

NIGHTFALL QUICK GUIDE




⚡ INSTANT PARK ACTIONS

Nightfall Parks feature Instant Actions that are immediately activated when visited.



Gain the pictured tokens





Take a Photo with a specific token
With the , any token can be used

PARK

Visit or Reserve a Park



Copy the action of a Trail Site or
Campsite with a  on it
Do not move the  on this Instant Action



Gain the Camera



Draw and keep the top card
of the Gear deck



Draw and keep the top card
of the Year deck

3

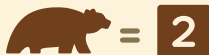
ANY TOKEN TYPE

In addition to their normal tokens, some Parks now feature the brown token symbol. Any combination of tokens may be used toward it, but the correct number must be turned in.

WILDLOVE RULE



As a recommended optional rule, Wildlife counts as **2** toward Parks with the brown

token symbol or toward Photos at the **2**  Trail Site.






CAMPSITE ACTIONS

Place  onto the Trail according to the player count. When a player visits a Trail Site with a  they may choose to camp instead of taking the Trail Site's action and Weather token.




Turn in 3  to draw two Year cards from the deck, then discard one from your hand
Always available • 2 spots in 4+ games



Turn in the token to gain five of the other token type



Turn in the token to gain a Photo
*With the , any token can be used
Action can be taken 2 times total on a turn*



Turn in the token to gain a 
Action can be taken 3 times total on a turn



Gain a Canteen and a Water




Move all Water from your Canteens to your Supply, then gain a Water



Discard a Gear or Year card to gain *either* a Gear or Year card



Turn in 2  to discard available Gear cards, then take a Gear card



Gain the token, Reserve a Park, and Relight your Campfire
Only used in 5+ games

1/3

Remember to flip Campsites onto their correct side at the Season's start, if needed.