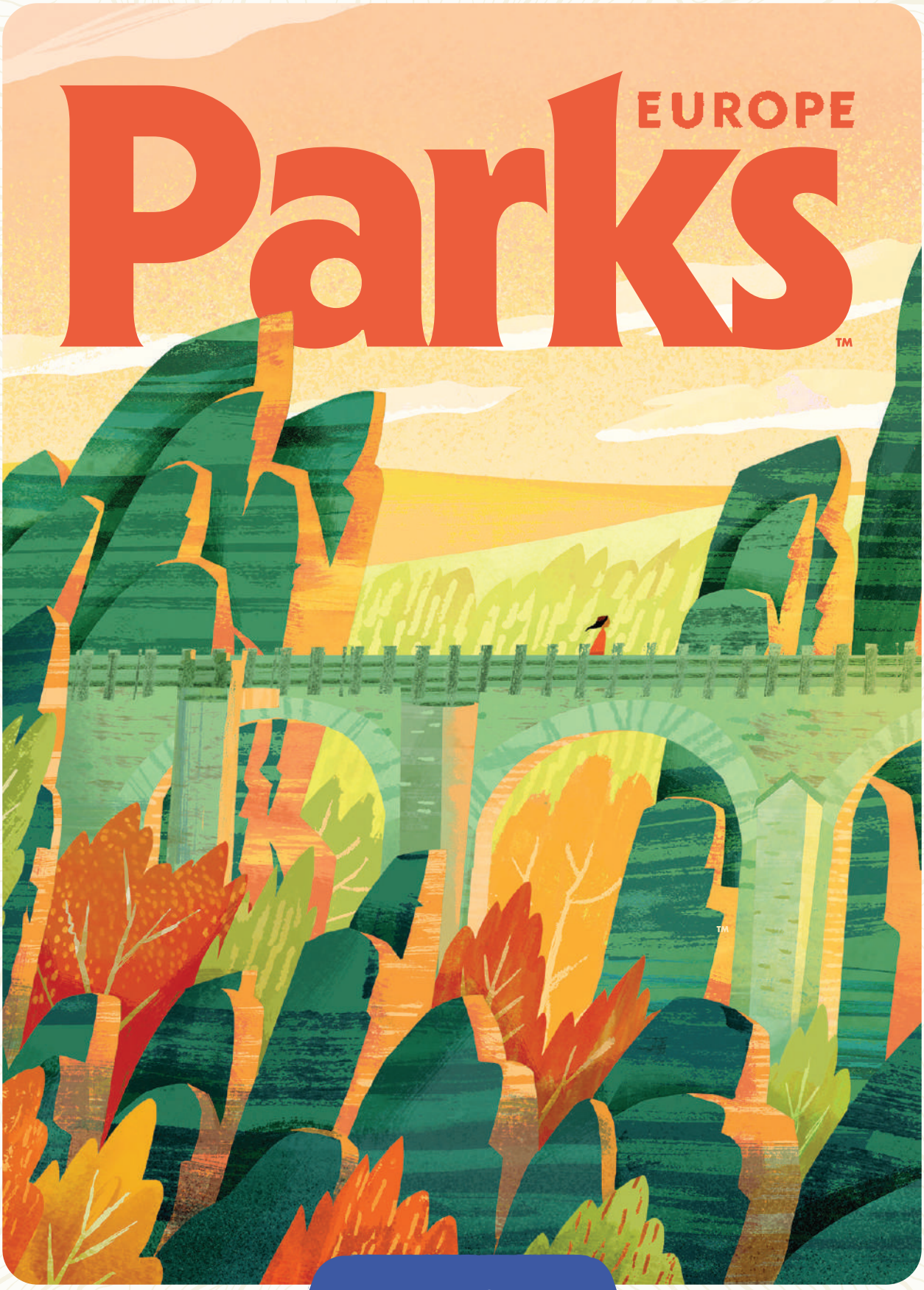
Parks

EUROPE



FIELD GUIDE

The sun is rising over the Dolomites, a glacier glitters in the distance, the dense alpine forest surrounds you, and the Camino de Santiago stretches out before you. Welcome to **Parks Europe,** where the hills are alive with majestic landscapes, historic landmarks, and cultural treasures.

Strap ice spikes on your boots, shoulder your trusty pack, and prepare to trek the paths that have crossed this terrain for centuries. You and your hiking partner will spend three seasons among the flowering meadows, rocky shores, deep woodlands, wild rivers, and stunning mountains of these national parks.

The wonders of Europe will inspire you with every park you visit, every photo you capture, and every step you take on the world's most breathtaking hikes.

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Components



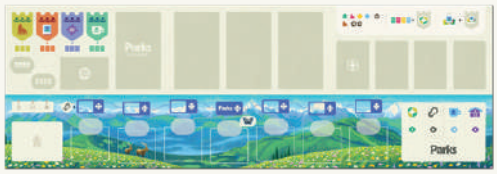
48 PARK CARDS



36 WONDER CARDS



SCOREPAD



GAME BOARD



CHALET BOARD



2 RESOURCE TRAYS



RULEBOOK



28 CONSERVATION PROJECT CARDS



12 SEASON CARDS



RANGER GRETA SOLO/TWO PLAYER REFERENCE CARD



5 PLAYER MATS



20 SNOW



4 CORE TRAIL SITES



9 ADVANCED TRAIL SITES



6 VIA FERRATA TRAIL SITES



15 CARABINERS



20 PHOTO TOKENS



8 PHOTO ALBUMS



PHOTO AWARD



5 CONSERVATION AWARDS



6 CHALET AWARDS



8 PARK AWARDS
(2 IN EACH COLOR)



10 HIKERS
(2 IN EACH PLAYER COLOR)



3 COMMUNAL CAMPFIRES



SHUTTERBUG



TRAIL DIE



5 MUG TOKENS
(1 IN EACH PLAYER COLOR)



5 CHALET TOKENS
(1 IN EACH PLAYER COLOR)



16 MOUNTAINS



16 FORESTS



22 SUN



22 WATER



14 WILDLIFE

Setup

SET UP THE TRAIL

Before you head out there, you'll need to chart your course so you can make the most of your time in the parks.

1 Game Board & Chalet Board • Place the game board within reach of all players, with the Chalet Board beside it.

2 Resource Trays • Place the two Resource Trays near the boards.

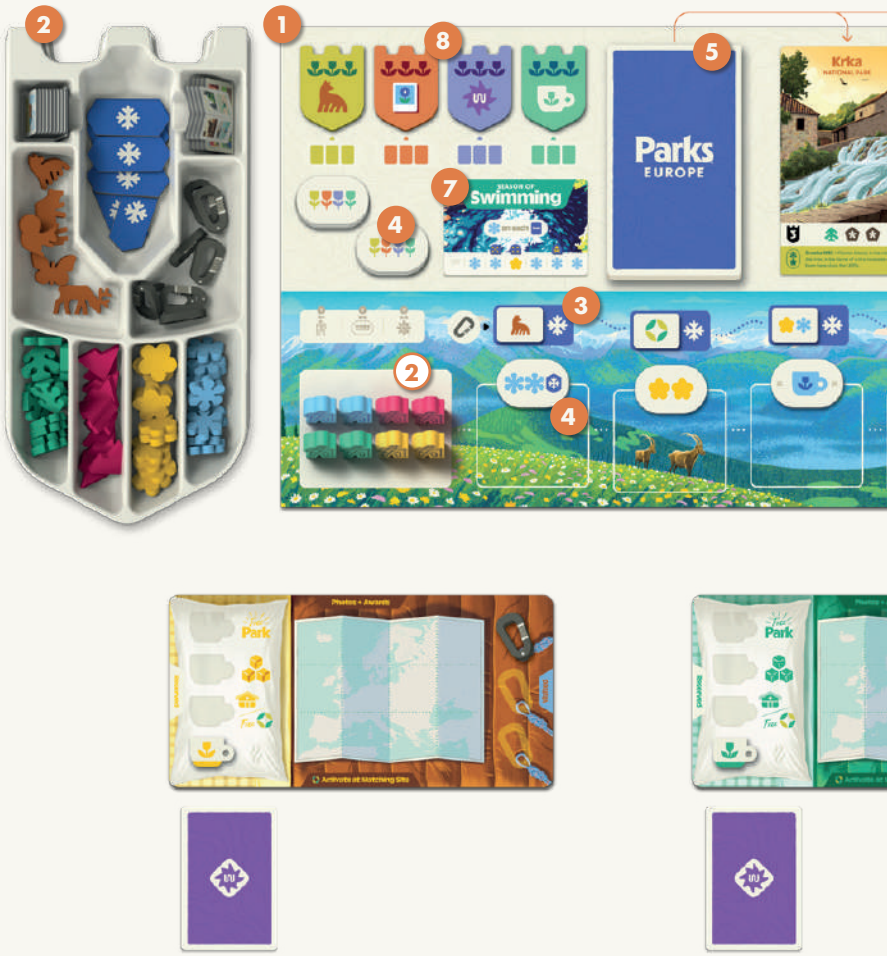
3 Via Ferrata • Shuffle the 6 Via Ferrata tiles and randomly place one on each empty Via Ferrata space.

4 Trail Sites • Shuffle the 9 Advanced Trail Site tiles, denoted by . Create 2 facedown stacks of 3 tiles each, next to the Season Cards. Take the 3 remaining Advanced Trail Sites and shuffle them with the 4 Core Trail Site tiles. Randomly place one on each empty Trail Site space.

5 Parks Display • Shuffle the Parks Deck and place it face down on the board. Deal 3 Park Cards face up to the right of the deck to form the Parks Display.

6 Conservation Display • Shuffle the Conservation Projects Deck and place it face down on the board. Deal 3 Conservation Project Cards face up to the right of the deck to form the Conservation Display.

7 Season Cards • Shuffle the Season Card Deck . Place it face down on the board and flip the top card face up.



8 Park Awards • Place these according to your player count. Each stack should have:

- One award for 1–3 players
- Two awards for 4–5 players

Place the Park Awards on their matching board spot with the bonus side up, as shown.

9 Conservation and Photo Awards • Place the 5 Conservation Awards and Photo Award above the Conservation Display.

10 Wonder Cards • Shuffle the Wonder Card Deck and place it face down on the Chalet Board.

11 Chalet Awards • Create 2 stacks of Chalet Awards , in descending order from 5 to 4 to 3 points, with the 5-point token on top and visible. Place these token stacks on the two corresponding spots on the Chalet Board.

12 Trail Die & Shutterbug • Place the Trail Die and Shutterbug near the game board.



SET UP THE PLAYER MATS

(1) **Grab Your Mat** • Place the Player Mat in your player color in front of you. (The back of each Mat has a player setup guide for future reference.)

(2) **Choose Your Hikers** • Select a pair of matching Hiker Tokens and place them at the Trailhead.

(3) **Prep Your Mug** • Take the Mug Token in your player color and place it on the bottom-most spot of your Mug Track.

(4) **Book Your Stay** • Randomly stack all players' Chalet Tokens on the starting space of the Chalet Track.

(5) **Check Your Gear** • Take one Carabiner Token and place it on your Player Mat.

(6) **Bring Your Wonder** • Draw one Wonder Card from the Wonder Deck to form the start of your hand. You can look at the cards in your hand, but keep them secret from other players.

TIDY UP & GET GOING

For 1–3 players, you will need one Communal Campfire to start a Season. For 4 players, grab 2 . For 5 players, use all 3 . Any unused components or player tokens can remain in the game box.

For a 2-Player challenge or Solo Mode, follow the additional setup instructions on the back of the Rulebook.

Overview

In **Parks Europe**, you will spend three seasons in the magnificent landscapes of Europe's national parks.

Each season, your two hikers will make their way down an ever-changing trail, stopping at trail sites along the way to collect resources, take photos, encounter wildlife, and take in the wonders.

You'll ascend to new heights by clipping into a via ferrata and take a break from the trail to get some much-needed rest in a mountain chalet.

Players take turns hiking down the trail until all hikers have reached Trail's End. Then a new season will begin and a new hike begins. After the third season, the hike is complete and the game is over.

Along the way, you'll earn points by visiting national parks, collecting Wonder cards, taking Photos, and earning Awards.

Starting a Season

At the beginning of each Season, reference the Season Card in order to place Communal Campfire(s) and Season Bonus Resources on their corresponding Trail Sites.

Place the Communal Campfire(s) on sites according to your player count:

ALL GAMES 4+ PLAYERS 5 PLAYERS

Place the Season Bonus Resources on the Trail Sites shown at the bottom of the Season Card. Additional bonuses are called out in the middle of the card. The player whose Chalet Token is furthest along the Track (topmost if stacked) will take the first turn.



The Season of Swimming card was flipped during setup.

Since this is a 4-player game, Communal Campfires are placed on the 4th and 6th Trail Sites.

Season Bonus Resources are placed on each corresponding Trail Site. Additionally, all of the cards in the Parks Display receive 1 Water on top.

Taking a Turn

On your turn, move either one of your two Hikers as far down the Trail as you like, landing on a Trail Site and taking its action. When your Hiker arrives at a Site with a Season Bonus Resource, you gain it.

After your turn, the next player in clockwise order takes a turn — moving a Hiker down the Trail. Hikers must always move toward Trail's End without backtracking. Once a Hiker reaches Trail's End, it remains there for the rest of the season.



Oren (red) is the first player to take a turn. He moves one of his Hikers to the 2 Sun Trail Site. He gains 2 Sun from the Trail Site action.

Since he is the first to arrive at the Site, he also gains the Water Token that was on the Trail Site as a Season Bonus Resource.

He then places all of the gained Resources on his Player Mat. The next player in clockwise order takes a turn.

CAMPFIRES

A Hiker cannot share a Trail Site with another Hiker — including your own — unless you use a Campfire. To share an occupied Trail Site, discard the Communal Campfire from that Trail Site, or discard a Campfire Wonder Card from your hand (p. 14). You may use a Campfire to share a site regardless of how many Hikers are already on it. Once Communal Campfires are spent from the Trail, they're out of play until the next Season.



On her turn, Fern (green) moves her Hiker to the Sun Trail Site currently occupied by Oren's Red Hiker. She discards the Communal Campfire and places it back in its supply. She gains 2 Sun from the Trail Site action.

Trail Site Actions

A big part of your journey will be spent visiting Trail Sites. Here are all the actions you will see:

CORE TRAIL SITES

- Gain a Forest
- Gain 2 Sun
- Gain a Mountain and Snow (p. 7)
- Gain 2 Water and Snow (p. 7)

ADVANCED TRAIL SITES

- Gain a Wildlife
- Gain a Carabiner (p. 7)
- Reserve a Park or visit Parks (p. 8)
- Roll the Trail Die and gain the benefit (p. 10)
- Take a Photo (p. 10)
- Fill or Drink your Mug (p. 11)
- Support a Conservation Project (p. 12)
- Turn in all Snow and move up the Chalet Track (p. 13)
- Draw a Wonder Card (p. 14)

Gaining Resources • There are five types of Resources in Parks Europe: Forests, Mountains, Sun, Water, and Wildlife. These are used to visit Parks or take other actions in the game.

When you gain a Resource, take the matching token(s) from a Tray and place them on your Mat. Your Mat has an area with 12 available spaces. , , , , and each take up one space.

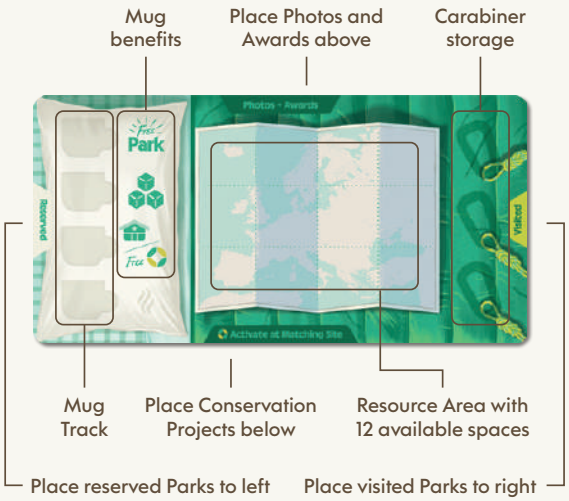
Resources are finite. If a specific Resource is not available when an action on your turn would cause you to gain it, you do not gain the Resource.

Wildlife • Incredible wildlife can be found all across the parks of Europe. These tokens can be used as "Wild" in place of any other Resource when you Visit Parks, support Conservation Projects, or make exchanges with Wonder Cards.

The Any Resource icon is found on Parks and Wonder Cards. , , , or can be used in place of , or can be used in place of as shown on the board.

You may land on a Trail Site and choose not to take its main action. This is rarely used, but sometimes necessary to slow your hike.

ANATOMY OF A PLAYER MAT



Via Ferrata

Climb mountains and take big actions by clipping into the Via Ferrata.

Each Trail Site has a corresponding Via Ferrata Site above it. When visiting a Trail Site, you may turn in a Carabiner to activate the Via Ferrata Site above it. You may activate the Via Ferrata and Trail Site actions in either order.

> When taking a turn, you may activate all available actions in any order of your choice. You must fully resolve an action before moving on to another one.

Carabiners allow you to clip into the Via Ferrata. These are gained whenever you take the Carabiner action.

When you gain a Carabiner, store it on the right side of your Mat. You may even use a Carabiner on the turn you gained it. Your Mat can hold up to 3 Carabiners. If you have more than 3 at the end of your turn, return any extras to the supply.

Snow • When you activate a Via Ferrata Site, you will always gain a Snow token. When you gain Snow, add it to your Resource area. Note: These tokens take up two Resource spaces on your Mat.

Snow may also be gained from other actions. As you collect more Snow, fewer Resources will fit on your Mat. To remove Snow from your Mat, you'll need to rest at the Chalet (p. 13). Snow and Carabiners cannot be used as .

> If you do not have enough space for Resources on your Mat, you must discard down at the end of your turn. You choose which Resources to discard, but **Snow can never be discarded this way.**



Bjorn (blue) stops at the Forest Trail Site. He first turns in a Carabiner to activate the Via Ferrata Site above it — drawing a Wonder Card (Take a Dip) and gaining a Snow token. Lastly, he activates the Trail Site to gain a Forest.

Parks Actions

Parks Visiting the Parks of Europe can be one of the best ways to earn points in the game. Whenever you take the **Parks** action, you can choose to either Reserve a Park OR Visit Parks.

Reserve a Park • Choose 1 Park Card from the Parks Display, or draw the top Park Card from the Parks Deck and add it to the Reserved Parks area to the left of your Mat. Parks you reserve are available exclusively for you to visit with a future Parks action.

Visit Parks • Select a Park from the Display or from your Reserved area. Turn in the Resources shown on the Park Card from your Mat to a Resource Tray. Then place the Park Card in your Visited Parks area to the right of your Player Mat. With a single Parks action, you can visit as many Parks as you are able to, from both the Parks Display and your personal Reserve.

Parks with a ⚡ icon have instant actions, which you'll immediately gain when you visit the Park.

At the end of a turn where you've visited or reserved Parks, refill the Parks Display with cards drawn from the Parks Deck.

ANATOMY OF A PARK CARD



PARK AWARDS

Park Suits • Park Cards come in four suits, plus Wild.



As you collect Park Cards through visiting them, stack them according to their suit color at the bottom of the card. This will help you see when you've earned a Park Award.

When you visit a Wild Park, immediately add it to any existing stack. It counts as a card in that suit. If you have only visited Wild Parks, they will be added to the stack of the next Park you visit in one of the four suits.

When you add a third Park to a suit's stack, you immediately gain the Park Award for that suit, if it's available. Gain the benefit listed on the award, then flip it and place it in your Awards area. At the end of the game, Park Awards are worth 1 point 1 for every Park you visited in the matching suit.

Each Park Award has its own instant benefit:


Lime • Gain a Wildlife Token


Orange • Take a Photo


Teal • Take a Mug Action


Purple • Draw a Wonder Card

If you completed your first set of 3 in a suit and a Park Award is not available, you only gain the instant benefit printed on the board for that set.



Oren (red) sees a Park he is excited to visit in the Parks Display, but he can't afford it yet. He hikes to the middle Trail Site, gaining 2 Sun and the Shutterbug (p. 10). Then he turns in a Carabiner to clip into the Via Ferrata, adding a Snow Token to his Mat. From its Parks action, he reserves Saxon Switzerland from the Display, placing it to the left of his Mat. He also takes the Water that was placed on the Park Card from the Season bonus and adds it to his Mat.



Dawn (yellow) hikes to the Parks Trail Site and decides to visit Parks. Using the Water already on Écrins (above example), she also turns in a Mountain and Sun to visit the Park. She adds it to her Orange stack of visited Parks to the right of her Mat and gains a Carabiner from its instant action. She could visit another Park at this time, but decides not to.

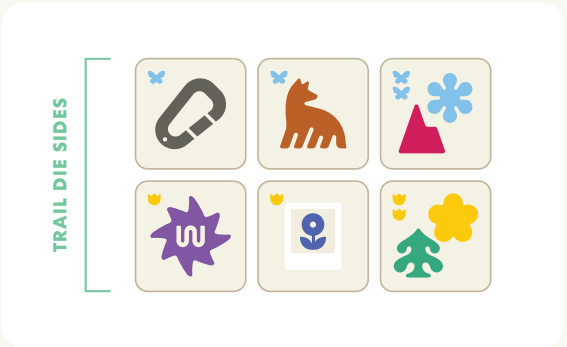


Écrins is Dawn's third Orange park, so she gains the Orange Park Award. She takes it from the game board and gains a Photo token for its instant benefit. She then flips the Award token over, and places it in her Awards area. It will score her a point for each card in her Orange stack at the end of the game.

The Trail Die

Life on the trail can be unpredictable. When you take the Trail Die action, roll the die and gain the benefit shown.

The small Butterfly and Flower icons are only used for the 2-Player Challenge and Solo Mode.



Photos

Taking photos is a great way to capture memories and earn points. When Taking a Photo, gain a Photo Token from a Resource Tray and place it above your Mat. Each Photo is worth 1 point at the end of the game.

Photo Albums • When you've taken 5 Photos, trade them in for a Photo Album. Photo Albums are worth 5 points.

Photo Award • At the end of the game, whoever has taken the most Photos will earn the Photo Award, worth 3 points.

The Shutterbug • When one of your Hikers lands on the center Trail Site marked with the Shutterbug icon, immediately take the Shutterbug — from the supply, or from the player who currently holds it. Then continue your turn. Some Wonder Cards (p. 14) with the icon also allow you to gain the Shutterbug.

When you have the Shutterbug, each Photo action on your turn grants one extra Photo. Note: This can activate multiple times on a single turn.



Fern (green) currently has the Shutterbug. She sends her Hiker to the Trail Die Trail Site and rolls a Photo. She takes 2 Photos from a Resource Tray and places them above her Mat. Then, she turns in a Carabiner to clip into the Via Ferrata for another Photo action, gaining an additional 2 Photos and a Snow Token.

Your Mug

As you get chilly on your trek, your handy mug can warm you up. Your Mug token starts at the bottom of your Mat, and can be moved up to three spots to the top.

When you take the action, you may either Fill your Mug or Drink your Mug.

Fill Your Mug • To Fill your Mug, move your Mug Token one space up per action. You cannot move your Mug token past the topmost spot.

Drink Your Mug • To Drink your Mug, gain the benefit listed next to your Mug Token's current position on the Track, then move your token back to the bottom spot of your Mug Track.

The benefits are as follows:

Choose to either take a Chalet Action (p. 13) or support a Conservation Project (p. 12) without paying the Project's cost.

Roll the Trail Die 3 times and gain the benefits of each of the rolls.

Visit one Park from the Parks Display, your Reserved Parks area, or the top of the Parks Deck without turning in the matching Resources on the Park Card.



Bjorn (blue) moves his Hiker to the Mug Trail Site. His Mug Token is in the 2nd spot on the Mug Track. He chooses to Fill His Mug — moving his Mug token up 1 space to the next spot on the track.



On a later turn, Bjorn (blue) moves his Hiker to the Mountain Trail Site — gaining a Mountain and Snow. He then uses a Carabiner to take the Mug action through the Via Ferrata and also gains Snow. With his Mug in the 3rd spot, he chooses to Drink, rolling the Trail Die 3 times. He rolls a Wildlife, a Carabiner, and a Photo, gaining each benefit. He then moves his Mug Token back to the bottom of his track.

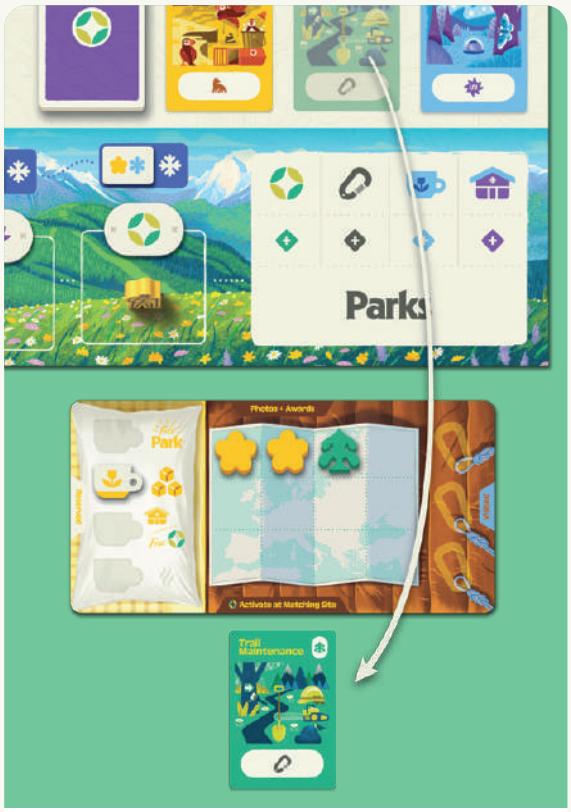
Conservation Projects

Help protect these lands by supporting Conservation Projects. These projects grant you more actions at the Core Trail Sites.

Supporting Conservation Projects • When you take the Conservation action, you can support one Conservation Project. To support a Conservation Project from the display, turn in the Resource(s) matching the card's cost — denoted in the top right. Then place it in the Conservation area below your Mat. Instead of taking a face up card, you may turn in a Sun + Water to support the top card of the deck and place it face up below your Mat. At the end of your turn, refill the display.

Activating Conservation Projects • Your Conservation cards grant you actions — depicted in the bottom area. These can be activated once per turn at the Core Trail Site matching their cost. If you collect a Conservation Project from the display that matches the Trail Site you are currently on, you may activate that project immediately.

If you have multiple cards that activate at the same Trail Site, gain the actions from all the cards. These can be taken in any order, before or after you take the Core Trail Site action. Stack all Conservation cards of a matching color together so you can easily see the benefits gained from that site.



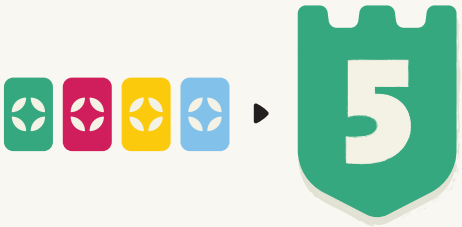
Dawn (yellow) moves her Hiker to the Conservation Projects Trail Site. She turns in a Forest token to claim the Trail Maintenance Project from the Conservation Display, placing it below her Mat. It will now activate whenever she visits the Forest Trail Site, gaining her a Carabiner.



Fern (green) moves her Hiker to the Mountain + Snow Trail Site. She has two Conservation Projects connected to this site. Both cards activate, and she may choose their order of activation.

She first gains a Wildlife, then she takes a Photo. Since she has the Shutterbug, she gains an additional Photo from a Resource Tray.

Conservation Awards • When you collect a set of one of each Conservation card color, gain a Conservation Award — worth 5 points. If the last Award is taken, they are no longer available.



The Chalet

Shake off the cold and warm up at the Chalet for some needed rest and wonder. When you take the Chalet action, turn in all Snow from your Mat. Then move your Chalet Token along the Track a number of Snow Spaces equal to the Snow Tokens removed. If you end on a space with another Chalet token, stack your Chalet Token on top.

The Wonder actions and Awards on the track are not counted as Snow Spaces, but are benefits you gain when your token passes over them.

When your Chalet Token passes over a , gain the top (most valuable) Award Token and place it in your Awards area. They are worth points for you at the end of the game. If all of the Awards in that stack have been claimed, you take the Wonder action instead as denoted on the board. If you reach the end of the track, you may still turn in Snow, but you no longer move your token.

The player whose Chalet Token is furthest along the Track will go first in the next season, and the Track is also used to break ties during end game scoring.



Oren (red) moves his Hiker to the Chalet Trail Site carrying 4 Snow on his Mat. He turns in all 4 Snow Tokens and moves his Chalet Token 4 spaces up the Chalet Track. Along the way, his token passes over a Wonder Card bonus — drawing him a Wonder Card into his hand.

Wonder Cards

You'll experience so much wonder in the diverse landscapes of Europe. When you take the Wonder action, draw the top card of the Wonder Deck and add it to your hand.

You may play any number of Wonder Cards at any time during your turn — even before moving a Hiker. When you play a card, place it in the discard pile below the deck. There are two types:

Basic Wonder Cards • These can be played for either of the two instant actions listed on the top or bottom. The ▶ denotes turning in the Resource on the left to activate the action on the right.

Campfire Wonder Cards • These can be discarded to share a Trail Site occupied by another Hiker. Any Campfire cards remaining in your hand at the end of the game can score points and are resolved in step 2 of End Game Scoring (p. 16).

You can have a maximum of three Wonder Cards in your hand at the end of your turn. If you have more, you must discard down to three.



Dawn (yellow) has 3 Wonder Cards in her hand. She moves her Hiker to the Wonder Trail Site and draws the top card from the Wonder Deck. This puts her at 4 cards — 1 card over the hand limit — but this is only enforced at the end of her turn.

She plays one of her Wonder Cards immediately, choosing its top instant action to gain 2 Sun, then places it in the discard pile. With 3 Wonder Cards in hand, she is now within the limit.

END GAME SCORING ON CAMPFIRE WONDER CARDS

01-04 • 1 Point per Conservation card of that color

05-08 • 1 Point per 3 icons across all your visited Parks. Count only the depicted icon.

09 • 1 Point per 2 Any Resource icons across all your visited Parks. Count only the depicted icon.

10 • 1 Point per Photo Album

11 • 1 Point per Wonder Card in your hand — including this one

12 • 1 Point per Snow Token remaining on your Mat

13 • Turn in 2 Wildlife for 4 points.

14 • Turn in any 2 Resources to gain the Shutterbug and take a Photo (also take an extra Photo from the Shutterbug).

15 • Turn in a Carabiner for 2 points

16 • Turn in any 3 Resources for 3 points

At Trail's End

Once one of your Hikers reaches Trail's End, place it on one of the action spaces available there, and gain the benefit shown. Trail's End is divided into three areas:

1. **Top Row Actions** • Gain the specific action listed (| | |). | Only one Hiker can occupy each of these spaces.

2. **Parks Action** • Reserve a Park or Visit Parks. Any number of Hikers can occupy the **Parks** space.

3. **Both Actions** • Take both the Top Row Action directly above and the Parks Action below. Only one Hiker can occupy each of these spaces.

Campfires cannot be used at Trail's End to share spaces. Once both of your Hikers have reached Trail's End, your hike is over for that Season. Play passes to the next player with a Hiker still on the Trail.



Dawn (yellow) moves her Hiker to Trail's End, landing on a Both Actions space. She gains a Carabiner as her Top Row action, then takes a Parks action — reserving Killarney, placing it in her Reserved Parks area to the left of her Mat.



Bjorn (blue) moves his second Hiker to Trail's End, choosing to land on the Chalet space.

He turns in the 3 Snow tokens on his Mat and moves up the Chalet Track 3 spaces — skipping over the Wonder Card space and drawing a Wonder Card along the way. He lands on Fern's green Chalet token and stacks his token on top, setting him up to go first next season.

With both of Bjorn's Hikers now at Trail's End, his hike is over for the season.

End of a Season

If one player's Hiker(s) are the only ones on the Trail at the start of their turn, they must immediately move to Trail's End. The Hiker(s) still take an action space at Trail's End as normal.

After the final Hiker completes their visit to Trail's End, the current Season ends. Follow these steps for the next Season:



Return all Hikers to the Trailhead



Refresh the Trail

- ➔ Discard the 3 Advanced Trail Sites from the current Trail.
- ➔ Take the next stack of 3 Advanced Sites from the board and shuffle them together with the 4 Core Trail Sites. Randomly place one face up on each Trail space.



Season Setup

- ➔ Discard the Season Card to the bottom of the deck and reveal a new one.
- ➔ Start a new Season, placing the Communal Campfires and Season Bonus Resources.
- ➔ The player whose Chalet Token is furthest along the Chalet Track goes first. If tokens share a space, the token on top goes first.

End Game Scoring

After the Third Season, it's time to reflect on the peaks and valleys. Grab the scorepad and let's tally up your points:

1. **Score Visited Parks** • Total points across all your visited Parks.
2. **Score Campfire Wonder Cards** • Reveal any Campfire Wonder Cards in your hand:
   - ➔ If you have an End Game action on a card, you may take that action now.
   - ➔ Total points earned from all remaining Campfire Cards.
3. **Score Photos** • All players count their points from Photos and Albums. The player with the most Photos earns the Photo Award.



4. **Score Awards** • Finally, count all points earned from your Award Tokens: (Park Awards, Photo Awards, Conservation Awards, and Chalet Awards).

The player with the most points wins!

The Chalet Track is used to break any ties for the Photo Award and for final scoring. The tied player who is furthest along the Chalet Track wins the tie. If the Chalet Tokens share a space, the token on top wins.

ARTIST PARK CREDITS

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- Plitvice Lakes
- Saxon Switzerland

Fago Studio
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- Killarney
- Peak District
- Sarek

James Weston Lewis
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- Cairngorms
- Gauja
- Gesäuse
- Olympus
- Ordesa y Monte Perdido
- Pyrénées
- Theth
- Triglav



The third Season is over, and Fern (green) tallies her score:

1. **Visited Parks** • Her 6 visited Parks total **24 points.**

2. **Campfire Wonder Cards** • She reveals 2 Campfire Wonder Cards from her hand. One of them lets her trade 2 Wildlife for 4 points — she turns in 2 Wildlife from her Mat to a Resource Tray. The other is worth 1 point per Photo Album, scoring 1 for her Album. She scores **5 points.**

3. **Photos** • Fern's Photo Album is worth 5 points, and her 3 remaining Photo Tokens are worth 1 point each for a total of **8 points**. Oren only took 7 Photos, so Fern takes the Photo Award.

4. **Awards** • She adds her teal Park Award — worth 1 point for each of the 4 Parks in her teal stack, including a Wild Park (4 points) — plus a Conservation Award (5 points), a Photo Award (3 points) and a 4-point Chalet Award. She scores **16 points.**

With **53 points** total, Fern edges out Oren's 51, Dawn's 46, and Bjorn's 44 for the win!

Julie Guillem
- Arcipelago di La Maddalena
- Écrins
- Jostedalsbreen
- Rila
- Teide
- Wadden Sea
- Vatnajökull

Sterre Verbokkem
- Abisko
- Connemara
- Doñana
- Hardangervidda
- Retezat
- Swiss National Park
- Thingvellir

Teo Georgiev
- Hohe Tauern
- Oulanka
- Picos de Europa
- Pirin

Tom Clohosy Cole
- Butrint
- Durmitor
- Göreme
- Jotunheimen
- Krka
- Lake District
- Loch Lomond + The Trossachs
- Peneda-Gerês
- Vikos-Aoös

2-Player Challenge

If you are playing a 2-player game, you can play normally, or you can invite Ranger Greta to join you for an additional challenge.

RANGER GRETA SETUP (2P)

1. Select an unused set of Hikers for Ranger Greta and place them at the Trailhead.
2. Place Greta's card between the two players.

Hiking with Greta

Ranger Greta always hikes last in the turn order. To move Greta, roll the Trail Die and move Ranger Greta according to the following rules.

BACK RANGER	FRONT RANGER
Move to the first available Trail Site.	Move to the first available Trail Site.
Move to the second available Trail Site.	Move to the second available Trail Site.

Sites with a Communal Campfire should be treated as available. Greta's Hikers will use the Communal Campfire if one would end their movement there. If both of Greta's Hikers are on the same Trail Site, either one can be moved. You can use **B**utterfly = **B**ack / **F**lower = **F**ront as a mental note to remember which to move.

If Greta's Hikers stop at the Trail Site with the Shutterbug icon, return the Shutterbug to the supply.

When one of Greta's Hikers lands on a Trail Site with a Season Bonus Resource, they discard it back to a Resource Tray.

RANGER GRETA AT TRAIL'S END

When one of Greta's Hikers reaches Trail's End, place it on the leftmost available Both Actions space. If all Both Actions spaces are filled, then Greta's Hiker is placed on the leftmost available action space on the top row of Trail's End.

Additionally, when one of Greta's Hikers arrives at Trail's End, discard the rightmost Park Card and Conservation Project in their displays. Discarded cards can be placed to the side of the board; they will not be used the rest of the game.

> When a card is taken or discarded from Parks or Conservation displays, slide the cards to the right before refilling. This way, Ranger Greta is always discarding the oldest cards in the display.

Solo Mode

RANGER GRETA SETUP (SOLO)

1. Select two unused sets of Hikers for Ranger Greta and place them at the Trailhead.
2. Place Greta's card on the table.
3. Place the 3, 4, and 5 Chalet Award Tokens on the Chalet Track as shown. The other Chalet Awards are not used.
4. In a Solo game, the Photo Award isn't used.



HIKING WITH GRETA (SOLO)

All the rules of "Hiking with Greta" apply here as well. On Greta's turn, roll the Trail Die twice — once for each color she controls. Before rolling, choose which color you will be moving first. Slide the Parks and Conservation displays whenever you or Greta take a card.

SOLO BONUS • When you gain a Chalet Award, also draw a Wonder Card from the deck.

At the end of your hike, compare your score to the chart below to see how you rank.

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