

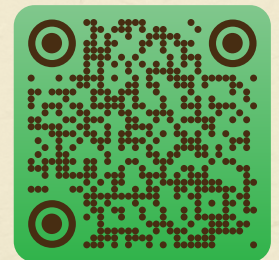


RULEBOOK

“Mole Park: Whack and Win!” invites you to the land of Molehaven, where you compete to become the next King Mole. WHACK moles with a boxing glove, frying pan, or giant mallet. WIN prizes by cashing in your moles. Become King by claiming King Mole’s Crown! Just remember...

“You have to WHACK before you WIN!”

We recommend watching this “How to Play” video to start Whacking as soon as possible!



CONTENTS

Prize Stands 56 Prize cards



Candy Cavern
10 Prize cards



Burrowed Treasures
10 Prize cards



Inflation Station
10 Prize cards



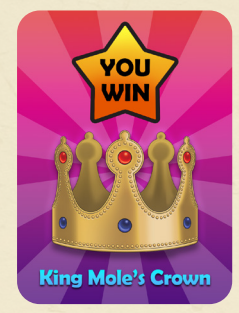
Plushie Paradise
10 Prize cards



The Dugout
10 Prize cards



King Mole’s Stash
5 Prize cards



King Mole’s Crown
1 Prize card

Mole Deck and Dice



Mole Deck
113 Mole cards



Whacking Dice

24 dice (8 boxing gloves, 8 frying pans, and 8 giant mallets)



Prize Dice

8 dice with stars

Game Board (shown after setup)

Prize Stands



Mole Deck

Mole Holes

Discard Pile

SETUP

- 1. Set up the Mole Deck:** Shuffle all the Mole cards and place the deck face-down next to the board.
- 2. Set up the Prize Stands:** Shuffle each Prize Stand separately and place them face-down on the corresponding spaces on the board. Then flip the top card of each Prize Stand face-up.
- 3. Everyone chooses a player color and collects their four dice.** Each color has a boxing glove, a frying pan, a giant mallet, and a Prize die.
- 4. Determine who starts as King Mole:** Everyone rolls their Prize die, and the player who rolls the highest value starts as King Mole. If there's a tie for the highest roll, the tied players roll again.



WELCOME TO MOLE PARK!

In Mole Park, you roll dice to WHACK moles and WIN prizes. Every round, each player rolls ONE of their dice:

You can **WHACK moles** by rolling one of your Whacking dice

(Boxing Glove, Frying Pan, or Giant Mallet)



OR

You can **WIN prizes** by rolling your Prize die



Moles and Prizes both give you stars, which help you WIN better prizes. The game ends when someone reaches 40 stars and WINS King Mole's Crown, becoming the new King Mole!

PLAYING YOUR FIRST ROUND

Deal out moles from the Mole Deck face-down on each Mole Hole as described below:

- **2-5 players:** Deal 1 mole to each hole.
- **6+ players:** Deal 2 moles to each hole.

WHACKING MOLES

After dealing, each player *secretly* chooses one of their three Whacking Dice to roll: the **Boxing Glove**, **Frying Pan**, or **Giant Mallet** (pick your favorite! You can change it up every round). Once everyone's ready, King Mole calls out "Roll!" and everyone rolls their dice at the same time.

Each player moves their die to the Mole Hole which matches the number they rolled. If they rolled an **X**, they missed and don't get any moles this round. Better luck next time! Now, in each Mole Hole, **split the moles in that hole evenly to all players who rolled that number**, following these examples:

1				
				
<p>If there are no dice, all moles in that hole stay there for the next round.</p>	<p>⋮</p> <p>If there's only one die, that player gets ALL the moles in that hole!</p>	<p>Otherwise, split the moles evenly. In this hole, each player gets 2 moles.</p>	<p>⋮</p> <p>Here, the players split what they can and leave the rest. Each player gets one, leaving one for the next round.</p>	<p>If there aren't enough moles to split, nobody gets any from that hole! Leave this mole for the next round.</p>

FUTURE ROUNDS

All other rounds proceed like the first one: deal out moles (the same number from the top of this page), then all players roll ONE of their dice at the same time.

The big difference between the first round and future rounds is that players may now have moles in their hands. **Whenever you have at least one mole in your hand, you can choose to roll the Prize die instead** of one of your Whacking dice. By rolling this die, you cash in ALL moles in your hand to try and WIN a prize.

You must have at least one mole in your hand to WIN a Prize. *"You have to WHACK before you WIN!"*

From here on out, every round might have some players WHACKING and some players WINNING. Resolve any Whacking dice as you did in the first round. However, whenever a player WHACKS and ends up with **more than 5 moles** in their hand, they must **discard down to 5 moles** (of their choosing).

Afterwards, resolve any Prize Dice as described below.

WINNING PRIZES (see page 7 for example)

In order to WIN a Prize, **roll your Prize die instead of one of your Whacking Dice**. As a reminder, you can only roll your Prize die if you have at least 1 Mole in your hand. *“You have to WHACK before you WIN!”*

When you roll your Prize die, **lay down ALL the moles in your hand face-up on the table and add up all of your stars (★)**. You get stars from three sources, though you won't have any Prizes at the start of the game:



The moles you just laid down
(shown here, 15 stars)



Your Prize die roll
(5 stars)

Any Prizes you've won
(3 stars)

After adding up your stars, move your Prize die to the space on the Prize Path matching your total stars. If your total is less than 10, there are no prizes you can afford - take your Prize die back. **Wait** until all players who rolled their Prize die have moved theirs. Then, players can choose their prizes.

Players pick prizes in order from most stars to least (see page 7 for an example). If at any point, multiple players have the same star total, King Mole decides the order those players pick Prizes. If King Mole himself is involved in a tie, he must pick last amongst the tied players (King Mole is a gracious ruler).

When you pick, you can choose to WIN any face-up Prize from a Prize Stand you can afford. You can afford Prizes from any Prize Stand with a star value less than (or equal to) your star total. Place the chosen Prize face-up in front of you, where it will stay for the rest of the game. Do not flip over the next Prize in that Prize Stand; no other players can WIN another Prize from this Prize Stand this round.

Afterwards, discard all face-up moles to the discard pile. If you didn't win a face-up prize for any reason, too bad! You still must discard all your moles.

PREPARE FOR THE NEXT ROUND

- **Players take back their dice.**
- **Restock the prize stands:** if the top card of any prize stand is face-down, flip it face-up.
- **For 2 - 3 player games, determine if the moles flee:** if any of the mole holes have 5 moles, discard all the moles in those mole holes. (*Holey moley that was a mole-ful*)

Afterwards, start the next round! Keep playing more rounds until someone WINS King Mole's Crown (see the next section).

WINNING THE GAME (“I’M GOING FOR THE CROWN!”)

WINNING the grand prize is not as simple as WINNING any other prize. In order to win the grand prize, **you must declare** your intention at the start of the round (before rolling) by announcing **“I’m going for the crown!”** All declarations are final; you cannot change your mind after declaring.

In response, any other player(s) may also declare that they are “Going for the Crown” this round. Anyone who does not declare plays the round normally.

After you declare for the crown and roll your Prize die:

- **If you do NOT reach 40★**: you can’t WIN any prize. You still discard all your moles.
- **If you are the only player to reach 40★**: you win the game and become King Mole!
- **Otherwise**, all players to reach 40★ advance to a final playoff round: the **“Showdown for the Crown”**

If you didn’t declare for the crown, but reach 40★: you can’t win the game, but you can still go for other prizes!

Note: Getting more than 40★ does not matter. All that matters is you reach 40!

SHOWDOWN FOR THE CROWN

The Showdown for the Crown is a single, tiebreaking round where each player who declared and reached 40★ rolls ALL four of their dice (*yes, all four!*) Whoever has the most ★ in that round WINS the crown!

Specifically:

1. Clear all moles from the board. Each competing player returns ALL of their Prizes.
2. Deal out new moles to each hole equal to the number of competing players (2 players: 2 moles per hole, 3 players: 3 moles per hole, etc.)
3. The competing players roll all four of their dice. Resolve the Whacking dice first and distribute moles amongst the players as normal.
4. All players lay down their moles face-up on the table and add the value of their moles to the value they rolled on their Prize dice.

The player with the highest score is the winner and wins King Mole’s crown! If there is a tie, clear the board again and repeat the showdown for the tied players.

AND THAT’S IT!

Good luck, and thanks for playing! We hope you have as much fun playing this game as we did making it.

And remember, you can’t go for any Prizes without moles, don’t even try it:

“You have to WHACK before you WIN!”

EXAMPLE OF WINNING PRIZES

Here's an example of how WINNING (described on page 5) should be resolved in a round. Here, four players - Black, Purple, Brown, and Blue - have gone for prizes by rolling their Prize dice. Players always choose Prizes in order from most stars to least, so Blue has the first choice of Prize. With 24 stars, Blue can afford any prize from Candy Cavern (10), Burrowed Treasures (15), or Inflation Station (20). Blue chooses to win the Inflatable Worm from the Inflation Station. He places this Prize face-up in front of him, but does not flip over the next card in the Inflation Station.



Next, there's a tie at 18 stars between Purple and Brown. Whenever there's a tie, King Mole chooses who picks a Prize first (unless King Mole himself is in the tie, in which case he always picks last). King Mole chooses Purple to pick first, who can pick a prize from either the Candy Cavern or Burrowed Treasures. Purple chooses the Digging Goggles, leaving Brown with only one choice: the Marshmallow Grub from the Candy Cavern.



Now it's Black's turn to choose a Prize. With 12 stars, Black could afford a Prize from the Candy Cavern, but there aren't any Prizes available! Black gets nothing, and still discards all his moles to the discard pile.



CREDITS

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Special Thanks to...

All of our awesome friends, family, and convention attendees who helped playtest and bring Mole Park to life. Mole Park wouldn't be the same without you!



"ME HAVE TO WHACK BEFORE ME WIN!"

...and a super-duper Thank You to all of our Kickstarter backers! We'd like to especially thank our Founder's Edition backers:

Nonk
Ian Akehurst
Brendjuan
ButWhyCleveland
Elizabeth Dabbelt
Bennison Flores
Lily Yu
Maryl Lambros
Sir Shilliam
Sam Swindell
Zade Koch
Noah and Lili
Andrew M
Emily Taylor
Jonby
Sean Davis
Judy and Craig Hill
Cole Billena
Tom Dodge
Stephi Hill
Eric & Mia Molezenthall
Linda and Kevin Lonergan
Ben Stoller
Judy Stephen
Nancy Wiesbrook
Jerry Mansmann
Pandeez

James Talmage
Pui Lam & Cheuk
Nick Nazario
PatW
Christian & Dane Grunt
Joe Featherston
Jacob Burrell
KHMatlock
NickJ
Brendan Mullaly
Lloyd Gomez
Jim Macalino
Grace Yi
Xitang =)
Andrew Nance
Mitchell Moos
RAN Sartini
Juan Guzmán
Floyd Livermore
Peter Ritchken
Ollie Hoskins :)
Mom
SpenceStar
Sneha Neogi
James Mullany
Simon Ritchken



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