

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



**Kickstarter Pack**

# Before you start

It is recommended that you complete the tutorial and at least 2 campaigns from the Race to the Raft game before you attempt any scenarios in this expansion.

The new hybrid fire tiles add considerable difficulty to the game and should only be added to your fire bag if you want the game to be a lot harder. You may play all of the scenarios in this expansion, except the expert scenarios, without using the hybrid fire tiles if you would prefer.

## Mandatory objectives

Scenarios in the Kickstarter Pack may include new types of objective tokens, as explained on page 4.

If a scenario contains treasure maps, then they must be collected to win the scenario.

Water, fish, and fire objective tokens are not required to win the scenario. If you can find a way to avoid them, you may do so.

## Expert scenarios

Expert scenarios take twice as long to play as other scenarios. They use the advanced rules and require you to include the hybrid fire tiles in your fire bag.

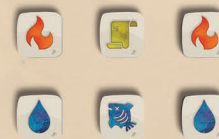
# Components



4 special island boards



7 large printed meeples  
(You can replace the cardboard tokens in your game with these upgraded tokens)



6 objective tokens  
(These tokens have different icons on each side)



10 hybrid fire tiles  
(These can be added to your fire bag if you want the game to be more challenging)

# New features

## Special island boards

This expansion features 4 new island boards with 2 unique shapes, and each is double sided.

They work just like the normal island boards and should be used whenever a scenario shows their shape.



Note. Shape 1 always has a single square of fire right in the middle!

## Hybrid fire tiles

In addition to fire, hybrid fire tiles may have safe spots that contain either blue water, red forests, orange sands, purple ruins, or green grass.

Cats can move as normal across safe spots containing their favoured terrain.

When placing hybrid fire tiles, it is OK if a safe spot causes some of the fire on the tile to not be connected to any other fire, as long as at least one square of fire somewhere on the tile is touching at least one square of existing fire.

## Placement rules

In addition to the normal placement rules, these new rules apply:

- Pathway cards may overlap squares containing water, fish, treasure map, or fire objective tokens.
- Fire tiles cannot overlap any squares containing water, fish, treasure map, or fire objective tokens.
- Hybrid fire tiles count as fire tiles for all placement rules.
- You may not place pathway cards or fire tiles on any part of a hybrid fire tile.



# Objective tokens




## Setup

When choosing a scenario, the scenario diagram may include water, fish, treasure map, and fire objective tokens already placed on the island boards. You should place the matching tokens in the indicated spots.

On the left side of the diagram you will see a list of all the included tokens for the scenario. Use this list to check you have placed all the required tokens on the island boards before you start playing the scenario.



In the scenario diagram above there is:

-  1 water token in the 1st square of the left most edge.
-  1 water token in the 5th square on the right most edge.
-  3 fire tokens in the top left, middle right, and bottom right squares of raft card D.

## Playing cards

In addition to the normal playing cards rules, these new rules apply to the add pathway and move a cat actions.

### **ACTION: ADD PATHWAY**

Whenever you place a pathway card over a space containing a water, fish, treasure map, or fire objective token, take all the tokens it would cover and put them in front of you.

### **Then:**

i. Place the pathway card on the island as normal.

ii. Place all the water, fish, and treasure map objective tokens that are in front of you on to the pathway card you just played. You may place the objective tokens in any of the 9 spaces on the card, but you can only place 1 objective token in each space.

iii. Place a fire tile as normal by taking 1 tile at random from the fire bag and placing it on the island following the placement rules.

iv. For each fire objective token in front of you, take 1 tile at random from the fire bag and place it on the island following the placement rules, then remove the fire objective token from the game. You must do this 1 at a time, placing each tile before taking new ones from the bag.

*Remember, no one can talk during this action, it is up to the current player to decide where any objective tokens and fire tiles will go.*

### **ACTION: MOVE A CAT**

Cats can move onto and through spaces containing objective tokens.

Whenever a cat moves onto or through a space containing a water, fish, treasure map, or fire objective token, you must take that token and put it in front of you.

If a cat moves through multiple tokens, take all of them.

Exhaust the cat as normal and resolve the disaster pile, then resolve each token in front of you.

If you have more than 1 token, you may resolve them in any order, but you must resolve them all.

### **Water**

Remove all the water objective tokens in front of you from the game.



For each token removed this way, you may remove 1 fire tile from the island and return it to the fire bag.

Unlike normal water tokens, this does not cost you any points from your final score.

### **Fish**

Remove all the fish objective tokens in front of you from the game.



Stand up any exhausted cats, they are no longer exhausted.

### **Treasure map**

Take all the treasure map objective tokens in front of you and place them next to the island.



At the end of the game, you will need to count these to check you achieved the additional objective of your current scenario.

### **Fire**

Remove all the fire objective tokens in front of you from the game.



For each token removed this way, take 1 tile at random from the fire bag and place it on the island following the placement rules.

You must do this 1 at a time, placing each tile before taking new ones from the bag.

*Remember, no one can talk during this action, it is up to the current player to resolve all of the objective tokens in front of them and make the required decisions.*

# Campaign 5

## Ragged edge



Additional objective: Orange arrives first.



## It's a trap!



Additional objective: Collect 1 treasure map.



## Saving memories



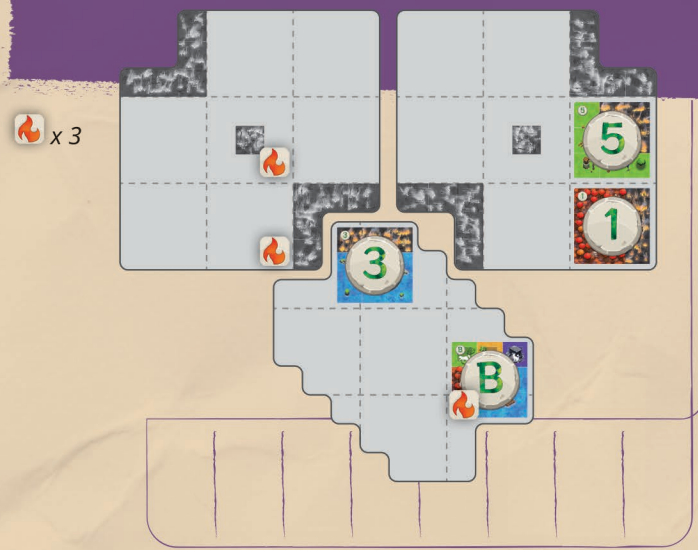
Additional objective: Collect 2 treasure maps.



## Long way round



Additional objective: Green arrives second and Red arrives third.

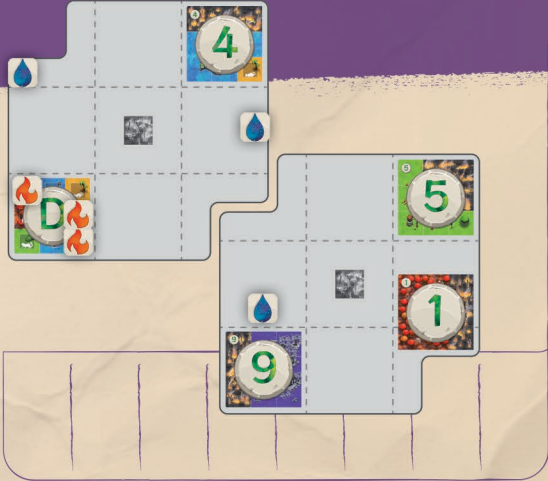




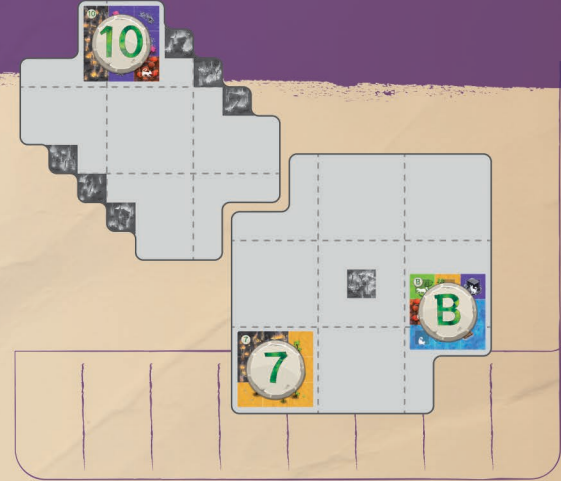
## Firecat



 x 3  
 x 3



## A tight spot



## Keepers' secrets



Additional objective: Collect 3 treasure maps.




 x 2  
 x 3

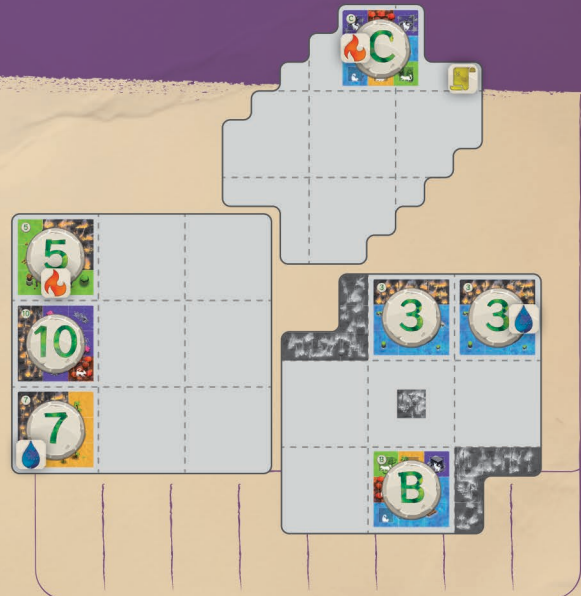


## The broken isle



Additional objective: Collect 1 treasure map.

 x 2  
 x 1  
 x 2



# Advanced: Campaign 5

## All alone



Additional objective: Collect 2 treasure maps.



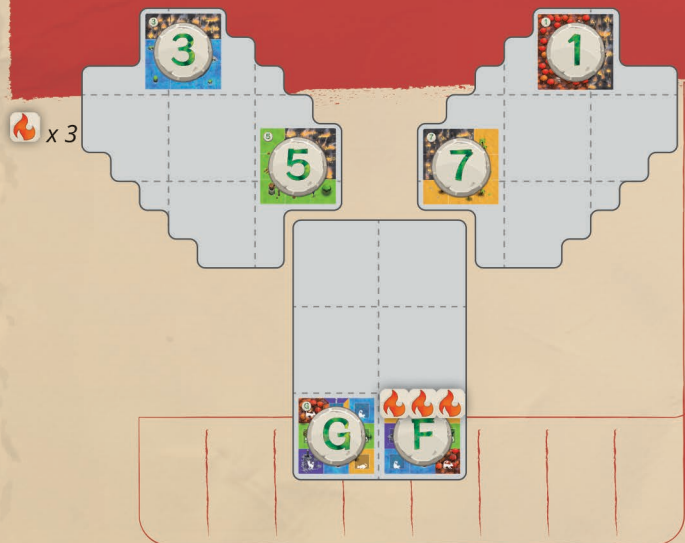
## Fishy snacks



## The exploding raft



Additional objective: Blue arrives third and Red arrives fourth.



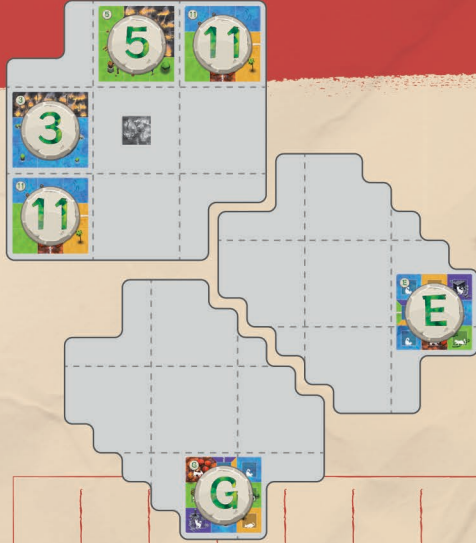
## We'll meet again







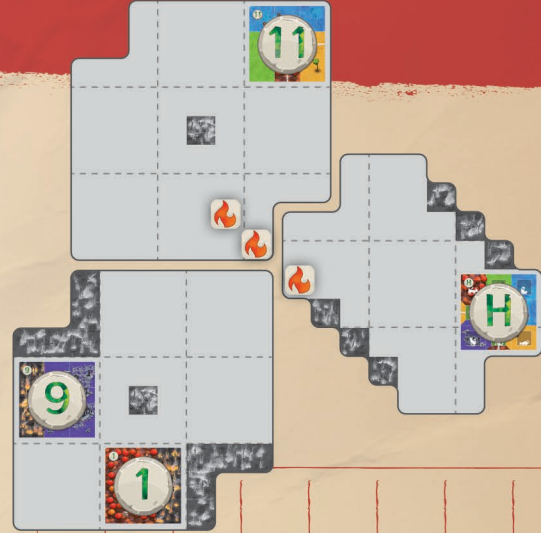
## Travel in pairs



## Don't touch that



 x3

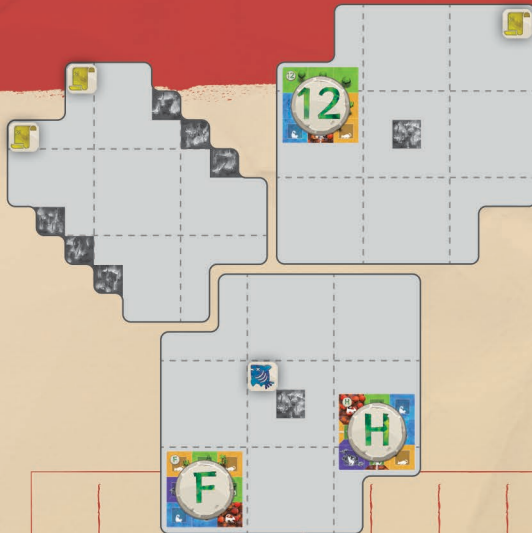


## Tales of the Oshax



Additional objective: Collect 3 treasure maps.

 x1  
 x3



## Who goes first?



Additional objective: Collect 2 treasure maps.

 x2  
 x1



# Advanced: Campaign 6

## Fire control



Additional objective: White arrives first and collect 1 treasure map.

- x2
- x1
- x1
- x2



## Fish to go



## Anything for you



Additional objective: Collect 1 treasure map.

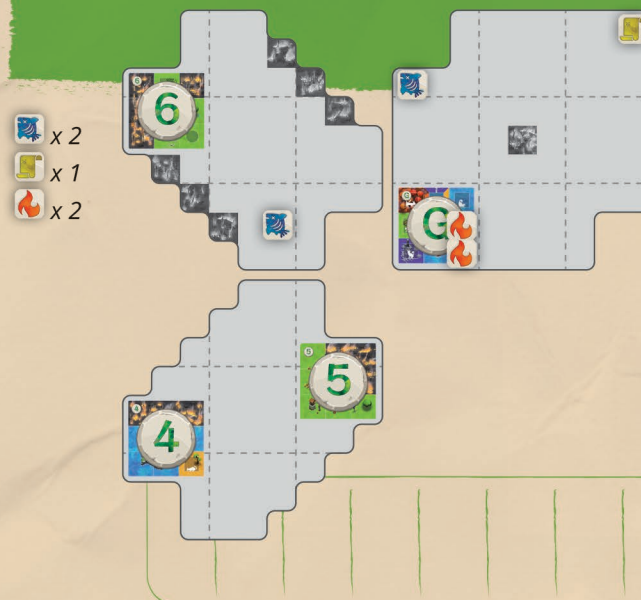
- x2
- x1
- x2



## Charmin Garmin



Additional objective: Collect 1 treasure map.

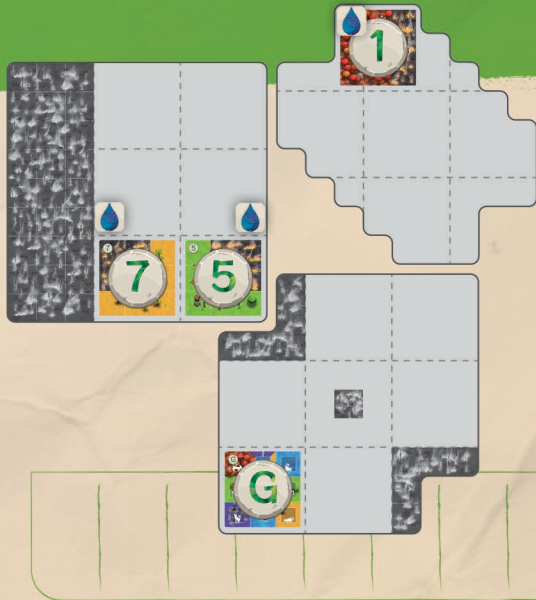




## If cats could fly



 x 3

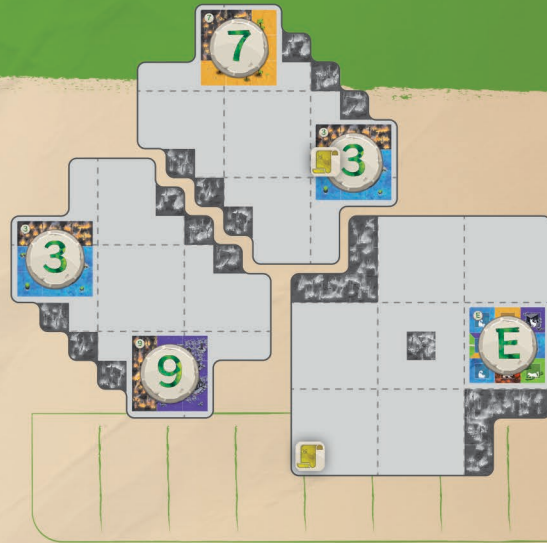


## Claw and Order



Additional objective: Collect 2 treasure maps.

 x 2



## Passing strangers



Additional objective: Collect 3 treasure maps.

 x 2  
 x 3



## Eye of the storm



Additional objective: Collect 2 treasure maps.

 x 2  
 x 1



# Expert: Campaign 1



## The long night



[Grey background]			[Grey background]			[Grey background]		
[1]	[1]	[1]	[7]	[5]	[5]	[3]	[3]	[3]
[5]		[5]						
[11]								
[9]								
[5]			[5]			[G]		

## Everything is fine



[1]	[1]	[1]	[5]	[5]	[2]	[2]		
[9]								
[6]							[H]	
[11]								
[7]			[7]			[F]		

## Nine lives



[3]	[5]	[Grey background]	[E]		
		[1]			
[6]		[12]			
[9]					[H]

## Nowhere to go



[Grey background]			[Grey background]			[Grey background]		
[11]	[4]	[10]	[10]	[10]	[10]			
[2]								
[8]								
		[G]		[5]		[F]		