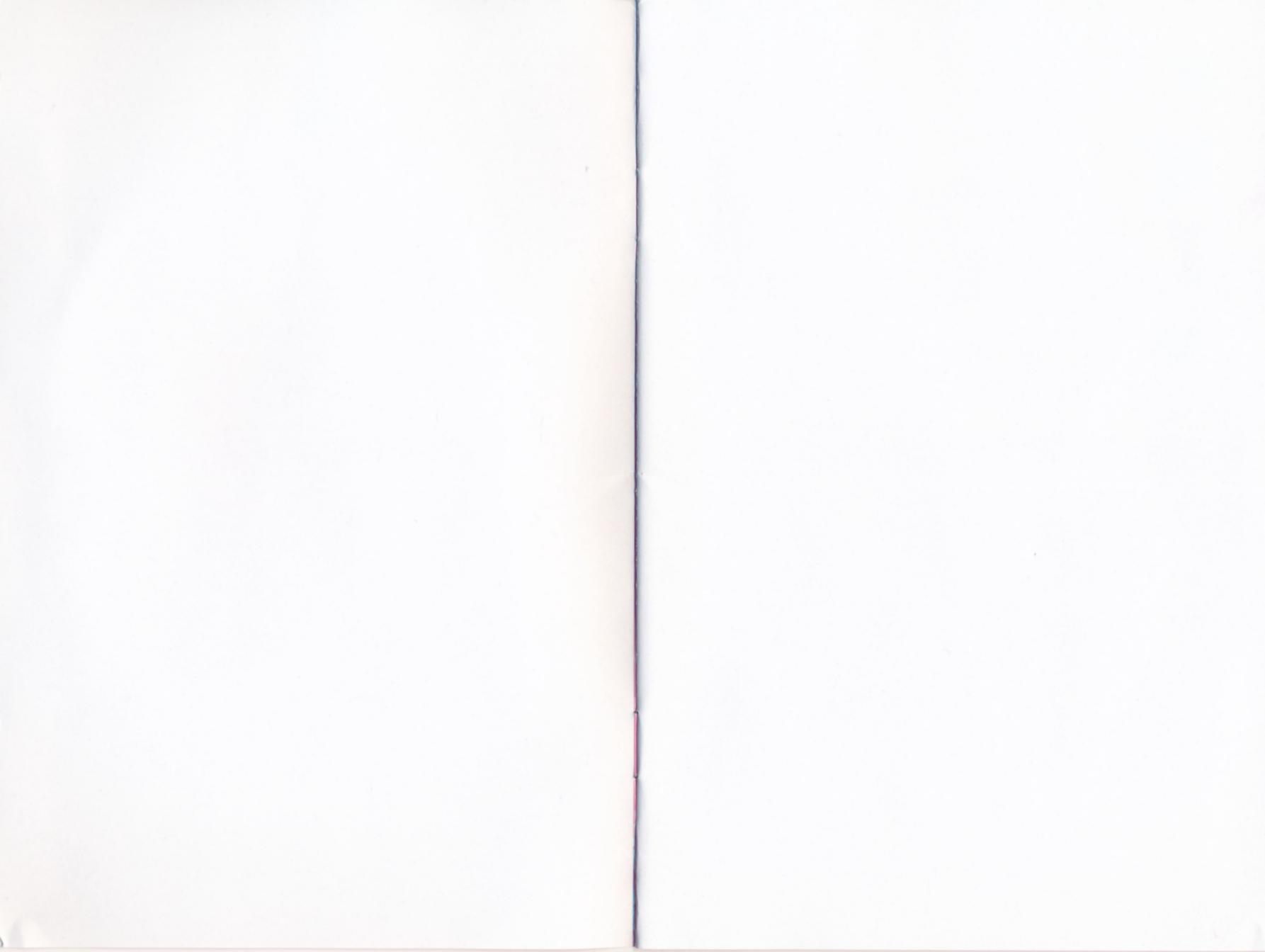
IN THIS GAME YOU MUST PLACE THE CORRECT MUSICAL NOTES IN THE RIGHT PLACE. YOU CAN HEAR WHAT THE NOTES SOUND LIKE BY DRAGGING THE MOUSE OVER THEM. CHOOSE THE NOTES AT THE BOTTOM OF THE SCREEN BY CLICKING ON THEM AND PLACING THEM ON THE QUESTION MARKS ON THE RAINBOW. THIS GAME HAS THREE DIFFICULTY LEVELS.



HUCKLEBERRY PIE

STRAWBERRY SHORTCAKE VISITS HER FRIEND HUCKLEBERRY PIE IN HUCKLEBERRY BRIAR. IN THIS GAME YOU HAVE TO FIND 3 FRUIT OF THE SAME TYPE BY JUMPING ON THE TOADSTOOLS. MOVE STRAWBERRY SHORTCAKE AROUND WITH THE ARROW KEYS OR BY CLICKING WITH THE MOUSE TO MAKE HER JUMP ON A TOADSTOOL. THE FRUIT ON THE TOADSTOOLS CHANGE CONSTANTLY, SO MAKE SURE YOU WAIT FOR THE RIGHT ONE BEFORE CLICKING ON IT. BUT DON'T WAIT TOO LONG BECAUSE THE TOADSTOOLS WILL SINK IF YOU STAND ON THEM FOR TOO LONG. YOU MUST COLLECT 7 SETS OF 3 FRUIT TO WIN THE GAME. DON'T JUMP ON THE TOADSTOOL WITH THE GREEN CLOUD AROUND AS THIS WILL MAKE YOU LOSE A LIFE. YOU HAVE A TOTAL OF THREE LIVES AND CAN PLAY THREE DIFFICULTY LEVELS.







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