



45 Minutes



Ages 8+



2-5

Mountains Out of Molehills

by Jim DiCamillo
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3. Resolve movement, adding dirt tiles to the base of each tower as you go.

2. Set Card Order Face Down

4. Don't build too tall, or your towers will topple!

1. Draft 3 Movement Cards



In Mountains Out Of Molehills each players is trying to guide their mole around the underground board, pushing their color of dirt tiles up above. Moles take pride in the height of their molehills, and earn prestige points for controlling tall stacks, by having their dirt color at the base of the tower. If a tower gets too tall, however, it will topple, spreading the dirt tiles out across the tops of other stacks. Mid and end-game scoring keeps everyone in the game until the very end!