

FIELD Parks™ GUIDE

Version 1.1

WELCOME TO PARKS, where every trail leads to new marvels, every stream runs with new life, every sun sets over a new memory, and every mountain looms with possibility as you explore the stunning beauty and wild wonders of the U.S. National Parks.

From daybreak to sunset, from trailhead to land's end, and season after season, you'll guide your hikers to experience every sight along the way. So grab your pack and lace up your boots. The trail awaits!

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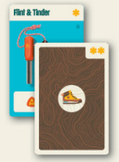
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Components



63 Park Cards



37 Gear Cards



Rulebook



10 Passion Cards



Game Board


2 Resource Trays



5 Player Boards


5 Campfire Tokens


First Hiker Token



21 Ranger Teddy Cards



9 Volunteer Project Cards



Solo Reference Card


Trail Die


10 Hiker Tokens (2 in each color)


16 Mountain Tokens


16 Forest Tokens


24 Canteen Tokens


8 Trail Site Tiles



12 Season Tiles



4 Campsite Tiles


14 Wildlife Tokens


30 Sun Tokens


30 Water Tokens


Shutterbug Token


20 Photo Tokens


3 Tent Tokens



Photo Bonus Tile


Shutterbug Badge


8 Photo Album Tokens

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Setup

SET UP THE TRAIL

To get the most out of your day in the park, you've got to plan carefully, prep your gear, and map out your hike. Let's get you started!

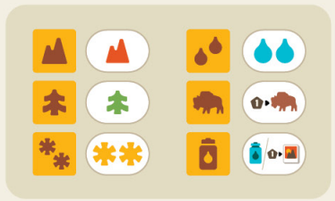
1 Game Board
Place the game board in the center of the table.

2 Resource Trays
Place the two log-shaped Resource Trays within reach of all players.

3 Trail Site Tiles
Shuffle the 8 Trail Site Tiles and randomly place them face up on top of each empty Trail Site.

4 Weather
Beginning with the 2nd Trail Site, place a Weather Token at each site, alternating between Sun and Water.

5 Shutterbug Token
Roll the Trail Die and place the Shutterbug underneath the matching Trail Site as shown below. Place the Shutterbug Badge off to the side of the board, within reach of all players.





6 Trail Die
Place the Trail Die on or near the Trail Die Trail Site.

7 Season Tiles
Shuffle the Spring, Summer, and Fall Season Bonus Tiles in separate stacks. Draw one from each stack and set them face up on the board. Return the rest to the box.

8 Parks Display
Parks
Shuffle the Parks Deck and place it face down on the board. Deal 3 Park Cards face up to the right of the deck, forming the Parks Display.

9 Gear Market
Shuffle the Gear Deck and place it face down on its board space. Deal 3 Gear Cards face up to the right of the Gear Deck to form the Gear Market.

10 Canteen Display
Mix up the Canteen Tokens and place them in a face-down pile near the top of the board. Reveal 3 random Canteens face up on the game board to form the Canteen Display.

11 Photo Bonus Tile
Place the Photo Bonus Tile on the board with the side corresponding to your player count face up. The Photo Bonus is not used in a solo game.

SET UP YOUR PLAYER AREA

1 Choose Your Hikers
Select a pair of matching Hiker Tokens and place them at the Trailhead.

2 Grab Your Pack
Place a Player Board in front of you that matches your Hikers' color.

3 Grab Your Canteen
Draw a random Canteen Token and place it face up in the top left spot of the Canteen area of your board.

4 Light a Campfire
Take a Campfire Token and place it near your Player Board face up (lit) if playing with 4-5 players or face down (extinguished) if playing with 1-3 players.

5 Discover Your Passion
Shuffle the Passion Cards and deal 1 to each player. After your first play, you may choose to deal 2 to each player and choose 1 to keep face up in front of you, discarding the other to the game box.

6 Share Your Experience
Whoever most recently visited a National Park takes the First Hiker Token. Otherwise give it to a random player.

SET UP FOR CAMPING

For your first game, you'll get some day hikes under your belt. Once you're a seasoned hiker, explore Camping Mode to make it an overnight trip (see page 17).

When playing with Camping Mode, follow these additional setup steps before hitting the trail.

1 Campsite Tiles
Shuffle the Campsite Tiles and randomly stack 3 of them in the Campgrounds section of the board. Campsite Tiles can be stacked either side face up and have unique Campsites on each side.

2 Tent Tokens
Place the 3 Tent Tokens on the corresponding board spaces.

Playing with 1-2 players? Follow the additional setup instructions on pages 14-16.

SETUP

Time To Hit The Trail!

Parks is played over the course of 3 rounds called Seasons. Each Season, your two Hikers will make their way down the Trail, stopping at Trail Sites along the way, collecting Resources to visit Parks, taking Photos of the beautiful vistas, and encountering Wildlife (from a safe distance).

Along the way, you'll gain Gear and Canteens to improve your hiking experience. Once all Hikers reach Trail's End, it's time to set up for the next Season. At the end of the third Season, the hike (and the game) is over! Count up your points and see who enjoyed the parks the most.

HIKING

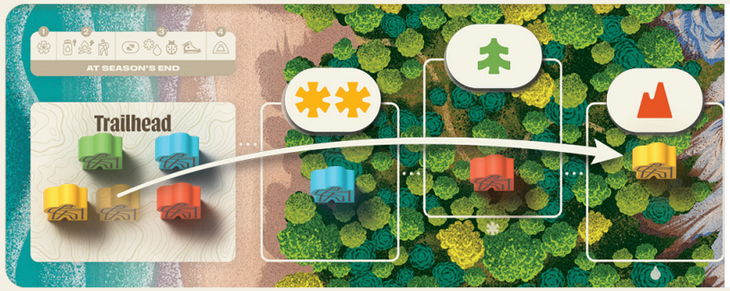
To begin each Season, the player with the First Hiker Token moves one of their Hikers as far as they want down the Trail, stopping at a Trail Site and taking the Trail Site action.

Then, each player in clockwise order moves one of their Hikers any number of spaces down the Trail, stopping at a Trail Site and taking a Trail Site action, which will include gaining Resources, taking Photos, visiting Parks, and more.

Play continues around the table, with each player selecting one of their two Hikers and moving it down the Trail. There is no backtracking. Your Hikers must always move from left to right, towards the Trail's End.

Eventually, you'll move your Hikers to Trail's End, the last space on the Trail. Once a Hiker reaches Trail's End, it stays there for the rest of the Season.

You must be able to take the action at the Trail Site in order to visit it.

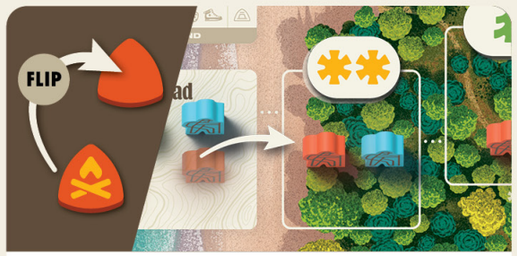


Robin moves their Hiker from the Trailhead to the Mountain Trail Site. They collect a Mountain Token from the Resource Tray and add it to their Backpack.

CAMPFIRES

Sometimes, you'll want one of your Hikers to stop at a Trail Site occupied by another Hiker. To share a site with another Hiker (including your own), extinguish your Campfire, flipping it face-down near your Player Board.

Burn your campfire wisely! Once extinguished, you'll only be able to visit unoccupied Trail Sites until the next Season.



On his turn, Cliff extinguishes his Campfire to move his red Hiker forward to the Trail Site currently occupied by Rosa's blue Hiker.

During Your Hike

TRAIL SITE ACTIONS

A big part of your journey will be spent visiting Trail Sites. Here are all the Trail Sites in Parks and the action you take at that site:

- Gain a Forest
- Gain a Mountain
- Gain 2 Sun
- Gain 2 Water
- Trade 1 Resource for a Wildlife
- Reserve a Park or visit Parks
- Gain a Canteen or Trade 1 Resource for a Photo
- Purchase Gear
- Roll the Trail Die and gain the benefit

GAINING RESOURCES

There are five types of Resources in Parks: Mountains, Forests, Sun, Water, and Wildlife. You gain these Resources when you encounter them on the Trail, through Park Card bonuses, from your Canteens, and from Gear effects.

When you gain a Resource, take the appropriate token from the Resource Tray and place it in your Backpack. Your Backpack can hold a maximum of 12 Resource tokens. If you have more than 12 Resources at the end of your turn, discard down to 12.

Resources in Parks are finite. If a specific Resource is not available when an action on your turn would cause you to gain it, you do not gain the Resource.

Wildlife

Wildlife are wild, appearing all over the game! They can be used in place of any other Resource to visit Parks, purchase Gear, and take Photos.

WEATHER

We trek these parks rain or shine, so enjoy the weather at every stop. If your Hiker is the first to arrive at a Trail Site with a Sun or Water on it, pick it up and place it in your Backpack in addition to taking the Trail Site action (this can be done in any order).



Robin heads down the Trail and stops at the Mountain Trail Site. Since they are the first Hiker to arrive at that Site, they gain the Water Weather Token from the Trail, adding it to their Backpack. They also gain a Mountain from the Resource Tray and add it to their Backpack.



PARKS ACTIONS

Parks Visiting Parks is what we're here for, and it's the best way to earn points in the game. Whenever you encounter the **Parks** icon in the middle of the Trail or at Trail's End, you can either reserve a Park, or visit one or more Parks.

Reserve A Park

Choose 1 Park Card from the display or draw the top Park Card from the deck and add it to the Reserved Parks area on the left side of your Player Board. Parks you reserve are available for you to visit with a future Parks action. Only you can visit Parks in your Reserve.

Whenever reserving or visiting Parks, replace cards in the display after your turn has completely ended.

ANATOMY OF A PARK CARD



Rosa is really excited to visit Everglades. She just needs a little more Water. So she heads to the Parks Trail Site and reserves Everglades, taking it from the Parks Display and placing it to the left of her Player Board.



Visit Parks

You can visit as many Parks as you'd like and are able to from the Parks Display and your personal Reserve.

To visit Parks, trade Resources from your Backpack matching the Resource requirement on the Park Card and place the Park Card in your visited Parks area on the right side of your Player Board. Resources you spend are returned to the Resource Trays.

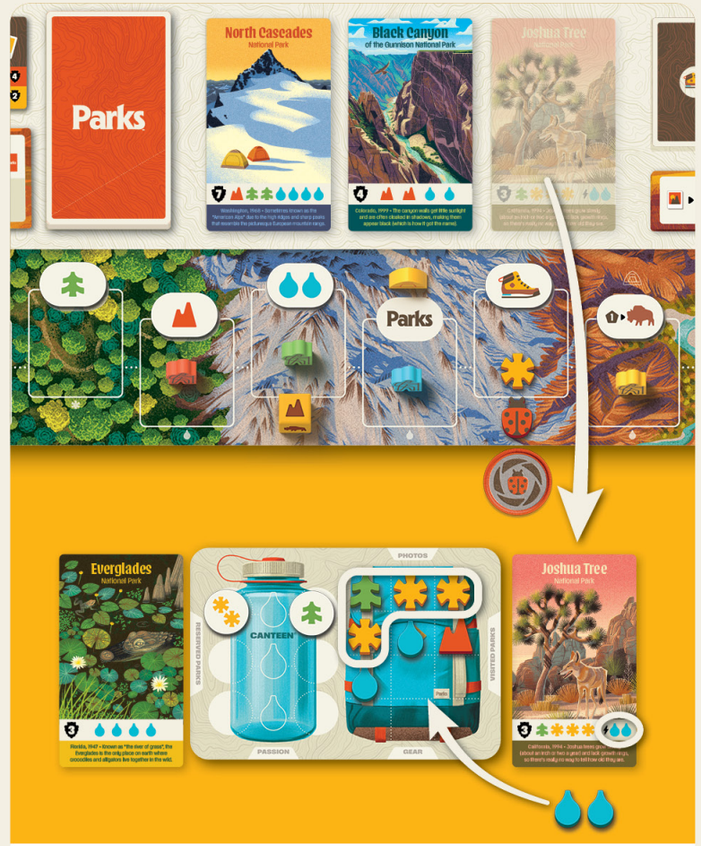
Once you are done visiting Parks for your turn, slide Park Cards in the display to the right to fill the gap. Then refill on the left with cards drawn from the Park Deck.

If a Park has a Wildlife in its cost, you must spend a Wildlife to visit it.

Instant Action Parks

Parks with a ⚡ symbol have instant actions or benefits, which you'll immediately gain when you visit the Park. These benefits include gaining Resources, a Canteen, the Shutterbug Badge, or rolling the Trail Die.

Parks with Instant Actions may earn you bonus Resources that could allow you to visit additional Parks during your turn.



Joshua Tree shows up in the Parks Display, creating the perfect opportunity for Rosa to get her Water. She moves her back Hiker to the Parks Trail Site and spends her 3 Sun and 1 Forest to visit Joshua Tree, placing it in the Visited Parks area on the right side of her Player Board, and gaining a 2 Water instant benefit. She now has the 4 Water she needs, so she also visits Everglades, moving it from her Reserve to her Visited Parks area.



PHOTOS

Photos are another great way to earn points. To take a Photo, trade one Resource from your Backpack for a Photo Token in the Resource Tray—worth 1 point each—that you'll place above your Player Board.

When one of your Hikers lands on the Trail Site with the Shutterbug, gain the Shutterbug Badge in addition to the other benefits of that site. If it has already been gained by another player, take it from them. Leave the Shutterbug on the Trail for others to encounter all Season long.

Photo Albums

When you take 5 photos, trade them in for a Photo Album. Photo Albums are worth 5 points.

The Shutterbug Badge

If you take a Photo while you have the Shutterbug Badge, once per turn, you may spend an additional Resource to take a second Photo. The player with the most Photos at the end of the game earns the Photo Bonus, so keep snapping away!



Ivy's Hiker visits the Canteen / Photo Trail Site and chooses to take a Photo. She spends a Water from her Backpack (returning it to the Resource Tray) and takes a Photo Token, placing it above her Player Board. Since Ivy has the Shutterbug Badge, she can take another Photo, so she spends a Sun from her Backpack and adds another Photo Token to her Photo area.



Cliff wants to use the Water he just gained from the Trail to fill his Canteen. He has two options—a Canteen with 2 Suns and a Forest, or a Canteen with the Parks action. He adds the Water to the 2 Suns and a Forest Canteen row, gaining those Resources and adding them to his Backpack.

CANTEENS

Gaining a Canteen

It gets hot out there on the Trail, and filling your Canteen will give you lots of benefits in addition to keeping you hydrated.

You have three Canteen rows on your Player Board, each of which can hold two Canteen Tokens with space for Water between them.



When you gain a Canteen, choose one of the three available Canteen Tokens in the display or take the top token from the Canteen stack and place it in any empty space in the Canteen area on your Player Board. If you took one from the display, draw a token to replace it.

Using a Canteen

Whenever you gain a Water Token, you choose whether you want to add it to your Backpack or place it in a Canteen to gain the benefits from the tokens in that row. Water in your Backpack cannot be used later to fill a Canteen.

Each row may be activated with Water once per Season. You can activate a Canteen row with only one token in it. If you add a Canteen to a row after it has Water in it, you do not gain the benefit that Season.

GEAR CARDS

If you want to go the distance, you're going to need a good pair of boots. Having Gear packed in your bag will set you up for greater rewards when you visit Trail Sites and take other actions in the game. Grab Gear as early as you can to enjoy its benefits during your hike.

Purchasing Gear

When you purchase Gear, you may buy one Gear Card. Choose one of the two ways to purchase Gear:

- Spend Sun equal to a Gear Card's cost in the Gear Market (in the upper right). Then place the purchased Gear below the Gear area of your Player Board.
- Spend 2 Sun to draw the top card of the Gear Deck and place it below the Gear area of your Player Board.

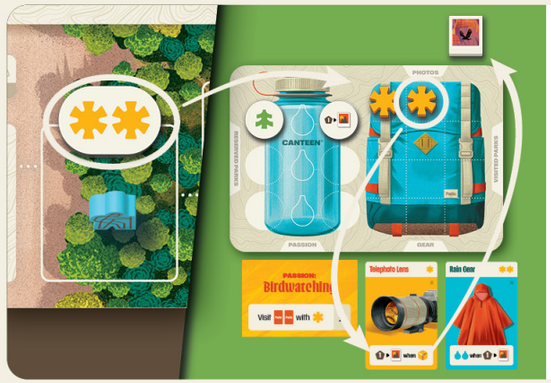
If you purchased a card from the Gear Market on your turn, slide the remaining Gear to the right, and refill on the left by drawing cards from the Gear Deck.

Using Gear

Gear you buy is ready to use immediately. Gear may activate when you visit a Trail Site or when you take a specific action. Gear is active while hiking and between Seasons.

It is possible to gain the benefit of multiple Gear on your turn. Gear benefits may be gained in any order after you take your Trail Site action.

Gear benefits may be gained only one time per turn.



Rosa has purchased the Wide Angle Lens and Rain Gear. On her turn, she visits the Sun Trail Site. After gaining her 2 Sun, she uses her Wide Angle Lens to take a Photo, trading in one of the Sun she just gained for a Photo Token.

Then, because she took a Photo, she is able to use her Rain Gear to gain 2 Water. She adds 1 Water to a Canteen row, which allows her to gain a Forest and take another Photo. She spends the Forest to take the Photo but does not gain the benefit of Rain Gear again.



ROLLING THE TRAIL DIE

Life on the Trail can sometimes be unpredictable—you never know what Mother Nature is going to throw your way.

When you land on the Trail Site or encounter on a Park, Gear, or Passion Card, roll the Trail Die and gain the benefit shown.



Ivy is about to head to Trail's End to visit some Parks. Before she does, she stops at the Trail Die Trail Site hoping to gain a few extra Resources before her visits. Ivy gains the Water, then rolls a Mountain on the Trail Die and adds a Mountain to her Backpack.

PASSION CARDS

You love the great outdoors, but that's not the only reason you're on the trail. Explore your Passion to enjoy the Parks in new and unique ways.

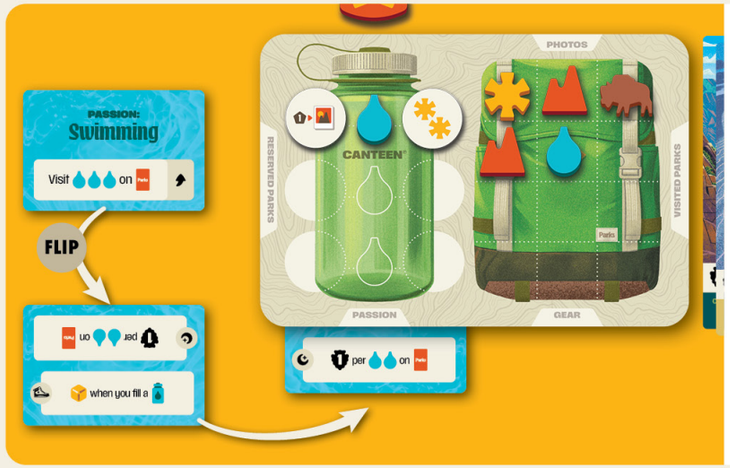
Each Passion Card has an objective on one side. Start with the objective face up. You will complete the objective on your turn by taking specific actions.

As soon as you complete your Passion's requirement, flip it over and choose either:

- **Gear Effect** will give you a unique Gear ability for the rest of the game
- **End Game Bonus** will give you a unique scoring bonus at the end of the game.

Indicate your chosen bonus by tucking your Passion Card under your Player Board so that only the chosen bonus is visible.

It is possible that completing your Passion in the middle of your turn will earn you a benefit for another action in the same turn.



Ivy's Passion is Swimming. After taking the visit Parks action, she has 3 Water across her visited Parks, fulfilling her Passion's requirements. She flips her Passion Card and chooses the End Game Bonus option, which will earn Ivy an extra point for every 2 Water across her visited Parks.

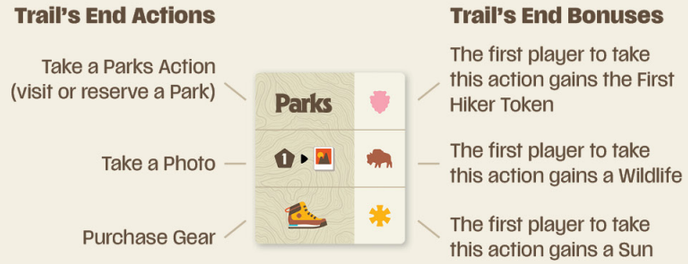
Passion	Gear Effect	End Game Bonus
Adventure: Visit 2 Parks with Instant Actions on them	When you visit a Park with an Instant Action, you also roll the Trail Die.	At the end of the game, score 1 point for every Instant Action Park you've visited.
Birdwatching: Visit 2 Parks with at least 1 Sun in their cost	For the rest of the game, all Parks cost 1 fewer Sun for you to visit.	At the end of the game, score 1 point for every visited Park with a Sun.
Botany: Visit 3 Forests on Parks	Whenever you gain Forest, you may gain Wildlife instead.	At the end of the game, score 1 point for every 2 Forests on your visited Parks.
Collecting: Purchase 2 Gear Cards	All Gear purchases are free.	At the end of the game, score an additional 1 point for every Gear Card you purchased.
Forestry: Visit 3 Parks with at least 1 Forest in their cost	For the rest of the game, all Parks cost 1 fewer Forest for you to visit.	At the end of the game, score 1 point for every visited Park with a Forest.
Kayaking: Visit 2 Parks with at least 1 Water in their cost	For the rest of the game, all Parks cost 1 fewer Water for you to visit.	At the end of the game, score 1 point for every visited Park with a Water.
Mountaineering: Visit 3 Parks with at least 1 Mountain in their cost	For the rest of the game, all Parks cost 1 fewer Mountain for you to visit.	At the end of the game, score 1 point for every visited Park with a Mountain.
Rock Climbing: Visit 3 Mountains on Parks	Whenever you gain Mountain, you may gain Wildlife instead.	At the end of the game, score 1 point for every 2 Mountains on your visited Parks.
Swimming: Visit 3 Water on Parks	When you fill a Canteen, you also roll the Trail Die.	At the end of the game, score 1 point for every 2 Water on your visited Parks.
Wildlife: Spend a Wildlife to take a Photo	When trading 1 Resource for a Photo, you may trade a Wildlife for 2 Photos instead.	At the end of the game, score 1 point for every 3 Photos you've taken.

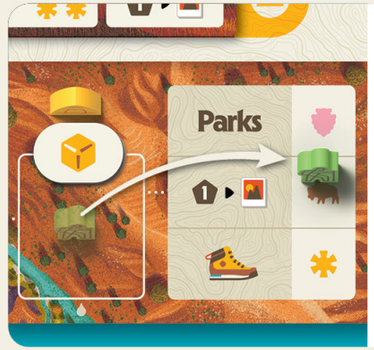
AT TRAIL'S END

When one of your Hikers reaches Trail's End, choose one of the three actions there and place your Hiker on that space to gain the benefit shown. Any number of Hikers can occupy these spaces.

The first player to take each of these actions places their Hiker in the smaller space on the right, and gains the pictured bonus in addition to the Trail's End action.

Once both of your Hikers have reached Trail's End, you're done for the Season. Play passes to the next player with a Hiker still on the Trail.





Ivy moves to Trail's End and chooses the Take a Photo action. She is the first person to take that Trail's End action, so she places her Hiker on top of the Wildlife icon and adds a Wildlife to her Backpack. Then she spends 1 Resource to take a Photo.

Last Player on the Trail
When only one player has Hikers left on the trail, they must move their Hiker Token(s) directly to Trail's End, performing a Trail's End action for each Hiker moved.



Cliff is the last player on the Trail with both his Hikers. For his last 2 turns, he must move both his Hikers to Trail's End, taking one action for each Hiker.

SEASON BONUSES

With the changing seasons, you'll never hike the same trail twice. In spring showers, summer heat, or amidst the falling leaves, the parks come alive all year long.

When all Hikers have reached Trail's End, determine who has earned the End-of-Season bonus. To earn the benefit, you'll need to have at least one of the noted requirements. Award the bonus then flip the tile face down.



1st Season—Spring: The player with the most of the pictured requirement earns the listed bonus for free.



2nd Season—Summer: The player with the most of the pictured requirement rolls the Trail die twice and gains the rolled benefits.



3rd Season—Fall: The player with the most of the pictured requirement on visited Parks earns 3 points at the end of the game.

If any Players are tied for a Season bonus, all tied players gain the benefit. If no players have completed the requirements for the Season, nobody gains the benefit.



Everyone is off the Trail and it's time to determine who earned the Spring Season Bonus. Robin checks their Backpack and has 4 Sun, the most of everyone. They earn the Season Bonus, gaining the top Gear Card for free and adding it to their Gear area.

At Season's End

Once all Hikers reach Trail's End, the current Season ends. If this is the end of the 3rd Season, continue to End Game Scoring. Otherwise, follow these steps:

1 Season Scoring
Award the Season Bonus, as described on page 12. Then, if it's the end of Spring or Summer, flip over the Season Tile.

2 Player Steps
Empty your Canteens by discarding all Water from your Canteens back to the Resource Tray.

Relight your Campfire if it's been extinguished, flipping it face up.

Return all Hikers to the Trailhead.

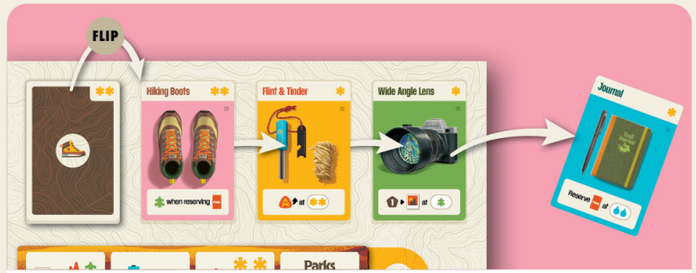
3 Trail Steps
Reshuffle the Trail Sites and randomly place them back out on the Trail face up.

Add new Weather to the Trail, beginning at the 2nd Trail Site, alternating Sun and Water on each site. Each Trail Site holds only one Weather Token.

Roll the Trail Die and place the Shutterbug under the corresponding Trail Site.

Discard the rightmost Gear Card from the Gear Market back to the box. Slide the remaining Gear Cards 1 spot to the right and draw a new Gear Card.

4 Camping Steps
If you're Camping, return all Tents to their Trail Sites. Discard the top Campsite Tile to the game box.



The Journal was the rightmost Gear Card in the Gear Market at Season's End. It gets discarded from the game. The other two Gear Cards are shifted to the right, and a new card is revealed from the Gear Deck.

End Game Scoring

After the 3rd Season, it's time to reflect on the peaks and valleys:

1 Award the Season Bonus
Determine who earned the Fall Season Bonus and award them the points. In the case of a tie, all tied players receive the points.

2 Score Visited Parks
Total the points across all your visited Parks.

3 Score Photos
The player who took the most Photos gets the Photo Bonus, scoring:

- ➔ 3 points in a 2-player game
- ➔ 4 points in a 3–5-player game, with 2 points for the player with the 2nd-most Photos
- ➔ Then, all players score 1 point per Photo

4 Score Passion Cards
If you chose the End Game Bonus on your Passion Card, score those points now.

5 First Hiker Token
The player with the First Hiker Token gains 1 point.

The player with the most points wins! In the case of a tie, the tied player who visited the most Parks wins. If still tied, the tied players share the victory.

2-Player Mode

If you are playing a 2-player game, you can play following all the rules above, or you can add an additional challenge to your hike with Ranger Teddy.

RANGER TEDDY

Ranger Teddy will hike the Trail with you, blocking Trail Sites and grabbing Weather ❄💧 Tokens if he arrives to a site before anyone else. Here's how to set up the game to play with Teddy.

Ranger Teddy Setup:

1. Select a set of Hikers that you're not using and place them at the Trailhead. These will be Ranger Teddy's Hikers.
2. Find the Ranger Teddy Hiking Cards in the box. Shuffle them, and place them face down in between the two players.
3. Give Ranger Teddy the First Hiker Token.
4. In a 2-player game, the Photo Bonus Tile is placed 2-player side up.

HIKING WITH RANGER TEDDY

Ranger Teddy starts the game with the First Hiker Token so he will be the first to move Hikers on the Trail, followed by the players in clockwise order. Teddy reveals one Ranger Teddy Card and moves one Hiker forward as described on the cards.

If one of Ranger Teddy's Hikers lands on a Trail Site that has a Weather ❄💧 Token on it, he discards that Weather Token back to the Resource Tray.

Ranger Teddy Deck

To determine how to move a Hiker, reveal the card from the Ranger Deck and place it face up to the right of the deck. The new card back revealed on top of the Ranger Deck shows which of Teddy's Hikers to move.

How to read the card backs:

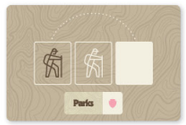


Teddy's back-most Hiker

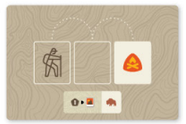
Teddy's front-most Hiker

If both Hikers are occupying the same Site, move either one of the Hikers.

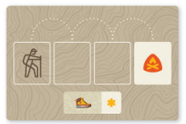
How to read the card fronts:



Move Teddy's Hiker forward to the next available spot.

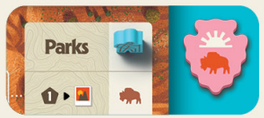


Move Teddy's Hiker forward exactly 2 spaces, sharing the spot if necessary.



Move Teddy's Hiker forward exactly 3 spaces, sharing the spot if necessary.

RANGER TEDDY AT TRAIL'S END



When one of Teddy's Hikers moves to Trail's End, place the Hiker on the space shown on the bottom of the face up Ranger Card. If Teddy is the first to claim that space, he covers the bonus just as any Hiker would. If Ranger Teddy covers the First Hiker Token bonus, he gains or keeps the First Hiker Token for the next Season's hike.



Solo Mode

Sometimes you just want to head out onto the Trail for a little peace and solitude. Here's how you do that in Parks.

RANGER TEDDY (SOLO)

In a Solo game, you'll be hiking with Ranger Teddy, who adds extra sets of Hikers to the Trail. Here's how to set up for your solo adventure.

Ranger Teddy Setup:

1. Select 2 sets of Hikers that you're not using and place them at the Trailhead. These will be Ranger Teddy's Hikers.
2. Find the Ranger Teddy Hiking Cards in the box. Shuffle them, and place them face down next to you. Place the Ranger Teddy Reference Card next to the deck.
3. Give Ranger Teddy the First Hiker Token.
4. In a Solo game, the Photo Bonus Tile is not used. Leave it in the box.

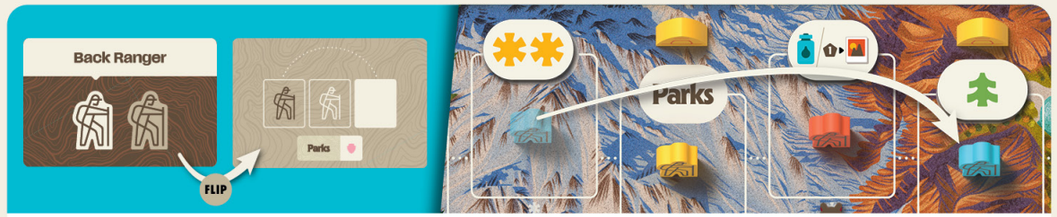
HIKING WITH RANGER TEDDY (SOLO)

Refer to the Hiking with Ranger Teddy Section on page 14. This is how Ranger Teddy's Hikers move. In Solo Mode, Teddy reveals two Ranger Teddy Cards and moves one Hiker from each color he controls forward as described on the cards. You can choose either of Teddy's Hikers to move first.

Reshuffling the Ranger Deck

If, during the Season, you reach the last card in the Ranger Deck, shuffle the face up cards with the last card to reform the Ranger Deck. Then flip the top card face up and continue hiking.

At the end of each Season, when you are preparing for the next season, also shuffle the Ranger Cards to form a new draw deck.



During a solo hike, Cliff stops at the Photo/Canteen Site. Then, he flips the top card of the Ranger Deck over, revealing a "move to the next available spot" Ranger Card. He chooses to move Blue, sending Teddy's back Blue Hiker to the Forest Trail Site, because it is the next Trail Site without a Hiker. Cliff will need to flip one more card and move a Yellow Hiker before taking his next turn.

RANGER TEDDY TRAIL ACTIONS

Ranger Teddy interacts with the Trail in a few ways that will impact and challenge your game. After you move any of Teddy's Hikers, check and resolve any of the following actions in order if they apply.

Weather: When Teddy lands on a site with Weather, discard that Weather Token to the Resource Tray.

Shutterbug: Teddy gains the Shutterbug Badge.

Parks Action: Teddy visits the rightmost Park Card in the display when visiting a space with the Parks action. Discard Teddy's visited Park. Slide the remaining visible Park Cards to the right and refill the Parks Display from the deck.

Gear Action: Teddy discards the rightmost Gear Card in the Market when visiting a space with the Gear action. Discard Teddy's purchased Gear. Slide the remaining visible Gear Cards to the right and refill the Gear Market from the deck.

Tents (When Camping): Teddy moves the Tent to the rightmost Campsite, if one is available. Just like your Hikers, Teddy does not take the actions at the Trail Site, take Weather, or gain the Shutterbug Badge.

SEASON BONUSES (SOLO)

At the end of each Season, check your Solo Reference Card to see if you've earned the required amount of Resources in your Backpack to earn the Season Bonus. In Spring, you'll need 3+ of the Season's Resource token. In Summer, you'll need 4+ of the Season's requirements. In Fall, you'll need 5+ of the Season's Resource icon on Park Cards. At the end of the game, compare your score to the chart below to determine your hiking expertise.

30 Points	Dayhiker
35 Points	Trekker
40 Points	Explorer
45 Points	Adventurer
50 Points	Trailblazer



In Spring, Rosa's Solo Hike is looking for Sun in her Backpack. Rosa has 4 Sun in her Backpack, meeting the 3+ resource requirement for the Season. She gains the top card of the Gear Deck.

VOLUNTEER PROJECTS

Once you've completed a couple of Solo hikes in Parks, you might want to increase the challenge by completing some Volunteer Projects with Ranger Teddy. These projects will add additional challenges to your hike. The more projects you add to your Hike, the more difficult it will be to score points, and the higher your final rank will be.

During setup, shuffle the Volunteer Project Cards and draw random cards equal to the difficulty level you choose.

Beginner	1 Card
Intermediate	2 Cards
Advanced	3 Cards
Extreme	4 Cards

These cards have their own special rules for the game, explained on each card. During your hike, you must follow the rules of each Project if you are able.

For every Volunteer Project you added to your game, give yourself an Arrowhead rating.

1 Card	▼
2 Cards	▼▼
3 Cards	▼▼▼
4 Cards	▼▼▼▼

Volunteer Projects can be added to a game of Parks at any player count! Want to spice up a multi-player game? Give them a go!

Camping Mode

What could be better than sleeping under the stars? The Campgrounds extends your outdoor adventures into the night. Campsite Tiles give you new ways to experience the Trail through powerful Campsite actions. To play with this game variant, be sure you've set up the board with the Camping setup steps on page 3.

CAMPING

Camping adds 3 Tents to the Trail. When your Hiker lands on a Trail Site that has a Tent above it, you'll be able to place that Tent on an available Campsite and take its actions, which will include gaining Resources, taking Photos, taking a Parks action, and more.

When you encounter a Trail Site with a Tent, you have two options:

- Visit the Trail Site as normal, gaining the site's benefits.
- Take the Tent, place it on any available space of the Campsite Tile, and perform the corresponding action. An available Campsite is a Site that does not already have a Tent on it.

If you choose to perform a Campsite action, you do not gain any other benefits at that site. This includes Weather, Gear effects gained from visiting a Trail Site, and taking the Shutterbug Badge.

END OF SEASON

In addition to resetting the Trail as normal:

1. Return the 3 Tent Tokens to the corresponding spaces above the Trail Sites.
2. Discard the topmost Campsite Tile, revealing a new set of Campsite actions for the next Season.



Ivy lands on the Mountain Trail Site which has a Tent available. She takes the Tent and places it on top of a Campsite, gaining a Canteen Token and purchasing a Gear Card, instead of gaining a Mountain and Water from the Trail Site.

1% FOR THE PLANET
GAMES THAT GIVE BACK
SEE THE IMPACT OF YOUR PURCHASE



Quick Reference Guide

PLAYER SETUP

1-5 PLAYERS	2 PLAYERS	SOLO



TURN OVERVIEW

- Move your Hiker as far as you want down the Trail.
- Extinguish your Campfire to share a Trail Site with another Hiker.
- Take all the actions from that site in any order. This include the Trail Site action, gaining Weather, filling a Canteen, using Gear, and/or completing your Passion.
- Gear may be used once per turn.
- Passion Cards may be flipped mid-turn, earning you a benefit.

END OF SEASON STEPS



1. Award the Season Bonus. Then, if it is the end of Spring or Summer, flip over the Season Tile.
2. Discard all Water Tokens from your Canteens to the Resource Tray. Relight your Campfire if its been extinguished. Return all Hikers to the Trailhead.
3. Reshuffle the Trail Sites and randomly place them back out on the Trail face up. Add new Weather to the Trail, beginning at the 2nd Trail Site, alternating Sun and Water on each site. Roll the Trail Die and place the Shutterbug Token under the corresponding Trail Site. Discard the rightmost Gear Card from the Gear Market back to the box. Slide the remaining Gear Cards 1 spot to the right and draw a new Gear Card.
4. If you're Camping, return all Tents to their spots on the Trail. Discard the top Campsite Tile to the game box.

END GAME SCORING

1. Fall Season Bonus
2. Visited Parks
3. Photos & Photo Bonus
4. Passion Cards
5. First Player Token