

A purple cat with yellow eyes and a red cat with green eyes are perched on a wooden post. A small blue fish is also visible near the red cat.

RACE TO THE RAFT



Campaign book

The Isle

The Isle of Cats is an idyllic paradise, known only in myths and rumours to a rare few. Its sharp peaks tower over lush valleys, where waterfalls fall into crystal-clear lakes. Strange monuments of stone, and the bones of ruined temples or palaces can be found, choked by vines. These are said to be the dwellings and workplaces of an ancient race known only as the Keepers – who lived here in harmony with their feline companions. But for some reason the Keepers disappeared from the world, and their charges were left behind to fend for themselves. The many cat-families of the Isle have formed sprawling (and scratchy!) communities, living in the jungle, the shores, and amidst the quiet ruins of this remarkable Isle.

Blue Hissnipper

If prizes were handed out for fur, then the Blue Hissnipper would win. These lazy creatures are most easily encountered in what used to be the Keeper's Solarium – a large dome-like space still with panes of fantastically coloured crystal-glass. Here they lounge atop pillars and in old terracotta bowls, at the foot of strange bonsai plants.



Vesh Darkhand

Vesh the Darkhanded may have once been a man, but whatever he is now has no name. Some claim he was once a warlord in the ages-past Battles for Succession for the High Crown – and yet others say he was tutored by the darkest of witch covens... All we do know is that Vesh Darkhand spent decades in the caverns of the Cluwash Depths, wrapped in his ensorcellments and arcane experiments. From there emerged waves of nightmarish monsters – each one more different and more deadly than the last. He has enslaved entire peoples of the world to fight in his accursed armies, and he seems hell-bent on revenge against every free and living thing.

Starry Vandermil

The strangest of the whole colony, the Starry Vandermil are sleek and elegant felines, who seem to adore the tallest ruins and peaks of the Isle. It is thought that these cats were once the companions to the Astrographers and Stellar Navigators who worked tirelessly through the long nights. They like nothing more than to call their long, echoing howls through the night, as if calling to the moon.



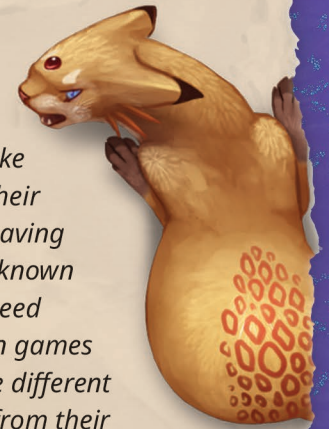
Crystal Garmin

With fur like the deepest emerald and crystals that can glow seemingly at will, the Crystal Garmin makes for a spooky experience when encountered in their natural habitat – the caves! In reality, their natures are nothing if not sweet and they seem to like the warmth of dark places. And of course, playing games on the unsuspecting by glowing their crystal manes in the pitch dark!



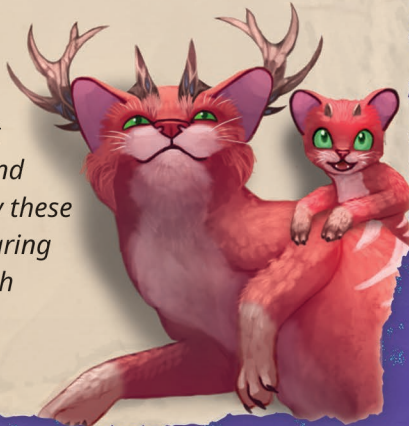
Orange Mhoxxite

Fast and fierce, the Mhoxxies can be found sprinting through the island's interconnected sandy hollows or 'arenas'. They seem to like nothing more than to pounce on their feline foes, hissing, spitting, and leaving scattered fur in their wake. It is unknown whether or not this savage little breed were once competitors in their own games – as different 'families' of cats have different coloured gems growing naturally from their foreheads – team colours?



The Teruvian

The antlered cat of the Isle can be found in the overgrown woods, pacing or watching from the knotted boughs of ancient trees. They have a quieter demeanour than any of the others, and seem to take their task of hunting and guarding very seriously indeed! Woe betide any interloper into their forest realm, as they will soon find themselves surrounded by these powerful creatures, appearing from the undergrowth with complete stealth!



Oshax

Legends persist of a sixth breed of Isle Cat – the rarest and most spectacular Oshax. Wise by nature, but at turns quixotic and strange, the Oshax commands respect from all the other breeds who fall silent as soon as one approaches. They have no unique territory of their own but appear to roam about the Isle on strange missions. Perhaps they are truly the ones who remember the Keepers the best, and who are still performing their original tasks...



Tutorial

1. First steps



2. Ancient trail



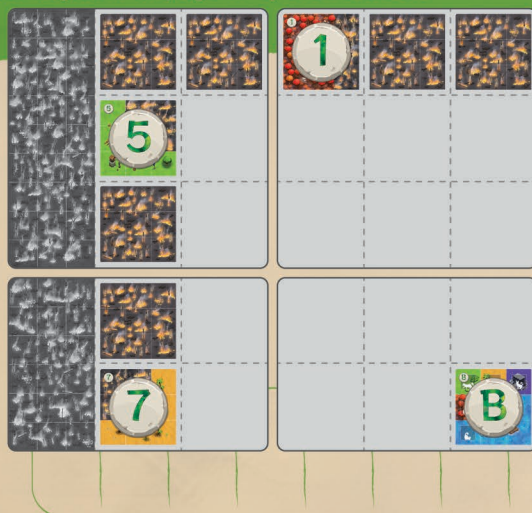
From now on, use the communication tokens.
Rules can be found on page 16 of the rulebook.



3. Crossed paths



Additional objective: Green arrives first.
 From now on, use the water and objective tokens.
Rules can be found on page 17 of the rulebook.



4. Down the river



Additional objective: Red arrives fourth.



Practice

Early morning



The protector



Additional objective: Purple arrives fourth.

Wet paws



Additional objective: Blue arrives fourth.

Mind the gap



Additional objective: Blue arrives second.

Campaign 1

Waiting for friends



Additional objective: Orange arrives fourth.



In the way



The old Teruvian



Additional objective: Red arrives fourth.



Like a rainbow



Closing in



[Water]		[Water]	
[7]			
[5]			[B]
[3]			
[Cats]		[Cats]	[Cats]

Fussy cats



Additional objective: Orange arrives first and Blue arrives third.

[Water]	[Cats]	[Cats]	[Cats]	[5]	[Cats]
					[C]
[7]					
[3]					

River rafts



[Water]	[Cats]	[Cats]	[Cats]	[1]	[7]
				[A]	
[Water]	[Cats]			[5]	
				[5]	[Cats]

Me first!



Additional objective: Purple arrives first and Orange arrives second.

[Cats]	[Cats]	[5]	[Cats]	[7]	[5]
[9]					
[Water]					
			[Cats]		
			[D]		

Campaign 2

Down in the valley



Narrow spaces



Tricky waters



Additional objective: Purple arrives first, blue arrives second, red arrives third, and blue arrives fourth.

All over the place





Stuck in the forest



Additional objective: Red arrives fourth.



Meet the twins



Burning trees

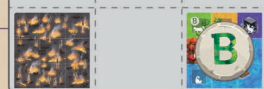
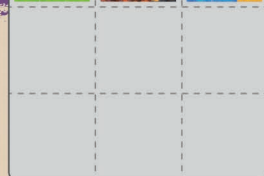


Yanna's children



Campaign 3

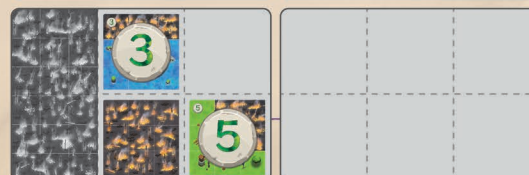
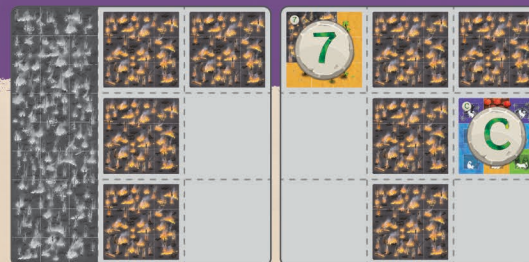
Running into fire



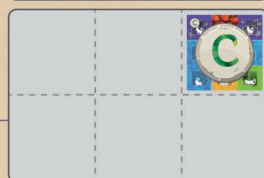
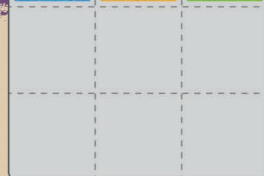
Hot sands



Additional objective: Orange arrives third.



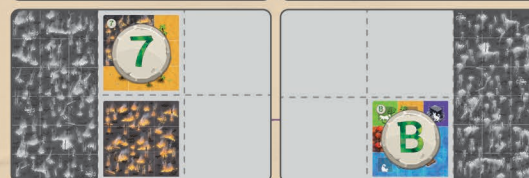
Clear the way



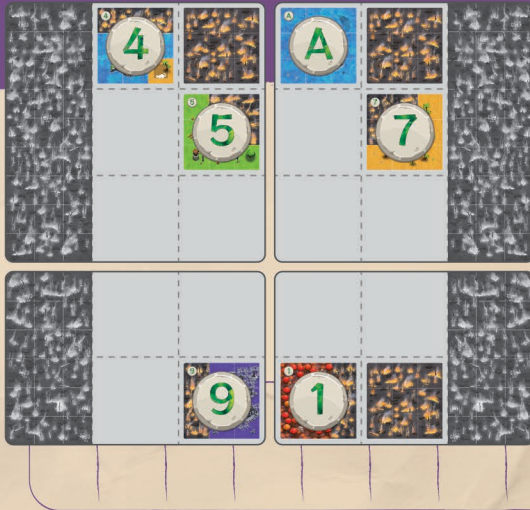
Running in circles



Additional objective: Blue arrives first and Green arrives fourth.



Everyone is welcome



Switch places



Additional objective: Purple arrives first and Orange arrives second.



Keeping a balance



Additional objective: Red arrives first and Red arrives fifth.



Around the island

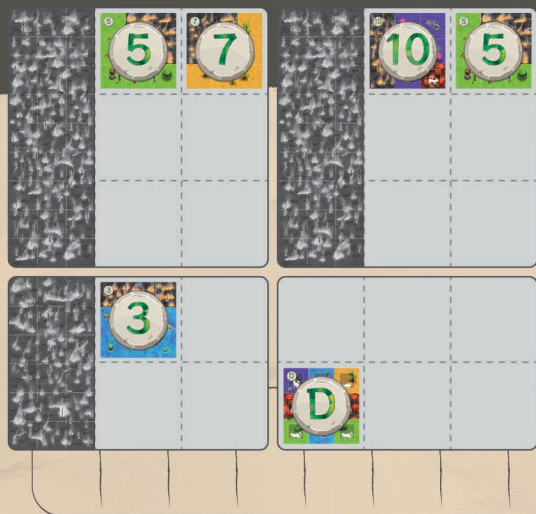


Additional objective: Purple arrives first.



Campaign 4

In the wrong place



Drawing straws



Mixed messages



Additional objective: Green arrives first and Blue arrives second.



Funnelling cats



Additional objective: Orange arrives second.





Straight dash



It's meow or never



Down the waterfall



Burning tails



Additional objective: Green arrives third.

Advanced: Tutorial

Are you ready for the advanced mode?

The advanced scenarios in Race to the Raft are 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.

For all advanced scenarios you will need to include additional rules which can be found on page 15 of the rulebook.

1. My best friends



Additional objective: Purple, Green, and Blue arrive together.

The rules for objectives can be found on page 17 of the rulebook.



2. Meet the Oshax



Additional objective: White arrives third.

The rules for Oshax (white cats) can be found on page 19 of the rulebook.



3. The lost kitten



New rules: Rescue friends.

The rules for rescue friends can be found on page 18 of the rulebook.





4. Holding paws



Additional objective: Keep Blue close to Orange

The rules for close to can be found on page 18 of the rulebook.



5. Slow and steady



Additional objective: Red arrives first and Red arrives third.



Advanced: Campaign 1

One, two, three



Additional objective: Blue arrives first and Red arrives third.



What's that smell?



Distant fields



Additional objective: Purple arrives first and Orange arrives second.



Over the fire





After you



Additional objective: Red arrives fourth.



Boiling water



Additional objective: Blue arrives third.



Trapped siblings



The wise teacher



Additional objective: Keep Blue close to White.



Advanced: Campaign 2

Enjoying the beach



Additional objective: Orange arrives fourth.



Those 2 are late again



Additional objective: Green arrives first, Red arrives second, and Blue and Blue arrive together.



Any raft will do



Additional objective: White arrives first, Orange arrives fourth, and Orange arrives fifth.



Ruining the fields



Additional objective: Purple arrives first and Orange arrives second.





Can't find the path



Wrong direction



Firewall



Choices, choices



Advanced: Campaign 3

Organised chaos



Additional objective: Keep Orange close to Orange and Blue and Blue arrive together.



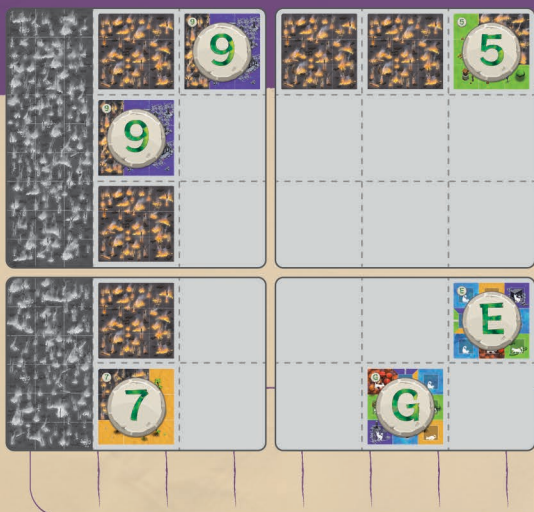
The Earthshaker



Additional objective: Red arrives first and Purple arrives fourth.



Ancient lands



Who built this place?





What's the problem?



Squabbling sisters



Additional objective: Green arrives first and Green arrives fourth.



Tricky friends



Additional objective: Red and Purple arrive together.



Can't let go



Additional objective: Keep Purple close to Red.



Advanced: Campaign 4

A ruin sandwiche



Surrounded



Too many cats



The burning canyon



No time to paws



[Grass]		[Grass]		[Grass]	
[Flowers]	[12]	[Flowers]	[Flowers]	[Flowers]	[Flowers]
[Flowers]					
[Flowers]				[H]	
[Flowers]		[Flowers]			
[Grass]		[Grass]		[Grass]	

That makes brown



Additional objective: Keep Blue close to Orange.

[Grass]	[5]	[Flowers]	[Grass]		
			[9]		
[Flowers]			[Flowers]		
[4]			[Flowers]		[F]

No way out



[Flowers]	[Flowers]	[5]	[Flowers]	[Flowers]	[11]
[Flowers]					
[4]			[Flowers]		
[Grass]		[Flowers]			
	[Flowers]	[Flowers]	[G]		

Lost families



[Grass]	[Flowers]	[8]	[2]	[Flowers]	[5]
	[Flowers]				
	[7]				
[Grass]					
	[1]		[G]	[F]	

Advanced: Campaign 5

That's one big step

Additional objective: Orange, Blue, Purple, and Red arrive together.



Have patience

Additional objective: Orange arrives first, Blue arrives fifth, and keep Blue close to Orange.



Respect your elders

Additional objective: White arrives first.



The purrfect ending

Additional objective: Keep Purple close to Green, keep Green close to Red, and Blue and Orange arrive together.

