



Whack A Mole



Players

2+



Age

8+



Duration

6 min



Targets

1-8

Rules

- ✘ The game has 3 levels.
- ✘ The goal is to find a mole in each level by scanning targets.
- ✘ If you find a mole, the controller starts to vibrate.
- ✘ Stay close to the mole until the new level starts.

Winning and losing

- ✘ If you do not find a mole before the next level starts, you are out. The controller now shows a red light.



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- ✘ A player wins if he finds the mole before the end of level 3.

New level

- ✘ The controller makes a sound and flashes white light to indicate the start of a new level.

Colours

- Purple: you are participating in the game, go find a mole!
- White: the next level starts.
- Red: you are out of the game.

Scanning targets

- ✘ The controller makes a sound and flashes a white light if a card is scanned.
 - ✘ No vibration: the card did not contain a mole.
 - ✘ Vibration: a mole was found.
 - ✘ No sound or white light: the card was not properly scanned.

