



Welcome to Moominvalley!

The residents of Moominvalley likes to go on excursions. In StegegetS Moomin you take the role of one of these residents and roll dice to see who in Moominvalley you can Visit. When you Visit a character you can gain Gifts from them.

Most Gifts at the end wins!



STEGETS

MOOMIN

Rules

Before you start

1. Each player chooses a colored pencil and the character they will play as. Youngest player chooses first. Color your character or the area around it. If you are playing with the advanced rules each character has a special ability. You find these on page 3.
2. Each player may if they want to, write their name by their chosen character.
3. Each player then chooses a Pantry (scorecard) where they sit and color 2 of the leftmost strawberries. Below you see how a Pantry looks like.



How to play

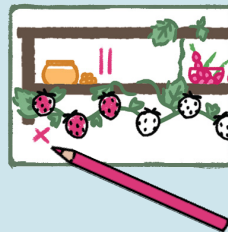
The oldest player starts, then the turn order is clockwise. At the start of their turn the starting player fills a circle at the top of the board to mark which round it is. The game ends after six rounds. Then you count the Gifts you have and declare the winner.

1. Starting roll

Roll all the dice you have, this is called your Starting roll.

2. Reroll (Strawberry roll)

If you are not happy with your roll, you can choose to cross out a strawberry to reroll any number of dice. Put a cross under a filled strawberry in your Pantry each time you do this. You can do this multiple times in a turn as long as you have strawberries to cross out.



3. Visit

After any roll you can choose to Visit a character to gain Gifts (explained on next page). To Visit your dice roll needs to match the combination of dice that the characters has next to its portrait on the map.

- 3a. O, X and Δ are each an unique value of your choice. So that each O has the same value, and all X is another and all Δ is a third value.
- 3b. A, B, C, D, E, F means that they can be any values as long as they are in a sequence, where A is always the lowest.
- 3c. Dice icons as ○ or ⊗ means that it needs to be that specific value shown.

Dice

There are two types of dice.

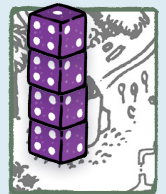


Strawberry dice (Red) The current player always rolls all of these.



Queen jam dice (Purple) You get these for one turn if you Visit a character that has already been Visited by another player.

Any unused dice are placed on the Moomin house.



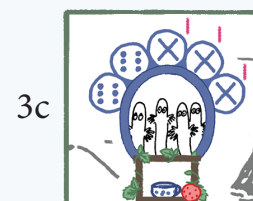
Visit example



Primadonna's horse has XXOOΔΔ, so you need to roll e.g. 115566.



Mymble's-mom has ABCDCBA, you need to roll e.g. 2345432 (but not 6543456 since that would be DCBABCDA).



Hattifatteners has 66XXX, you need to roll e.g. 66111 (but not 66123 since the X's needs to all have the same value).



Visits gives Strawberries and Gifts or Dice.

If your roll matches the combination of dice shown by a character's portrait on the map, you can Visit them, then you do the following:

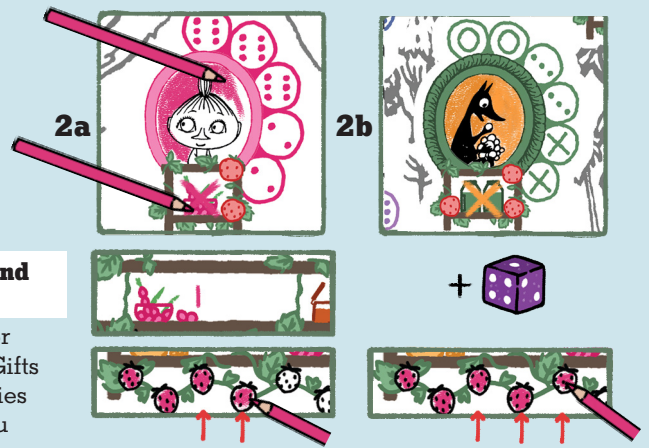
1. Gain the strawberries shown by the frame under the portrait. Fill the same amount of strawberries in you Pantry.

2a. If the portrait background is white: Gain Gifts.

You are the first Visitor today. Therefore you gain Gifts, type and amount is shown in the frame below the portrait. Cross out the Gifts in the frame and draw a line in the matching slot in your Pantry. Draw one line if there is one icon in the frame, draw two lines if there are two icons in the frame. Fill the portrait's background with your color.

2b. If the portrait background is colored: Gain a dice.

The character is out of Gifts for today. Therefore you gain no Gifts (you still gained the strawberries from step 1 above). Instead you gain a Queen jam dice from the Moomin House if there is one. You save it until your next turn.



2a. You Visit Mymble that has a white background. You fill the portrait background and two strawberries in your Pantry. Cross out her Gift and draw a line in your Pantry's wild strawberries on a string slot. **2b.** If you Visit Shadow that already has a filled background. You get three strawberries and a Queen jam

Example



A few rounds in, your roll a 444531 and choose to save the 4's. Since you have uncrossed strawberries you may reroll. You choose to cross out a strawberry to reroll the 5, the 3 and the 1.



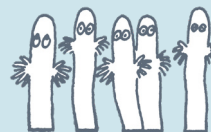
After the reroll you have 444235. You decide to reroll again. You cross out a strawberry and choose to reroll the 2, the 3 and the 6. This time you get two 4's and a 5 which gives you 444445. You can Visit The Fuddler.

End of your turn

When you have Visited someone, your turn is over. If you rolled a Queen jam dice you put it back on the Moomin House. If you got the Queen jam dice this turn you keep it until the end of your next turn.

End of the game

After six rounds the game ends. The player with the most Gifts in total wins! If tied you look at the Gifts rank in the table to the right, with Cloudberry jam at the top and Gooseberry Compote at the bottom. The tied players compare to see who has the most of the Cloudberry jam, if still tied, most Wild Strawberries on a String and so on.



	Cloudberry Jam
	Wild Strawberries on a String
	Sea Buckthorn Marmalade
	Plum Puree
	Blackcurrant Juice
	Stir-fried Lingonberries
	Blueberry Soup
	Gooseberry Compote

A bit more advanced rules

If you want to you can add one or more of the following rules to the base game rules to add a bit more complexity to the game.

Unlocking Characters

When choosing a character, you may only choose a character that has been unlocked on the back of the drawing pad. The winner of a game gets to choose a character to unlock, the winner may only choose from the characters that any of the players have Visited during this game. Fill the character or its background to show it has been unlocked. If you only Visited unlocked characters you may not unlock another character.

Gift Roll

The Start roll is expanded to:: Roll all dice and then if you want, reroll one dice for each unique type of Gift you have in you Pantry. The number of Gift does not matter. The same dice can not be rerolled multiple times with the Gift roll. Roll all Gift rolls before you roll any Strawberry rolls.

Character abilities

Each character has a special ability that you can see on page 3. Play with the abilities of the characters you are playing with.

Varying number of turns


The number of rounds are increased depending on the number of players in the game. With this rule the starting player continues to fill the right side of the round tracker.

Number of players	2	3	4	5	6
Rounds	12	10	8	7	6





Special abilities:


The character you play has a special ability according to the table below. Do not forget to activate and use it. The first 8 characters with a green outline are unlocked at the start of the first the game. Note that "Gain 1 more" means you gain 1 more of the same type, and only one regardless if you gained one or two from to begin with.


Moomintroll
When you gain  gain 1 more


Moominpappa
When you gain  gain 1 more


Moominmamma
When you gain  gain 1 more


Snorkmaiden
When you gain  gain 1 more


Little My
When you gain  gain 1 more


Snufkin
When you gain  gain 1 more


Mymble
When you gain  gain 1 more


Sniff
When you gain  gain 1 more


Tekla
When you gain 1 or 3  gain 1 more

Dr Hatter
When you gain 2  gain 1 more

The Professor
Reroll a  that you rolled with a Strawberry roll.

The Martian
You may have 2  before you need to roll them.

Mymble (the older)
You start the game with 5 .

The Constable
You start the game with 2 .

Fillyjonks
Before the Start roll, set 1  to any value, do not roll it.

Too-ticky
After your Start roll you may set all 1's to 6's.


Stinky
After your Start roll you may set all 2's to 6's.


Fillyjonks kids
After your Start roll you may set all 3's to 6's.


Misabel
After your Start roll you may set all 4's to 6's.

The Ancestor
After your Start roll you may set all 5's to 6's.


The Groke
After your Start roll you may set all 6's to 1's.


The Zoologist
You start the game with 2 .


Primadonna's Horse
You start the game with 2 .


The Botanist
You start the game with 2 .

The Ship Cat
You start the game with 2 .

The Pirates
You start the game with 2 .


Walrus
You start the game with 2 .


Primadonna
You may set a  to a value of your choice.


The Nibbling
You start the game with 2 .


The Fuddler
Your first Strawberry roll each turn is free.


Miffle
You may do another round after the last round.


Shadow
When you gain  you may change it to any Gift.


Hattifatteners
When you gain  you may change it to any Gift.


Gaffsie
When you gain  you may change it to any Gift.

The Fireman
When you gain  you may change it to any Gift.

Sorry-oo
When you gain  you may change it to any Gift.

The Hedgehog
When you gain  you may change it to any Gift.

Sea Urchins
When you gain  you may change it to any Gift.

Moominpappa's Aunt
When you gain  you may change it to any Gift.

(The older) Martian
You start the game with any 2 different types of Gifts.



Unlocked characters

Which characters that are unlocked depends on the rules you play with and the pad you are using. In the basic game all characters are unlocked and can be chosen. In one of the advanced rules only Moomintroll, Moominmamma, Moominpappa, Snorkmaiden, Little My, Snufkin, Mymble and Sniff are unlocked. The rest of the characters needs to be unlocked, one by one, each time you play. The winner chooses a character that has been Visited during this game to unlock by coloring the background or the character itself on the back of the pad. If all Visited characters already are unlocked you may not unlock a character this game.



Components

1 Rulebook

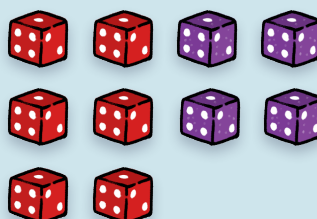


1 Moominvalley pad



10 Dice

6 Strawberry (Red)
4 Queen Jam (Purple)



6 Player pencils in 6 colors



Jon's Background Box!

I often get the question where the name StegegetS comes from. I wanted to have palindrome ladders in the game. The first one was Sol, with its combination ABCDCBA. A palindrome is a word, number, phrase, or other sequence of characters which reads the same backward as forward. "Stege" is Swedish for "Ladder". StegegetS is the word "Stege" turned into a palindrome. This is how the game got its name.

Hanna's Creativity Box!

Using a normal graphite pencil that you have laying around is great to make symbols or new Objects look great. Use it to add contours or shadows. And don't hesitate to use other creative stuff you have to make the map look fabulous; glitter pens, stickers, confetti, glue, pearls or whatever you think will look nice. Let your imagination run wild!

Game design: Jon Manker
Graphic Design: Felicia Hjärpe
Digital Version: Robin Spathon Ek
Product Development: Pål Keller
Project Manager: Besime Uyanik
Rulebook Layout: Robin Spathon Ek,
Madeleine Fjäll

Playtesters:

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