

RACE TO THE RAFT

The Halloween hustle

On this eerie Halloween night, a frantic feline exodus is underway towards a solitary raft—the last hope for escape. Amidst the chaos, the notorious Hissnipper twins, lovers of all things spooky, stand defiant. Their mission is clear: retrieve their prized, newly carved pumpkins before making a daring dash to the safety of the raft.

Setup

For this scenario the ? represent pumpkins and should be placed in the top left, top right, and bottom left squares.



Additional objective

Collect 3 pumpkins.

Additional rules

Pathway cards may overlap squares containing pumpkins.

If you place a pathway card over a pumpkin, then immediately place the pumpkin on the new pathway card. The pumpkin must stay in the same square, meaning its position will not change.

If a blue cat moves on to or through a square containing a pumpkin, it starts carrying the pumpkin. From now on the pumpkin will move with the cat until it reaches the raft. Once the cat reaches the raft it drops the pumpkin and may leave the raft to collect additional pumpkins.

Only blue cats may carry pumpkins, and each blue cat can only carry 1 pumpkin at a time.

Fire tiles cannot overlap any squares containing pumpkins.

Advanced mode

If you wish to play this scenario using the advanced rules then switch raft C with raft E. All other rules remain the same.