

Mole Park: Whack and Win!

Game Description:

"Mole Park: Whack and Win!" invites you into the thrilling world of Molehaven, where becoming the ruler means mastering the art of Whacking moles and Winning prizes. Race to earn King Mole's crown and claim your rightful place as the monarch of Mole Park. Just remember: you have to Whack before you Win!

Gameplay Overview (read this out loud):

- There are no turns. Each round, you secretly choose a die to roll and everyone rolls at once.
- To Whack, roll one of your 3 whacking dice. If you roll a number, you get moles from that hole.
- To Win, roll your prize die. Add up all your stars and cash in your moles for a prize!
- The first player to win the Grand Prize for 40 stars wins!

Detailed Rules (only one person has to read):

Contents

- Game board
- 60 Prize cards (see Prize page)
- 100 card Mole Deck
- For each player (color):
 - Three whacking dice:
 - Boxing Glove 0 1 1 1 2 2
 - Frying Pan 0 0 2 3 3 4
 - Mallet 0 0 0 4 5 5
 - One Prize Die 0 1 2 3 4 5

Setup:

1. Each player chooses a color and collects their dice.
2. Decide who will be King Mole for this game and give the King Mole token to that player. If you can't decide, the player to go to an arcade or a carnival most recently will be King Mole. If no one has ever been to an arcade or carnival, then go do that instead of playing this game.

(King Mole is responsible for deciding who wins any ties that occur during the game, with the exception that the King Mole automatically loses all ties).
3. Shuffle the mole deck and place it face down on the Mole Burrow.
4. Shuffle each prize deck and put them face down on the appropriate Prize pile. Flip the top card of each pile face up.

How to Play:

Every round, deal out moles face-down from the deck to each Mole Hole based on the number of players as listed below:

- 2 players: 1 mole (In 2 player games, only use holes 1-3)
- 3 players: 1 mole (In 3 player games, only use holes 1-3)
- 4 players: 1 mole
- 5 players: 1 mole
- 6 players: 1 mole
- 7 players: 2 moles
- 8 players: 2 moles

Deal out this many moles regardless of whether or not there are any moles already in these holes (at the start of the game, all the Mole Holes will be empty). There is no limit to the number of moles that can go in one hole.

Each person simultaneously (and secretly) chooses one die to roll for the round, putting it in a closed fist. Whichever you choose, keep your other dice hidden under the table or in a pocket so that nobody else can see what you've chosen.

Reminder: You cannot win prizes if you do not have any moles in your hand at the start of the round. You have to Whack before you Win!

Once everyone has their hand outstretched, everyone drops their dice simultaneously.

How to Whack:

Move your dice to the mole hole that matches the number shown on your Whacking dice. If you rolled an X, you missed and you don't Whack any moles! Better luck next time!

For each mole hole (numbered 1 through 5), split all the moles evenly amongst all players who rolled that value, leaving any remaining moles in the hole. If there are fewer moles in the hole than players who whacked that hole, the players get nothing!

After whacking, if anyone has more cards in their hand than they can hold (which starts at 5 for everyone), they discard any extras, putting the discarded moles to the Mole Hill.

Example: Jo, Jasper, and Julian all Whack moles this round. Jo rolls an X, while Jasper and Julian both roll a 1. Jo misses and does not get any moles. Jasper and Julian split the moles in hole 1. Because there are 5 moles in hole 1, Jasper and Julian each take 2 moles, leaving the one remaining mole in the hole.

Jasper ends the round with 3 moles in hand so he does not have to discard any moles. Julian, however, has 6 moles in hand so he must discard one mole of his choice to the Mole Hill.

How to Win:

Immediately after rolling your prize dice, throw down your hand of moles face-up on the table. If you rolled a prize dice without any moles in hand, it means you didn't Whack before you Win! In that case, you get nothing.

Once the Whacking dice are resolved, add up all your stars:

- The value shown on your prize dice
- The values of all moles in front of you (that you put down)
- The values of any previous prizes you have won (at the start of the game, you won't have any prizes)

If anyone has more than 40, the player with the highest score earns the grand prize: King Mole's crown! That player wins the game and will be King Mole for the next game you play.

If nobody won the crown, starting with the player that has the highest score and proceeding in order to the player with the lowest score, each player takes a face-up prize that is worth less than or equal to their score. Do not flip over a new prize after one is taken. If there are no available prizes left for you to take, too bad!

When resolving Prizes, if two players have the same score, King Mole breaks the tie and chooses who goes first. If the King is part of a tie, he always goes last.

Example: Billy, Tommy, and Jerry all try to Win this round. They each add up their stars: Billy has 22, Tommy has 18, and Jerry has 11. Going in order from highest to lowest, Billy looks at the available prizes and chooses to win a prize worth 15 stars. Tommy then takes a prize for 10 stars, leaving nothing for Jerry to win. All three brothers discard all of their moles to the Mole Hill.

Cleanup:

1. Discard all face-up mole cards to the Mole Hill. If the mole deck ever runs out, shuffle all the cards on the Mole Hill to make a new Mole deck.
2. Reveal the next prize card for any prizes that were taken.
3. Everyone takes their dice back and gets ready for the next round!