

# PARKS WILDLIFE Keymaster™ *Fifty-Nine Parks*

**WELCOME** • *Parks: Wildlife* includes more wildlife sightings, more Seasons, more Gear, more Canteens, more Sites, and last but not least, more Parks! This guide will get you all the details so you can start hiking to new heights in no time.


**NEW CARDS** • All of the new Canteen, Gear, Season, and Park cards can be shuffled into their matching decks.

**NEW SETUP** • At the start of the game, each player is dealt two Canteens and two Year cards—use the New Year cards if playing with *Parks: Nightfall*. Players then choose to keep one Canteen—placing it faceup in front of them—and one Year card—placing it facedown in secret. The other cards are discarded to the bottom of their matching deck. In base Parks, the Year deck is returned to the box as normal.

Similarly during gameplay, when a player **GAINS A CANTEEN** they will now draw two Canteen cards—keeping one and discarding the other to the bottom of the deck.

When setting up the Trail for the first Season, find the **PARK / GEAR** Advanced Site. In *Parks: Wildlife*, this site is always used as the Advanced Trail Site for Season 1 and on.

Now, shuffle all Advanced Trail Sites from the base game and this expansion. Place three facedown next to the Trail Head and return the rest to the box. These three will be the Advanced Sites for the following Seasons—meaning not every Advanced Site will make an appearance in each game. Details on each of the new Advanced Sites can be found on the back page.

Lastly, similar to *Nightfall*, each player should start the game with a  token.




**BISON MEEPLE** • *Parks: Wildlife* also

incorporates a bison meeple, symbolizing a wildlife sighting at a Park. After setup, place the

Bison on top of the leftmost Park card on the board.



Whenever a player visits the Bison's Park, they may also





 . This may be done before or after visiting the Park, but the Park must always be visited as part of the action. If done before, the  can be used toward visiting the Park.





The Bison then moves to the next Park to the right—regardless of whether the player activates the Bison's Wildlife action. A new Park immediately comes out as usual. If a player still has Instant or Gear Actions remaining, then they may continue to use them—which may include visiting the Bison's new Park.

Once the Bison moves off the rightmost available Park, it does not go to top of the Parks deck. Instead, it moves back to the

leftmost Park. When this happens, the active player—the one who just visited the Bison's Park—chooses to discard an available **GEAR** card to the bottom of the deck and reveals a new one.

The Bison's Park can never be reserved. When reserving, players may still reserve the other two available Parks without the Bison or one from the top of the deck as usual.

**NEW PARKS** • The new Iconic Wildlife Parks now have a Wildlife requirement as part of their cost. As seen in *Nightfall*, some of the new Parks also have  Instant Actions to the right of the token requirement. These activate immediately upon visiting and include:  Visit or Reserve a Park,  Gain a Canteen, or  Gain a Wildlife token.

**ADDITIONAL NOTES** • Don't forget to activate any  Instant Actions when purchasing a **GEAR**. Some actions allow you to take a  using a specific resource token such as  . If you have the Camera, you may use one of any resource instead as usual.

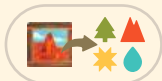
**STAMPEDE VARIANT** • If you would like to see more Gear cards at lower player counts, try this variant. When the Bison returns to the leftmost Park, discard all three available **GEAR** (instead of only one) and reveal three new ones.






Similar to *Nightfall*, we recommend the **WILDLOVE** Variant where Wildlife can equal to **2** of the brown **ANY TOKEN** symbol, i.e.  

## NEW TRAIL SITES



Activate one of your filled **CANTEENS**








Turn in a  to gain    



All *other players* gain a , *you* take the action of an open Trail Site without a Hiker



Turn in a  to gain    

## PARK ILLUSTRATIONS

Fifty-Nine Parks  
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**ICONIC WILDLIFE SET (10 TOTAL)**

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