

AVOID THE MOLE!

HOW TO PLAY (For two or more players): Take turns drawing a straight line between two dots, trying with each turn to complete a square. When you make a square, write your initials in it and take another turn. Add 1 point for an empty square and 2 points for a square with a carrot, but subtract 3 points for each square that contains a mole.

When all the dots have been connected, the player with the most points wins.

The grid consists of 10 rows and 10 columns of dots. Completed squares are as follows:

- Row 1, Column 1: Mole (-3)
- Row 1, Column 9: Carrot (+2)
- Row 2, Column 5: Carrot (+2)
- Row 3, Column 7: Mole (-3)
- Row 4, Column 3: Carrot (+2)
- Row 4, Column 7: Carrot (+2)
- Row 5, Column 1: Mole (-3)
- Row 6, Column 9: Mole (-3)
- Row 7, Column 6: Carrot (+2)
- Row 8, Column 3: Mole (-3)
- Row 9, Column 1: Carrot (+2)
- Row 9, Column 9: Mole (-3)