

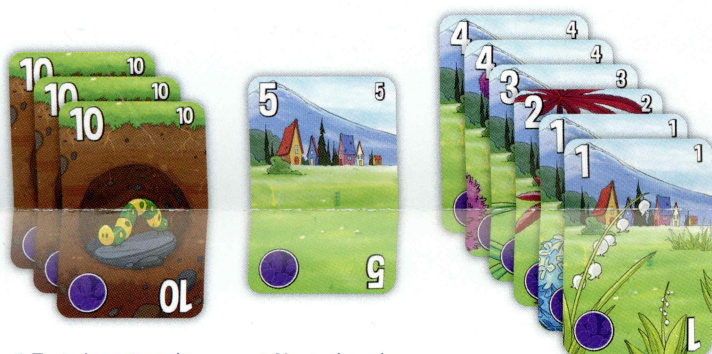
MOLE CONTROL

2 to 5 players / age 6+ / 5-15 minutes

It's a nice and breezy summer day. The perfect day to do some gardening. A pile of dirt catches your eye. You look closer. A molehill. Panic! Moles may look cute, but they are a menace to your beautiful, flower filled garden. You need to get this mole under control, now!

COMPONENTS

1 Pewter Mole, 5 Start cards, 50 Garden cards (in 5 colors). Each set of 10 Garden cards consists of the following cards:



3 Tasty insect cards, each with value 10.

1 Neutral card with value 5.

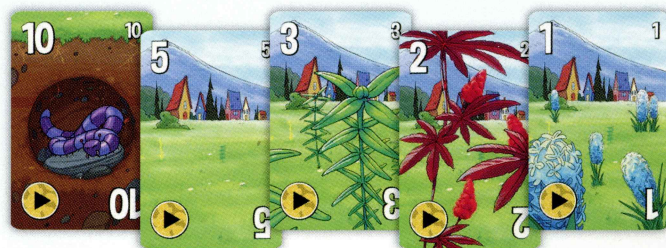
6 Stinky plant cards with different values: 4 (2x), 3, 2, and 1 (2x).

GAMEPLAY

In this game for 2 to 5 players, you take turns to add cards to the communal gardens with – according to the Mole – stinky plants and tasty insects. After that, you may move the Mole to one of the gardens. The garden occupied by the Mole is off-limits until the Mole is moved to another garden. Once you run out of cards, you must claim one of the gardens. But, make sure to pick a garden that doesn't have too many tasty insects, because the player with the garden the Mole finds least attractive wins!

GAME SETUP

- 1 Shuffle the 5 Start cards (marked with a ► icon in the lower left corner). Randomly draw one of these cards and put it face down in the middle of the table. Place the Mole on top of this card. Put the other 4 Start cards back in the box for the duration of this game.



There are 5 Start cards, each marked with a ► icon in the lower left corner. One Start card shows a tasty insect and has value 10, there is one Neutral card with value 5 and there are three stinky plant cards with values 3, 2 and 1.

- 2 Take a set of 10 Garden cards and give a set to all other players as well. The game contains 5 identical sets of Garden cards, each marked with a different color in the lower left corner: green, blue, purple, fuchsia and red. Put the Garden cards that are not used back in the box.
- 3 Shuffle your Garden cards and form a personal face down draw pile. Take the top card from your draw pile and put it in the middle of the table, close to the Start card with the Mole on it. When all players have done this, there should be as many face down cards in the middle of the table as there are players, plus one. Each of these cards represents a Garden.



Game setup for 3 players. The Mole sits on a Start card and each of the 3 players have randomly added a face down Garden card from their personal draw pile.

- 4 Draw 3 Garden cards from your personal draw pile to form your start hand. Keep these cards hidden from the other players. There should be 6 cards remaining in your draw pile.
- 5 The player with the poorest vision will be the start player.

HOW TO PLAY

Gameplay takes place in turns in clockwise order, beginning with the start player. The game ends when all players have claimed a Garden. When it is your turn, take these steps:

- 1 Peek at a Garden
- 2 Add cards to the Gardens
- 3 Move the mole
- 4 Refill your hand

Peek at a Garden

At the start of your turn, you may take a peek at one of the Gardens, except the Garden on which the Mole currently sits. Choose a Garden and pick up the cards. Without changing the order of the cards, quickly take a look at the cards.

Hint: If you feel players take too much time looking at the cards, you may agree on a time limit of 5 seconds.

Add cards to the Gardens

You will now add cards from your hand to the top of the **Gardens**. You have to add at least 1 card, and you may add at most 1 card to each **Garden**. You are not required to add cards to all **Gardens**. Adding a card to the **Garden** with the **Mole** on it is not allowed.

Note: You can not add more cards than you have in your hand.

Move the Mole

You may now move the **Mole** to another **Garden**. If you want to move the **Mole**, put it on top of the **Garden** you choose. Moving the **Mole** is not required and you may choose to leave it at its current location.



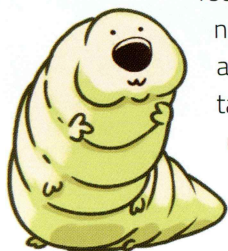
Refill your hand

At the end of your turn, refill your hand to 3 cards by taking cards from your personal draw pile. If your draw pile is empty, you won't be able to refill your hand completely.

Claim a Garden

When you don't have cards in your hand at the start of your turn, you will have to claim a **Garden**. Claiming a **Garden** ends the game for you. Other players may still play one or more turns. When all players have claimed a **Garden**, the game ends and the score is determined.

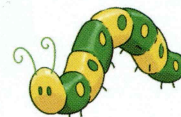
You may only claim a **Garden** that does not have the **Mole** sitting on it. To claim a **Garden**, take the pile of cards from the table and put it face down in front of you until the end of the game.



End of game and scoring

After all players have claimed a **Garden**, the game ends and the winner is determined.

Add up the values on the cards of your claimed **Garden**. The player with the lowest score wins. In case of a tie, the player with the most cards wins. If there is still a tie, the tied players share the victory.



PLAYING MULTIPLE GAMES

Instead of playing a single game, you may also agree to play multiple games (for instance 5) and let the winner be the player with the lowest total score. To do so, write down the score of every player at the end of the game. Summarize the points after a pre-agreed number of games: whoever has the lowest score, wins.

Instead of playing a pre-agreed number of rounds, you may also agree to play until at least one of the players reaches a pre-agreed score, for instance 100 points. Again, the player with the lowest score wins.

CREDITS

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