

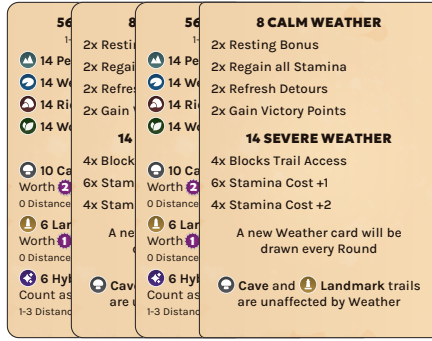
# Tales AND TRAILS

Designed by Nathan Fullerton

# Components



78 Trail Cards



4 Reference Cards



32 Tale Cards



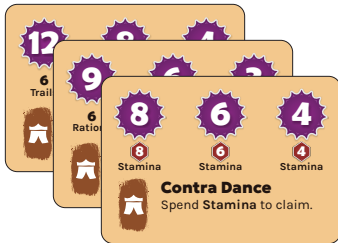
4 Village Departure Cards



4 Summit Arrival Cards



4 Festival Arrival Cards



3 Festival Bonus Cards



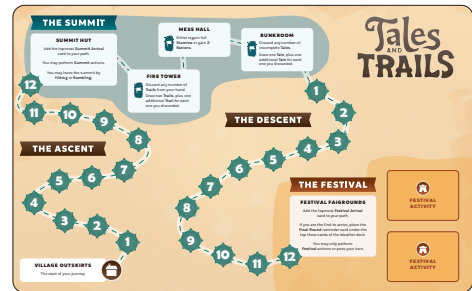
22 Weather Cards



2 Reminder Cards



4 Player Boards



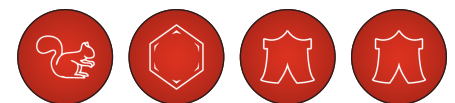
1 Game Board



90 Rations



32 Victory Point Markers



16 Player Markers

*Tucked away in the peaceful valley of Pinevale, you and your fellow critters are preparing for the annual Harvest Festival. Soon it will be time to make the trek over the mountain to the fairgrounds, and you decide to hold a friendly competition - who can come up with the best path up and down the mountain?*

*To summit such a big mountain on those little legs, you'll need to carefully balance your stamina against the tempting trails and activities in front of you. Will you brave the steepest paths and reach the summit first, or take time to explore a nearby cave or landmark? Your hiking gear and your trusty trail mix bag full of rations will only get you so far, and you might need to find a shady spot at the side of a trail to rest. Plan out your perfect path while keeping an eye on the weather and don't forget to save some time and energy for the Festival!*

## Goal & Overview

You and your fellow Hikers will take turns playing Trails to your Path as you hike up and down the mountain on your way to the festival.

To win, collect the most  **Victory Points** before the lanterns signal the start of the Festival!



### Victory Points

Earn Victory Points by:

- Performing **Activities** or completing **Adjacency Bonuses** on **Trails**
- Hiking **Caves** and **Landmarks**
- Completing **Tales** by fulfilling their requirements
- Reaching the **Summit** and **Festival** before other Players
- Participating in activities at the **Festival**

The game will end **three rounds** after the first hiker reaches the **Festival**.


### The Same Round Rule

If multiple players would claim a bonus during the same Round, they receive the same amount of points.

This applies to the Summit Arrival, Festival Arrival and Festival Activity bonuses.

Take the next available Arrival card or Festival Activity space and use Victory Point markers to make up the difference in scores.

# Setup

- 1** Place the **Game Board** in the center of the table.
  - 1a** Randomly place 2 **Festival Bonus** cards next to the Festival Fairgrounds.
  - 1b** Stack the 4 **Summit Arrival** cards in descending order near the Summit.
  - 1c** Stack the 4 **Festival Arrival** cards in descending order near the Festival.
- 2** Give each Player a **Player Board**, **Reference Card**, and the 4 **Markers** of their color.
  - 2a** Each Player places a Marker at the **Village Outskirts** at the bottom of the Ascent track.
  - 2b** Each Player places a Marker on space **10** on the Stamina track on their **Player Board**.
  - 2c** Set the other two Markers aside until the Festival (pg 9).
  - 2d** Each Player places a **Village Departure** card in front of them to start their **Path**.
- 3** Shuffle the **Trails** deck, and deal 6 Trails facedown to each Player.
  - 3a** Place the Trail deck within reach, and reveal the top 4 Trails faceup next to it. These faceup Trails are the **Detours**.
- 4** Shuffle the **Tales** deck and deal 3 Tales faceup in front of each Player.
  - 4a** Place the Tales deck within reach.
- 5** Shuffle the **Weather** deck, and place the “**First Round**” Reminder card on top.
  - 5a** Set the “**Final Round**” Reminder card aside until the Festival (pg 9).
- 6** Give each Player the following **Rations** shuffled facedown on the trail mix bag section of their **Playerboard**:  

  - 6a** Remove any remaining ① Rations from the game. Shuffle the rest of the Rations facedown or in an opaque container within reach.
- 8** Place all **Victory Point** markers within reach.



**54 COMMON TRAILS**  
10 Stamina, 1.0 Difficulty

- 14 Peak Trails
- 14 Wet Trails
- 14 Bridge Trails
- 14 Wooded Trails

**22 RARE TRAILS**

- 10 Cave Trails
- Witch unaffected by Weather (Stamina: 0-6 Difficulty)
- 10 Landmark Trails
- Witch unaffected by Weather (Stamina: 0-6 Difficulty)
- 6 Hybrid Trails
- Count as 2 Types of Common Trails
- 14 Stamina, 1.0 Difficulty

**VILLAGE** 2d

Time to bring your ponies.

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10 Stamina, 1.0 Difficulty

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- Count as 2 Types of Common Trails
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**VILLAGE DEPARTURE**

Time to bring your ponies.

**2b HIKE**  
Play a Trail from your hand or the faceup Detours  
Lose Stamina equal to the trail's Cost  
Move the trail's Distance  
You may consume a random Ration

**2 RAMBLE**  
Move 1 Distance  
You may consume a random Ration

**REST**  
Regain 2 Stamina  
You may discard and replace a faceup Detour

**6**

**3**

**2c**

**2b DAREDEVIL CLIFF DIVING**  
Consume 1 Ration  
Peak trail (then a Wet trail)

**4 A MOMENT OF MEDITATION**  
When a Wet trail is played

**8 KEEP A SLOW AND STEADY PACE**  
Hike at least 8 miles on your Ascent or Descent

**2b HIKE**  
Play a Trail from your hand or the faceup Detours  
Lose Stamina equal to the trail's Cost  
Move the trail's Distance  
You may consume a random Ration

**2 RAMBLE**  
Move 1 Distance  
You may consume a random Ration

**REST**  
Regain 2 Stamina  
You may discard and replace a faceup Detour

**6**

**3**

**3 I CAN SEE MY FARM FROM HERE!**  
Hike a Peak trail with a cost greater than 3

**4 GETTING MY BEARINGS**  
Consume 1 Ration  
Peak trail (then a Wooded trail)

**10 TREADING EVERY HABITAT**  
Hike at least 10 miles on a Peak, Bridge, Wet, and Wooded trail

## Choose a First Player

The player who most recently hiked goes first. Play will proceed clockwise from there.

Give the First Player the **Weather** deck as a reminder to flip over a new Weather card each round before they take their turn.

## Common Terms

**Detours:** The four faceup Trails beside the Trail deck. Available to all Players to draw and Hike from.

**Path:** The Trails, Departure and Arrival cards placed in front of you.

**Current Trail:** The rightmost card in your Path.

**Adjacent:** The Trails directly to the left and right of another Trail in your path.

**Ascent:** Spaces 1 - 12 on the Ascent track, between the Village and the Summit.

**Descent:** Spaces 1 - 12 on the Descent track, between the Summit and the Festival.

**Consume:** Discard a Ration to regain Stamina.

# Rounds

At the start of each round the **First Player** will flip over the top card of the **Weather** deck and read its effects out loud.

Then, starting with the First Player, each player will take a turn consisting of **1 Action**. Some Activities or Rations may allow you to take multiple Actions in a turn.

After completing your turn, refill the **Detours** and play proceeds to the next player.

# Actions



**Hike:**



- 1 Stamina Cost
- 2 Distance
- 3 Victory Points
- 4 Activity or Adjacency Bonus
- 5 Trail Type

First, choose a Trail card from either your hand or the faceup Detours and add it to the end of your **Path**. This is now your **Current Trail**.

Lose Stamina equal to that Trail's **Cost**, and move that Trail's **Distance** on the Ascent or Descent track.

You may then consume a random **Ration** from your trail mix big and perform a **activity** on that Trail.

- If an activity earns you Victory Points, take Victory Point tokens from the supply.
- You may not Hike a Trail or perform the activity on a Trail if you cannot afford the Stamina cost.

## Adjacency Bonuses



Gain Victory Points for **each** adjacent.



Gain Victory Points once if adjacent on **either** side.



Gain Victory Points only if adjacent to **both** on either side.



## Ramble:

First, move **1 Distance** on the Ascent or Descent Track.

You may then consume a random Ration from your trail mix bag, and you may discard one of the faceup Detours.



## Rest:

First, regain **2 Stamina**. If your Current Trail has a  activity you may perform it.

You may then consume any number of random **Rations** from your trail mix. Consume these one at a time, stopping whenever you decide to.

You may then draw a **Trail** from the **Deck** or faceup **Detours**.



## Quick Tips



**Hiking** is the most common action of the game, and requires the most planning. Try to plan out your next three or four Trails in advance to maximize any Adjacency bonuses, and don't forget the goals on your Tale cards!



**Rambling** will allow you to make progress up or down the mountain without adding a new Trail to your path. This lets you regain some Stamina without missing out on adjacency bonuses, and avoid any severe weather.



**Resting**, especially on Trails with a While Resting activity, is a great way to recover a large amount of Stamina and prepare for a series of difficult Hikes.



## Summit:

Summit activities give you an opportunity to regain **Stamina** or **Rations**, and to swap out **Trails** and **Tales** before beginning your Descent.

Move to any **Summit** activity ahead of you and perform it.

You may do so even if another Hiker is at that space.

This action is only available while at the Summit.

## Arriving at the Summit



When a player reaches or passes Space 12 of the Ascent track, they have reached the **Summit**.

- Place your Hiker marker on the “**Summit Hut**” space.
- Immediately take the top **Summit Arrival** card and add it to your play area.

You may leave the Summit on your turn by taking the **Hike** or **Ramble** action.

- Place your marker on the Descent track, matching the Distance traveled. Only use the 0 space if you hike a Cave or Landmark trail.

You may not take the Rest action while at the Summit, but you may regain Stamina at the Mess Hall.





## Festival:

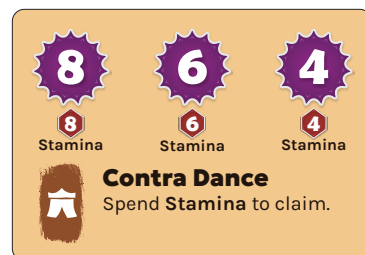
Festival activities give you an opportunity to gain **Victory Points** by discarding unused Rations and Trails or spending unspent Stamina.

Place your marker on any unclaimed **Festival Bonus** reward and claim it.

- Each bonus on a Festival may only be claimed once.
- The **Same Round Rule** applies to claiming bonuses at the Festival. If two players claim a bonus on the same turn, they both receive the same amount of points.

This action is only available while at the Festival.

## Arriving at the Festival



When a player reaches or passes Space 12 of the Descent track, they have reached the **Festival**.

- Place your Hiker token on the “**Festival Fairgrounds**” space.
- Immediately take the top **Festival Arrival** card and add it to your play area.

Once at the Festival, you may only take the **Festival** action.

- If you are no longer able to take any actions at the Festival, you may **pass your turn**.



If you are the first to reach the Festival, place the “**Final Round**” reminder card under the top 3 facedown Weather cards as a reminder that the game will end in **3 rounds**.

This weather card cannot be moved by any game effects, and functions purely as a reminder.

# Consuming Rations

When a Ration is consumed, you regain the listed **Stamina** and the Ration is discarded.

x16 **1** Regain 1 Stamina

x16 **4** Regain 4 Stamina

x24 **2** Regain 2 Stamina

x10 **F** Regain Full Stamina

x20 **3** Regain 3 Stamina

x4 **3\*** Regain 3 Stamina and take an additional Action

You may consume Rations when you **Hike, Rest** and **Ramble**.

## The Weather

A new Weather card is revealed each round, and will take effect as indicated. Weather will either be **Severe** or **Calm**.

**Severe** Weather can increase the Stamina cost of trails, or prevent certain trails from being hiked.

**Calm** Weather can provide Victory Points, refresh the face-up Detour cards and cause players to regain their stamina.

**Caves** and **Landmarks** are never affected by Weather.

**Hybrid** trails are affected by any Weather that lists at least one of its two Trail types, but are never affected more than once.

The first round of the game will always have Calm weather.



## Completing Tales



Tales represent companions that are joining you on your hike. Each has a goal that they'd like you to fulfill, such as hiking specific trail types in a certain order, or taking an action on a particular trail.

Once completed, place the Tale above your path as a reminder of when you accomplished it.

Victory Points from these Tales will be added to your score at the end of the game.

## Game End Scoring

As soon as the “**Final Round**” weather card is flipped over to display the lanterns, the game is over!

Total up your total score from the following:

### Trails

Trails with a Victory Point indicator will provide points for fulfilling an adjacency bonus.

All Cave trails are worth 2 Victory Points.

All Landmarks trails are worth 1 Victory Point.

### Tales

Completed Tales are worth the Victory Points listed on the card.

Incomplete Tales are not worth any Victory Points.

### Summit & Festival Arrival

The Summit and Festival arrival cards in your path are worth the Victory Points listed on their card.

### Victory Point Tokens

Add any remaining Victory Point tokens you have earned for completing activities.



Whoever has the most Victory Points **wins!**

# Module 1: Gear

Gear cards give your hiker a powerful boost, allowing you to regain stamina, ignore weather, or adjust the distance and stamina cost of a trail. Once used, you'll need to rest on a certain trail type in order to use it again. Add the Gear module if you enjoy planning your actions a few turns ahead, and pulling off fun combos.



16 Gear Cards

## Setup

During Step 1 use the alternate side of the Game Board.

After Step 8 shuffle one of each unique Gear card together, and deal 1 Gear in front of each Player.

Place the remaining Gear cards faceup in four piles within reach.

## Using Gear

Gear gives your Hiker a special ability to use during an action, and must be refreshed before it is used again.

All gear cards are double-sided, and will start  side up.

The front of each Gear describes the ability, which can be used at any point during a Hike action. Using the ability will cause you to flip the card over.

To flip the Gear back over and use it again, you must Rest on the listed Trail type.

You may only have one copy of each Gear at a time.



## Module 2: Quests

Quest cards add interactive tokens to the Ascent and Descent track, giving you extra opportunities to draw trails, gain rations and earn Victory Points. Add the Quests module if you want to add some extra strategy to your Hike and Ramble actions, and pay closer attention to the distance each Trail will move you.

### Setup

After Step **1** randomly draw 1 Quest card.

Place Quest markers on the Ascent and Descent track as indicated.

### Interacting with Quest Markers

Each Quest card lists out specific spaces on the Descent or Ascent tracker where a Quest marker will be placed.

After moving any distance up the mountain (either by Hiking or Rambling) if your hiker token lands on a space with a Quest marker, you may interact with it by following the instructions on the Quest card.

## Module 3: Deliveries

Delivery cards represent goodies the citizens of the village would like you to bring to the hardy critters that work at the summit hut. These Deliveries are worth a lot of points, but be careful - bad weather, difficult trails and hungry hikers may cause them to become less valuable, or even lost! Use the Delivery module if you want to add an extra challenge to the first half of the game.

### Setup

After Step **8** each player may choose 1 Delivery card and place it in front of them.

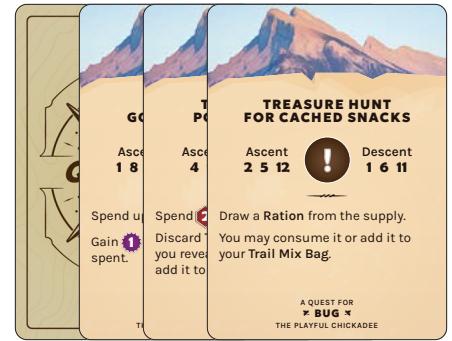
Remove the remaining **Delivery** cards from the game.

### Flipping and Scoring Deliveries

Deliveries can be carried up to the Summit to trade in for Victory Points.

Certain triggers will cause you to flip the Delivery card over, making it less valuable.

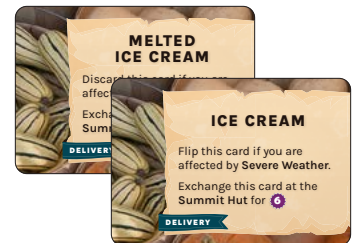
If triggered a second time, the Delivery will be discarded.



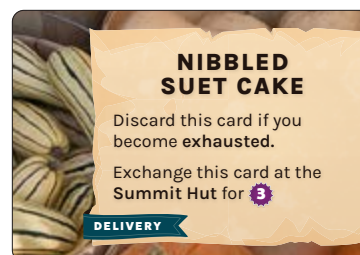
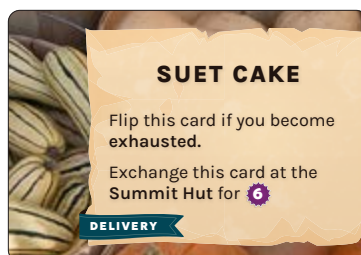
3 Quest Cards



6 Quest Markers



12 Delivery Cards



# Frequently Asked Questions

## **Can I consume a Ration if I'm at full stamina?**

No, you may not consume a ration or receive stamina if your stamina is already full.

## **When can I use Gear on my turn?**

You may use the effects of a Gear at any time during a Hike or Rest action, as indicated on the card.

## **Can I start a Hike or Activity if I don't have enough Stamina?**

You may only play a trail card or perform an activity on a trail card if you have greater than or equal to the Stamina cost before starting that action.

## **Can I give another hiker Stamina if they're already at full Stamina?**

You cannot give more stamina to someone at full stamina. If possible, you must give Stamina to a player that can gain the full amount.

## **Are Hybrid trails affected by Weather twice?**

No, Weather only affects a Trail once, even if both Trail Types on the Hybrid Trail match the weather card drawn.

## **If I'm instructed to reveal cards until a certain Trail Type is drawn, do Hybrid trails count?**

Yes, Hybrid trails follow any card effects for the two trail types they match, as well as any card effects for a Hybrid trail type.

## **Can I leave the Summit or Village with a Cave or Landmark?**

Hiking a trail with a Distance of 0 will still cause you to leave the Village or Summit. Either leave your hiker at the Village outskirts or place your marker on the 0 space of the Descent track.

## **What if more than one hiker reaches the Summit or Festival on the same round?**

All players get the same score if they arrive at the Summit or Festival on the same round, just grab Victory Point tokens to make up the difference. For example, if one player gets a 10 point arrival card, and the next player gets there on the same round they would get the 6 point arrival card and 4 victory point tokens for a total of 10 points.

## **Can I use the Lost & Found activity to trade in a flipped piece of gear for an unflipped copy?**

No, you cannot discard a Gear to exchange for a Gear with the same name. You can exchange a flipped piece of Gear for an unflipped one with a different name.

## **If I need to hike a trail with a certain Distance or Stamina cost for a Tale, can I modify it with Gear or Weather?**

If a Tale requires a certain Stamina cost or Distance threshold, it must match what is printed on a card, even if it has been modified by the effect of Gear or Weather.

## **Do the Summit and Festival cards in my Path count as trails?**

These cards do not count as Trails hiked, and are just reminders for adjacency and Victory Points.

## **If I draw a new Tale, and I've already met the requirements, do I flip it?**

For Tales that require adjacency / certain hikes to be completed (Hike only trails with less than 4 cost on your Ascent or your Descent, Hike a Peak trail, then a Wet trail) - Yes.

For trails that require certain actions (Hike a trail affected by Severe weather, Rest on a Cave trail, Reach the Summit or Village with no rations in your trail mix bag) - No.

# Credits

Game design and concept by **Nathan Fullerton**

Graphic design and card layout by **Mac Fullerton**

Additional writing by **Samantha DeFlicht**

All background art is temporary and based on photos taken on hikes in Banff National Park, Acadia National Park and across New England.

# Playtesters

This game is possible thanks to the following people:

Mac Fullerton	Samantha DeFlicht	Angela Krone	Matthew Scorza
Craig Fullerton	Kashyap Shah	Michaela Krone	Sam Scorza
Jared Fullerton	Krishma Shah	Catie McCook	Andy Desa
Zeus Palos	Vlad Ivanov	Susan Benoit	Dickie Adams
Kenneth Zieres	Ash Hauenschild	John Fritz Wallace	Vicki Langer
Gavin Pouliot	Derya Çebi	Shanti Pothapragada	Emily Vincent
Barker Colbert-Regan	Brooks Barber	Joakim Engfors	Heather Newton
Nathan Colbert-Regan	Tony Tran	Amy Mho	Kenneth Eisner
Joy Eisner	Sara Eisner	Abigail Eisner	

# Tales AND TRAILS

## Quick Guide

### Hiking Icons



Victory Points



Distance



Stamina

### Trail Type & Adjacency Icons



Wooded



Cave



Wet



Landmark



Ridge



Village



Peak



Summit



Hybrid



Festival

### Rations



Regain 1 Stamina



Regain 2 Stamina



Regain 3 Stamina



Regain 4 Stamina



Regain Full Stamina



Regain 3 Stamina and take an additional Action

## Round Summary

Flip over and resolve the top card of the **Weather** deck.

Each player takes **1 Action** in turn order.

Refill the **Detours** after completing your turn.

## Action Summary



### Hike

1. Play a **Trail** from your hand or the faceup **Detours**

Lose **Stamina** equal to the trail's **Cost**

Move the trail's **Distance**

2. You may consume a random **Ration**

3. You may perform a activity on that trail



### Ramble

Move **1 Distance**

1. You may consume a random **Ration**

2. You may discard and replace a faceup **Detour**



### Rest

Regain **2 Stamina**

1. You may perform a activity on your current trail

2. You may consume any number of random **Rations**

3. You may draw a **Trail** from the deck or the faceup **Detours**



### Summit

Move to any **Summit** activity ahead of you



### Festival

Gain any unclaimed reward on a **Festival Bonus**

## Game End & Scoring

Once one player reaches the **Festival**, the game will end in **3 Rounds**.

Points are scored for **Trails, Tales, Summit** and **Festival Arrivals**, and **Festival Activities**.