

# Mole Game Help

## I) The game

### Terminology :



Grass : tile empty of mole



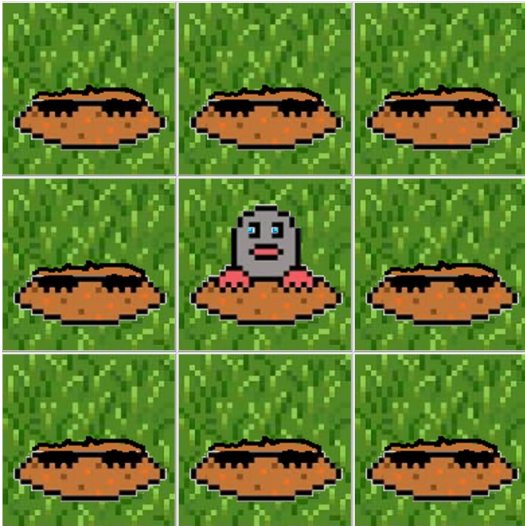
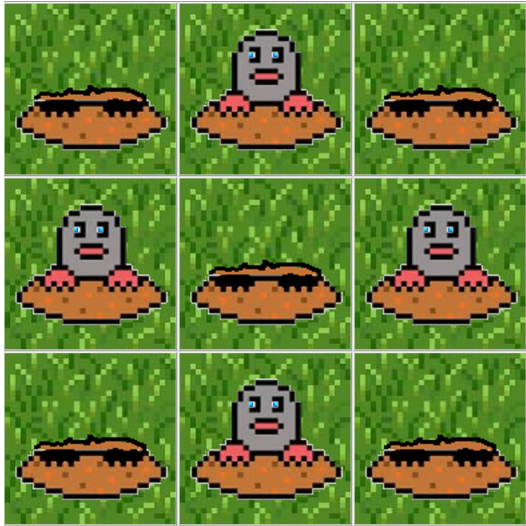
Mole : tile with a mole

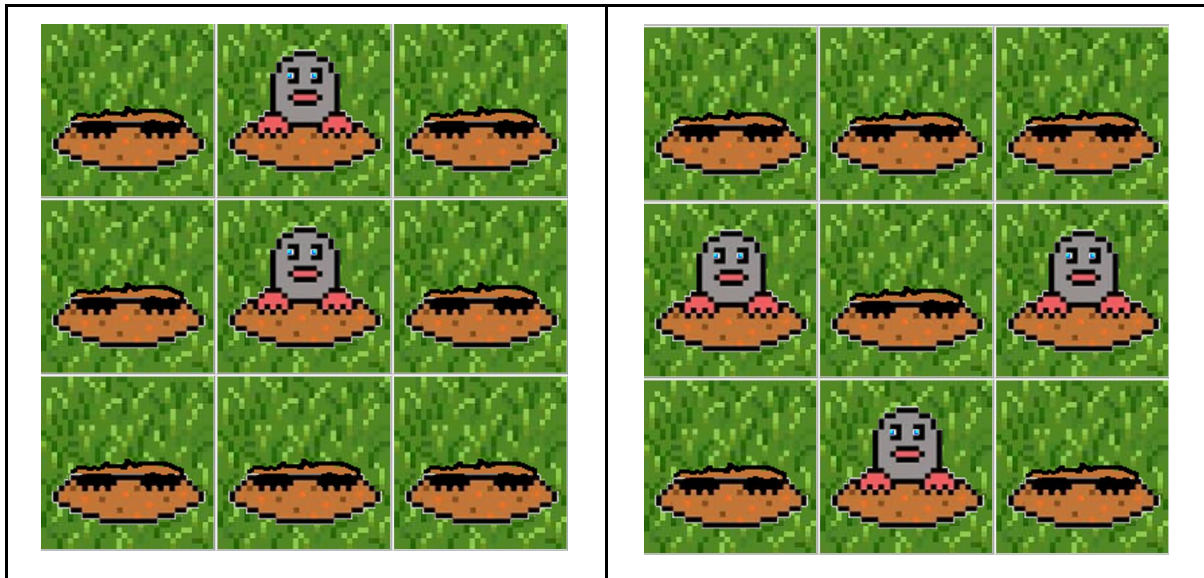
Map : grid of tiles containing moles and grass

### 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.

### History:

Undo : Undo the previous actions.

Next: Redo the actions that was undone.

### Solution:

Solve: Generate a solution for the current state of the board. Be carefull, for maps bigger than 4x4, it may be impossibly long. The solution found by this method is the shortest possible if it exists.

Generate graph : Generate a tree of all states that can reach the current position.

This button may for instance be used as a way to determine all states that have a chance to someday reach the solution.

### Help:

Opens this document.