Ages Players

Race to the Treasure Before You Get Smacked!

These little Moles are in a race for treasure! Each player must follow the colorful trail to find the cave of jewels at the end of the line. But watch out - other players can use the hammer to SMACK you back several spaces! First player to reach the treasure wins!

CONTENTS:

- 4 Moles
- 1 Die
- 1 Mallet
- 1 Game board

SET UP:

Place the game board in the middle of the play area.

Each player chooses a mole to be his or her mover.

Each player then places their mole at the starting position located at the open mineshaft.

THE TREASURE CAVE

The Treasure Cave at the end of the mineshaft has a YELLOW border, therefore you must roll YELLOW to move there.

The Treasure Cave has a Super-Hammer Icon, which means once you land there you get to take the hammer and whack all the other moles on the board!

WINNING

Be the first player to reach the jewel-filled Treasure Cave at the end of the mineshaft!

SAFETY CAVERNS

There are 3 Safety Caverns on the board, each with a different color border: RED, BLUE and PURPLE.

- When your mole is in a Safety Cavern, you can’t be whacked.
- Safety Caverns function just like any other space. For example, if you are on the first purple space and you roll RED, you will move to the Red Safety Cavern, which is the next RED SPACE on the board. However, if you roll BLUE, you will PASS OVER the Red Safety Cavern to the BLUE SPACE just beyond it.
- Safety Caverns also act as a checkpoint on the board. Once you pass one, if you get whacked you do not have to go back to the beginning of the board; you only have to go back to the last Safety Cavern.

The Treasure Cave has a Super-Hammer Icon, which means once you land there you get to take the hammer and whack all the other moles on the board!

NOTICE:

- Mole may NOT be whacked if they are currently in a Safety Cavern.
- Once whacked, the mole must move back up the mineshaft. If they have not passed a Safety Cavern yet, they go back to the beginning. If they have passed a Safety Cavern, they go back to the last one they passed.

After you’ve been whacked, restore your mole’s head to the proper position by pressing on its tail.

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LET’S PLAY!

The youngest player goes first.

MOVING

Roll the die, and then move your mole to the next space on the board that matches the color you rolled.

More than one mole may occupy a space at one time.

When you get near the end of the mineshaft, if you roll a color and there are no spaces of that color left in front of you, you must wait until your next turn and try again.

WHACKING

If you land on a space with a Hammer Icon on it, you get to whack one of your opponent’s moles.

- Mole may NOT be whacked if they are currently in a Safety Cavern.
- Once whacked, the mole must move back up the mineshaft. If they have not passed a Safety Cavern yet, they go back to the beginning. If they have passed a Safety Cavern, they go back to the last one they passed.

After you’ve been whacked, restore your mole’s head to the proper position by pressing on its tail.