

## WAYPOINTS MAP 1 RULES V1.3

### WHISTLING WATER NATIONAL PARK

#### HOW TO PLAY

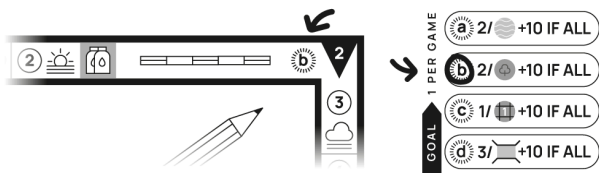
Waypoints is played over a series of four hikes, split into several turns for each. Each turn, players draw a path from one waypoint to another on their map, showing the route they are taking on their current hike. Each waypoint reached will provide the player with points and possibly abilities that can be used on future turns. The game ends once the fourth and final hike is completed.



Waypoints are the circular spaces on the map. The icon above / below shows the type of Waypoint.

#### SETUP

At the start of the game, choose a Goal that will be scored for all players across all of their hikes. You can do this randomly by spinning a pencil on one player's map and choosing the bonus which the point is pointing towards (a,b,c or d in the four corners of the map). All players circle the corresponding goal next to the '1 PER GAME' section on their sheet to remind them of what they are working towards in this game.



Before you take the first turn, roll a d6. The value rolled indicates the Campsite with the corresponding number that all players will start their first hike from. Then you are ready to play.

#### TURN STRUCTURE

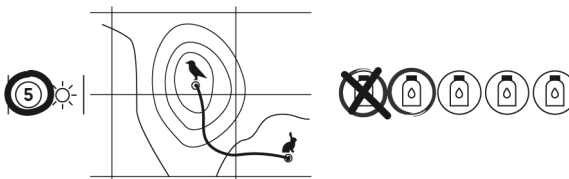
**1. ROLL** One player rolls one D6. Starting on the first weather track, all players count that many spaces clockwise from the current point on the weather track and circle the space reached. If the roll exceeds the remaining number of spaces on the current side of the weather track, circle the last space instead. The circled space shows the amount of movement points available to all players this turn.



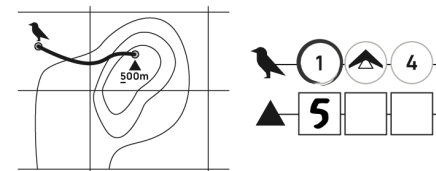
**2. MOVE or REST** Each player simultaneously chooses whether to Move or Rest this turn.

If you choose to Move, draw a route from your current waypoint to another waypoint on the map that you have not previously visited or taken a photo of. Each line (contour or grid) that your route crosses costs 1 movement point, and any intersections of two lines cost 2 movement points. You can only cross the River at a bridge, but doing so costs you no additional movement points. You cannot move through any other waypoints on the way to the waypoint you end your move at.

You can only draw a route which you can afford with the movement points for this turn. Optionally you may cross out any number of water to increase your movement points by 1 for every water used. You can cross over previous routes you have taken. You may always travel less than your movement points providing you can reach a waypoint.



After moving, circle the next space on the track (moving left to right) matching the type of waypoint you have just moved to. If the waypoint is a Mountain, instead write the underlined number of the Mountain's height in the next available space on that track. If the space has a x2 or x3 under it, double or triple that number's value and write that instead.



If you cannot move to a waypoint, or choose to Rest, do not draw a new route this turn, **and gain 1 water instead.**

#### FEATURES

There are two types of features present in the map, lakes and woodlands. Each feature gives you a benefit at the end of the turn in which you moved through it on your route. Each feature can only give its benefit once, the first time you move through it.



**Lake:** Gain 1 water by circling the next available space on the water track. If there are no more spaces available, you cannot gain water.



**Woodland:** Circle the next space on the Bear, Bird or Rabbit track.

## SPECIAL ACTIONS

Some spaces on tracks contain a symbol inside them. When that space is circled, you can use that symbol for its special action on a future turn (or immediately for the Camera). Once you do, cross out that circle to show it has been used. You can use multiple special actions on the same turn.



**Glider:** After you reach a Mountain waypoint and have written its value on the Mountain track, you may immediately glide to another non-Mountain waypoint. Choose a waypoint (not a Mountain) in the same grid square or an orthogonally adjacent grid square, and draw a straight line to it. Then circle the next space on the corresponding track. You do not collect any benefits from any Woodland or Lake spaces you move over, but you can visit them on a later movement turn to gain their benefits.



**Coat:** When the weather gives you 1 or 2 movement points, you may use a Coat to gain 3 extra movement points for this turn.



**Kayak:** You can use the river as part of your route this turn. When your route meets the river, you can then continue to move along the river, crossing up to 3 grid lines for free. You can pass under any bridges freely. Then you continue your route away from the river and to your next waypoint.



**Backpack:** You can use this special action as either a Glider, Coat or Kayak. You choose which one it is when you use it.



**Camera:** Immediately choose a waypoint that you haven't visited in the same grid square or an orthogonally adjacent grid square. Circle or fill in the next space in its track as if you had just visited it. **Then cross off the small dot next to the Waypoint you took a photo of - you cannot visit it again.**



Special actions that have an arrow below and above them must be used as soon as they are circled.

## END OF A HIKE

When you circle the last space on the current hike's weather track (the last space on that edge of the sheet), this turn will be the last in the current hike. After each player has moved or rested as normal, each player will mark their final location with an X and choose a journal entry to score for this hike. There are four different journal entries:

1/≠○

1 point for each different type of waypoint visited on this hike.

2/=○

2 points for each waypoint of one type visited on this hike.

3/○○

3 points for each type of waypoint you've visited at least twice on this hike.

1/2

1 point for each 2 different grid squares your route visited on this hike, rounded down.

Journal scoring only takes into account the Waypoints and grid squares you have visited on the most recent hike, and **not anything you took a photo of, nor any Campsites.**

If you end your hike by arriving at a Campsite, double the score for your journal entry (Campsites have no effect if you visit them in the middle of a hike). Once you have chosen a particular type of journal entry to score, you cannot score it again on a future hike, and you always must choose one journal entry to score, even if it would score no points.

Then move clockwise to the next side of the weather track and commence the next hike, starting from the waypoint or Campsite that you ended your previous hike at. **All players also gain 2 water.**

## GAME END

The game ends after the end of the 4th hike. Players then tally up their points, and the player with the most is the winner. If there is a tie, all tied players share the victory.

## WHEN PLAYING SOLO

The solo game functions exactly the same as the multiplayer game, except with an additional requirement:

### EASY

At the end of three of your four hikes you must be at a campsite. If more than one hike does not end at a new campsite, you have lost the game. Otherwise, you tally your score as per the standard scoring.

## HARD

You must be at a campsite at the end of all four hikes. If ANY hike does not end at a new campsite, you have lost the game. Otherwise, you tally your score as per the standard scoring.

## SCORING



**ANIMALS and TRIG POINTS** Score points for each track equal to the highest number circled on the corresponding track.



**MOUNTAINS** Score points equal to the sum of the values written on the Mountain track.



**LOOKOUTS and GEAR** Score 5 or 15 points for each track in which you have circled 4 or 5 spaces.



**JOURNAL ENTRIES** Score points equal to the sum of all your journal entries.



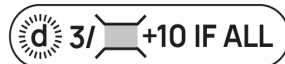
**GOAL** Score points depending on which goal was chosen at the start of the game, plus an additional 10 points for completing that goal. The possible goals are:



Score 2 points for each different Lake visited plus an additional 10 points for visiting all 9 Lakes.



Score 2 points for each different Woodland visited plus an additional 10 points for visiting all 9 Woodland.



Score 3 points for each different Bridge crossed plus an additional 10 points for visiting all 7 Bridges.



Score 1 point for each different Grid Square visited by the route of your hikes plus an additional 10 points for visiting all 24 Grid Squares.

## FREQUENTLY ASKED QUESTIONS

<https://boardgamegeek.com/thread/3112071/waypoints-rules-official-faq>



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