

Example (continued): Now it's Cody's turn. He plays a card, and there are 3 matching clues between the two cards. Cody places the card below the investigation board.



The helmet cannot be one of the matching clues as the players have deduced from the previous turn, which means that the 3 matching clues are the vegetable (carrot), the hiding spot (hay bale) and the time that the vegetable went missing (8:00). Cody eliminates the following clues: pumpkin, radish, barn, mole hole, 6:00 and 7:00.

Now all the players have left to figure out is the headwear that the mole was wearing.

It's Kyle's turn. He plays a card, and there are 2 matching clues between the two cards. Kyle places the card to the right of the investigation board.



Since the players have already eliminated the barn and 9:00, one of the two matching clues must be the carrot (which they confirmed earlier) and the other must be the baseball cap – the last bit of information that the players were missing! Kyle decides to finish the investigation and names all 4 clues: "The mole responsible was wearing a baseball cap, he took the carrot at 8:00 and stashed it in the hay bale". The players check the card... and Kyle's right!

Success!

END OF THE GAME

The game ends in one of two cases:

- The active player has named incorrectly at least one of the clues. **The whole team loses!**
- At the end of his turn, the active player cannot draw a card from the deck because it's empty. Count the number of solved cases (the number of suspect cards won as prizes) and find out how well you did in the game.

✓ 1 SOLVED CASE OR LESS.

You should pay more attention – no detail is too small!

✓✓ 2 SOLVED CASES.

Not bad, but remember that a little cooperation goes a long way!

✓✓✓ 3 SOLVED CASES.

Very good, but to excel you might need even more practice!

✓✓✓✓ 4 SOLVED CASES OR MORE.

Congratulations, you are true masters of deduction!

If you would like to up the stakes and make the game more difficult, next time count out 23 cards for the deck instead of 24 and try to recreate your result! Continue reducing the number of cards in order to prove yourself.



Game designers: Alexander Peshkov & Ekaterina Pluzhnikova
Illustrator: Natalya Efremova
Art director: Anastasia Durova
Project manager: Polina Basalaeva
Proofreader: Maria Kravchenko
Production manager: Kristina Balakirova
Layout: Arthur Burlakov



Red Cat Games LLC
 51/1-14, Komitas Ave,
 Yerevan 0014,
 Republic of Armenia
 mail@redcatgames.am
 www.RedCatGames.am
 ©2024 All rights reserved.

YOUR LOGO

Text, text, text, text,
 text, text, text, text,
 text, text, text, text,
 text, text, text, text,
 mail@text.com
 www.text.com



Sly Mole

GAME RULES



A whole family of moles has made the farm their home! The new neighbors prefer to live underground, so their eyesight is far from perfect. During their excursions topside they sometimes visit the garden patch and unwittingly snatch a vegetable... or two.

Finding the mole responsible is not an easy task! But luckily the hardworking bumblebee is always somewhere nearby collecting pollen. If anyone can help, it's him! However, even though he can tell you some of the details, it's up to you to solve the case!

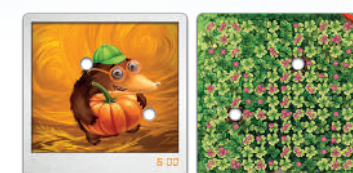
COMPONENTS



• 16 clue tokens



• 1 dual-layer investigation board



Face
 Back
 • 64 suspect cards



AIM OF THE GAME

Solve as many cases as possible before the deck runs out.

SETUP

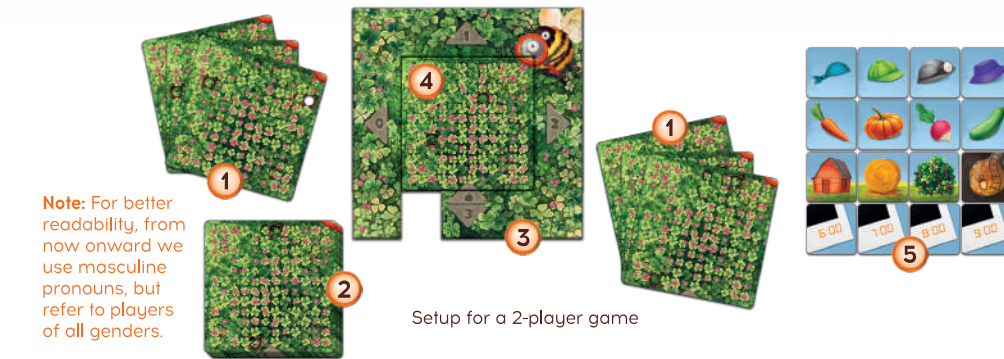
- Shuffle the **suspect cards** face down and deal 3 cards to each player. The players can look at their own cards without showing them to other players.
- Count out 24 more suspect cards to form a deck; put the rest of the cards back in the box.
- Place the **investigation board** in the middle of the table.
- Take the top card from the deck and place it face down in the slot on the investigation board. The mole on the other side of the card is the mole responsible for the disappearance of the vegetable.

DO NOT LOOK AT THE FACE OF THE CARD!

Important: Make sure that the orientation of the card is correct! Align the stone at the bottom center and the magnifying glass in the top right corner of the card with those on the board.



- To the side, place the 16 **clue tokens** face up.



Note: For better readability, from now onward we use masculine pronouns, but refer to players of all genders.

Setup for a 2-player game



PLAYING THE GAME

The players act together as a team of detectives. The most observant player begins the game; the players then take turns in clockwise order.

To solve a case, you must correctly name all 4 clues:

HEADWEAR
What was the mole responsible wearing?

BANDANNA BASEBALL CAP HELMET BUCKET HAT

MISSING VEGETABLE
Which vegetable did he take?

CARROT PUMPKIN RADISH CUCUMBER

HIDING SPOT
Where did he stash the vegetable?

BARN HAY BALE RASPBERRY BUSH MOLE HOLE

TIME
When did the vegetable go missing?

6:00 7:00 8:00 9:00

In this example the mole responsible was wearing a **baseball cap**; he took the **carrot** at **6:00** and hid it in the **mole hole**.



1. CHOOSE A CARD

On his turn, the player looks at his cards and chooses one of the moles.

Note: During the first turn of the game, the choice doesn't really matter. Starting with the second turn, the players should consider the previously played cards to make a deliberate decision.

The player then places the chosen card **face down** on the investigation board, on top of the card in the slot.

Important: Don't forget to make sure that the orientation of the card is correct!



2. CHECK THE HINT

The players then find out information about the mole responsible and the circumstances of what has happened. Each suspect card has two holes. Through one of them the players will always see only clover leaves. Through the other hole the players will see the hint that the friendly neighbor bumblebee has left for them:



If only **clover leaves** are visible – the bumblebee hints that there are **no matching clues** between the two cards;



If only **1 flower** is visible – the cards have **1 matching clue** between them;



If **2 flowers** are visible – the cards have **2 matching clues** between them;



If **3 flowers** are visible – the cards have **3 matching clues** between them.

The active player **carefully removes the top suspect card** from the investigation board (without disturbing the card beneath) and places it **face up** on the side of the board that corresponds to the number of matches. If there are already one or more cards on this side of the board, place them next to each other, so that all cards are clearly visible.

Example: Lucy is the first player. She picks a card from her hand and places it face down on the investigation board. She sees clover leaves through both holes, which means that there are no matching clues between the two cards. Lucy places the card to the left of the investigation board (next to the "0").



3. DISCUSS THE HINT

The players then discuss the new information. If the active player decides that he can eliminate any of the clues, he flips the corresponding clue token(s) face down.

Example (continued): Lucy can now eliminate all the clues that match the card she played, so she flips all the corresponding clue tokens face down (headwear – helmet, missing vegetable – cucumber, hiding spot – raspberry bush, the time that the vegetable went missing – 9:00).



4. SOLVE THE CASE OR END YOUR TURN

If none of the players are ready to finish the investigation:

- The active player draws a card from the deck and adds it to his hand.
- The turn passes to the next player.

If one of the players thinks he is ready to finish the investigation and the active player agrees:

- He announces it to the others. The players together discuss his version of the events.
- The active player names all 4 clues, takes the suspect card from the investigation board and flips it face up:
 - If at least 1 of the 4 clues was named incorrectly**, the whole team loses and the game ends;
 - If all 4 clues were named correctly**, the team has solved the case (put the suspect card aside as a prize), and a new round begins.

The active player:

- Takes the top card from the deck and places it face down in the slot of the investigation board;
- Turns all the clue tokens face up;
- Draws a card from the deck and adds it to his hand so that he has 3 cards.

The turn then passes to the next player.