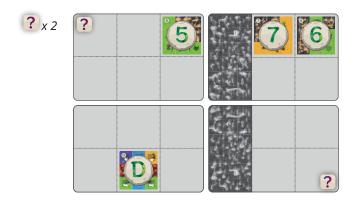


Ancient Tunnel

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.