

MOLE HILL

A GROUND-BREAKING BATTLE OF WITS

A Game by Reiner Knizia

A tactical game for 2 cunning opponents, aged 8 or more.

Playing time: c. 20 minutes.

Game No. 49019.

German Edition: © 1995 by Reiner Knizia; ® 1996 by Blatz Spiele, Berlin.

English Edition: © 1997 by Reiner Knizia.

English Translation: Reiner Knizia and Kevin Jacklin.

A WHOLE HEAP OF TROUBLE!

Or how the gardener and the mole set about winning the battle of the lawn.

Mole Hill. A small, romantic spot in the heart of England. A typical country cottage surrounded by a large garden.

But this idyll is deceptive. Small brown piles of earth disfigure the perfect English lawn of the gardener's dreams. The sacred turf is despoiled.

We are in the midst of a devious battle between gardener and mole. Because, in this garden, there is only room for one.

Many thanks to David Farquhar and Kevin Jacklin, who have burrowed diligently on behalf of the game.

WHAT ONE URGENTLY NEEDS

Game materials.

In addition to one opponent, some cunning and the right tactics, Mole Hill requires:

- these game rules,
 - a board with 63 spaces,
 - 22 wooden boundary rods, and
 - 22 game pieces, representing 10 light and 12 dark mole-hills.
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THE CLEVEREST BURROWER WILL WIN

Game idea and objective.

The burrowing carries over two rounds. In the first, one player plays the mole, the other the gardener. In the second round, the roles are reversed.

Whoever burrows the best, gaining the most points when placing his mole-hills, is master of the lawn.

A PEACEFUL BEGINNING

Game preparation.

- Lay out the board.
 - Decide who is who. The gardener takes the boundary rods; the mole receives the mole-hill pieces.
 - Start digging!
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THE BATTLE OF WITS OVER THE LAWN

Course of the game.

The mole starts. He builds a stack of some of his light-coloured pieces and, as his first turn, places the stack onto any space of the board.

Subsequently the gardener takes his turn. Play continues alternately.

THE GARDENER'S TURN

"I'll catch you..."

On his turn, the gardener places a single boundary rod onto the edge of a space - an obstacle which the mole cannot breach.

Through this method, the gardener attempts to obstruct the mole from moving any further.

THE MOLE'S TURN

"Catch me if you can!"

On his turn, the mole moves his stack onto any empty adjacent space, straight or diagonally. The bottom-most piece, however, remains behind in the old space.

Every now and then, the mole adds some new pieces to his stack (as long as some remain), so that the stack never runs out. First he uses the ten light pieces (which do not count to his score), then the dark pieces.

The mole is only allowed to move onto spaces he has never visited before, i.e. he can only move once onto each space. Ideally, he moves onto flower spaces, where he collects bonus point (see scoring).

When moving straight, the mole must not cross over an edge blocked by a boundary rod.

When moving diagonally, the two involved spaces have one corner in common. The stack will move diagonally by dodging to either side of this corner, always traversing two edges. Diagonal movement is only allowed if the movement can be made without cutting across a rod (i.e., both edges of the chosen path must be free).

THE CENTRE SPACE

If the mole moves onto the centre space, he is allowed to jump onto any free space on the board in his next move.

Of course, the mole may move onto the centre space just once, leaving a piece behind him as usual.

NO MORE MISTER NICE GUY

Game end and scoring.

The round is over as soon as the mole is unable to move (either by being completely blocked, or by running out of game pieces). The mole scores one point for each dark piece placed on the board, i.e. the first ten turns do not count. If the bottom-most piece of stack is dark, this does count towards the mole's score.

Additionally the mole scores one bonus point for each white flower space visited, and two bonus points for each red flower space visited. These bonus points apply even if less than ten spaces are visited.

The mole's points are totalled and recorded, then the players switch roles. The more successful mole wins the game with the highest score.

WE GIVE YOU THE ANSWERS!

A service by Blatz.

If you have any questions regarding this game, just write to us at Blatz Spiele. We guarantee you an answer.

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