RACE TO THE RAFT

Rulebook

Race to the Raft

The Isle of Cats is on fire and the armies of the evil Lord Vesh have started harvesting it for resources. A recent rescue attempt helped many of the island cats get to safety, but a few were left behind. With rumours of a raft on the other side of the island, the remaining cats have only one option left - they must race to the raft.

Cooperative

Race to the Raft is a cooperative game where you must work as a team and will either win together or lose together.

Game play

You play the role of the disorientated island cats who are lost on the smoke-filled island. Nothing seems to be where it once was, and you must find a safe route to the raft by placing pathway cards.

As you build pathways, fire, represented by different shaped tiles, will spread across the island limiting your options. You'll need to find the balance between creating long pathways and keeping the cats ahead of the flames as you race to the raft!

HOW TO WIN
To win the game you must get all the cats safely to the raft.

HOW TO LOSE
You will lose the game if a cat is no longer able to get to the raft or the entire island is on fire before you have escaped.

Where to find us
If you have any questions or would like to get in touch here are the ways to find us:

WEBSITE
www.thecityofgames.com

SUPPORT
www.thecityofgames.com/support

FACEBOOK
www.facebook.com/cityofgameshq

TWITTER
www.twitter.com/cityofgameshq

Learning the game

How to play video

If you prefer watching videos to reading rulebooks, you can find a video explaining how to play this game on the website:

www.racetotheraft.com

Components

1 campaign book

1 fire bag

30 fire tiles

22 fire cards

*12 location cards
(numbers in top left corner)*

*4 raft cards
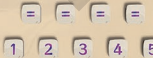(letters in top left corner)*

*12 cat figures
(2 of each colour)*

*100 pathway cards
(4 sets of 25)*

4 large island boards

4 small island boards

9 objective tokens

3 water tokens

2 meow tokens

2 talk tokens

16 disaster cards

Setup

1 Pick a scenario and setup the island as shown in the scenario diagram.

Start with Tutorial 1 found on page 4 of the campaign book.

A Place the island boards on the table.

See page 5 for more information.

B Place the location, raft, and fire cards on the indicated positions.

Location and raft cards should be placed so their identifying number/letter is in the top left corner.

C Place cat figures on all visible starting spots on the location cards.

Place a cat figure in each square that shows a cat icon, matching the figure to the icon.

2 Shuffle the 4 pathway decks separately and place them in face-down piles next to the island.

3 Place the fire bag next to the island.

Before your first game, place all the fire tiles inside this bag.

The rest of the setup instructions should be ignored until you reach the mentioned scenario.

FROM TUTORIAL 2 ONWARDS

4 Distribute the meow and talk tokens between the team based on the number of players:

1-player: The tokens are not used.

2-player: Give each player 1 meow token and 1 talk token.

3-player: Give 2 players 1 talk token and the other player 1 meow token. Return the other meow token to the box.

4-player: Give 2 players 1 talk token and the other 2 players 1 meow token.

FROM TUTORIAL 3 ONWARDS

5 Place the 3 water tokens by the island board.

6 If the scenario includes objective tokens, place them on the raft in the indicated spaces.
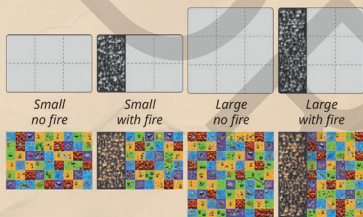
IN THE ADVANCED GAME ONLY

7 Shuffle the disaster cards and place them in a face-down pile by the island.

Island boards

In the campaign book island boards are represented by grey squares.

There are two sizes of island boards, and each board is double sided. One side has a strip of fire, and the other does not.

Small no fire   *Small with fire*   *Large no fire*   *Large with fire*

If a scenario shows an island board with a dark strip down one side then you should use the fire side of that board, otherwise use the side with no fire.

✿ You should always pick island boards at random, making sure they are the right size.

✿ Island boards can be randomly rotated as long as they match the positioning shown in the scenario diagram and any strips of fire are in the correct position.

FOR EXAMPLE:

If you need to setup the scenario shown on the left. You would:

1. Place a large island board with the fire side visible, and rotate it so the fire is on the left.

2. Place a large island board below it without the fire showing.

3. Place a small island below the other 2 boards with the fire side visible, and rotate it so the fire is on the right.

Location cards

Location cards, identified by having a number in the top left corner, always contain at least 1 box with a cat icon in it.

These represent the starting location of cats and you will need to place the matching cat figures on them during setup.

Discussion

Throughout the game you will receive pathway cards, you must always keep them secret.

You may never show your pathway cards to another player, and you may not say anything that will allow another player to know how any part of your card looks.

You may however mention the colours shown on a card, as long as you do not indicate how much of that colour is visible, or what pattern it makes.

If in doubt, consider the following rule:

Avoid saying anything that gives an indication of how many squares of a colour your card has.

YOU MAY SAY:

♣ My card would be good for green.

♣ My card is no good for blue.

♣ My card contains some orange and some blue.

♣ My card is good for red and OK for purple.

YOU MAY NOT SAY:

♣ My card has 5 orange squares.

♣ My card has a straight path.

♣ My card has a line of purple.

♣ My card would complete the red path.

♣ My card has the dragon on it.
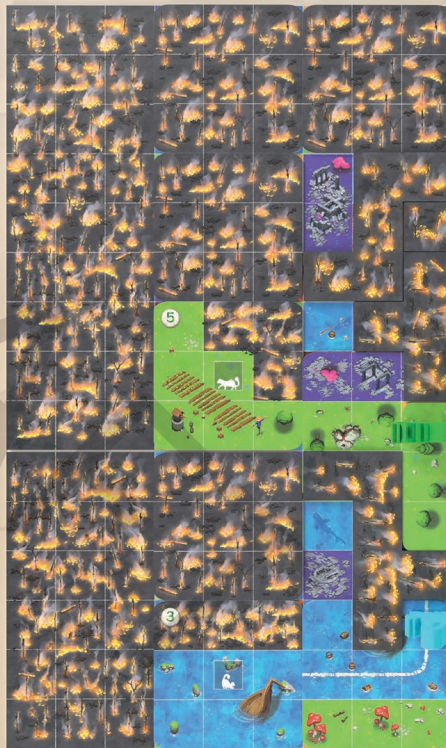
Placement

Throughout the game you will need to place pathway cards and fire tiles on the island and must always follow these rules:

✿ They must fully sit within the edges of the island.

✿ They must always line up with the squares on the island; no partial squares should be visible.

✿ They can be rotated to any orientation you wish (fire tiles can also be flipped).

✿ They can fully or partially overlap previously placed cards.

✿ They cannot overlap any squares containing fire or any part of a raft shown on a raft card. *Squares containing fire includes fire on cards, fire on tiles, and fire on island boards.*

✿ They cannot overlap any squares containing cat figures.

✿ They cannot go under existing cards or tiles.

In addition to the shared rules, there is one key difference between placing pathway cards and fire tiles.

✿ Fire tiles must be placed immediately adjacent to existing fire, so that at least one square of the fire tile is touching at least one square of existing fire. *Adjacent tiles do not include diagonals.*

✿ Pathway cards don't have to be placed adjacent to existing cards or tiles.

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Where to start

Scenarios and campaigns

Race to the Raft includes 81 scenarios which can all be found in the campaign book. Each scenario offers a unique puzzle for you to solve.

Campaigns group the 81 scenarios into themes and will give you a total score to see how well you have done over multiple sessions of play.

There are 11 campaigns in total:

🐾 Tutorial campaign (4 scenarios)

🐾 Practice (4 scenarios)

🐾 Campaigns 1 - 4 (8 scenarios each)

🐾 Advanced tutorial (5 scenarios)

🐾 Advanced campaigns 1 - 4 (8 scenarios each)

🐾 Advanced campaign 5 (4 scenarios)

Advanced game

The advanced game of Race to the Raft is both more challenging to beat and more complicated to play.

It is recommended you complete at least 2 difficulty 3 scenarios before starting the advanced tutorial (page 11).

Your first game

Race to the Raft comes with 2 modes, the standard game and the advanced game.

If you are new to Race to the Raft, you should start with the standard game and play the tutorial campaign, found on page 4 of the campaign book.

Once you have completed the tutorial campaign, if you found it:

CHALLENGING
Play through the practice campaign (page 5 of the campaign book) before moving on to campaign 1.

ABOUT RIGHT
Jump to campaign 1 (page 6 of the campaign book).

EASY
Jump to campaign 2 (page 8 of the campaign book).

Round overview

Race to the Raft is played over an unspecified number of rounds until you either win or lose. During each round players will draw cards, play cards, and then rest.

1. Drawing cards

Each player draws 3 cards from the pathway decks.

There are 4 different pathway decks (Cross, Square, Circle, and Triangle) and you may take cards from any decks in any combination until you have 3 cards in your hand.

You may not look at the cards you have drawn, until you have taken all 3 cards.

If a deck runs out, you may no longer take cards from that deck.

DISCUSSION

Before drawing cards, the team may discuss who is going to take cards from which decks. However, as soon as someone draws 1 card, all talking must immediately end until everyone has drawn their 3 cards.

Choosing cards

Each pathway deck favours different types of terrains. You can see the probability of getting a certain terrain, by looking at the back of the cards.

The back of the circle deck is 36% red, 32% blue, 17% orange, 16% green, and 0% purple.

This means 36% of all the squares within this deck are red, giving you a high probability of getting a card with multiple red squares. This deck contains no cards with purple squares.

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Round overview continued

2. Playing cards

Cards can be played to add pathways to the island or to move a cat, and it is up to you as a team to decide who will play a card next.

DISCUSSION

There is no turn order in Race to the Raft, following the discussion rules on page 6 you should decide who is going to play a card next.

Once a player has been selected, all talking must stop.

The chosen player may only reveal their card once everyone has stopped talking, and they must then play the card without discussion to perform one of the two available actions.

The chosen player may voice their thoughts out loud if they wish to, but the other players must not say anything.

Only once the action has been resolved may the team start talking again.

A player may play multiple cards in a row if the team are happy for them to do so.

ACTION: ADD PATHWAY

Following the placement rules on page 6, place 1 card from your hand on the island.

Then, take 1 tile at random from the fire bag and place that on the island also following the placement rules.

Remember, no one can talk during this action, it is up to the current player to decide where the fire tile will go.

Oshax paths

Some cards contain Oshax paths, represented by a thin stone pathway. These are only used in the advanced game and should be ignored until the game tells you to use them.

ACTION: MOVE A CAT
Discard a card

To move a cat, you must first discard 1 card from your hand. If the cat is exhausted, you must discard 2 cards instead.

Your discarded cards should be placed face-up on the table creating a disaster pile. If you already have a disaster pile, then place the card on top of the existing pile.

You should offset the cards in this pile so you can easily count how many there are.

Move the cat

Cats can only move across their favoured terrain types (blue cat over blue water, red cat over red trees etc).

Move 1 cat any number of spaces in any direction over its favoured terrain.

Cats may move over spaces containing other cats, but 2 cats can not stop in the same space.

You must be able to draw a line from the starting point to the end point that only uses its favoured terrain type.

You cannot discard a card to move a cat 0 spaces and may not end a movement on the same space as you started.

Exhaust the cat

Once a cat has finished moving, place it on its side to indicate it is exhausted.

If it is already on its side, leave it on its side.

Resolve the disaster pile

If the disaster pile has 4 or more cards in it, then a disaster occurs.

Move 4 cards from the disaster pile to a discard pile.

Then take 1 tile at random from the fire bag and place that on the island following the placement rules.

Remember, no one can talk during this action, it is up to the current player to decide where the fire tile will go.

The white cats have special rules which are explained in the advanced game.

Round overview continued

3. Resting

Once everyone has played all their cards (all cards must be played) it is time to rest.

Any exhausted cats are stood back up and you should start a new round.

End of Game

WINNING

As soon as all the cats are on the raft card the game ends immediately and you win.

You should record your score and move on to the next scenario.

LOSING

If at any point a player has to place a fire tile on the island and there are no valid places for it to go then you lose.

If at any point it is no longer possible for a cat to get to the raft then you lose.

If you run out of fire tiles or there are not enough pathway cards for all players to be able to draw 3 cards at the start of a round then you lose.

Raft cards

Raft card A used in Tutorial 1 requires you to move the cats to the card from any direction.

As soon as a cat is immediately adjacent to the raft card it may move onto it.

The other raft cards have destination squares for the cats to go on, you must make sure the cats finish on their matching destination.

Do not remove the cats from their destination squares once they have arrived. 2 green cats will need to use 2 green destinations.

If there are 2 valid end spots for a cat, for example 2 blue destination squares, you choose which to use. Similarly, if there are 2 or more raft cards you may choose which raft to use for each cat.

Scoring

SCORING

When you complete a scenario you gain 5 points and should record this in the campaign book under the completed scenario.

If you a fail a scenario you may score 0 points and move on to the next scenario. You can always replay as many times as you like to try and improve your score.

From Tutorial 3 onwards
For each water token you use, you lose 1 point from your total.

If you win:

❄ Using 0 water tokens: 5 points

❄ Using 1 water tokens: 4 points

❄ Using 2 water tokens: 3 points

❄ Using 3 water tokens: 2 points

It does not matter how many water tokens you use if you lose, you can try again or score 0 points.

SCORING CAMPAIGNS

Once you have completed all of the scenarios in a campaign, you should add up your scores for each scenario and write the total in the campaign scoring section at the top of the campaign page.

Tutorial   15 10 20

Tutorial 1   Tutorial 2

Solo

If you wish to play Race to the Raft by yourself, then follow all the normal rules along with the additional rules found below.

1. Drawing cards

Once you have drawn your 3 cards, and before looking at them, draw an additional 3 cards and place them face-down on the table in front of you.

You should end up with 3 cards in your hand, and 3 cards face-down on the table.

2. Playing cards

Each time you complete an action (add pathway or move a cat), refill your hand using the cards you placed on the table.

You may choose any of the cards on the table, but you can not look at the front of the cards until you have added them to your hand.

At the end of each action, you should always go back to having 3 cards in your hand until there are no cards left on the table.

Then, continue to play cards as per normal until the remaining cards in your hand have been played.

In each round, you will play 6 cards and then move on to the rest phase following the normal rules.

Advanced rules

The advanced mode of Race to the Raft is both more challenging to beat and more complicated to play. It is recommended you complete at least 2 difficulty 3 scenarios before starting the advanced tutorial (page 14 of the campaign book).

In advanced games, these additional rules apply:

Moving a cat

Cats can no longer move any number of spaces.

Whenever you move a cat, it may only move up to a maximum of 5 spaces.

Disaster pile

During setup, place the disaster cards by the island board.

Whenever a disaster occurs, instead of drawing a fire tile from the bag, draw a disaster card from the deck and resolve it in order from top to bottom.

Then discard the disaster card to a discard pile.

If a card requires you to move a cat, that cat becomes exhausted.

Remember, no one can talk during this action, it is up to the current player to resolve the card.

Arriving at the raft

Whenever a cat arrives at the raft, you may take one of two free actions:

🐾 The active player can draw 1 pathway card.

🐾 Move any 1 cat up to 5 spaces.

You may move an exhausted cat, and cats moving in this way become exhausted.

These bonus actions are shown on the raft cards as a reminder.

HINT
This free action is the only way to complete objectives that require 2 or more cats to arrive at the same time.

Additional rules

As you play Race to the Raft new rules will unlock, you do not need to read any of the rules within the additional rules section until the campaign book tells you to.

1. Communication tokens

Once you have completed Tutorial 1, you will use the communication tokens in every game and should include them during setup.

Randomly distribute the 2 meow and 2 talk tokens between the players.

1-player: The tokens are not used.
2-player: Give each player 1 meow token and 1 talk token.
3-player: Give 2 players 1 talk token and the other player 1 meow token. Return the other meow token to the box.
4-player: Give 2 players 1 talk token and the other 2 players 1 meow token.

Usually, once a player has been selected during the playing a card phase, all talking must stop. If you have a communication token in front of you, once someone has revealed a pathway card or fire tile, you may discard the token to communicate with them.

TALK ACTION
You may discard your talk token to start talking.

Until the current pathway card or fire tile has been played, you and the player currently performing an action may talk freely between yourselves. You may offer suggestions to the active player, but they get the final say.

Everyone else on the team must remain silent.

MEOW ACTION
You may discard your meow token to start saying the word "meow".

Until the current pathway card or fire tile has been played, you may say meow as many times as you like, however you like, but you may not use any other words. The active player may speak normally during this time. You may try and guide the active player, but they get the final say.

Everyone else on the team must remain silent.

2. Water tokens

Once you have completed Tutorial 2, you will use water tokens in every game and should include them during setup.

Place the 3 water tokens on the table by the island.

At any point where talking is allowed, the team may decide to spend 1 water token to remove any 1 fire tile from the island and return it to the bag.

For each water token you spend, you lose 1 point from your final score.

3. Objective tokens

NUMBER OBJECTIVES

The numbers 1 – 5 represent the order cats should arrive at the raft.

For example, if the scenario says "Green arrives second", then any cat may arrive first, but the green cat must be the second cat to arrive on the raft.

SYMBOL OBJECTIVES

The = represents 2 or more cats that must arrive during one action.

This can only be achieved in the advanced game by using the move bonus from arriving on a raft.

For example, if the scenario says "Green, Red, and Orange arrive together", then all 3 cats must arrive on the raft during the same action.

During setup, place objective tokens on the raft card to remind you of any additional objectives for the scenario. If there are 2 options, for example 2 green destination squares, the team may choose (during setup) which you will use for the objective.

Additional rules continued

4. Rescue friends

Some location cards include a cat that starts behind a small strip of fire, and a space represented by a circle.

For a cat to move through the strip of fire, a cat of the same colour must be on the nearby circle space.

Whilst a cat of the same colour is on the circle the rescued cat may be moved through the strip of fire with a normal move action.

5. Close to

Some cats need to stay by their friends, if a scenario says Keep Red close to Blue, then the Red and Blue cat can never be more than 5 spaces away from each other.

Whenever you perform a move action, you should ensure the mentioned cats are always within 5 spaces of each other.

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6. Oshax

The Oshax (white cats) are a special cat that can travel over all coloured terrain types, they are not limited by colour.

However, they will only travel along connected Oshax paths.

Colour assistance

Each of the 5 terrain types in Race to the Raft has unique features to assist anyone who has trouble identifying different colours.

ORANGE TERRAIN
Orange terrain is represented by sand and every square contains exactly 1 full size palm tree.

There are a few non-orange squares that contain palm trees, these are always small islands on water and easily identifiable.

GREEN TERRAIN
Green terrain is grass and contains a scattering of flowers.

Common features include trees, bushes, and rocks.

RED TERRAIN
Red terrain is forest like and is always filled with lots of trees.

BLUE TERRAIN
Blue terrain is water and has a strong texture to help identify it.

Common features include shadows of water creatures, boats, floating boxes, and small islands.

PURPLE TERRAIN
Purple terrain is made up of ruins and always contains crumbling buildings, piles of collapsed rock, or unique stone areas.

Credits

GAME DESIGN	ILLUSTRATION	WORLD BUILDING	WRITING
Frank West	*Miguel Mitchell Da Silva*	*Frank West*	*Frank West*
		Sara Jorge	*Ian O'Reilly*
ASSISTANT PRODUCER	**ARTWORK & DIRECTION**	**GRAPHIC DESIGN**	**EDITING**
Sara Jorge	*Frank West*	*Frank West*	*Carrie Ott*
		Alec Jackson	*Tom Fox*