


# RACE TO THE RAFT

## Ancient Tunnel

### Setup

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



### Additional rules

Pathway cards may overlap squares containing tunnels.

If you place a pathway card over a tunnel, then immediately place the tunnel on the new pathway card. The tunnel must stay in the same position.

A cat may move from a square containing a tunnel to another square containing a tunnel as if the tunnels were adjacent spaces.

Remember. Cats can only move across squares of their favoured terrain types. For a green cat to use a tunnel, both sides of the tunnel must be on green terrain.

Fire tiles cannot overlap any squares containing tunnels.

### Advanced mode

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