




















Trails


Objective: Players compete to get the most points by taking photos and earning badges as they hike the trail.

Setup


- Each player takes a Hiker (), along with the matching coloured Canteen (), one Acorn () one Rock (), and one Leaf ().
 - Each player's Canteen should start on the filled (patterned) side.
- Remove the Trailhead () and Trail End () tiles and then shuffle the remaining 5 Trail Site tiles, placing them side-by-side in a row in the middle of the table, with the day side facing up on each tile to form the Trail.
 - Place the Acorn (), Rock (), and Leaf () cubes under the matching Trail Site tiles.
 - Place the Bird Trophy () below the Trail Site tile with this icon: 
- Place the Trailhead tile () to the left of the 5 Trail Site tiles and the Trail End tile () to the right of the 5 Trail Site tiles.
 - The Trailhead and Trail End tiles each have a Player icon () on the bottom that corresponds to the number of players in the game; ensure the side facing up shows the correct player count.
- Shuffle the Badge cards () into a face-down deck and place it below the Trailhead tile.
- Draw 2 cards from the top of the Badge deck and place them face-up beside the Trailhead tile and repeat the process, placing 2 Badge cards face-up beside the Trail End tile.
- Each player draws a card from the Badge deck and places it into their hand.
 - These cards are to be kept hidden from other players.
- Shuffle the Photo cards () into a face-down deck and place it below the Trail End tile.
- Place the Wildlife Bear () on the middle Trail Site tile and the Wildlife die within reach of all players.
- Place the Sun token () above the Trail End tile, pointing to the rightmost icon on the Sun track:





10. Randomly determine a player to take the first turn of the game.

11. Players place their Hikers () on the Trail tiles based on the number of players in the game:





- A Hiker faces in the direction indicated by their walking stick and their hat brim.

2 – 3 Player Game: Each player places their Hiker on the Trailhead tile () facing the Trail.



4-Player Game: The first player and the player to their left place their Hikers on the Trail End tile () facing towards the Trail; the other two players place their Hikers on the Trailhead tile () facing towards the Trail.

End of Game



The end of the game is triggered when a player's Hiker () reaches the Trail End tile () and the Sun token () is on the final, leftmost space of the Sun track.

- The player that triggers the end of the game takes a free Photo action () and then places the Sun in front of them.
- Each other player gets one more turn, continuing in turn order; during this time the Sun can no longer move and therefore Sun bonuses cannot be gained from the Trail End tile ()
- After all players have taken their final turn, each player reveals their Badge cards () and Photo cards () for end of game scoring.

After the end of the game, each player adds up their score from the following sources:

Bird Trophy (): Each player counts up the number of Birds () they have on their Badge and Photo cards; the player with the most Birds takes the Bird Trophy, which is worth 4 Points.




- In the event of a tie for the most Birds, the tied players each get 4 Points.




Badge () **and Photo Cards** (): Each player counts the Points awarded by their Badge and Photo cards.

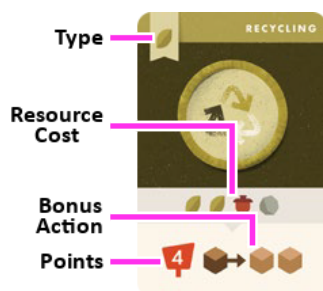
The player with the most points is the winner




Tie-breaker: In the event of a tie, the player with the most Badge cards wins the game; if still tied the player with the most Photo cards wins the game; if still tied, the player with the most Birds wins the game; and if the tie remains unbroken, the tied players share the win.

Badges ()

When a player's Hiker () reached the Trailhead () or Trail End tile (), they have an opportunity to earn Badge cards.


- To earn a Badge card, the player must pay the Resource cost ( ,  , and/or ) shown on the card to the supply and then they place the earned Badge card in front of them, face-up.
- When completing Badges, a player may complete any of the two face-up Badge cards at the tile they are at and/or the Badge card in their hand; this means the player can complete from 0 – 3 Badges at the same time.



Type: Each card has a type that corresponds to one or more (*i.e. Science*) of the Resources ( /  / ).




Resource Cost: The Resources that must be spent in order to earn the Badge card.


Bonus Action: Some cards have a one-time bonus that must immediately be used upon paying its cost, otherwise it is lost.

Points: Points earned at the end of the game, additionally some Badges provide the owner Birds ().

Clarifications: These clarifications pertain to specific Badge cards:

Observer: If the player ties for the most Birds (), they still gain the additional 2 Point bonus.



Recycling: Exchange 1 Resource ( /  / ) for 2 Resources of a single, other type. If the player does not have a Resource to exchange, then they cannot benefit from this effect.

Research: This card costs 1 Resource ( /  / ) less for each Badge card of its type that the owner already has.




Science: This card counts as a Leaf (), Acorn (), and Rock () type card towards all *Collector* Badge cards.

Sunshine: When gaining the bonus on the Sun track, do not move the Sun token ().




Sun Track ()

The Sun token moves from the Trail End tile () to the Trailhead tile () along the Sun track over the course of the game.





- 1) **Sun Bonus:** When a player's Hiker () reaches the Trail End tile, they gain the corresponding bonus:
 - a) If the Sun token is over a bonus at the top of the Trailhead or Trail End tile, the player gains the bonus the Sun token is pointing to.
 - b) If the Sun token is over a Trail Site tile that is not the Trailhead or Trail End tile, they take that tile's action.
- 2) The Sun token is moved one space towards the Trailhead tile ().
 - If the Trailhead or Trail End tile depicts multiple icons along the top of their tile, the tile has multiple spaces; each icon depicted at the top of the Trailhead and Trail End tiles counts as one space.
 - With exception of the Trailhead and Trail End tiles, when the Sun token leaves a Trail tile, flip the tile over so that it shows its night side; any Hikers or Wildlife Bear () are left on the tile once it has been flipped.

Wildlife



Whenever a Hiker () lands on a Trail Site tile with the Wildlife Bear (), they roll the Wildlife die (), move the Wildlife Bear to the Trail Site tile that matches the result on the die, and then may perform the action shown on that tile.

- When a Badge card or Sun bonus shows the Wildlife Bear icon, the player taking their turn rolls the Wildlife die, moves the Wildlife Bear, and then may take the corresponding action, as per above.
- If the Bear icon was rolled, the player may move the Wildlife Bear to any Trail tile excluding the Trailhead

() and Trail End () tiles.

- The player may choose to take their standard Trail tile action and Wildlife Bear's site action in the order of their choosing.

Photography ()

Photo cards () can award players Points and Birds ().

- Whenever a player gets a Photo card, they place it in front of them, face-down until the end of the game.
- A player may look at their face-down Photo cards at any time, but cannot reveal them to other players until the end of the game.
- If the Photo deck runs out, flip over the discard pile to form a new Photo deck without shuffling the discard pile.

Whenever a player takes the Photo action, they have two choices:



- a) They may draw 2 cards from the Photo deck, keep one and discard the other face-up next to the Photo deck.
- b) Take the top card of the Photo discard pile




Turn Order (Single player turns in clockwise order)

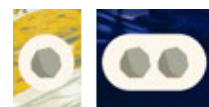
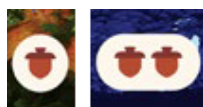
Players take turns until the end of the game. On a player's turn they perform the following steps:


1. **Hiking the Trail:** On a player's turn they move their Hiker () 1 – 2 tiles along the Trail in the direction their Hiker is facing (towards the walking stick) and take the action shown on the final Trail tile they land on:


- Hikers do not block each other on the Trail.


Canteen: On their turn, rather than moving 1 – 2 tiles, the player may use their filled Canteen () to move their Hiker any number of spaces in the direction they are facing, after which they flip their Canteen to the empty side ().

- An empty Canteen cannot be used again until it is refilled at the Trailhead tile ().
- A player may use their Canteen to move their Hiker all the way to the Trailhead () or Trail End () tile (depending on the direction their Hiker is facing).



The player gains the number
of Acorns () shown.

The player gains the number
of Leaves () shown.

The player gains the number
of Rocks () shown.

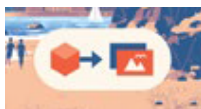
Continued on the following page.



Day: The player exchanges 1 Resource ( /  / ) of any type for 2 of the same Resource of a different type.



Night: The player exchanges 1 Resource ( /  / ) of any type for 2 different Resources of different types.

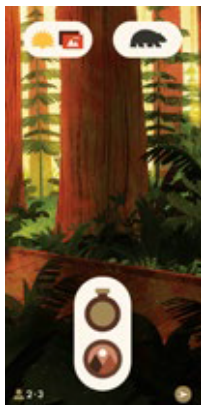




Day: The player pays any 1 Resource ( /  / ) to take the Photo action.



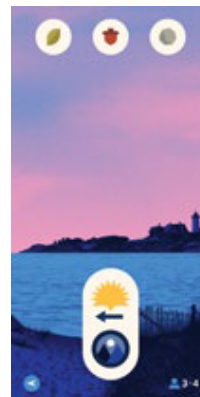
Night: The player takes a Photo action for free.



Trailhead ()







1. The player turns their Hiker () around to face the Trail.
2. The player refills their Canteen () by flipping it face-up, if it is not already.
3. The player may earn Badges.


Trail End ()





1. The player turns their Hiker () around to face the Trail.
2. The player gains the bonus that the Sun token () is pointing to.
3. The player moves the Sun token one space to the left.
4. The player may earn Badges

2. **End of Turn Checklist:** After the player has moved their Hiker () and completed their Trail actions, they check the following:

Resource Limit: The player checks to see if they have more than 8 Resources ( ,  , and ); if the player has more than 8 Resources, they must return Resources of their choosing to the supply until they only have 8 Resources.

Reserved Badge Card in Hand: If the player does not have a Badge card () in their hand, they immediately draw the top card of the Badge deck into their hand.

Badges at each End of the Trail: Any empty spaces that are left behind by Badge cards that were earned are refilled with cards from the top of the Badge deck; ensure that there are 2 face-up Badge cards by both the Trailhead () and Trail End () tiles.