

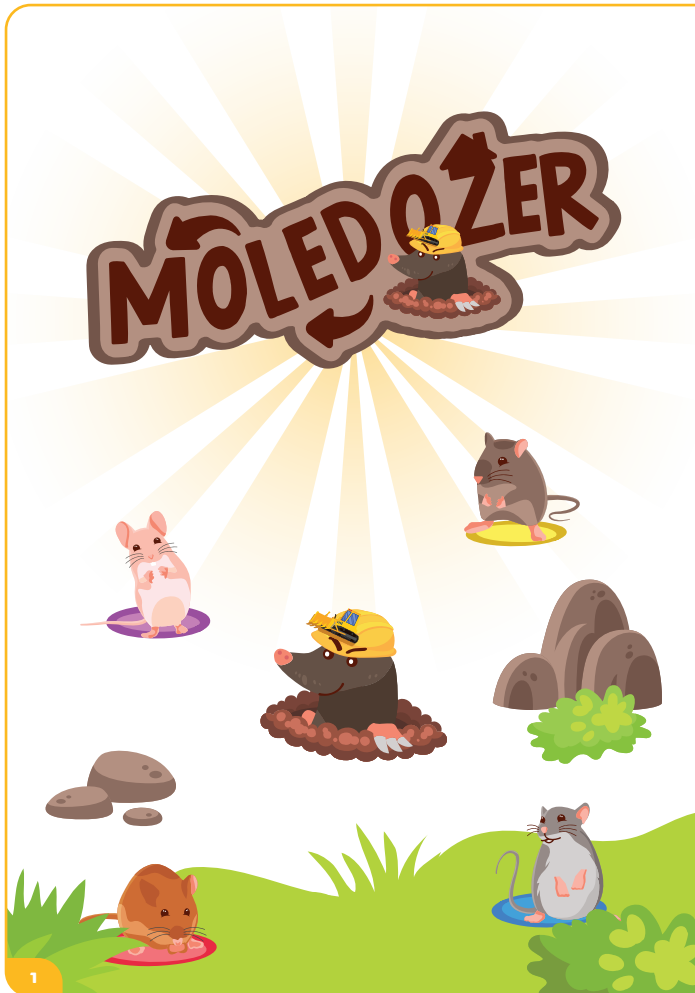
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MOLEOZER

GAME RULES



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1 Board

1 Mole

4 Pawns (meeples)

30 Cards (with numbers ranging from 1 - 10)

Game rules

Introduction

Moles and mice both live in open fields and make pathways underground. Moles however can be quite disruptive to the environment and crush the houses of mice. In this game you have to save the house of your mouse family by guiding the mole to the houses of the rival mouse families. *For this game you need luck and wisdom!*

Preparation

The board is printed on both sides. When you play with 2 players, put the side of the board face up where there are 2 colored circles with mice depicted in them (= the mouse house). For 3-4 players, put the other side of the board face-up.

Board for 2 players:



Board for 3-4 players:



Each player chooses a mouse house on the board. The player has to defend this house by making sure the mole does not get to this location and “moledozes through the mouse-house”. However, player’s houses might change during the course of the game, so be wary!

Once the mole has gone through your house, you are out of the game. If only 2 players are left, you turn the board over to the board for 2 players.

There are 30 cards. Each card has a number ranging from 1 to 10 on them. Shuffle the cards and give each player 5 cards.

The players are not allowed to change the sequence of the cards. They have 10 seconds to look at the cards. Then they have to put the cards on a stack in front of them.

Game Play

The youngest player starts.

During your turn, you are the first player to guess what the sum will be of the numbers represented on the top cards of everyone's deck. You put your pawn on the number that is shown on the board. For example: if your guess is “10”, then you put your meeple on the number “10” depicted on the side of the board.

The other players follow with their guesses clockwise. There has to be a difference of at least 2 compared to other people's guesses. So for example, player number 1 guesses the answer to be “10”. Player number 2, now has the choice to guess a number

- a. equal or larger than “12” or
- b. equal or smaller than “8”.

Once everybody has given their guess, everyone turns over their top card. You add all the numbers together. The one whose guess is closest to the answer wins that round and can move the mole 1 step. If the answer is exactly in the middle of two of the guesses, nobody wins that round.

On the cards additional symbols might be present. If the following symbol is on one of the cards, the winner is not the closest, but the second closest with their guess to the real answer:



Next to the above symbol, there are 3 other symbols that might be present on the cards. These symbols represent extra actions the winner of that round is allowed to take. However, in case there are several cards with following symbols turned open, the winner has to choose 1 action to take, not more.

Following symbols can be present on the cards:



You are allowed to move the Mole 1 extra step.



Everyone changes the sequence of their stack of cards as follows:
Put the top card of the stack on the table, and then put the next card on top of that etcetera. The result is that the top card will be at the bottom and the bottom card at the top.



You change your seat and color of your mouse house with a player of your choice.

If there are no more cards left in a player's draw pile, you shuffle all cards and deal every player 5 new cards. Again you get 10 seconds to look at the cards before placing them on a stack in front of you. Players are not allowed to change the sequence of the cards!

Winner

The last player whose mouse house is still standing wins.

In case only 2 players are left in the game and the player's piles have been shuffled twice, the winner is the one whose house is the farthest away from the mole. If the mole is exactly in the middle, you each draw 1 card and the one who guesses the closest to the sum of the two cards wins the game regardless of any symbols depicted on the cards.

Alternative Game Plays

- The person that starts with giving their estimate is allowed to change their estimate after everyone has given their estimate.
- Once you have received your cards, you are allowed to change the sequence
- Before the first player estimates what is going to be the sum of all cards, the player has to say "Multiplication" or "Addition", meaning that the total estimate given should be either the multiplication of all numbers or the addition of all numbers.

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WARNING:

CHOKING HAZARD — Not suitable for children under 36 months of age due to small parts. Please keep this information for future reference.

