

Moving Day

10+ 2-4 30'

EN



Time to move house!
A jam-packed family game by Mads Fløe.

1st of July in Quebec, Canada: On this same day every year, more than 100,000 people want to move house. Why? In years past, all rental agreements ended on this day and, by law, could only be extended on this date. Although this rule has since changed, many people still follow this old 'moving day' tradition. However, because it's almost impossible to book a moving

company for this date, you have to ask friends and family for help. This doesn't always go smoothly of course: Some people aren't strong enough, others are too clumsy, and sometimes too many people show up. But you still need their help - at least they might show up with some tasty snacks...!

GAME CONTENTS



75 'Box' Tiles



26 'Snack' Tiles
 with a value of 1



8 'Snack' Tiles
 with a value of 5



36 'Helper' Cards

1 rulebook



12 Vehicles,
 four sets of
 3 different vehicles



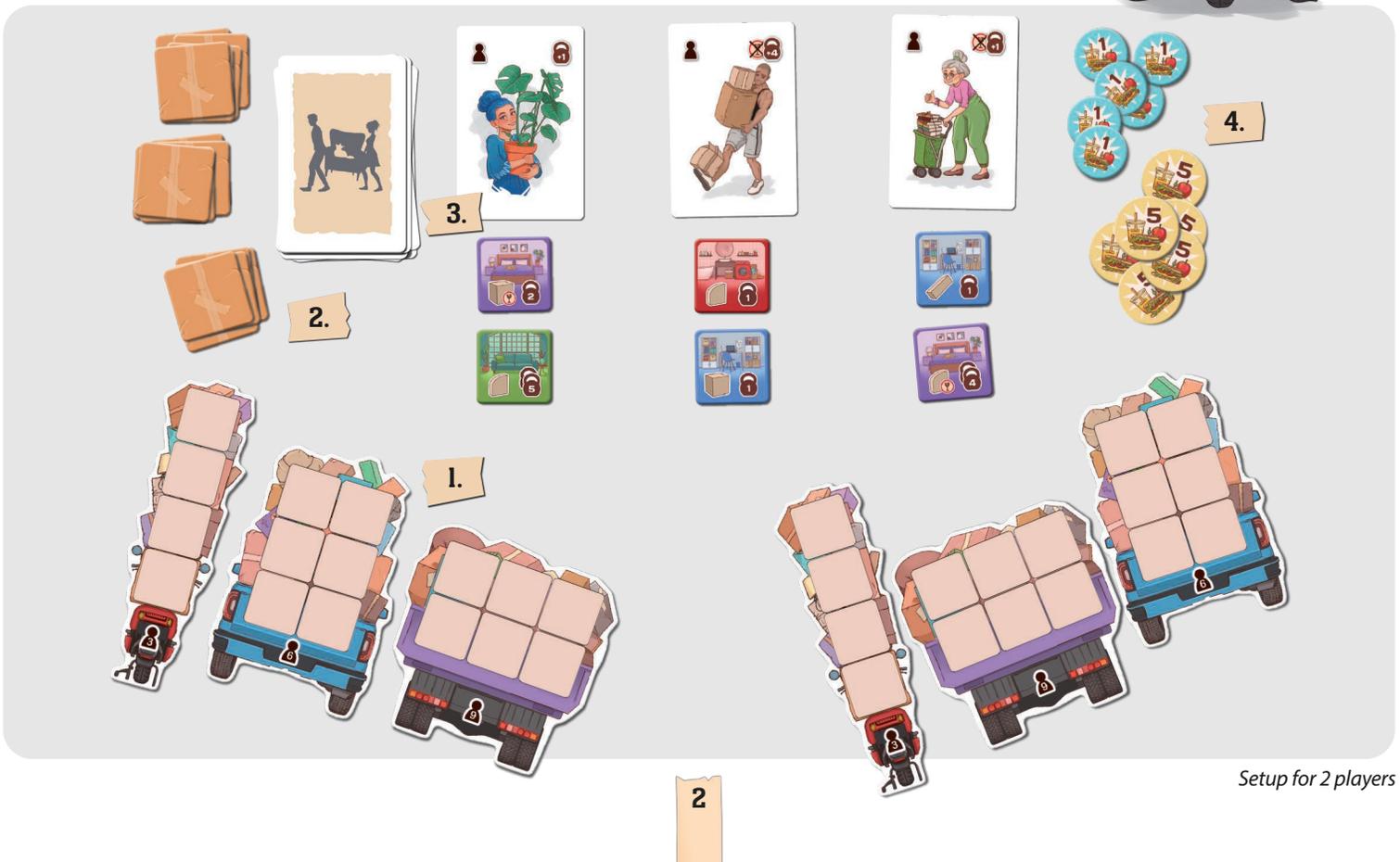
GOAL

The goal is to score the most points by skillfully filling your vehicles with boxes, keeping track of their weight, and not damaging any fragile boxes, all while assigning your helpers to the right vehicles.

GAME SETUP

Before playing for the first time, carefully pop out the pieces from the punch board.

1. Take one set each, which consists of **3 different vehicles**. Place them in front of you with the depicted storage spaces face-up.
2. Shuffle all the **Box Tiles**, create multiple piles, and place them face down. Turn over 2 Box Tiles from any of the piles and place them as a **pair of boxes** underneath each other in the centre of the table. Repeat this until there is 1 more pair of boxes than players.
Example: In a 3-player game there are 4 pairs of boxes.
3. Shuffle the **Helper Cards** face down and place 1 Helper Card face up next to each of the pairs of boxes. Create a face-down draw pile from the rest of the Helper Cards.
*Note: The combination of 2 boxes and 1 helper is known as a **group**.*
4. Lay out the **snacks** in a common supply.
5. Choose a player to go first.



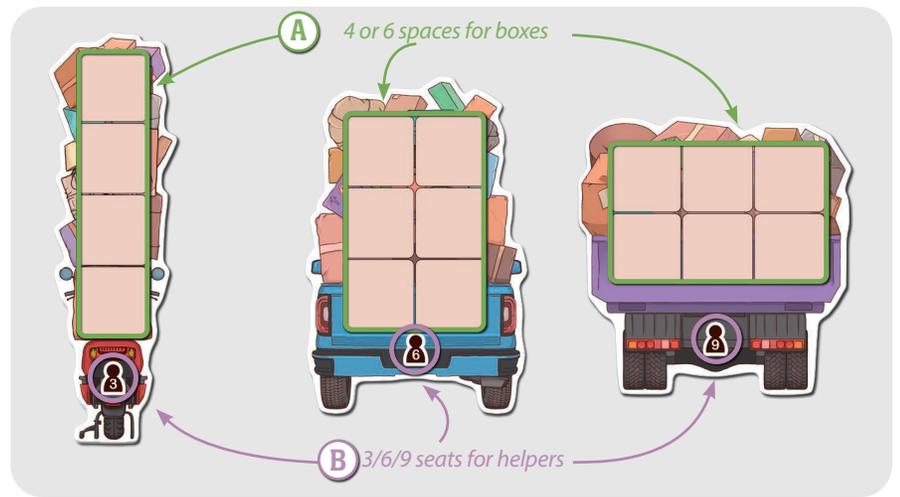
Setup for 2 players

How Vehicles Work

Each vehicle in a set has a different number of **spaces** for boxes and **seats** for helpers.

A 4 or 6 spaces for boxes in various arrangements.

B Up to 3, 6, or 9 seats for your helpers.



How Boxes and Helpers Work

All **Box Tiles** have the same structure:

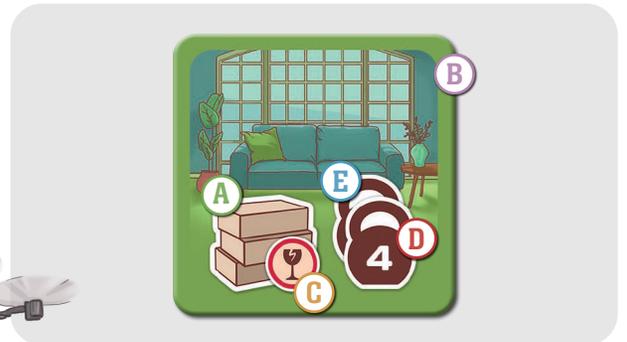
A There are 5 **types** of box shapes.

B The background has one of 5 **colours**.

C If the symbol  is pictured, the contents of the box are **fragile**.

D The number on the Weight Symbol (1 to 7) shows the **weight** of the box.

E The number of Weight Symbols (1x to 3x) indicates the number of **points** you may receive at the end of the game.



All **Helper Cards** have the same structure:

A The symbol in the top left corner shows the **number** of helpers (1x to 3x).

B If the '**Crash**' Symbol  pictured, these helpers are 'clumsy' and damage boxes with fragile content.

C The symbol in the top right corner shows the strength of the helpers (+1 to +4).



HOW TO PLAY

The game consists of 8 rounds. Play in a clockwise direction.
On your turn, take the following two actions in order:

1. Collect boxes and helpers
2. Distribute snacks

Then it is the next player's turn.

1. Collect boxes and helpers:

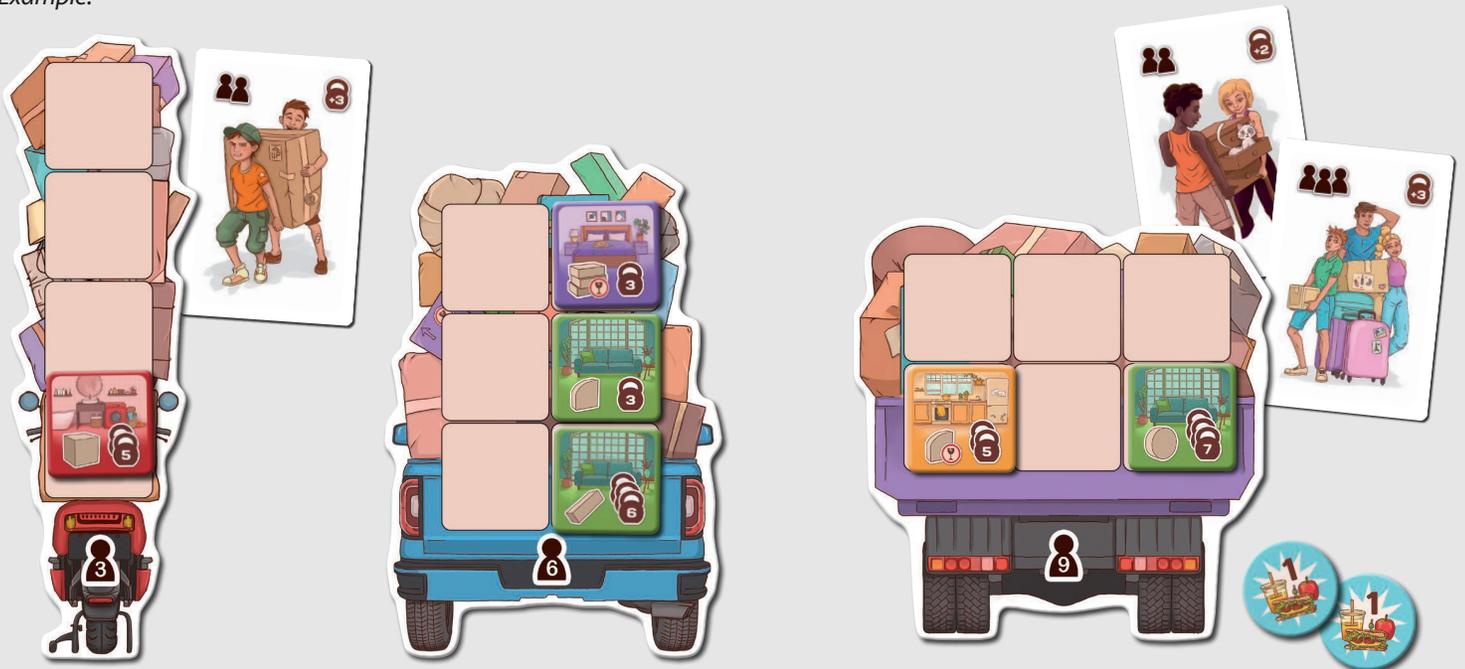
Take **1 group** (consisting of 2 boxes placed one below the other and 1 corresponding helper) from the centre of the table and place them in your vehicles **as you wish**. If there are snacks next to the group (see '2. Distribute snacks'), place these next to your vehicles. These will score you extra points at the end of the game.

Remember:

- ✓ Always place the boxes face up on the storage spaces of your vehicles. You may only place 1 box on each storage space.
- ✓ You must fill your vehicle from 'the bottom up': always place boxes into the lowest row of spaces in the vehicle first. You can put the next boxes in the row directly above.
- ✓ You must always place the helpers face up **next to** the vehicle. They are now assigned to this vehicle.
- ✓ You may only assign as many helpers as the number of seats indicated on the vehicle (3/6/9). If you go over this seat limit with your helpers, you must either remove the Helper Card from play or assign it to another vehicle.
- ✓ Once you have placed boxes and helpers you may not replace or swap them for the rest of the game.



Example:



After 3 rounds, the game may look like this: you have collected 6 boxes and 3 helpers and divided them among your vehicles.

2. Distribute snacks:

Place **1 snack** with a value of 1 from the common supply next to each group that **neighbours** the group you took.

Remember: If you took a **group** from the far left or right, then there is **only 1** neighbouring group!

Refill the empty group space with 2 boxes from any of the piles and 1 helper from the draw pile.

Note: You may swap 5 snacks with a value of 1 with 1 snack with a value of 5 (and vice-versa) at any time.

END OF GAME AND SCORING

The game ends after the 8th round. Now you can count the scores.



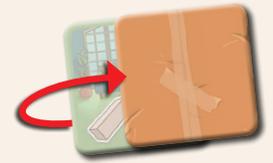
Teil I. – Check damage:

1. Warning, fragile!

First check whether any clumsy helpers damaged any boxes with the Fragile Symbol: each helper with a **'Crash Symbol'** damages exactly **1 box** with a **Fragile Symbol** in the same vehicle. Flip all the damaged boxes face down. They do not count towards your points.

2. Too heavy!

Now check the **weight** of all the boxes per vehicle. Each box that has a heavier box in the row above it in the same column gets damaged. Flip all the damaged boxes face down. They do not count towards your points.



3. Too weak!

Finally, check if the **total strength** of your helpers is sufficient. Add up the strength of your helpers per vehicle and compare it with the weights of the boxes in the vehicle. Each box that is heavier than the total strength of your helpers gets damaged. Flip all the damaged boxes face down. They do not count towards your points.

Part II. – Count your points:

1. Weight: For each of your undamaged boxes, you receive 1 point for every **Weight Symbol** shown.

2. Type: You receive 1 point for every box placed directly next to a box of the **same type**.

3. Colour: You receive 1 point for every box placed directly next to a box of the **same colour**.

4. Snacks: For each **snack** you collected you receive the amount of points indicated on that snack.

The player with the highest point total wins. In case of a tie, the player with more points earned from snacks wins. In the event of another tie, the players share the victory.

Scoring example:



Teil I. – Check damage:

In the left vehicle, the top box (weight 6) has damaged the boxes underneath. Flip all the damaged boxes face down.

In the centre vehicle, the total strength of the helpers is only 5, so the box with weight 6 gets damaged. Flip the damaged box face down.

In the right vehicle, the 2 helpers with the “Crash Symbol” each damage 1 box with a Fragile Symbol. Flip the 2 damaged boxes face down.

Teil II. – Count your points:

Weight: For the total Weight Symbols of all the undamaged boxes, you receive **16 Points** (3+5+8).

Type: For the number of boxes of the same type placed directly next to each other you receive **4 Points** (0+2+2).

Colours: For the number of boxes of the same colour placed directly next to each other you receive **3 Points** (0+3+0).

Snacks: For the snacks you collected, you receive 8 points.

You receive 31 points in total.



If you have questions or comments regarding 'Moving Day', please contact us at:

Piatnik
Hütteldorfer Straße 229-231,
A-1140 Vienna,
or at info@piatnik.com



Warning! Not suitable for children under 36 months. Danger of choking on small pieces. Danger of suffocation. Please retain address.

You can find us on:



PiatnikSpiele



[piatnik_spiele](https://www.instagram.com/piatnik_spiele)



PiatnikSpiele