



“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!”

Contents:

Game board:



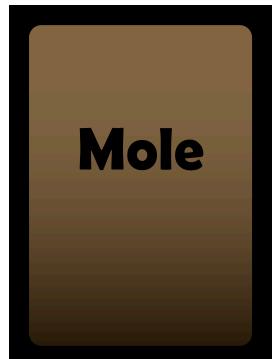
7 Prize Decks,
containing 56 Prize cards:



32 Dice (8 Boxing Gloves, 8 Frying Pans, 8 Giant Mallets, and 8 Prize Dice):



One Mole Deck,
containing 125 Mole cards:



Setup:

1. Each player chooses a color and collects their dice.
2. Decide who will be King Mole* for this game and give King Mole's crown 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.

(King Mole has the very important role of deciding prizes and announcing when the players should roll their dice, but more on this later).

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 color Prize pile. Flip the top card of each pile face up.

* Or "Queen Mole", or anything else. When you're in charge, you decide how to be addressed!



How to Play:

Players do not take turns in Mole Park. Instead, play progresses over rounds, and everyone participates in each round simultaneously. During a round, each player rolls ONE die of their choosing. They can Whack moles by rolling a Whacking dice (either the Boxing Glove, the Frying Pan, or the Giant Mallet) or Win prizes by rolling their Prize die (gold stars).

- To Whack moles, roll one of your Whacking dice, and add any moles which you successfully Whack (more on that later) to your hand.
- When you have at least one mole, roll your Prize die to cash in ALL your moles to try and Win a prize. The better the moles you have, the better the prizes you can Win.
 - Prizes you Win stay in front of you the rest of the game, and will help you get better prizes in the future.
 - When you try to Win a prize, discard ALL your moles to the discard pile, even if you do not end up Winning a prize.
 - Remember: you cannot try to Win prizes if you do not have any moles in your hand!

The game ends when someone Wins the Grand Prize: King Mole's Crown!

What happens in a Round:

At the start of every round, the dealer (or anyone, really) deals out moles face-down from the deck to each Mole Hole as described below. Deal out this many moles regardless of whether or not there are any moles leftover from the previous round.

- 2-3 players: Deal out 1 mole to each hole, unless there are already 5 moles in that hole.
- 4-5 players: Deal out 1 mole to each hole.
- 6+ players: Deal out 2 moles to each hole.

After dealing, each player simultaneously (and secretly) chooses which die to roll for the round and puts it in a closed fist. Once King Mole sees that everyone has their die selected, he says “Go!” (or whatever he wants, he’s the King after all) and everyone rolls their dice simultaneously.

Once everyone rolls, resolve Whacking first, followed by Winning. Let’s see how that works!

Whacking moles:

After rolling, move your Whacking die to the mole hole which matches the number you rolled. 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!

By default, you can only have 5 moles in your hand at once. Therefore, if Whacking these moles to your hand gives you more than 5, discard the extras (of your choice) to the discard pile.

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.



Winning prizes:

After rolling, lay down your hand of moles face-up on the table (if you don't have any moles in hand, it means you didn't Whack before you Win! In that case, you get nothing). Now, add up all the stars that you have in total, keeping in mind that stars come from three places:

- Your moles
- Your Prize die
- Any previously-won Prizes

Once all players who rolled for Prizes count their totals, they place their Prize dice on the space on the board corresponding to their total.

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 the number of stars they have this round. Prizes are valued in increments of 5 as seen below:

- Fewer than 10 stars: You win no prizes
- 10 - 14 stars: You can win a prize from the first prize shop, **The Candy Bar**
- 15 - 19 stars: You can win a prize from either **The Candy Bar** or **House of Toys**
- 20 - 24 stars: You can win a prize from **Inflation Nation** or either of the lower stands
- 25 - 29: You can win prizes from **Furry Friends** or any of the lower stands
- 30 - 34: You can win prizes from **Ready for Action** or any of the lower stands
- 35 - 39: You can win prizes from **King Mole's Collection** or any of the lower stands
- 40+ : You can win **King Mole's crown** (and the game!)

Do not flip over a new Prize after one is taken. If there are no available Prizes left for you to take, too bad! You still lose your moles and do not Win anything.

If two players have the same star total, King Mole breaks the tie by choosing who picks a prize first, in any manner he chooses. If King Mole is part of a tie, he always picks 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.

Prepare for the Next Round:

- Everyone takes back the die they rolled this round.
- Discard (to the Mole Hill) all mole cards that were cashed in this turn.
- Restock the prize stands: If any of the prize stands have a face-down top card, flip it face-up.

After that, start the next round, and keep going until someone tries to Win King Mole's Crown!

Winning the Game (Going for the Crown):

When you think that you can Win King Mole's Crown (for 40 stars), you must declare at the start of the round (before rolling) that you are "Going for the Crown" and attempting to win the game. In response, any other player(s) may also declare that they are "Going for the Crown" this round as well. All declarations are final; you cannot change your mind after declaring.

- If you declare for the crown and do NOT reach 40 stars (or more), you get nothing. You still cash in all your moles.
- If you declare for the crown and reach 40 stars:
 - If no one else declared and reached 40 stars, you win the game and become King Mole!
 - If at least one other player also declared and reached 40 stars, those players advance to a final playoff round called the "Showdown for the Crown"

Showdown for the Crown

Before the tie-breaking round, clear all moles from the board and each participating player returns ALL of their prizes. Deal out new moles to each hole equal to the number of players still competing for the crown (2 players: 2 moles per hole, 3 players: 3 moles per hole, etc.)

The rules are simple:

- The competing players roll all four of their dice
- Resolve the whacking dice first and distribute moles amongst the players as normal
 - Note: Each dice is treated as a separate player for splitting up holes
 - *For example, let's say Lee rolls a 2 on both his Boxing Glove and his Frying Pan, and Sam also rolls 2 on his Boxing Glove. In this case, there would be 2 moles but 3 dice on that hole, so neither of the players would Whack any of those moles. Sorry Lee!*
- All players place their moles face up on the table and add the value of their moles and what they rolled on their prize dice
- The player with the highest score is the winner and wins King Mole's crown! If there is a tie, King Mole decides (but remember - if King Mole is in a tie, they automatically lose).