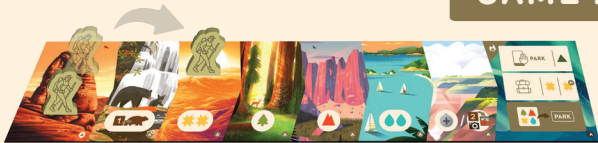
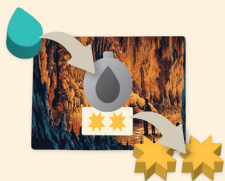


PARKS GUIDE

GAME ACTIONS



The player with the ▲ takes the first turn. Each turn a player moves one of their hikers to an unoccupied Site down the Trail and takes its action. Flip your Campfire to have your hiker visit an occupied Site.



CANTEENS

Fill a Canteen by placing a 💧 gained that turn onto the 🚰 instead of into your supply, then perform the Canteen's action. Multiple Canteens can be filled on a turn but Canteens can only be filled with 💧 gained that turn.



DRAW A CANTEEN CARD



CANTEEN IN YOUR AREA



THE CAMERA & PHOTOS

Turn in any two tokens of your choice and take a Photo at the 📷 Site. Photos are worth **1 POINT** each. After taking a Photo there, gain the Camera. The Camera allows players to take a Photo for one token instead of two.

THE PLAYER WITH THE 📷 MAY TAKE A PHOTO AT THE SEASON'S END

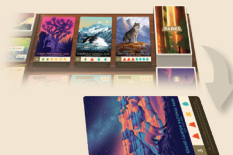
⚡ INSTANT COST



ONGOING ABILITY

BUYING GEAR

Choose one of the three available Gear cards and turn in ⭐ equal to its cost. All Gear cards have abilities that will remain with players for the whole game. Some also have ⚡ **INSTANT** actions, activated one time immediately upon purchase.



RESERVE A PARK

Choose one of the three available or draw the top card from the Parks deck. Place the card *horizontally* face up in front of you. Reserved Parks may be visited on a future turn when you "Visit a Park." The first player to take this action at the Trail End also receives the ▲



VISIT A PARK

Choose one of the three available Parks on the board or one you have reserved and turn in the corresponding tokens. Take the Park card and place it vertically in your score area. Its points will be scored at the end of the game.



TRAIL SITES



Gain a Forest token



Gain a Mountain token



Gain two Sunshine tokens



Gain two Water tokens



Draw a Canteen

OR



Turn in 2 tokens to take a Photo and gain the Camera



Gain a Sunshine and a Water token (**ONLY USED IN 4+ PLAYER GAMES**)



SITE SYMBOL

Cards may reference a Trail Site through the Site icon and the Trail symbol.



Turn in any one token to gain a Wildlife token

1

ANY TOKEN SYMBOL

A brown square icon denotes that any token may be used.



Turn in one token and gain any one token—excluding Wildlife. You may do this a second time.

PARKS

Reserve or Visit a Park

OR



Buy a Gear card



Turn in a Water to copy the action from another Site occupied by a Hiker

A PLAYER CAN HAVE A MAX OF 12 TOKENS AT THE END OF THEIR TURN



CAMPFIRES

Relight your Campfire when one of your Hikers reaches the  Trail End




TRAIL END

LAST HIKER ON THE TRAIL

When one Hiker remains on the Trail, the player must move that Hiker to the Trail End.



WILDLIFE

Wildlife are wild! They can be used in place of any other token to visit Parks, take Photos, buy Gear, and visit the River. *Wildlife cannot be used to fill a Canteen or as part of the  Site or Canteen.*