

# tunnels

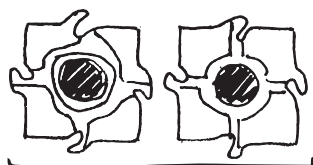
This is Version 1r4 (Jun 2022) of the expansion rules.  
It requires the rest of **loot fiend** to play.

## what is the tunnels expansion?

The tunnels expansion adds the ability for players to jump to any other point on the map for a small fee. Enabling them to quickly move to more tactically useful locations on the map.

## what should be in the box?

Inside this expansion there should be...



TWO TUNNEL TILES

## what changes in setup?

After shuffling a store into stacks #3, #5, #6 - step (b) in the original rules - shuffle a tunnel into stacks #2 and #5.



SHUFFLE IN A TUNNEL INTO STACKS #2 AND #5.

## what changes in the rules?

In this expansion, the tunnel tiles behave differently, and can be seen from the opposite side when 'facedown' in the stack.

### the tunnel tiles

When flipped, place loot as normal on the tile.

When on a tunnel tile, a player may pay one point worth of loot to move to any tile of their choosing on the board.

Loot used this way is removed from the game. If you spend over one loot you are not provided with any smaller loot in exchange.

Moving using a tunnel tile does not count towards your actions. Meaning you may pay to move through a tunnel tile at any point during your turn including after the final action of your turn.