



Moomins on the **RIVIERA**





5+
age

2-4
players

15+
min.



Moomins on the RIVIERA

TACTIC



Moomins on the Riviera rules

AIM OF THE GAME:

To collect the most treasures before someone reaches the finish space.

SETUP:

- Attach the plastic stands to the game characters.
- Attach the arrow to the spinner base before the first game.
- Assemble the labyrinth. Attach all 12 pieces to each other in any way you wish, but make sure it is possible to reach the finish space from the starting space!
- Place the double-sided treasure disc onto the disc space on the finish piece.
- Place the double-sided treasure disc on Clark's purple home space, and place Clark on top of the disc.
- Place the rest of the treasure discs treasure side down on any disc spaces you wish. A few disc spaces will remain empty. If there are parts of the labyrinth that can't be reached, the disc spaces on them can be left empty.
- Each player chooses a character and a matching collecting board and places the character in the starting space.



CONTENTS:

12 track pieces, 4 Moomin characters + plastic stands, 1 Clark character + plastic stand, 22 treasure discs, 4 Moomin collecting boards, spinner base + arrow.

you can collect that treasure disc and leave your character on the empty disc space. Place the treasure disc face down on your collecting board. You can look at the treasure discs you have collected, but don't show them to other players!

- The turn then goes clockwise to the next player.

Clark has collected the biggest treasure of all, but it's hidden in his own home space! To get Clark's treasure, you must venture to his home space while he's away - but remember that it may cost you a few treasures!

- The players can collect Clark's treasure disc just like any other treasure disc, but not when he's standing on his own home space!
- If the spinner points to Clark, Clark moves! You can move him along any path until he reaches one of the other characters or one of the purple flowers.
- If Clark reaches a player's game character, that player has to choose one of the treasure discs on their collecting boards and set it aside from the game. The same happens if a player moves their character to the space where Clark is standing, or directly past it.
- Clark is then returned to his own home space.
- Note! If a game character is standing in Clark's home space when he is returned there, that player has to choose one of the treasure discs on their collecting boards and set it aside from the game.
- If Clark reaches one of the purple flowers, he stops there and moves again the next time the spinner points to Clark.



HOW TO PLAY:

Moomins are holidaying on the Riviera and need to find their summer essentials. Move along the flowery paths of Riviera and try to collect the biggest pile of treasure!

The youngest player starts.

ON YOUR TURN:

- Spin the spinner!
- Now you can move your character along any path until you come to a treasure disc or the flower the spinner points to. Several characters can stand on the same flower!
- If you end up on a treasure disc without passing the kind of flower the spinner points to,



END OF THE GAME:

When one of the players reaches the treasure disc on the finish piece and collects it, the game ends. At this point all players reveal their treasure discs, and count how many separate items they have collected. There can be several treasures on one disc. The player with the most items wins the game!

There can be more than one winner!



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