

Parks

Optional Hybrid Rules and Parts: for 1st and 2nd Editions, and Trails

9-29-25

1st Edition: Includes 2nd Edition & Trails rules/parts	2nd Edition: Includes 1st Edition & Trails rules/parts
<p>1st Edition Advanced Trail site tiles:</p> <p>1. Clarifying Wildlife expansion:</p> <ol style="list-style-type: none"> The PARKS/Gear tile is the only Advanced Trail tile used for Season 1. Seasons 2-4: Use the PARKS/Gear tile and 3 of the remaining 7 random Advanced Trail tiles (3 Base + 4 Wildlife). <p>2. Options for 1st Edition Advanced Trail tiles (Base/Wildlife expansion):</p> <ol style="list-style-type: none"> Not counting the PARKS/Gear tile, there are still another 7 Advanced Trail tiles (3 Base + 4 Wildlife) to choose from to provide the necessary number of Trail tiles desired for variety and game length. PARKS/Gear tile: Place it in the middle area of the Trail. 	<p>1st and 2nd Edition Trail site tiles, when used together:</p> <ol style="list-style-type: none"> Use these 6 Trail tiles from the 1st Edition instead of the 2nd Edition oval Trail tiles: 2-Sun, 2-Water, Forest, Mountain, Photo/Canteen, Trade a Resource (not Wildlife) for a Wildlife. Place Photo/Canteen oval Trail tile on top of 1st Ed. Photo/Canteen tile icons. Place 1st Edition PARKS/Gear Trail tile onto 2nd Edition PARKS Trail site, then place Gear oval Trail tile above the icons. Visiting: You may do both actions. <p>Shuffle these remaining (5 of 7) 1st Edition Advanced Trail Site tiles:</p> <ol style="list-style-type: none"> Trade 1 Resource for 1 Resource (not Wildlife in either trade or gain). Trade a Water to copy the action from a Trail site occupied by any Hiker. Player takes an action from an open Trail site. Others get 1 Sun. (Wildlife). Trade a Wildlife for 2 Sun and 2 Water (Wildlife). Activate one of your filled Canteens (Wildlife). <p>Randomly choose 2 of them: Place them on the open Trail sites normally used for the oval Gear tile and the Trail Die tile. Use the Trail die itself to mark the Trail Die Trail site.</p>
<p>Season Bonus tiles (from 2nd Edition):</p> <p>Options if using parts/rules from the 2nd Edition:</p> <ol style="list-style-type: none"> Randomly choose another Fall Season Bonus tile for a 4th Season. Use 2nd Edition Season Bonus tiles instead of 1st Edition Season cards. Use the Season Bonus tiles and the 1st Edition Season cards together so the players can commonly use the Season card seasonal benefits, as well as experience the more realistic variable weather conditions. 	<p>Season Bonus tiles, and 1st Edition Season cards:</p> <p>Option: Randomly choose another Fall Season Bonus tile for a 4th Season.</p> <p>Options if using the 1st Edition:</p> <ol style="list-style-type: none"> Use the 1st Edition Season cards instead of the 2nd Edition Season Bonus tiles so the players can commonly use the Season card seasonal benefits, as well as experience the more realistic variable weather conditions. Use the 1st Edition Season cards and the Season Bonus tiles together to use the benefits of both.
<p>Year cards from the 1st Edition, and 2nd Edition Passion cards:</p> <p>Year card Option:</p> <ol style="list-style-type: none"> Randomly raw 2 cards each from the Base and Nightfall decks, then select and keep 1 card from each set of 2 cards, or choose 2 cards from one deck. <p>Options if using parts/rules from the 2nd Edition:</p> <ol style="list-style-type: none"> Each player may use more than 1 Passion card. Players as a group choose how many to use of the 10 that are available in the game. Combine the Passion cards and Base/Nightfall Year cards for more options. 	<p>Passion cards, and Year cards from the 1st Edition:</p> <p>Option: Each player may use more than 1 Passion card. Players as a group choose how many to use of the 10 that are available in the game.</p> <p>Options if using the 1st Edition:</p> <ol style="list-style-type: none"> Use only the Year cards from Base and/or Nightfall. Randomly draw 2 cards from each, then select and keep 1 card from each set of 2 cards, or choose 2 cards from one deck. Combine the Passion cards and Base/Nightfall Year cards for more options.
<p>Canteen cards (has Canteens not found in the 2nd Edition):</p> <ol style="list-style-type: none"> Each player starts with one 1st Edition Canteen card. Options based on rules from the 2nd Edition (not using 2nd Edition parts): <ol style="list-style-type: none"> Players may pair sets of 2 Canteen cards side-by-side, activating both with one Water token; or activate a single non-paired Canteen card. Players may have 4+ pairs of Canteen cards displayed in front of them instead of the normal limit of 3 pairs. 	<p>Canteen cards from the 1st Edition (has Canteens not found in 2nd Edition):</p> <ol style="list-style-type: none"> Each player starts with one 1st Edition Canteen card. Options if using the 2nd Edition rules: <ol style="list-style-type: none"> Players may pair sets of 2 Canteen cards side-by-side, activating both with one Water token; or activate a single non-paired Canteen card. Players may have 4+ pairs of Canteen cards displayed in front of them instead of the normal limit of 3 pairs.
<p>Visiting and Reserving Parks, per turn; using 2nd Edition rules:</p> <p>Visit: Players may visit 2 or more Parks from the Parks Display and/or their personal Reserve.</p> <p>Reserve: Players may Reserve 1 Park from the Parks Display or top of deck.</p>	
<p>Trail Die (from the 2nd Edition); Trail site placement:</p> <p>Option 1: If not using 2nd Edition Trail die, use the Trails game die or a D6 die:</p> <p style="margin-left: 20px;">Exchange/D6-1: 2-Suns Tile site Acorn/D6-2: 2-Waters Tile site Leaf/D6-3: Forest Tile site Rock/D6-4: Mountain Tile site Photo/D6-5: Canteen/Photo Tile site Bear/D6-6: Trade-Resource-for-Wildlife Tile site</p> <p>Option 2: If using the 2nd Edition Trail Die: Roll the Die to place it on the Trail.</p>	
<p>Camera + the 2nd Edition Shutterbug Badge and Shutterbug:</p> <p>Option: If not using the Shutterbug, use a D6 die. See the above chart to place.</p> <p>Options (if using parts/rules from the 2nd Edition):</p> <ol style="list-style-type: none"> The Camera or Shutterbug Badge will be used with the 2nd Edition rules. The Shutterbug is placed on the Trail by rolling the 2nd Edition Trail Die. The Shutterbug allows players to instantly gain the Camera or Shutterbug Badge and take a 2nd Photo when on the Photo Trail tile or Trail End. 	<p>Camera from 1st Edition, using 2nd Edition Shutterbug Badge rules:</p> <p>Option (if using parts/rules from the 2nd Edition):</p> <ol style="list-style-type: none"> Photo Trail Sites and Trail End: Photos cost only 1 Resource (Wildlife OK). Players with the Camera may take a 2nd Photo in either location. Trail End: All players may take a Photo without the Camera. Trail End: The first player that takes the <i>Photo-taking action</i> gains a Wildlife token.
<p>Photo-taking with the Camera/Shutterbug Badge:</p> <p>Option 1 (if using parts/rules from the 2nd Edition):</p> <ol style="list-style-type: none"> Photo Trail Sites and Trail End: Photos cost only 1 Resource (Wildlife OK). Players with the Camera/Shutterbug Badge may take a 2nd Photo in either location. Trail End: All players may take a Photo without the Camera. Trail End: The first player that takes the <i>Photo-taking action</i> gains a Wildlife token. <p>Option 2 (if using parts/rules from the Trails game):</p> <ol style="list-style-type: none"> Photo/Bird cards: Draw 2, keep 1; or take the top discarded Photo. 	<p>Photo-taking from the Trails game:</p> <p>Option:</p> <ol style="list-style-type: none"> Photo/Bird cards: Draw 2, keep 1; or take the top discarded Photo.

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1st Edition: Includes 2nd Edition & Trails rules/parts	2nd Edition: Includes 1st Edition & Trails rules/parts
<p>Photo Bonus tile (Game End): 2nd Edition Photo Bonus (if using parts and/or rules from the 2nd Edition): All 1st and 2nd place tied players each share their full respective points (4 points for each of 2+ players, and 2 points for each of 2+ players). Option from the Trails game: Use the Trails Photo cards, where each Photo is worth its point value, plus a 4-point bonus for the player with the most Birds from Photos and Badges.</p>	<p>Photo Bonus tile (Game End): Option from the Trails game: Use the Trails Photo cards, where each Photo is worth its point value, plus a 4-point bonus for the player with the most Birds from Photos and Badges.</p>
<p>Campfires: Options from 1st Edition rules: 1. All players start all Seasons with them lit, regardless of player count. 2. Re-light them when one of your Hikers reaches Trail End, not Season End. Options from 2nd Edition rules: 1. 1-3 Players: Start with them extinguished. 2. 4+ Players: Start with them lit. 3. 1-4 players: Start with them lit.</p>	<p>Campfires: Options from 1st Edition rules: 1. All players start all Seasons with them lit, regardless of player count. 2. Re-light it when one of your Hikers reaches Trail End, not Season End. Options from 2nd Edition: 1. 1-3 Players: Start with them extinguished. 2. 4+ Players: Start with them lit. 3. 1-4 players: Start with them lit.</p>
	<p>Bison; from the 1st Edition Wildlife expansion: Visiting: 1. Trade 1 Resource (not Wildlife) for a Wildlife: Do this <i>before or after</i> you visit, but perform the trading sometime <i>during</i> your turn. 2. Before visiting the Bison's Park: The active player's gained Wildlife can be used for visiting the Bison's Park. 3. After visiting the Bison's Park: a. The active player gains the Wildlife. b. The Bison moves to the next Park to the right. 4. After the Bison has been visited on its right-most Park: a. The Bison will then move to the leftmost Park in the Parks display. b. The active player may now discard and replace any available Gear card.</p>
<p>Solo options from the 2nd Edition: 1. Use the 2nd Edition Front Ranger and Back Ranger cards, using the 2nd Edition rules. 2. Use the Volunteer Project cards, using the 2nd Edition rules.</p>	<p>Solo options from the 1st Edition: 1. Use the Solo rules from the 1st Edition: a. Use the 1st Edition Gear card Sun numbers for Ranger Trail movement. b. Use the Solo Event cards for events that occur whenever a Ranger completes either the Sun or Water tracks (by having collected 3 of either).</p>