

Smart10 Moomin is based solely on the Moomin books and comic strips by Tove Jansson. There are different editions of the works, with some differences in character names and word choices.

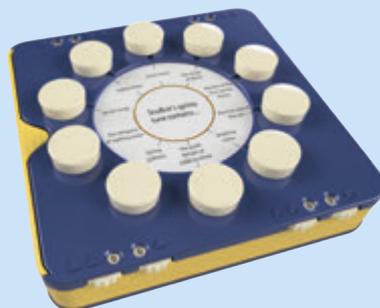
MOOMIN[®]

SMART 10



CONTENTS

- 1 Smartbox
- 10 answer markers
- 50 double-sided question cards
- rules



GAME OBJECTIVE

Consecutively try to find the correct answers to one question. If you get it right, you score. But if you don't save your points in time, you might as well lose them again. When someone scores at least 20 points, the game ends and the player with the most points wins.

GAME PREPARATIONS

If you want to play with more than four players, form teams. Decide when the game ends: a standard game ends at 20 points, but you may also opt for an alternative goal, such as 30 points for a longer game or 15 points for shorter one.

In the corners of the Smartbox, there are scoring wheels and next to them a symbol. Each player chooses which symbol they will be (A). See that the cards are placed correctly in the Smartbox - that is, the answer markers in the holes (B). Remove the top card and slide it under the card deck (C). You are ready to play.

HOW TO PLAY

The game is played in consecutive turns. The youngest player starts: read out the question in the middle of the card and give the first answer. In your turn, you may either answer or pass:

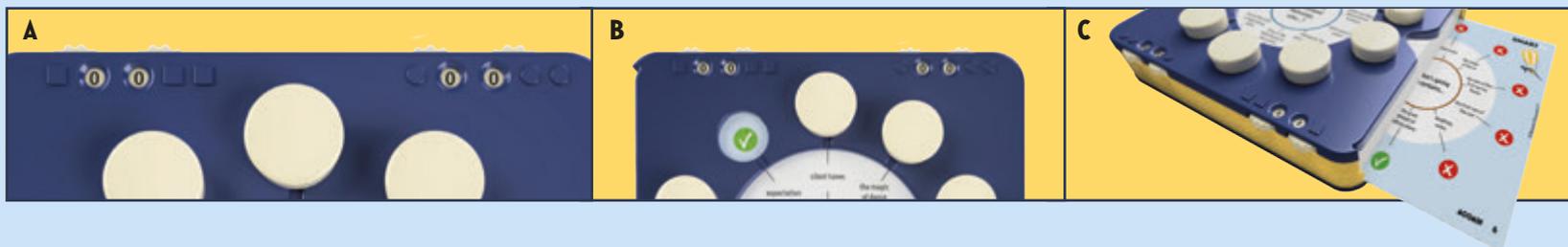
If you choose to **ANSWER**, give an answer you think is correct by saying the answer aloud and remove the respective answer marker.

- The answer is correct? Awesome! Keep the answer marker in front of you.
- The answer is incorrect? You drop out and can't give any more answers on this card. Put the answer marker aside (but not into the Smartbox). Additionally, you lose all answer markers you gained on this card so far. (The points you have gathered in earlier rounds will remain.)
- Regardless of the answer and outcome, give the Smartbox to the next player.

If you decide to **PASS**, give the Smartbox to the next player.

- If you are unsure about the remaining answers or you think none of the remaining answers are correct, it is smarter to pass and not risk losing any answer markers you have already gained on this card.
- You can't give any further answers to this card.

The next player then chooses to answer or to pass. And so on...



QUESTION CATEGORIES



TRUE/FALSE: The answers are either “true” or “false”. You can only go for the correct “true” answers – but you never know how many answers are correct. If you think there are only “false” answers left, pass. (Alternatively, you may agree to go for both “true” and “false” answers in the game, to get an answer marker if your answer equals the one on the card.)



NUMBER: Guess the exact number or date of an answer of your choice.



ORDER: Guess the correct position of an answer of your choice. E.g., for the question “Events of the book Moominland Midwinter in chronological order (1=first)”, you say “four”, choose “Lady of the Cold arrives” and remove the corresponding answer marker to win it. You don’t need to answer in order, so no need to start with whatever is number 1; you can also start with number 7, for example, if that’s the one you know.



CENTURY/DECADE: Guess the correct century or decade.



COLOUR: Guess the correct colour.



OPEN: Guess the correct word, name etc.

EXAMPLE:

THE QUESTION IS:

“Is a character in the Moomin books by Tove Jansson”.

Two answers to the question are already revealed: “Little My” is correct and “Mymling” is false. That means one player earned an answer marker and gets to continue playing this card. Another player already dropped out of this round, having chosen the answer that was false.



END OF THE ROUND

A round ends when all 10 markers are removed, or when all players have dropped out or chosen to pass.

All players now add their answer points to their scoring wheels and replace the markers on the Smartbox.

NEW ROUND, NEW CARD

Before starting the next round, make sure that all answer markers are back on the Smartbox and slide the topmost card (the card you just played) under the card deck to reveal the next question.

The new round begins with the player next to left from the player who started the previous round.

END OF THE GAME

The game ends as soon as a player/team reaches 20 points (or the chosen number of points) in their scoring wheel. The player or team with the most points is the winner.

OPENING THE SMARTBOX:

To open the hatch on the side of the Smartbox, press the side with the hole and bend it gently outwards while sliding it up.
NB. The grooves on the hatch must fit the sides for the hatch to open and close properly.



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Peliko / Martinex
Kuninkaanväylä 37
21280 RAISIO, FINLAND
martinex.fi • martinex.se
martinexshop.com
customersupport@martinex.fi

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Arno Steinwender & Christoph Reiser



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Questions written by: Sirke Happonen & Keijo Säikkä

