

PARK TRAILS RULES

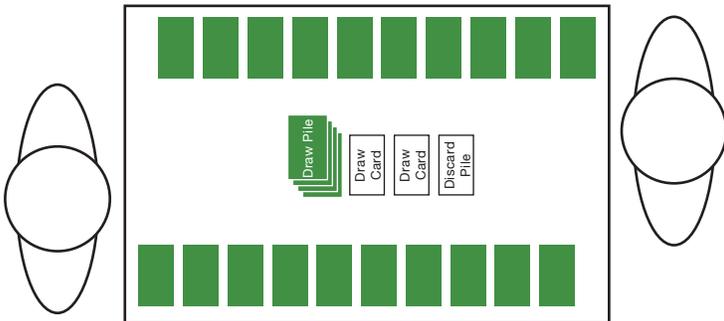
You're a hiking enthusiast that's ready to step up their game with a regimented training schedule. But you don't want to be stuck alone on some boring gym treadmill when you could be out, enjoying nature in one of the National Parks. To make your journey all the more interesting, you challenge friends to start hiking in parks that have been most recently founded, then gradually work your way back to the oldest parks. Will you hike easy trails that meander through level terrain, or will you push yourself to conquer some of the most exhilarating trails that the national parks have to offer? Then again, you could just throw in the towel right now and simply enjoy picturesque drives through the parks. Whatever you decide, it's time to find your Park Trails.

The objective of Park Trails is to score the most points by arranging all of your cards from the most recent to the oldest decade.

Set-up:

The player who has hiked most recently deals first. The dealer deals 10 cards to each player. Keeping the cards face down, each player then deals their own cards out in a straight line vertically in front of themselves. Players may not rearrange the order of the cards in their line.

Place the remainder of the deck in the center of the table face down to create a draw pile. Flip the top 3 cards up and place them beside the draw pile creating two face up draw cards and one discard pile. After the cards are all in place, each player may Peek at any 3 cards in their own pile, and then return them to their original face down position in the line.



Game Play:

Play starts to the left of the dealer. **Every turn, each player may take one of two possible actions:**

- 1. Draw** - Pick up a card from either the draw pile, the two face up draw cards, or the top card from the discard pile. A player may do one of three things with the drawn card:
 - Replace one of the face down cards from their own line, placing the new card either face up or face down, and placing the replaced card face up on the discard pile.
 - Replace one of the face down cards from an opponent's line, placing the new card face down, and placing the replaced card face up on the discard pile.
 - Discard the drawn card face up on the discard pile.

---OR---
- 2. Peek/Flip** - You may perform the Peek/Flip action twice on a single turn. (*Peek & Peek, Peek & Flip, Flip & Peek, Flip & Flip*). You must declare the action you are taking before looking at any cards. You may Peek at a card and then Flip that same card for your full turn.
 - * **"PEEK"** means secretly looking at a face down card in your line and returning it to the same position face down.
 - * **"FLIP"** means turning over one of your face down cards in its original position.

Face down cards are still in play, and may be replaced by any player. However, once a card is placed face up, it cannot be changed. If you replace an opponent's card on your turn, the discarded card may not be drawn from the discard pile on the following turn.

If a card is Flipped face up and is out of sequence, that player immediately receives a -10 point penalty. The face up card is discarded to the discard pile and is replaced with a blind draw from the draw pile. Play then resumes as normal with the next player.

When a card from one of the face up draw cards is used, it is replaced at the end of the turn by the top card from the draw pile.

If at any time the draw pile runs out of cards, take the top card off the discard pile and place it face up in place of the discard pile. Then shuffle the remainder of the discard pile to create a new draw pile.

The Cards

Each card features the decade in which that particular park was founded. That is the number you need to sequence the cards according to, from newest parks to oldest (2010's to 1800's). You may have multiple cards from the same decade in sequence (ignoring the small, specific park foundation date found on the card). The other number you'll notice is the point value found at the lower right. That is the point value that will be scored at the end of the game for cards that are in sequence. Values are as follows:

- *Drives*: +0
- *Easy Hikes*: +1
- *Moderate Hikes*: +2
- *Strenuous Hikes*: +3
- *Wilds*: -10

The Bear and Mt. Lion cards function as wild cards, meaning they may be placed at any point in a line of cards and not interrupt the sequence. These cards may be placed into your line or your opponent's line just like any other card, however, once it is discarded it may not be picked up. Wild cards do not have a decade value, so they do not count towards a 3 or 4-of-a-kind bonus. If you end the game with one of these cards anywhere in your line, you receive the -10 point penalty.

Winning and Scoring a Match

As you Peek at, Flip over, or Draw cards, your goal is to arrange your line in sequence from the most recent decade to the oldest decade. The first player to successfully arrange all their cards in order and flip them face up gets a First to Finish bonus.

After the first player has completed their sequence, play stops and all players flip over their face down cards before scoring. This may reveal hidden Bears or Mt. Lions that result in -10 points. If any face down cards are flipped but do not break the descending sequence, they are included in the final score of that player.

Players only score the total points of the cards they arranged in sequence, starting from the most recent decade.

Bonus points are also awarded to any player that completes any of the bonus objectives as a part of their final sequence. Those objectives are:

- First to Finish:** first player to sequence their line, **+10 points**
- 3-of-a-kind:** 3 cards from a single decade in sequence, **+10 points**
- 4-of-a-kind:** 4 card from a single decade in sequence, **+20 points**
- First and Last:** A 2010 card first and a 1800's card last, **+5 points**

Keep score on a separate note pad or sheet of paper, adding and subtracting necessary points as the game progresses. If you are playing another match, the job of the dealer passes to the left and the next round begins.

To Win the Game

There are three possible ways you can determine the winner. We recommend that you try each of these out, and then possibly tweak them to suit your own gaming needs as necessary.

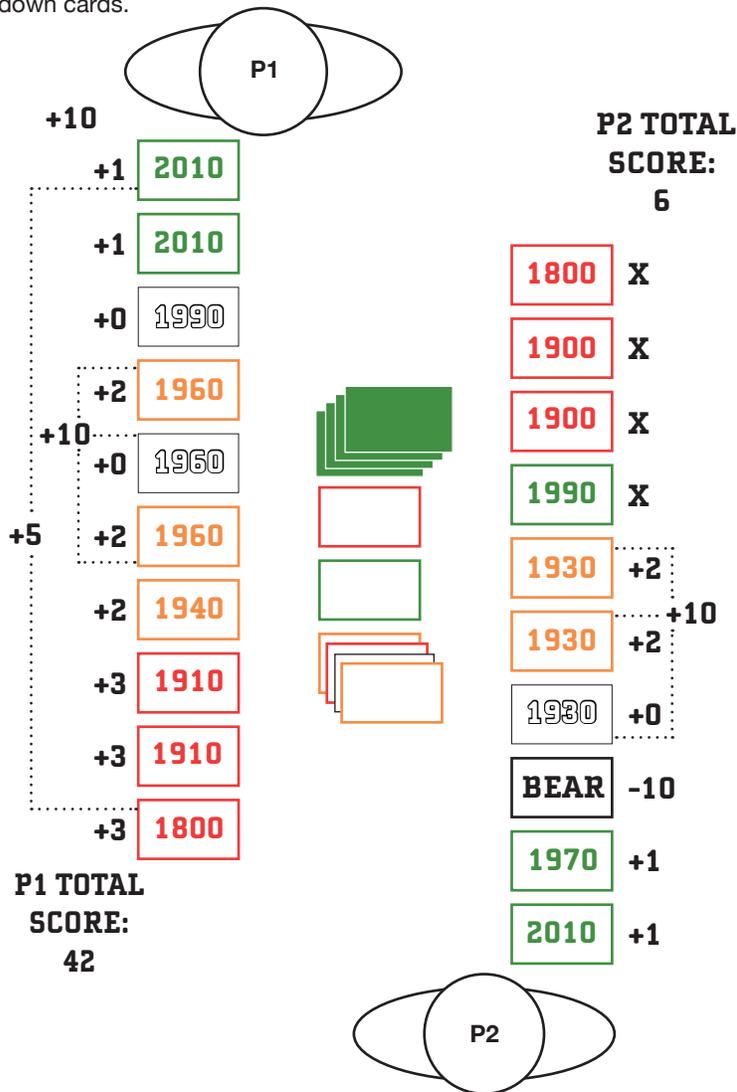
Winner-Take-All: Play a single match "To the death!". Whoever has the most points at the end of a single match, wins the game.

3 Match Game: The player with the most points at the end of 3 matches wins.

100 Point Game: Play as many matches as necessary for one player's total points to meet or exceed 100. After that threshold is crossed, the player with the most points wins.

Scoring Examples

Below is an example of the end of match scoring. Player 1 finished his sequence first and player 2 has just flipped over her remaining face down cards.



In the Scoring example above, player 1 earned the following points: +10 for the first to finish bonus, +17 for the value of the cards in his sequence, +10 for the 3-of-a-kind bonus (1960's), and +5 for the first and last bonus. This all totals to 42 points this match.

Player 2 earned the following points: +6 for the value of the cards in her sequence, +10 for the 3-of-a-kind bonus (1930's), and -10 for the Bear card. This all totals 6 points this match. (please note that even though player 2 had a 2010 card first and 1800 card last, this does not qualify for the first and last bonus because those cards are not both a part of the completed sequence)

GO HIKE! - bonus game rules

Go Hike! is a fun, hiking and national parks-themed game for even very young players to enjoy using the same deck of cards as Park Trails.

Object of the Game

The goal is to win the most "maps" of cards. A map is any four of a decade, such as four 1990's, four 1800's, and so on.

Card Values

The only number relevant to this game is the park founding decade, such as 1950's. Colors, trail difficulty, park name and specific park foundation date do not matter for this game. Remove the Mt. Lion and Bear from the deck before the game starts.

Setup

The player who walked the farthest that day is the dealer. The dealer shuffles the cards and deals them clockwise one at a time, face down, beginning with the player to his left. If two or three people are playing, each player receives seven cards. If four or five people are playing, each receives five cards. The rest of the deck is placed face down on the table to form the draw pile.

The Play

When it is a player's turn, that player is "hiking". The player to the left of the dealer hikes first, and begins by looking directly at any opponent and saying, for example, "Joe, do you have any parks from the 2000's?," addressing the opponent by name and specifying the decade of park he wants. The player who is "hiking" must have at least one card of the decade he asked for in his hand. The player who is addressed must hand over all the cards requested. If he has none, he says, "Go hike!" and the player who made the request draws the top card of the draw pile and places it in his hand.

If a player gets one or more cards of the decade he asked for, he may ask the same or another player for a card. He can ask for the same card or a different one. As long as he succeeds in getting cards, (visiting a park) his turn continues. When a player visits a park, he must reveal the card so that the park is verified. If a player gets the fourth card of a map, he shows all four cards, places them on the table face up in front of him, and plays again.

If the player goes hiking without "visiting a park" (does not receive a card he asked for), the turn passes to his left.

The game ends when all thirteen maps have been won. The winner is the player with the most maps. During the game, if a player is left without cards, he may (when it's his turn to play), draw from the draw pile and then ask for cards of that decade. If there are no cards left in the draw pile, he is out of the game.

About the Designer

Ben Panter is the creator and designer of Park Trails. He is an artist, designer and educator (and board game connoisseur). As of the publishing of Park Trails, he has been the artist in residence for two National Parks for their Centennial Celebrations: Rocky Mountain and Acadia. You can see his art and more of his game designs at www.benpanter.com.

His go-to games are Small World, Carcassonne, Star Wars X-Wing and Cribbage.