

# Capturing the Tunnels

## Introduction

“Capturing the Tunnels” is a game of chance that challenges you to strategically navigate the tunnels without getting captured. Your faction will have to battle other creatures for control of the tunnels, as they won’t go down without a fight!

## Number of players

- 2 to 4 players

## Game contents

- 4 ramps marked with your faction
- 4 double-sided dice
- 5 pieces per faction (20 total)
- 1 central piece

## Setting Up the Game Board

- Place the central piece in the middle of the table.
- Set up the appropriate number of ramps based on the number of players (2 to 4 players) and your faction.
- Place all the pieces for your faction near your faction ramp.

## How to Play

- To determine who goes first, each player rolls the dice. The player with the highest roll goes first.

## How a turn works

- Roll the 4 two-sided dice
  - Your roll is equal to the number of crystals shown on the face facing up.
  - If you roll a 0, you get 5.

- Move a piece from your faction from your starting point OR one of your existing pieces on the board, while following these movement rules:
  - You must move the piece using the resulting roll
    - The other pieces do not block your move
  - You cannot land on a piece from your own faction; therefore, such a move is not allowed.
  - When you land on an opposing faction's piece, you capture that piece, which becomes a prisoner.
    - Place your piece on top of the opponent's piece. The opponent can no longer move that piece. When you move that piece, the prisoner will follow.
  - If you land on an opponent's space that contains a prisoner, you capture them all.
  - When you reach the center of the board, you can decide which direction to go.
    - You cannot move backward and return to the starting point.
  - When you reach the edge of the board (whether or not there is a specific number), you take the prisoners with you.
    - Your piece can be played again afterward.
  - When a player can no longer place or move a piece, their ramp can no longer be used by other players.
    - If you still have pieces on that ramp, you can still finish your moves; but no one else can move onto it.

**Here are some possible learning objectives (alternatives):**

- 1) Finish the game with the most prisoners after a number of turns agreed upon by the players.
- 2) Be the only player who can play pieces at the end of the game.