

# Berrymandering



vs.



2

Players

8+

Ages



15 min



**A strategy game with cake!**

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with Artwork by Joe Mauro**

**Berrymandering.com**

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**Overview:** The strawberries and blueberries are always competing to rule Cakeland. Players will choose a team and alternate between making groups of cake and selecting a group to eat. If a group has more of your team's berry, you can eat all those pieces and you get a candle! Once all the cake is gone, the player with the most candles becomes the new ruler of Cakeland!

## Contents

36 Cake pieces:

6 Random tiles

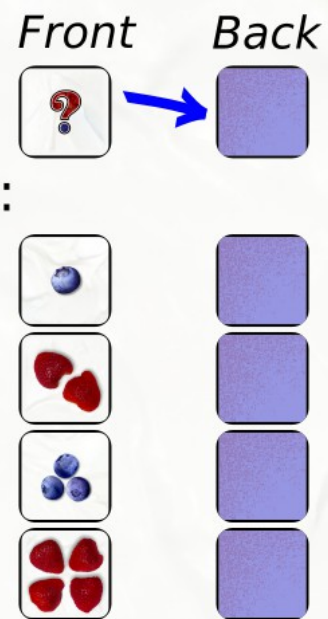
Each team has the following:

6 single berries

4 double berries

3 triple berries

2 quadruple berries

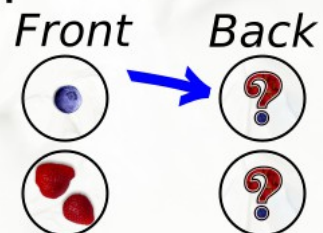


6 Mystery tiles:

Each team has the following:

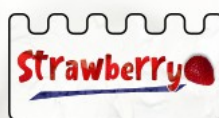
2 single berries

1 double berry



9 Candles: 

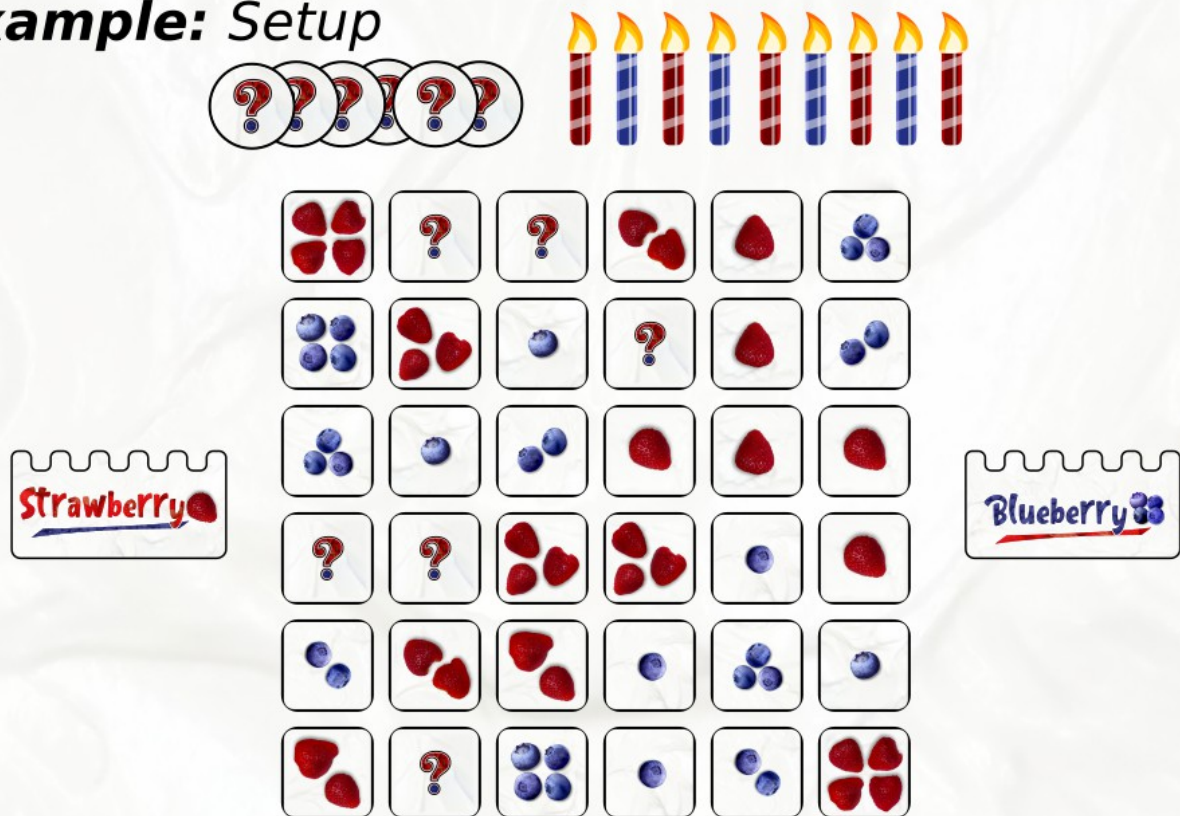
2 Team Cards:



## Setup:

- 1) The player who ate cake most recently gets to choose their team: blueberry or strawberry. The other player gets to **cut** cake first.
- 2) Place your team card in front of you.
- 3) Shuffle the circular Mystery tiles (🔍) and place them face down near the candles.
- 4) Shuffle all the square cake pieces (🍰) and place them face up in a 6x6 grid with a small amount of space between each piece.

### Example: Setup



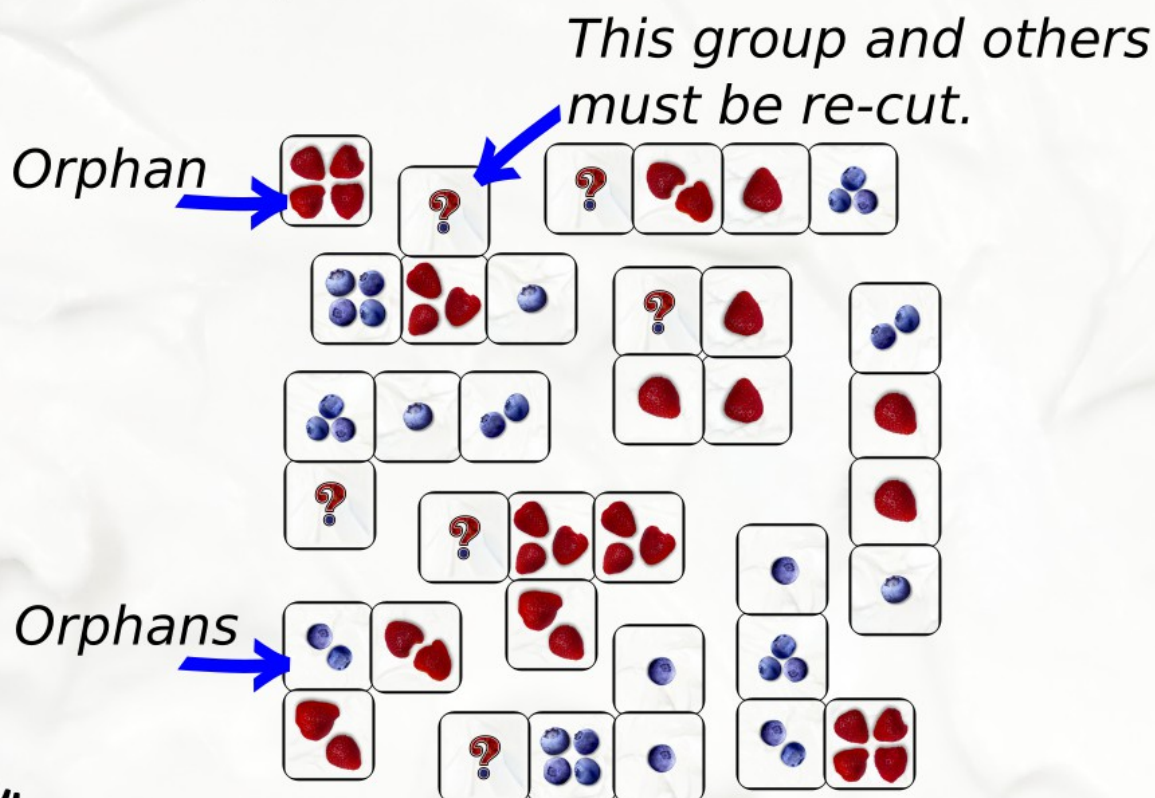
**Play:** The game is played over nine rounds. During each round players will **cut** the cake into groups of four pieces, **Choose** a group to eat and award a candle, **Reset** the board to its initial position, and **Switch** roles. Once all the cake is eaten, the game ends!

**Cut:** The first player must cut all the cake into groups of four pieces (picture right). Do this by shifting pieces slightly left, right, up, and down. You must keep cutting until all the cake tiles are in groups of four. No orphans are allowed (example below).

You cannot pick up pieces or slide pieces outside the cake perimeter (bottom example page 5).

Lastly, during the game you will be eating pieces of cake and flipping them over (see Choose on page 6). You cannot cut pieces of cake that have been flipped over because these pieces have already been eaten!

**Example:** *There are two orphan groups that the first player must fix.*

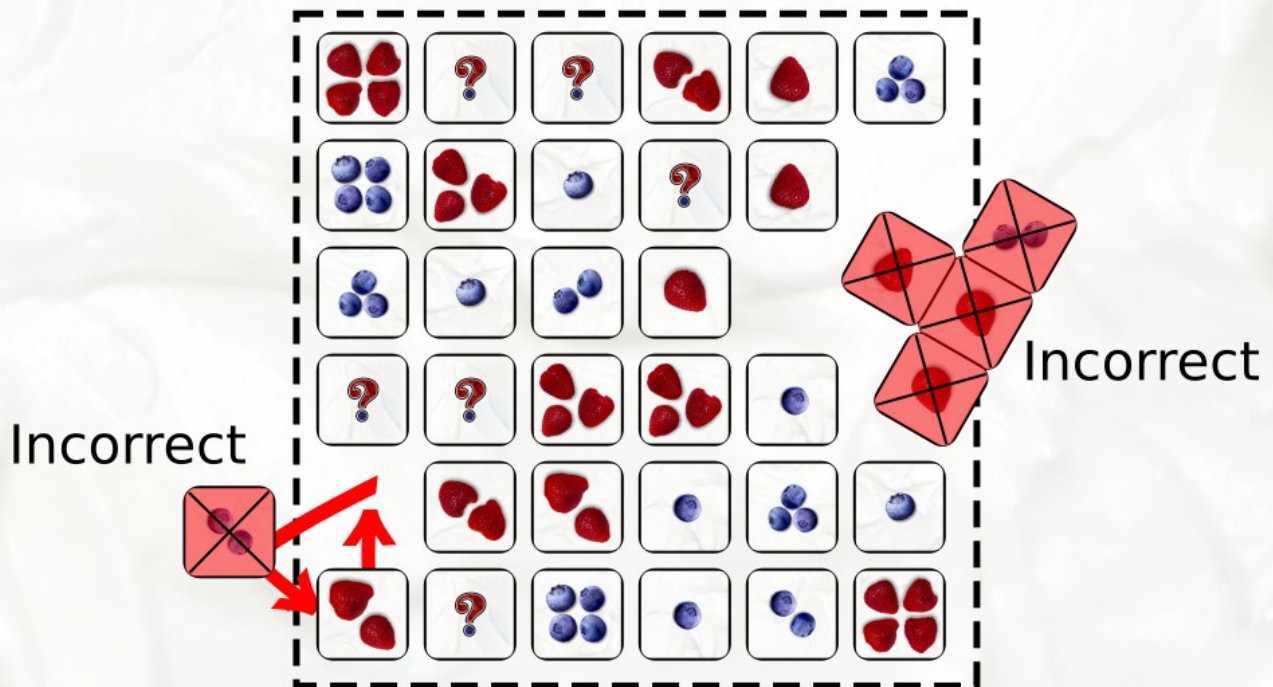


**Example:** There are seven valid shapes:



**Example:** Player has moved tiles too far.

Keep cake pieces inside the perimeter!

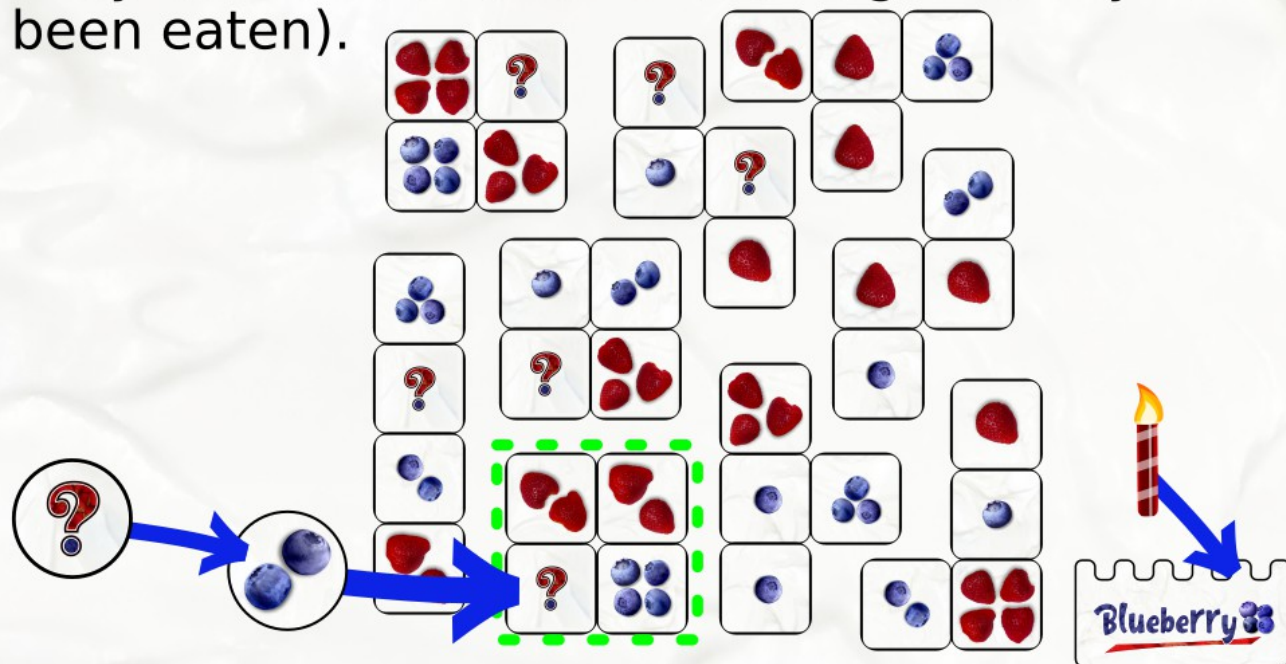


Do not pickup and exchange pieces!

**Choose:** The second player will **Choose** a group to eat. For every Random tile [?] in this group, reveal a Mystery tile (?) and place it on top. Now count the berries in this group including the Mystery tile. The player with the most berries in the group gets one candle. In the case of a tie, no candles are awarded.

Set aside any revealed Mystery tiles. They cannot be used again and remain face up for the rest of the game.

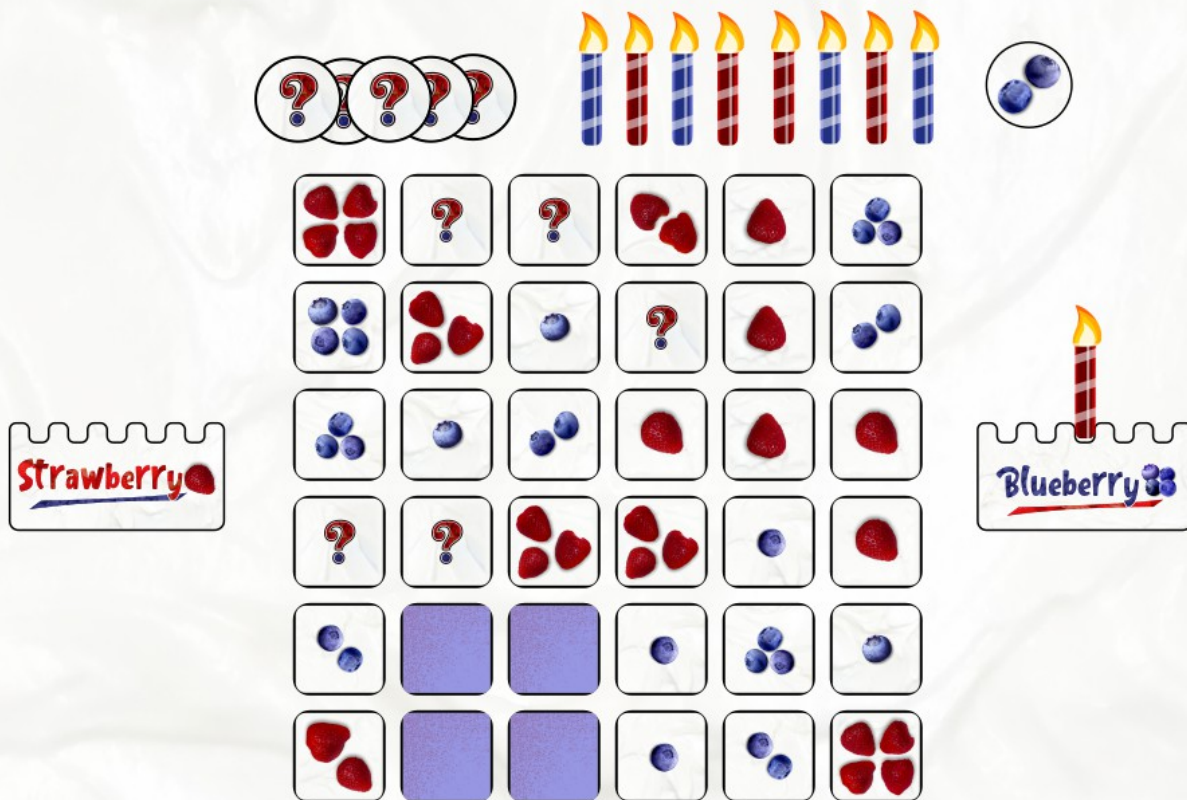
Flip the cake tiles in the chosen group over. They cannot be cut or chosen again (they have been eaten).



**Example:** The cake has been cut into groups by the 1st player. The 2nd player chooses to eat the green highlighted group which contains a Random tile. Reveal a Mystery tile. Two more blueberries have been uncovered! Team blueberry wins by two points (6 vs. 4). Give a single candle to team blueberry.

**Reset:** Slide the remaining cake pieces back into their original locations. Make sure all eaten pieces are face down.

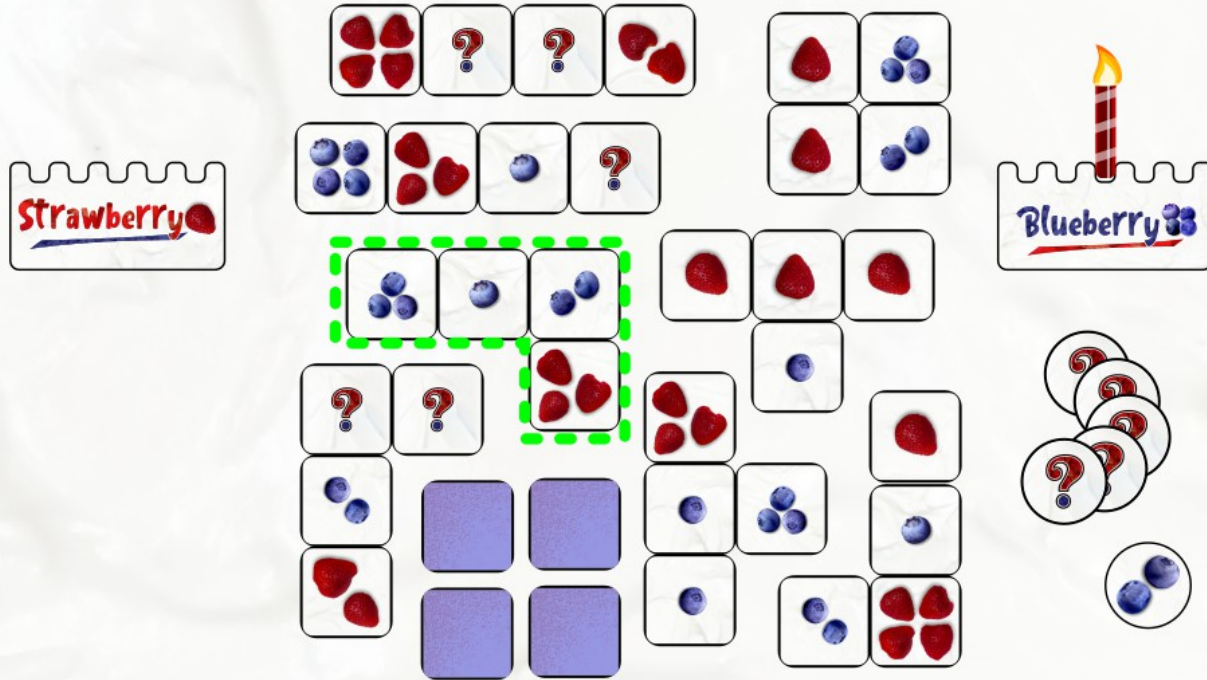
**Example:** The remaining cake pieces have been placed back in their original locations. The group that was eaten has been flipped over and placed in its original location.



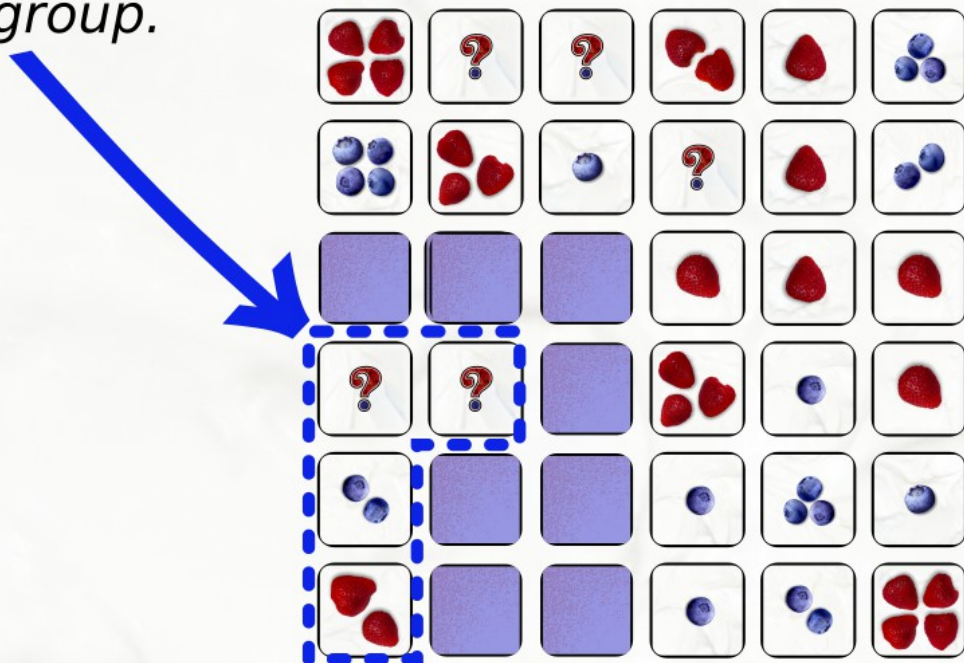
**Switch:** The round is over and players switch roles. The player who **Chose** which group to eat last round will now **cut** the remaining cake into groups. The player that **cut** last round gets to **Choose** a group to eat.

Repeat pages 4-7 until all the cake is eaten.

**Example:** During the second round, a player has **Cut** the remaining pieces of cake into groups shown below. The other player **Chooses** to eat the green highlighted group.



During the next round you may **Choose** to eat the isolated group.



When a group is isolated from the rest of the remaining cake pieces that group remains in play until it is eaten.



## End of the Game

When there are no more cake pieces to eat, the game ends. The new ruler of Cakeland is the player with the most candles!

## Play a State Variant

Do you want to Berrymander a specific state? Thanks to our supporters we have created the following state maps that you can download from our website: California, North Carolina, Florida, Kentucky, Minnesota, Nebraska, Ohio, Pennsylvania, Texas, Utah, West Virginia, Washington, and we might add more later!

*www.Berrymandering.com*

## Three Player Variant

**Overview:** As a third player, you win if team Strawberry and Blueberry have a tied score at the end of the game.

**Setup:** Setup for two players as usual. Give the third player all the Mystery tiles. They place them face up in front of them.

**Play:** Team Strawberry and Blueberry play as normal. When a Random tile is scored, the third player chooses which Mystery tile to play. After scoring, set the used mystery tile aside. This tile cannot be used again.

## Strategy Variant

**Overview:** For players that want to strategize even more and remove all randomness from the game.

**Setup:** Place the Mystery tiles face up on the random tiles during setup.

## Solo Player Variant

**Overview:** You can rule Cakeland if you earn more than four candles. The more candles you earn, the longer you will rule!

**Setup:** Choose your team and then shuffle the 36 cake tiles and place them face up in a 6x6 grid.

**Play:** The game is played over three rounds. During a round, you must **Cut** all the pieces of cake. You must then **Choose** three groups to eat, collect a candle for each group with more of your berry. Then **Reset** the remaining cake pieces into their original positions. Begin the next round. Continue to **Cut**, **Choose** three groups, and **Reset**, until the entire cake is scored. Use the score sheet on the next page to see how long you will be allowed to rule!

# Solo Player Scoring

1 to 4 

You won't be crowned ruler of Cakeland today.

5 

You are allowed to sit on the throne for a day.

6 

Not Bad! You are allowed to rule for a week.  
A parade of cakes is held in your honor.

7 

You proved yourself worthy to rule for a year.  
Under your guidance the lives of people in  
Cakeland will be sweet.

8 

Your Berrymandering skills are legendary.  
Cakeland is yours to rule forever. The national  
flag is redrawn to show your favorite type of  
cake!

9 

You cheated! It's not possible to get 9 candles!

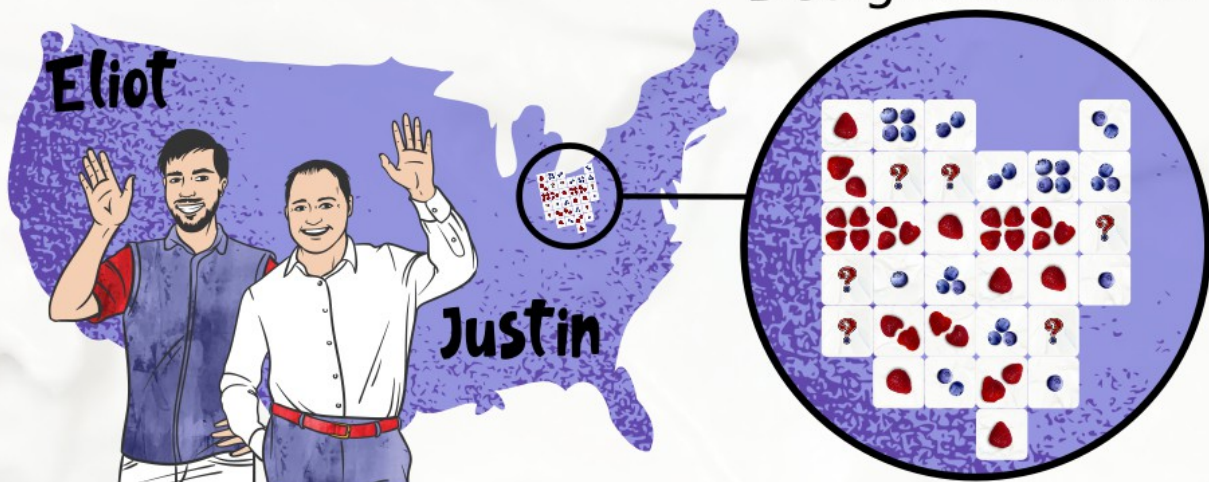
# **Gerrymandering:** [GERR-ee-mand-ər-ing]

*Gerrymandering is a practice intended to establish political advantage for a particular party or group by manipulating district boundaries, which is most commonly used in first-past-the-post electoral systems. This tactic may be used to help or hinder a particular demographic, such as a political, ethnic, racial, linguistic, religious, or class group. Because it can be used to protect incumbents, gerrymandering has been described as a way for politicians to pick their voters instead of voters picking their politicians.*

*- Wikipedia excerpts, February 2020*

Playtesting: Ultimate Teamup Creator Space,  
Protospiel Cleveland, CWRU Film Society,  
Board Gamers of Greater Akron (BOGA),  
NASA GRC GeT-GO, and friends & family.

Designed in Ohio



Berrymandering.com

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