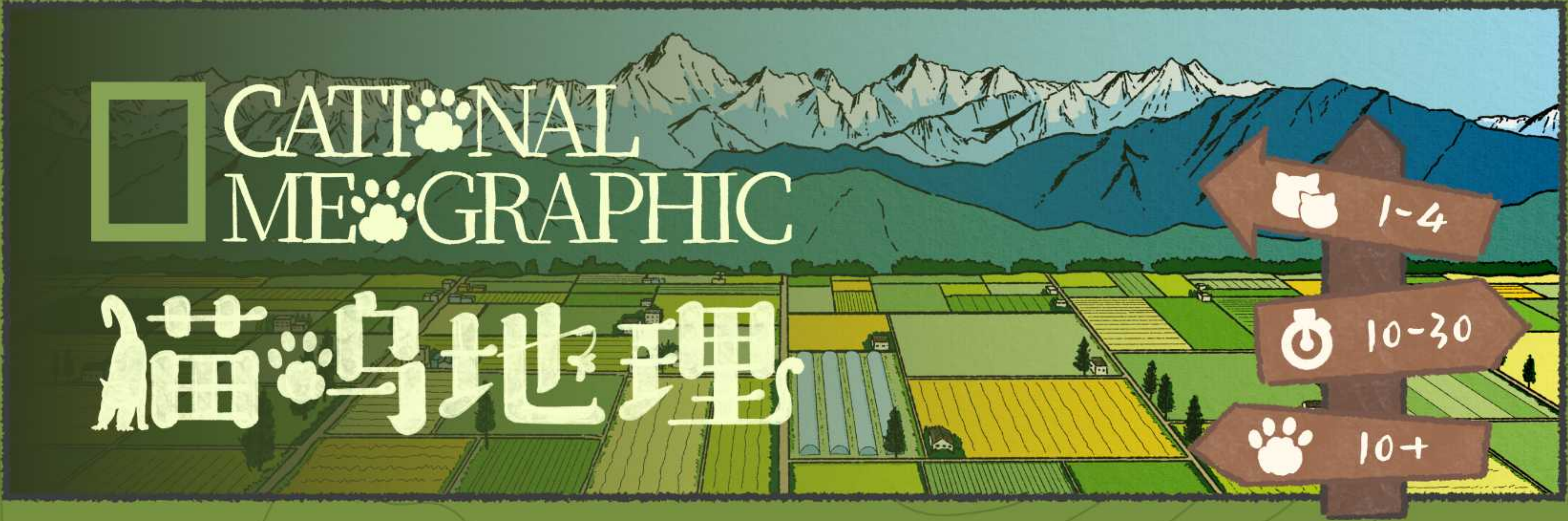




Overview

You will embark on a hiking adventure, completing various photo missions by placing different landscape tiles and accumulating Pawints. This 21-day journey will leave you with unforgettable memories...

Components



Map Board x 1



Photo Mission Cards x 15



Landscape Tiles x 100



Player Marker x 4



Draw Bag x 1



Set Up

- Place the Map Board in the center of the table, and place each player's maker on the starting space.
- Shuffle the 15 photo mission cards and stack them together on the leftmost side of the board. Draw the first card and place it to the side of the stack for the starting round.
- Shuffle the 100 landscape tiles and place them into the draw bag. Draw tiles from the bag and stack tiles of the same landscape type together. Draw until there are 3 stacks of tiles.



- Each player randomly draws one landscape tile from the draw bag as their starting hand.
- The player who has traveled most recently becomes the starting player. The game begins with the starting player taking the first turn.



Component Overview



- Landscape Tile**
After placement, players gain Pawints.

- Pawints**



- Photo Missions**
Players must arrange landscape tiles to match the corresponding pattern. The pattern may be rotated or flipped.

- Pawints**

Game Flow

The game consists of 21 rounds. In each round, starting from the first player, each player takes a turn. Each turn consists of 4 steps: **Scout**, **Take Photo**, **Earn Pawints** and **Mission Update**. After 21 rounds, the player with the highest Pawints wins the game.

SCOUT

Players may either take the top tile from one of the three supply piles or draw one tile from the blind draw bag. After this action, if the number of supply piles drops below three, draw tiles from the bag to replenish them to three piles.



1 Take 1 landscape tile



2 During replenishment, if identical landscape tiles are drawn, they are placed in the same stack.



3 Until three distinct types of landscape tiles are replenished to form three separate stacks.



If there remain three supply piles after a player takes a landscape tile, don't draw a new one.



TAKE PHOTOS

Place landscape tile in your personal playing area. Except for the first tile, each subsequent tile must be placed adjacent to existing tiles.



Landscape Tile Placement

- 1 Landscape tiles are placed in your personal playing area. The first tile may be placed freely.
- 2 It must be adjacent to other landscape tiles, meaning at least one edge must be touching another tile.
- 3 As shown in the diagram, green areas indicate valid placement zones, while gray areas represent invalid placement zones.



EARN PAWINTS

Pawint scoring consists of three parts:

- The pawint of the tile itself
- Pawints from adjacent tiles meeting the conditions
- Pawints from completed photo missions meeting the requirements



Tile Pawints

Tile's Pawint icon



X1



X2



X3



X4

Adjacency Pawints

For each adjacent tile with the same landscape type and equal or fewer Pawints, earn its base Pawints.



The same landscape type and equal or fewer pawints, earn pawints based on its pawint value

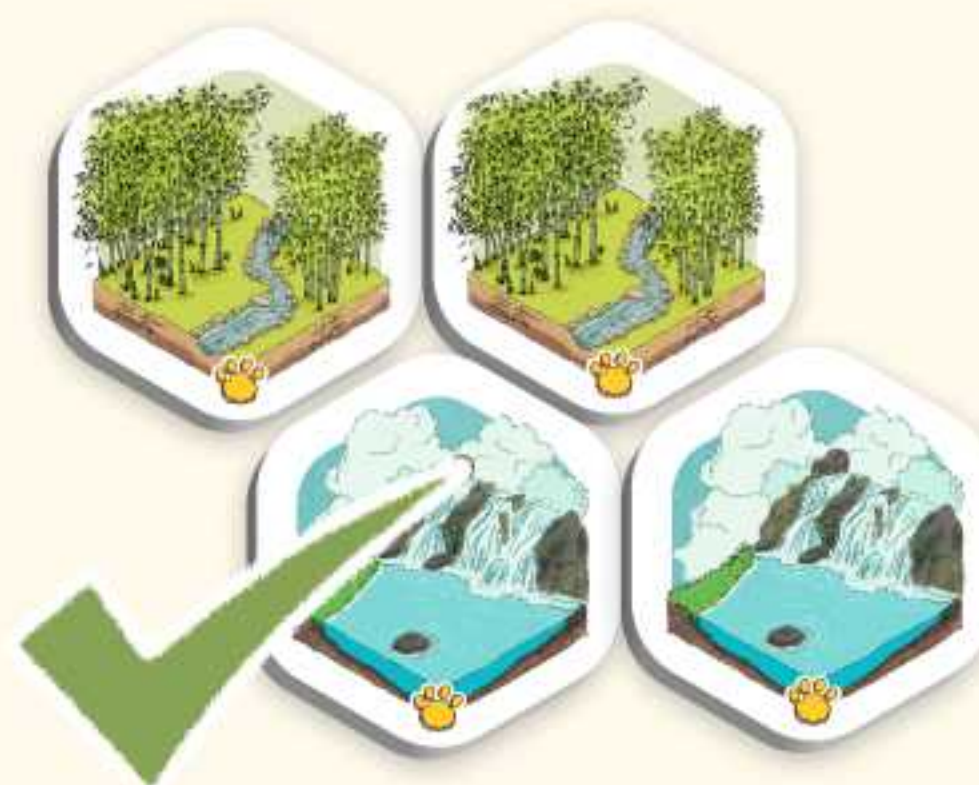


No pawints are earned for adjacent tiles that :
1. A different landscape type, OR
2. A higher pawint value than the placed tile.

Photo Missions

Earn Pawints drawn on a photo mission card if the card's requirement is met.

- The completed shape must include the newly placed tile.
- The shape is valid even if it is a rotated or flipped version of the required pattern.



Arrange landscape tiles to match the corresponding pattern by placing them.



May be rotated



May be flipped



a

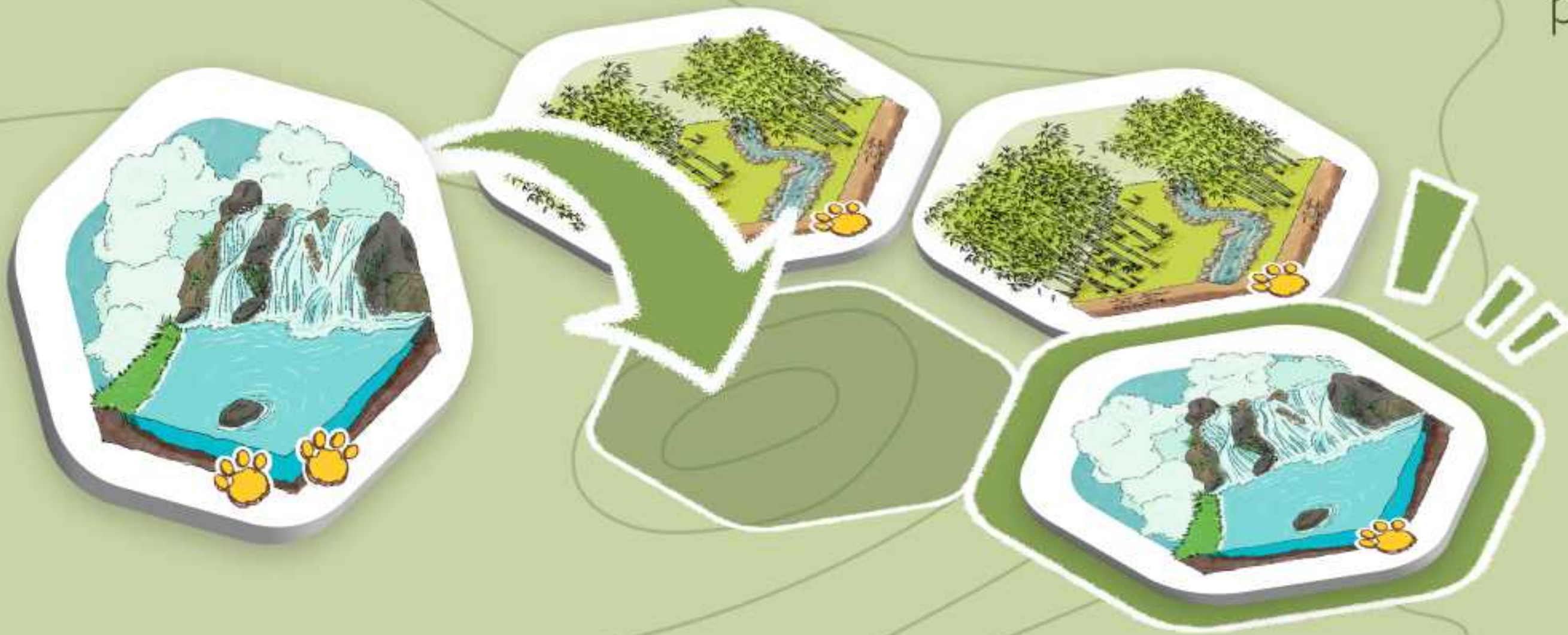
Score pawints only once per photo mission card, even if multiple shapes on the same card are completed.



b

Score pawints separately for each photo mission card whose shape is completed simultaneously.

Scoring Example



As shown in the diagram, after placing the tile:

- Earn 2 pawints from the tile's own;
- Earn 1 pawint from one adjacent tile with the same landscape type and fewer pawints;
- Earn 5 pawints for completing the shape of one photo mission.

Tile's Pawint icon

Adjacent Tile's Pawint

Complete the Photo Mission Card



The Last Player

The mission update steps are performed only by the last player, and the starting player remains the same for all rounds of the game.

* MISSION UPDATE

Select a card to move. If a card is half-covered by a card on its top, move that card. Otherwise, move the top card from the leftmost stack of cards.
Move the card to the right. If there is a card to its right, then cover its pattern but leave the Pawints shown. Otherwise, place the card in the empty space to form a new stack.



After the **Mission Update**, some photo mission cards may become covered. A covered card will not grant Pawints for completing its pattern. Instead, the card covering it will grant bonus Pawints equal to the card covered.

Before Mission Update



After Mission Update



Mission Update Example & Photo Mission Scoring



Round 1



Round 2



Solo Mode

- 1 **Setup:** Follow the multiplayer game rules for setup.
- 2 **Game Flow:** Proceed with the round as usual. Before replenishing landscape tiles, discard the top tile of the rightmost stack. If the rightmost stack becomes empty, move the remaining stack to the far right. Then replenish new landscape tiles until three distinct types are formed.
- 3 **Game End:** under the same conditions as in multiplayer mode, concluding after 21 rounds have been completed.

HIKING TITLES

- 0-39 TIMID TABBY
- 40-59 KEEN KITTEN
- 60-79 MOUNTAIN MOUSER
- 80-99 NIMBLE NAVIGATOR
- 100-119 RIDGE RUNNER
- 120-129 PEAK POUNCER
- 130-139 SUMMIT SCRATCHER
- 140- APEX ADVENTURER

Turn Replenishment Example

- 1 Before replenishing, Discard the top tile of the rightmost stack
- 2 If the rightmost stack becomes empty, move the remaining stack to the far right. Then replenish new landscape tiles until three distinct types are formed.



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Thanks

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