Mole Park Whack & Win

"Mole Park: Whack and Win!" invites you into the world of Molehaven, where you compete to become the monarch of Mole Park. Whack your own way - with a frying pan, mallet, or boxing glove - to gain stars within Molehaven. Use those stars to Win special prizes on your way to the top! But remember the number one rule...
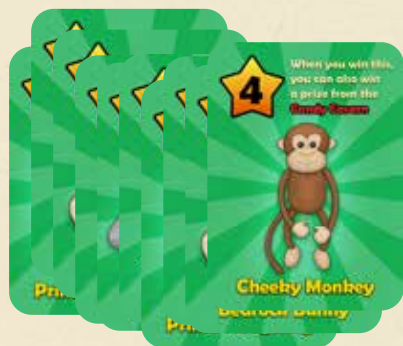
You must Whack before you Win!

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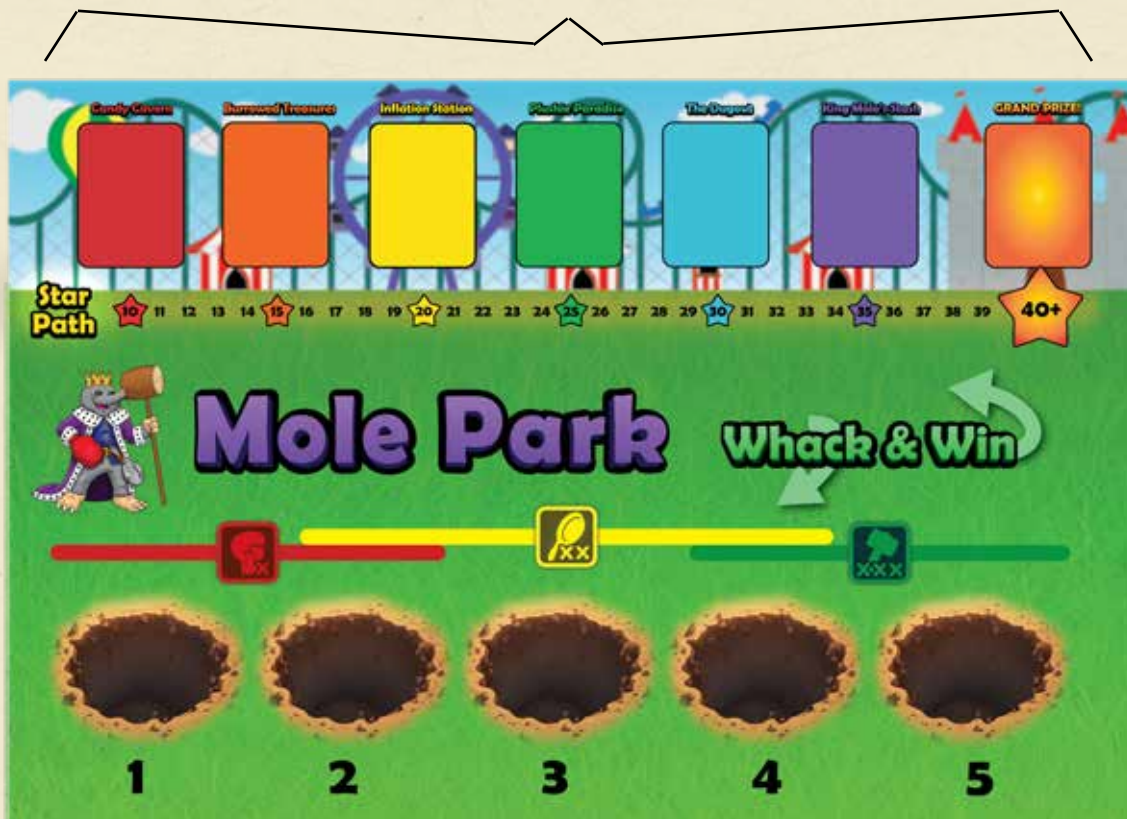
The "Mole Deck"
104 Moles

Whacking Dice
8 different colored set of 3 dice
(boxing glove, frying pan, mallet)

Winning Dice
8 different colored dice

THE MOLE BOARD

Prize Stands

Mole Deck

Discard Pile

Mole Holes

SETUP

1. **Each player recieves four dice of one color**

2. **Decide who will be King Mole*** for this game and give King Mole's crown to that player; OR the player who most recently went to an arcade or carnival shall be King Mole. If no one has ever been to an arcade or carnival, then go do that instead!

3. **Shuffle the Mole Deck** and place it face down next to the board.

4. **Set up the Prize Stands:** shuffle and place each Prize Deck face down on the corresponding space on the board.

5. **Flip the top card** of each Prize Deck face up.

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

WELCOME TO MOLE PARK!

In Mole Park, you race to Win the Grand Prize (King Mole's Crown) by rolling dice to Whack moles and Win prizes. Every round, each player secretly chooses one of their four dice to roll:

You can **WHACK moles** by rolling ONE of your Whacking dice

(Boxing Glove, Frying Pan, or Giant Mallet)

OR

You can **WIN prizes** by rolling your Prize die

Moles and prizes both give you stars! Helping you win better prizes. The game ends when someone reaches 40 stars and wins King Mole's Crown, becoming the new King Mole!

PLAYING YOUR FIRST ROUND

Deal out moles face-down from the deck to each Mole Hole on the board as described below.
- **2-5 players**: Deal out 1 mole to each hole.
- **6+ players**: Deal out 2 moles to each hole.

After dealing, each player **SECRETLY chooses one of their three Whacking dice** to roll: either the **Boxing Glove**, **Frying Pan**, **or Giant Mallet** (pick your favorite! You can change it up every round). Once everyone's ready, King Mole calls out "Roll!" and everyone rolls their dice simultaneously.

Each player moves their die to the mole hole which matches the number they rolled. If you rolled an **X** you missed! Better luck next time.

Now, for each mole hole (numbered 1 through 5):
- **If there are no dice**, all moles stay there until the next round
- **If there's only one die**, that player gets ALL the moles in that hole
- **Otherwise**, split all the moles in the mole hole evenly amongst the players. If they don't divide evenly, split what you can and leave the rest

Any moles that you Whack go to your hand. You can look at them, but you don't have to reveal them.

At this point, everyone collects their dice and prepares for the next round!

FUTURE ROUNDS

All other rounds proceed like the first one: At the start of the round, deal out moles, and then each player rolls ONE of their dice at the same time.

The big difference between the first round and future rounds is that **players may now have moles in their hands**. Whenever you have at least one mole in your hand, **you can choose to roll the Prize die** (the one with stars) instead of one of your Whacking dice. By rolling this die, you cash in ALL moles in your hand to try to Win a prize. Make sure you have enough - prizes start at 10 stars!

Remember: You must have at least one mole in your hand to Win a Prize. "You have to Whack before you Win!"

From here on out, every round might have some players Whacking and some players Winning. Resolve any Whacking dice as you did in the first round. However, if a player Whacks moles and ends up with **more than 5 mole cards** in their hand, they must discard moles (of their choosing) down to 5.

Afterwards, resolve any Prize dice as described below.

WINNING PRIZES

When you roll your Prize die, lay down ALL the moles in your hand face-up on the table and **total your stars (⭐)**. Stars come from three places:

1. The moles you laid down
2. Your Prize die
3. Your previously-won Prizes

Place your Prize die on the corresponding space on the Star Track. **Wait** until all players who rolled their Prize die have placed theirs. Then, players can choose their prizes.

The player highest up on the Star Track chooses a prize first*. That player can Win a prize from any Prize Stand at a star value less than (or equal to) their dice, placing it face-up in front of them**. Do not reveal the next prize in that stand yet. Then, move on to the player next on the Star Track, continuing in this fashion.

Afterwards, discard all face-up moles.

Note: If multiple players have the same star total, King Mole decides the order the players pick prizes. If King Mole himself is part of a tie, though, he ALWAYS picks last.

Note: If you cannot win a face-up prize, too bad! You still discard all your moles.

PREPARE FOR THE NEXT ROUND

- Everyone takes back the die they rolled this round.
- **Restock the prize stands**: if any of the prize stands have a face-down top card, flip it face-up.
- (Only applies for 2 or 3 player games): Check if any of the holes have 5 moles. If they do, then the Moles flee! Discard all the moles from that mole hole before starting the next round.

Afterwards, start the next round! Keep going until someone tries to Win King Mole's Crown.

WINNING THE GAME ("I'M GOING FOR THE CROWN!")

When you think that you can Win King Mole's Crown (40⭐), 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. All declarations are final; you cannot change your mind after declaring.

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

Note: **Getting more than 40⭐ does not matter. All that matters is you reach 40!**

SHOWDOWN FOR THE CROWN

In simple terms, the Showdown for the Crown is a single, tiebreaking round where each player who reached 40⭐ rolls ALL of their dice (Whack & Win). Whoever gets the most ⭐ in that round wins the crown!

Specifically:
- Clear all moles from the board and each competing player returns ALL of their prizes.
- Deal out new moles to each hole equal to the number of competing players (2 players: 2 moles per hole, 3 players: 3 moles per hole, etc.)
- 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).

WHACKING MOLES

By default, <u>you can only have 5 moles in your hand at once</u>. 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 and 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

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⭐: You win no prizes
- 10 - 14⭐: You can win a prize from the first prize shop, The Candy Bar
- 15 - 19⭐: You can win a prize from either The Candy Bar or House of Toys
- 20 - 24 ⭐: 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 prizes from King Mole's Collection or any of the lower stands
- 40+⭐ : You can win **King Mole's crown** (and the game!)

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.

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