



REINER KNIZIA'S

# MOLE HILL

## INTRODUCTION

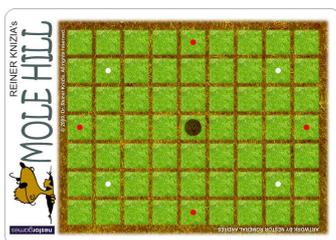
**MOLE HILL** is a strategy game for two players.

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

Burrowing takes place over two rounds. In the first round, one player plays the mole, the other the gardener. In the second round, the roles reverse. Whoever burrows the best is master of the lawn.

## MATERIAL

- A **MOLE HILL** board:



- 10 orange and 12 black pieces (for the mole).
- 22 white rods (for the gardener).
- 4 red flowers and 4 white flowers.

## RULES

Place the white flowers and the red flowers in their corresponding squares on the board (indicated by white and red spots). **Variant:** If both players agree, the flowers can be placed anywhere.

Decide who is who. The gardener takes the boundary rods; the mole receives the mole-hill pieces.

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

Next, the gardener takes his turn. He places a single boundary rod onto the edge of any space – an obstacle which the mole cannot breach. Through this method, the gardener attempts to obstruct the mole from moving any further.

Play continues alternately.

### The Mole's Movement: "Catch me if you can!"

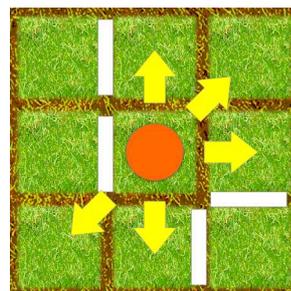
On his turn, the mole moves his stack onto any empty adjacent space, straight or diagonally. The bottom-most piece, however, remains behind in the old space.

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 orange pieces, then the black pieces.

The mole is only allowed to move onto spaces he has never visited before.

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 mole will move diagonally by dodging to either side of this corner, always traversing two edges. Diagonal movement is only allowed if it can be made without cutting across a rod (i.e., both edges of the chosen path must be free).



Mole movement

**The Center Space.** If the mole moves onto the center 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 center space just once, leaving a piece behind him as usual.

## 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 totaled and recorded, then the players switch roles. The mole with the highest score wins the game.