

Mole Game Help

I) The game

Terminology :



Grass : tile empty of mole



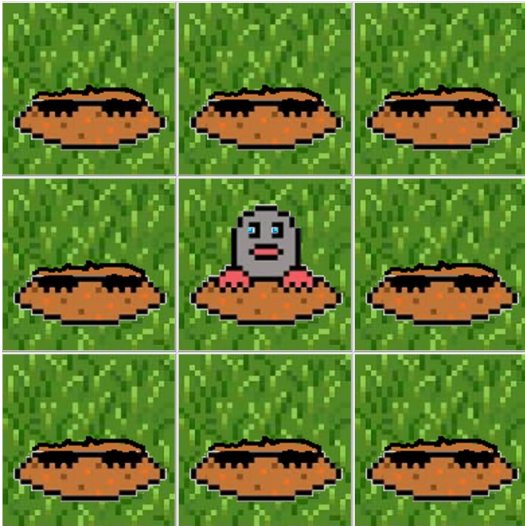
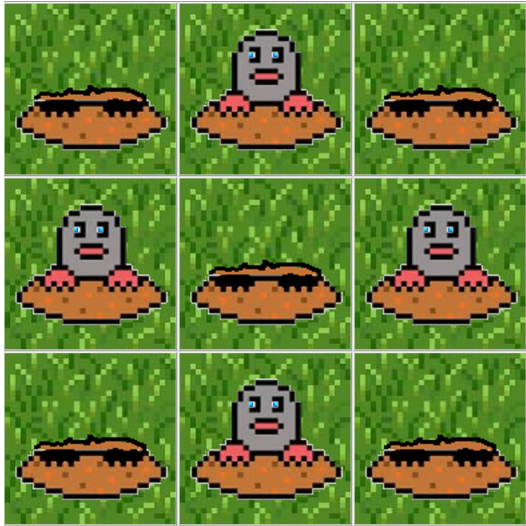
Mole : tile with a mole

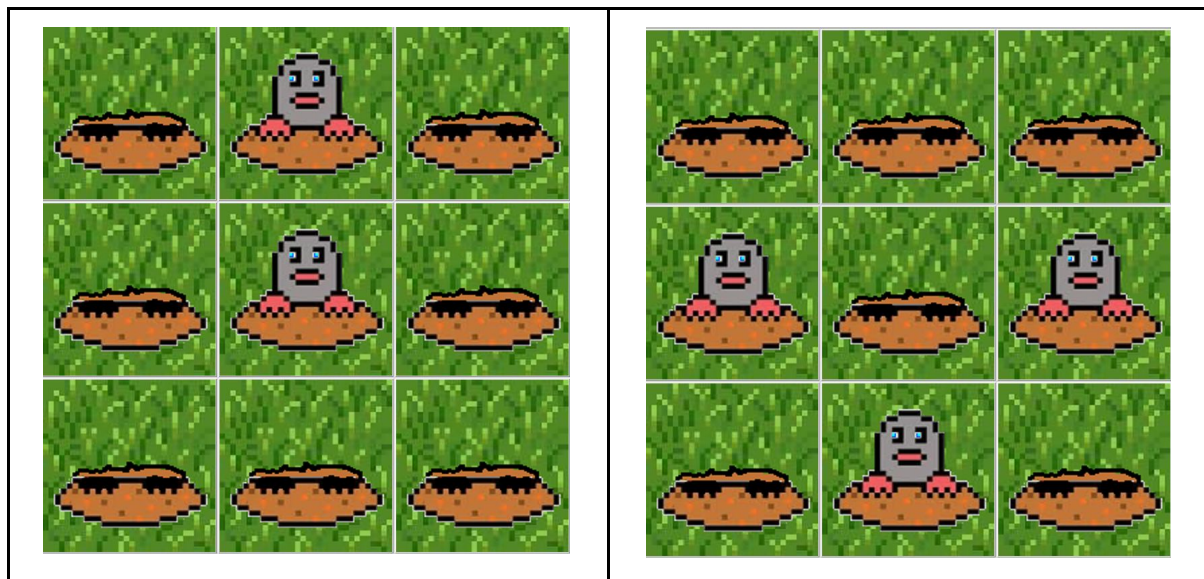
Map : grid of tiles containing moles and grass

Mechanics :

The goal is to click on moles to make all of them go underground.

The table below recapitulates the cases. When clicking a mole, it will go down and the surrounding tiles will change state : if they have a mole, it will go underground, if they have grass, a mole will appear.

Before middle mole is clicked	After middle mole is clicked
	



II) Interface

Map :

New : Opens a blank map of specified size

Import : Opens a previously saved map file and loads it in the interface

Export : Saves the current map as a .map file

Moles :

Manually change state : When activated, this debug option allow to edit the state of mole and grass regardless of the rules of the game

Place at random : Places a random number of moles in the map at random location.

Deletes the current history, cannot be undone.

Undo :

Undo the previous actions.

Next:

Redo the actions that was undone.

Help:

Opens this document.