



TRAILBLAZER

THE JOHN MUIR TRAIL RULEBOOK

EMBARK ON A JOURNEY OF EXPLORATION AND DISCOVERY ALONG THE JOHN MUIR TRAIL THROUGH THE HIGH SIERRAS OF CALIFORNIA. EXPLORE THE MAJESTIC MOUNTAINS AND LUSH MEADOWS, THE PICTURESQUE WATERFALLS AND ALPINE LAKES. SCALE THE HEIGHTS OF YOSEMITE'S ICONIC HALF DOME OR SEQUOIA'S MOUNT WHITNEY. ENJOY MEANDERING THROUGH EVOLUTION VALLEY OR TUOLUMNE MEADOWS; PAUSING TO TAKE IN THE BEAUTY OF EDIZA LAKE OR COOLING YOUR FEET IN THE KING'S RIVER. BE HUMBLLED BENEATH A GIANT SEQUOIA, OR CATCH (AND RELEASE) A GOLDEN TROUT, LISTEN TO THE SONG OF AN OUZEL, WATCH MARMOTS AT PLAY, OR SPOT THE RARE SNOW PLANT. HAPPY TRAILS!

COMPONENTS

- 1 Game Board
- 56 Destination Cards
- 60 Field Guide Cards
- 80 Trail Cards
- 16 Journey Bonus Arrowheads
- 24 Weather Tokens
- 12 Hardship Tokens
- 72 Natural Resource Tokens

24 Water

20 Earth

16 Wind

12 Fire

- 56 Personal Resource Tokens

16 Food

16 Water Bottle

12 Zzz's

12 Endurance

- 4 Medallions

- 16 JMT Markers

- 4 Map Packs (10 cards each)

- 4 Player Aid Cards

- 4 Backpacker Kits (each containing):

1 Player Board

1 Hiker/Backpacker

1 Tent Elevation Tracker

1 Trail Points Marker

5 Tracks Tokens

4 Exploration Bonus Markers

12 Backpack Gear



SETUP

1

Place the **Game Board** in the center of the playing area.

2

Place the 4 **Medallions** at their marked locations.

3

Place all **Natural Resource Tokens** at their matching sites.



11

Each player chooses a **Player Board** and matching color pieces: (**Hiker/Backpacker**, **1 Tent**, **1 Trail Points Marker**, **12 Backpack Gear** [one of each], and **5 Tracks tokens**).

a

Place your **Hiker** at Happy Isles, your **Trail Points Marker** on the 0 space of the Scoring Track, and your **Elevation Tracker (Tent)** near your Player Board.

4

Shuffle the 16 **Journey Bonus Arrowheads**. Place 1 face-up at the Golden Arrowhead space and 5 face-down on each of the Arrowhead spaces to the right of the trail. Turn the top tile on each stack face-up.

5

Place all **Personal Resource Tokens** and the **Hardship Tokens** near the game board, close to the **High Sierra Lodge**.

6

Shuffle the 80 **Trail Cards** and place the deck face-down at the Mountain Pass location.

7

Shuffle the 60 **Field Guide Cards** and place the deck face-down next to the Field Guide display area. Then, draw the top 5 cards and place them face-up on the Field Guide display spaces, filling them from left to right.

8

Place the **Weather Tokens** face-down near the game board and mix them up.

9

Separately shuffle each of the 3 **Destination Card Decks**. Place each deck face-down near the game board. Turn over the top 3 cards of the first (green) deck only and place them face-up near the Game Board.

10

Place the 2 types of **JMT Markers** face-down and mix them up. Randomly choose 3 of each type then place them face-up on the matching spaces 5-10 of the Game Board. Return the remaining JMT Markers to the box.



b

Place 3 **Tracks** tokens on your Player Board and the remaining 2 face-down near the Personal Resource supply by the side of the board.

c

Each player starts with 6 **Natural Resources** (2 Water, 2 Earth, 1 Wind, 1 Fire) and 7 **Personal Resources** (3 Food, 2 Water Bottles, 1 Zzzs, 1 Endurance) and places them on their Player Board.

d

Randomly place all 12 **Backpack Gear** near your Player Board.

e

Place your **Exploration Bonus Markers** next to your Player Board.

f

Each player randomly chooses a **Map Pack** of 10 cards and places it near their Player Board.
*(use the included metal rings to fasten each set (1-10) of unique Map Pack cards as indicated by the image on the back side of each card).

g

Deal 3 **Trail Cards** to each player.

INTRODUCTION

Trailblazer: The John Muir Trail, takes place over the course of 12 Days/Rounds of backpacking and hiking along the John Muir Trail (JMT). Each Player/Hiker will experience daily trail encounters, choose to explore destinations along the trail, acquire and manage natural and personal resources, discover and observe the sights and sounds of their environment, adapt to ever-changing weather conditions, and move along the whole trail, all the while using wisely the gear in their backpack to maximize their experience.

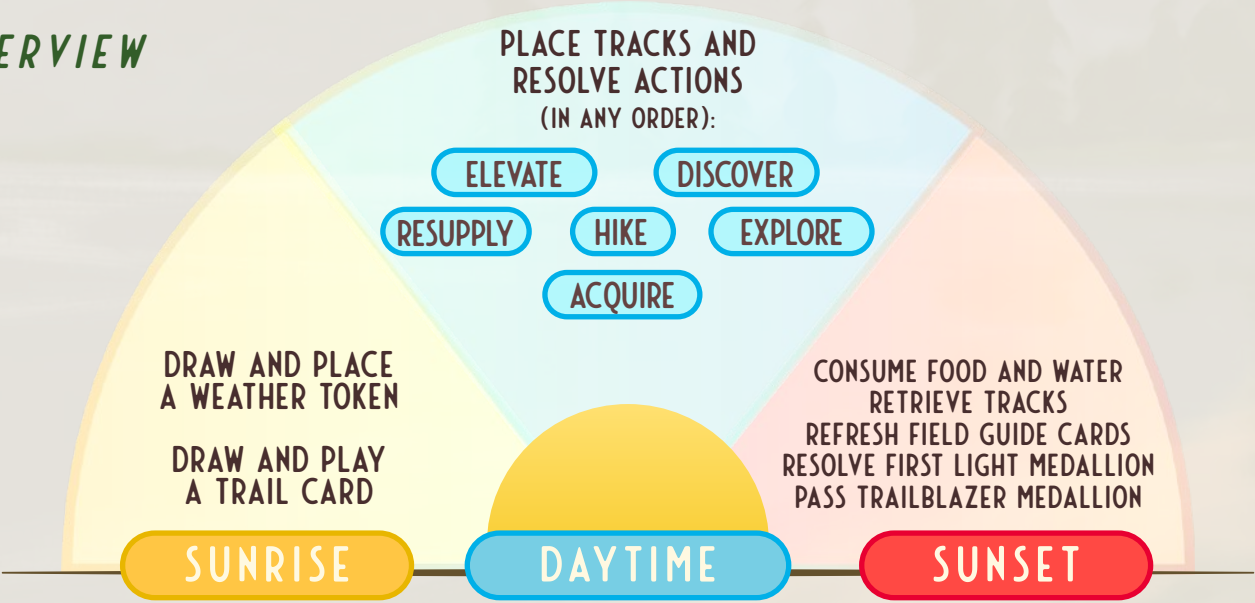
Trail Points are earned in several ways along the journey creating many forms and layers of scoring. There is set collection in the **Field Guide Cards**, instant scoring through the **Destination Cards**, bonuses for timely and efficient use of your **Backpacking Gear** and special end-game scoring by acquiring **Medallions** and **Journey Bonus Arrowheads**.

But make sure to keep moving along the Trail! Hikers that don't manage to get to the top of Mt. Whitney by the end of Day 12 won't be eligible to win.

JOURNEY'S GOAL

The game ends for ALL Hikers when 12 Days of hiking are completed. Sunrise and Daytime phases are completed as usual on the final day, but only the “**Consume Food and Water**” portion of the Sunset Phase is used. Then proceed to the Final Scoring Summary where each Player adds in the points earned for each scoring category. The Hiker with the most Trail Points is declared to have had the **GRANDEST JOURNEY** and named **WINNER**.

GAMEPLAY: OVERVIEW



BEGINNING THE JOURNEY

The person who has most recently gone backpacking or taken a hike takes the **Trailblazer Medallion** and will be the **Starting Player/First Hiker** for the first round/first day.

SUNRISE

WEATHER

To start everyone's journey, randomly select 1 of the facedown **Weather Tokens** from the supply near the game board and place it face-up on Day 1 of the **Weather Chart** on the game board.

Weather Tokens serve 2 purposes. Firstly, to signify the progress of the journey Day by Day (Round by Round). Everyone's journey ends on Mt. Whitney at the end of the 12th Day.

Secondly, they signify that Day's Weather and its possible effects on a Hiker's movement along the Trail. Most days are Sunny, Partly Cloudy, or Cloudy and will have no effect. Other days, such as Extreme Heat, Rain, Thunderstorms, Wind, or Snow, will affect anyone moving along the Trail by requiring an additional Natural Resource as indicated on the Weather Token.

TRAIL CARDS

Trail Cards represent daily trail experiences and encounters that may occur on your journey along the JMT. All Hikers begin the game with 3 dealt Trail Cards from the Game Board Setup and have a hand size of 3 Trail Cards. Start each day in turn order (including the 1st day) by drawing a Trail Card and playing any 1 card from your hand. As you journey along the Trail, Hikers will have the ability to increase their hand size to 4 cards.

There are 2 types of Trail Cards: Travel (green) and Obstacle (red). Whenever you take an action that involves the playing of a Trail Card, you can play a Travel type at any time and then immediately receive any benefit displayed. Benefits will be in the form of Natural or Personal Resources, Trail Points or the removal of a Hardship Token.

On most Trail Cards there is a Backpack Gear icon. Their meaning will be explained in detail later (see *Elevate, Your Backpack*, page 11), but in brief means that you may either 'load' (place into your Backpack) or 'use' (move your Tent Elevation Tracker) the Gear pictured.

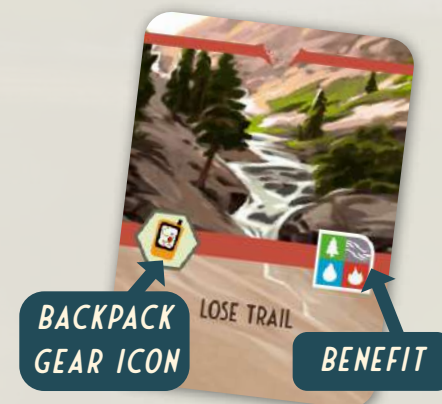
The Obstacle (red) Trail Cards are just that... obstacles. You can NOT play one of these cards until you have the pictured Backpack Gear loaded into your Backpack on your Player Board. The exceptions to this rule occur during the Sunrise phase (see NOTE below) and when taking the Mountain Pass action (see: page 12). We suggest that for your first play or two of Trailblazer, to treat the Obstacle Trail cards the same as a Travel type.

Create a Discard Pile for all played Trail Cards. If the Trail Card deck is empty, reshuffle the Discard Pile.

NOTE: AT ANY TIME DURING THE SUNRISE PHASE WHEN TRAIL CARDS ARE BEING DRAWN AND PLAYED, A HIKER MAY PLAY ANY TRAIL CARD (TRAVEL OR OBSTACLE) FOR 1 WATER (NATURAL RESOURCE). THEY DO NOT HOWEVER, GET THE BENEFIT OF EITHER ACTIVATING ANY PICTURED BACKPACK GEAR OR ELEVATION CHART ADVANCE OR BENEFIT.



There are 2 basic types of Trail Cards: **Travel** (Green) and **Obstacles** (Red)





TRACKS

Tracks Tokens represent your movement and actions taken on any given Day, on and off the Trail. Each Hiker starts the Game/Journey with 3 Active Tracks Tokens placed on their Player Board. In turn order, determined by which Player/Hiker has the Trailblazer Medallion, the First Hiker places a Tracks Token on an Action Space of the game board and completely resolves that action. Play then moves clockwise around the Game Board. This placement and resolution continues turn by turn until all Tracks for each Player have been placed and Actions resolved. This will end the Daytime Phase and the Sunset Phase will then follow.

GAINING ADDITIONAL TRACKS

Additional Tracks can only be added to your Player Board as you advance along the Elevation Chart. Your 4th Tracks Token becomes available when your **Tent** arrives at space #6 of the Elevation Chart and your 5th Tracks Token is added when arriving at space #12. When acquiring an additional Tracks token, place it on your Player Board. It is immediately available for use on the same day. How to advance your Tent along the Elevation Chart will be described in detail later. (See: *Elevate*, page 11).

PLAYER BOARDS



I. HIKING

The core and central theme of **TRAILBLAZER** is **Hiking!** This is accomplished by moving along the JMT through the **10 Trail Sections** on the game board one at a time and in order (1-10) to ultimately arrive on top of Mt. Whitney.

There are **12 Days** available to travel the 10 Map Sections to arrive at Mt. Whitney and finish your Journey. Hikers may only travel 1 Section per Day and never any more. Therefore, you will have 2 Days that you may choose not to travel at all.

MAP PACKS

Map Packs are drawn as part of the **Set Up** for your Journey. Each contains the exact same total combination of requirements, but they appear in a different order from Pack to Pack. (Assemble each of the 4 **Map Packs** with the supplied metal rings according to the directions given on Page 3, #11-f).

To take the Hiking Action, place one of your **Tracks Tokens** on your matching color Trail Movement Action space on the Game Board found next to the Trail.

Then 'pay' the required Resources to take this Action, which will be determined by your Map Pack, JMT Markers on the Trail Map on the Game Board, and the current Day's Weather. Then move your Backpacker into the corresponding Section on the Game Board.

TRAIL SECTIONS & JMT MARKERS

When moving along the Trail, you must 'pay' the required Natural or Personal Resources shown on the corresponding Map Pack Section to advance. In addition to this requirement, the JMT Trail Markers that were randomly drawn and placed during Set-Up along the Trail on Sections 5-10 represent an additional requirement of either a specific piece of Backpack Gear or a Personal Resource.

Then you must check the Day's Weather for any additional Natural Resource requirements. Most Days will have no additional requirement but several will and you must add this to your total Resource requirement to move along the Trail. A Day may have as few as 1 or many as 4 separate requirements to account for. All required Natural or Personal Resources are returned to the General Supply areas with the following important exception.

If it is a Backpack Gear requirement, you must have it **Active** in your Backpack. You do **not** 'pay' it back to your supply. Once Gear is loaded into your Backpack it is never removed or lost.

Hikers may move to the next Map Section even if they are not able to meet the requirements, but they must take a **Hardship Token** for EACH requirement not met.

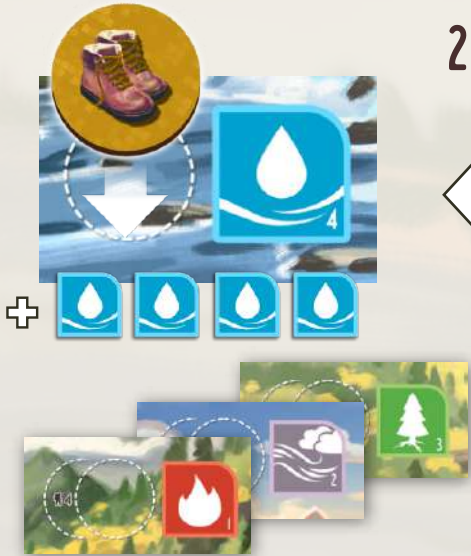
You may look ahead through your Map Pack at any time to see what resources you will need to advance along the trail.

The 1st Hiker to reach Mt. Whitney places their Hiker on the **5** Trail point space nearby and immediately scores those points. The 2nd Hiker to arrive places their Hiker on the **3** and the 3rd Hiker on the **1**.

NOTE: AT THE END OF THE GAME, ONLY THE PLAYERS WHO HAVE REACHED THE TOP OF MT. WHITNEY IN TRAIL MAP SECTION #10 ARE ELIGIBLE TO WIN THE GAME. IF YOU FAIL TO GET YOUR BACKPACKER TO THE TOP OF MT. WHITNEY BY THE END OF DAY 12, YOUR TOTAL SCORE WILL BE 0.



NOTE: WHEN BACKPACK GEAR APPEARS ALONG THE JMT ON THE GAME BOARD, YOU MUST HAVE THIS GEAR ACTIVE IN YOUR BACKPACK (ON YOUR PLAYER BOARD) TO ENABLE YOU TO ENTER THAT PARTICULAR MAP SECTION WITH YOUR BACKPACKER. IF WHEN ADVANCING ALONG THE TRAIL YOU ARE UNABLE TO MEET ANY OF THE REQUIREMENTS, YOU MUST TAKE 1 HARDSHIP TOKEN FOR EACH REQUIREMENT YOU CAN'T MEET. (SEE: FINAL SCORING SUMMARY ON PAGE 16 TO SEE HOW DRAMATICALLY THESE HARDSHIP TOKENS AFFECT YOUR SCORE).



2. ACQUIRE

NATURAL RESOURCES

Players need the 4 basic elements of **Water, Earth, Wind** and **Fire** to acquire Field Guide Cards, Destination Cards and to allow Trail movement. This is accomplished by placing a Tracks Token on the desired Natural Resource space on the Game Board and immediately taking the number of Resources indicated with that element (Water=4, Earth=3, Wind=2, Fire=1) and placing them on your Player Board. If this Action were to cause a Player to exceed the 12 Resource limit, they may only take what they are able to. You may not trade out resources to arrive at the limit.

NOTE: ONLY ONE HIKER MAY TAKE THE ACQUIRE NATURAL RESOURCES ACTION PER SITE, PER DAY IN A 2 OR 3 PLAYER GAME. IN A 4 PLAYER GAME, 2 PLAYERS MAY GO TO EACH SITE PER DAY.

3. DISCOVER

FIELD GUIDE CARDS

Field Guide Cards represent the Flora and Fauna found along the JMT during your Journey. Many of the Rivers and Creeks are also represented here. There are 5 categories of Field Guide Cards: Animals, Birds, Trees, Flowers and Rivers, with 12 cards in each category.



To acquire a Field Guide Card, first pay the required Natural Resources displayed above the chosen card, take the card, and place a Tracks Token in its place on the Game Board. Receive the rewards shown on the bottom of the Field Guide Card and check the Backpack Gear (if pictured) to see if you can load it into your Backpack or if there is an Elevation Chart benefit (See: Elevate, Page 11).

River Cards are different from the other four categories in that the reward will always be Trail Points or a Personal Resource, and they enable you to take an extra Action by returning the same Tracks Token to your Player Board thereby making it available for use again on your next turn.

Finally, place your acquired Field Guide Card face-down near your Player Board.

If the Field Guide Card deck is empty, reshuffle the Discard Pile. You may look at your Field Guide Card collection at any time.

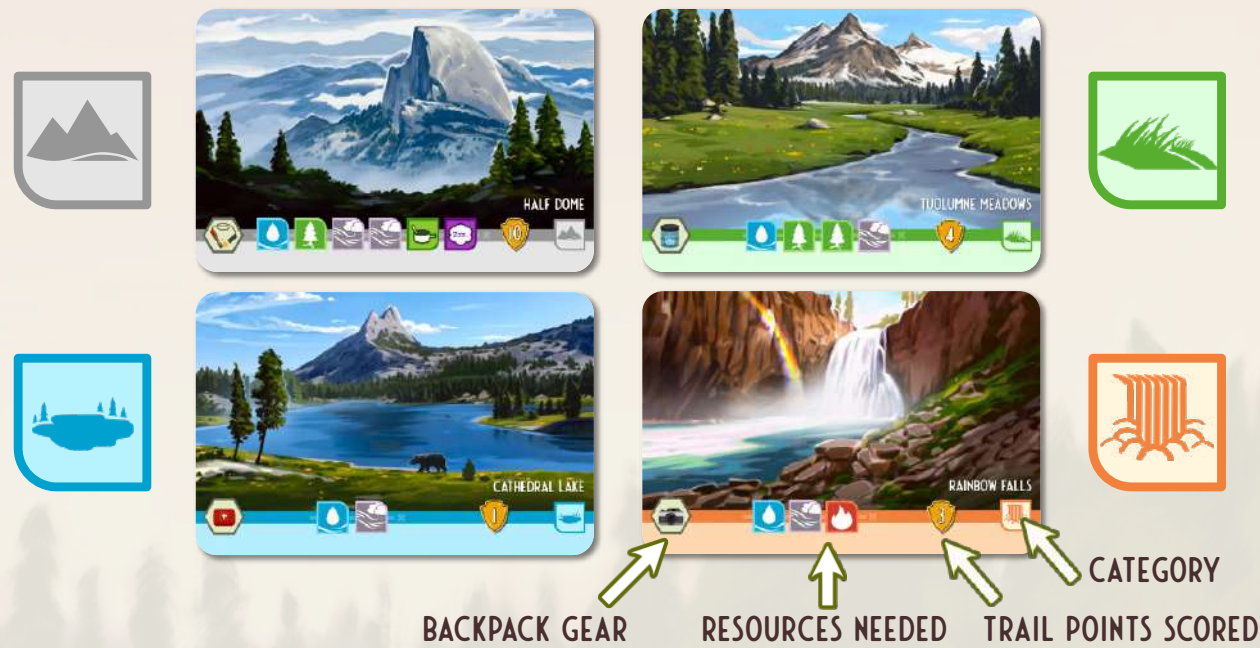
NOTE: FIELD GUIDE CARDS ARE USED FOR SET COLLECTION AND THEREFORE ARE EXTREMELY IMPORTANT FOR END-GAME TRAIL POINTS (SEE: SCORING SUMMARY, PAGE 14).



     	
FULL SET OF 5 UNIQUE	7
SET OF 4 UNIQUE	4
SET OF 3 UNIQUE	2
SET OF 2 UNIQUE	1

4. EXPLORE:
DESTINATION CARDS

Destination Cards represent special physical sites and adventures along or near the JMT. They are of 4 types: Peaks & Passes (gray), Meadows & Valleys (light green), Lakes (blue), and Falls & Features (light orange).



The Destination Cards are arranged in 3 different Regions of the Trail.

Available Destinations are depicted on each of the Trail Map Sections displayed on the Game Board.

To take the Explore Action to acquire a Destination Card, place a Tracks Token on an available space on the Game Board.

Then select the available Destination you would like to Explore by paying the required Natural Resources as depicted at the bottom of the Card. In many cases 1 or 2 Personal Resources may also be required.



The first Backpacker to enter Trail Map Section #5 of the JMT on the gameboard triggers the end of access to the Green Destination Cards that were used to start the game. Immediately remove the remaining Green cards and replace them with the Blue deck of Destination Cards by displaying three cards face-up by the Game Board near the Exploration Action space with the remaining cards in a face-down deck nearby.

Similarly, when the first Backpacker enters Trail Map Section #9 of the JMT on the Game Board, immediately remove the remaining cards from the Blue Deck and replace them in the same manner with the Yellow/Gold deck.

Each **Destination Card** has a reward in Trail Points as shown in the bottom right corner of the card. These points are scored immediately by moving your Trail Point Marker along the Scoring Track.



DESTINATION CARDS (CONTINUED)...

All Destination Cards have a **Backpack Gear** icon appearing on the lower left corner of their card. This is treated in the same manner as those appearing on Trail and Field Guide Cards (see: *Elevate*, page 11).



The **Exploration Bonus areas** on your Player Board are activated when you take an **Explore Action** and acquire a **Destination Card** of the matching category **for the first time only**.



After taking the Bonus Action depicted on the matching area, place the matching Exploration Bonus marker on your Player Board to indicate that you've already taken the Action and that it is no longer available.

The Player who is able to activate and thereby cover all four of their Exploration Bonuses first, immediately scores 9 Trail Points. The 2nd Player to do so scores 5 TP and the 3rd Player 3 TP.

NOTE: THERE ARE 3 EXPLORATION ACTION SPACES AVAILABLE FOR ACQUIRING A DESTINATION CARD IN A 2 PLAYER GAME. 4 SPACES IN A 3 PLAYER GAME AND 5 SPACES IN A 4 PLAYER GAME AS NOTED ON THE GAME BOARD.



5. RESUPPLY:

HIGH SIERRA LODGE

When Backpacking the JMT, getting Resupplied along the way is essential. In Trailblazer, the High Sierra Lodge satisfies this need in the form of Food, Water, ZZZs and Endurance. These are represented by the Personal Resource Tokens that all Players start the game with and are available at the Lodge. Hikers can also get Hardship Tokens removed here.



Hikers must reach Trail Map section #4 on the Game Board with their Backpacker Meeple to have access to the Lodge. Once reached, Players may visit at anytime thereafter and can take as many available Actions per Day as desired and able, but not the same action twice.

There is no limit to the number of Hikers at the Food or Water Bottle Resupply locations each Day, but only 1 Hiker can take any of the other 3 actions per day.

To take the Action, place a Tracks Token in the space available beneath the desired Personal Resource. Then take from the General Supply the amount indicated on the Game Board for each Resource (Food x3, Water Bottle x2, ZZZs x1, Endurance x1) and place them on the corresponding space of your Player Board. If taking the Remove a Hardship Token Action, return 1 of these Tokens from your Player Board to the General Supply.

NOTE: SOME OF THE TRAIL CARDS AND FIELD GUIDE RIVER CARDS HAVE AS A REWARD A SINGLE PERSONAL RESOURCE. ADDITIONALLY, AFTER LOADING 6 GEAR IN YOUR BACKPACK YOU EARN AS A REWARD ANY ONE PERSONAL RESOURCE AND AFTER LOADING 9 GEAR INTO YOUR BACKPACK YOU CAN TAKE ANY 2 PERSONAL RESOURCES OF YOUR CHOICE. (SEE: YOUR BACKPACK, PAGE 11).

6. ELEVATE:

YOUR BACKPACK

Advances along the Elevation Chart are a direct result of using the Gear in your Backpack located on your Player Board. But first you need to get this Gear loaded into your Backpack. This can be accomplished when playing a Trail Card, or acquiring a Field Guide or Destination Card. To start your Journey, all of your Backpack Gear is in a supply near your Player Board. Whenever you play or acquire a card, after having resolved the cost and/or rewards of the card, look at the Backpack Gear icon in the lower left corner. If the Gear is not yet in your Backpack, place it in your pack starting with the bottom left space. Additional Backpack Gear that you have loaded is placed in rows from left to right, beginning from the bottom row and moving up one row at a time.

You must fill the lowest row that is open first, from left to right, one row at a time before moving up to fill the next row. At the end of each row to the right is an Icon indicating an immediate Reward that you receive upon completing that row. Completing the lowest row gives you any **1 Natural Resource** of your choice. Row 2 completion gives you any **1 Personal Resource** of your choice. Row 3 completion gives you any **2 Personal Resources**. The 1st Player to reach this level takes into their possession the **Windrose Medallion** placing it face-up near their Player Board with the **2** showing. This Medallion allows the holder to take any action that they would otherwise be blocked from taking (other than an additional Trail movement). To use its ability simply turn it over thereby giving up the 2 end-game Trail Points.

The first Hiker to completely fill their Backpack with all 12 Gear tokens instantly scores 5 Trail Points. The 2nd Hiker to fill receives 3 TP and the 3rd to fill gets 1 TP.

NOTE: ONCE GEAR IS LOADED INTO YOUR BACKPACK IT IS NOW READY FOR USE. WHENEVER YOU PLAY A TRAIL CARD OR ACQUIRE A FIELD GUIDE OR DESTINATION CARD THAT HAS THE GEAR DEPICTED ON IT THAT IS LOADED IN YOUR BACKPACK. YOU ARE ENTITLED TO PLACE YOUR TENT ELEVATION TRACKER ONTO THE 1ST SPACE OF THE ELEVATION CHART OR ADVANCE IT 1 SPACE IF YOUR TENT IS ALREADY ON THE CHART.



ELEVATION CHART

Every 3rd space arrived at on the Elevation Chart will give a Player an instant reward of either 1 Personal Resource (as indicated below the row of colored tents on the Chart), an additional Tracks Token or one of the face-up Journey Bonus Arrowheads. When activating the Tracks Token bonus take one of your 2 that you put into the general supply during Setup and place it on your Player Board. It is now available for use on your next turn. This effectively gives you an extra action per day. If you are able to reach the 12th tent on the Chart you add your 5th Tracks Token giving you 2 more actions per Day than when you started your journey.





ELEVATION CHART (CONTINUED)...

When arriving at one of the 3 **Journey Bonus Arrowhead** sites select any one of the face-up Arrowheads. These score end-game Trail Points as indicated by the Blue Trail Points icon . After selecting an Arrowhead turn over the next one in that same stack to face-up.

The first Player to complete the Elevation Chart and reach the last Tent space places their Tent Tracker on the  Trail Points space and scores those points immediately. If a 2nd Hiker is able to complete the Elevation Chart, they place their Tent Tracker on the  Trail Points space. The 3rd Hiker to complete the Elevation Chart places their Tent Tracker on the  Trail Points space, and the 4th Hiker to complete the Elevation Chart places their Tent Tracker on the  Trail Points space. Additionally, if after having completed the Elevation Chart, you continue to use any loaded Backpack Gear, **immediately score 1 Trail Point each time**.

The first Hiker to advance their Tent Tracker to the 4th Tent on the Elevation Chart takes possession of the **Elevation Chart Medallion**. This medallion functions the same as the Windrose Medallion described earlier.

NOTE: ANY NUMBER OF HIKERS CAN HAVE THEIR TENT TRACKER ON THE SAME LOCATION OF THE ELEVATION CHART AT THE SAME TIME.



7. MOUNTAIN PASS

Only 1 Hiker per day can take this Action by placing a Tracks Token in the available space.

Draw the top 2 cards from the Trail Card deck. You may now play any 2 cards from your hand of Trail Cards gaining any and all rewards available. However, when taking this action you **do not** receive any benefits from the Backpack Gear, so you do not add any Gear to your Pack or take an Elevation Chart advance. Additionally, you may play an Obstacle (red) card at this time and receive any benefit indicated same as you would with a Travel (green) card.



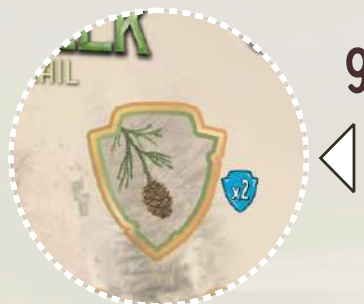
8. FIRST LIGHT

This Action allows the holder of the First Light Medallion to receive the Trailblazer Medallion during the Sunset Phase, making them the First Hiker/First Player for the next day. To take this action, take the Medallion and any accumulated Water Natural Resources on it, and place one of your Tracks Tokens on the Action space. Store the Water gained on the Natural Resources storage area of your Player Board, and place the First Light Medallion near your Player Board. This will be resolved during the Sunset Phase (see: *Sunset #4-5, page 13*).



9. GOLDEN ARROWHEAD

All hikers will score **Double** End Game Trail Points for the Journey Bonus Arrowhead that was placed on this location during Set Up as indicated by the  End Game Trail Points icon.



SUNSET

During the **Sunset** portion of the Day perform the following in order to reset for the next Day.

1. CONSUME FOOD AND WATER

Each Hiker 'pays' 1 Food and 1 Water Bottle to the General Supply. This represents the Day's consumption. Don't forget, you may convert 2 Water Natural Resources into 1 Water Bottle at this time. If unable to meet the Food and/or Water Bottle requirements for the Day, you must take a Hardship Token for each shortcoming!



NOTE: 2 WATER (NATURAL RESOURCE) CAN BE TRADED FOR 1 WATER BOTTLE (PERSONAL RESOURCE) DURING THE SUNSET PHASE WHEN HIKERS CONSUME FOOD AND WATER.



2. RETRIEVE TRACKS

Players return ALL of their Tracks Tokens from the Game Board Action Spaces to their Player Boards.



3. REFRESH FIELD GUIDE CARDS

If there is a Card remaining on the left-most space of the Field Guide Card display remove it from the Game Board to a Discard Pile. Slide any remaining Cards as far to the left as able. Draw new Field Guide Cards to fill any empty spaces.



4. RESOLVE FIRST LIGHT MEDALLION

If no Player has possession of the First Light Medallion at the end of the Day simply add 1 Water (Natural Resource) to it now. If however, a Player does have possession of the Medallion they take immediate possession of the Trailblazer Medallion, making them first Hiker for the following Day. Then return the First Light Medallion to its position on the game board and add 1 Water (Natural Resource) to it.



5. PASS TRAILBLAZER MEDALLION

If no Player has possession of the First Light Medallion, simply pass the Trailblazer Medallion to the Player on your left. That Player will be the first Hiker for the next Day.



END OF JOURNEY

All Hikers' Journeys on the JMT come to an end at the completion of Day 12 and signifies the end of the Game. Perform only Step 1 of the Sunset Phase which is consume Food and Water. Do not perform Steps 2-5. After 12 completed days, proceed to Final Scoring.

FINAL SCORING SUMMARY

1. HARDSHIP TOKENS



2. MEDALLIONS



3. FIELD GUIDE CARD SETS

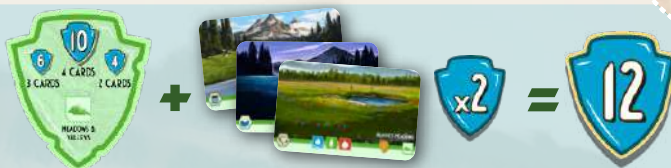
    	
FULL SET OF 5 UNIQUE	7
SET OF 4 UNIQUE	4
SET OF 3 UNIQUE	2
SET OF 2 UNIQUE	1



4. GOLDEN ARROWHEAD BONUS

ALL Players score Trail Points from the **Golden Journey Bonus Arrowhead**.

Example



5. JOURNEY BONUS ARROWHEADS

Players score each of their Journey Bonus Arrowheads.

Example



NOTE: ANY HIKER THAT DID NOT REACH THE TOP OF MT. WHITNEY BY ARRIVING AT TRAIL MAP SECTION #10 IS NOT ELIGIBLE TO WIN THE GAME. THEIR TRAIL POINTS MARKER IS NOW REMOVED FROM THE SCORING TRACK.

WINNER: The Player with the most Trail Points is declared to have had the Grandest Journey and declared **'Winner'**.

TIEBREAKER: Any ties in final Trail Point Scoring are resolved by order of arrival at Mt. Whitney.

GAMEPLAY VARIATIONS

- Use the Obstacle (red) Trail Cards as true Obstacles where they cannot be played until you have the depicted Backpack Gear in your Pack. You could however, play them at the Mountain Pass Action space where the gear are disregarded.
- For a shorter and more difficult game, take a 10 day Journey instead of 12 with no 'zero' or 'down' days. Each Hiker must move every Day regardless of Weather effects, JMT Markers or Map Pack requirements.
- You can also Hike the JMT from south to north from Whitney Portal to Happy Isles, but the start will be much more brutal than the original.

SOLO MODE

Anyone can take a Solo backpacking journey along the John Muir Trail! All rules for Trailblazer remain the same. Simply try to score as many Trail Points as possible, then continue to try to beat your own best score.

59 TRAIL POINTS OR LESS.....**BEGINNER**

60-79 TRAIL POINTS.....**NOVICE**

80-99 TRAIL POINTS.....**SEASONED**

100-119 TRAIL POINTS.....**EXPERT**

OVER 120 TRAIL POINTS.....**TRAILBLAZER**

IMPORTANT NOTES

- You can trade 2 Water (Natural Resource) for 1 Water Bottle (personal resource) during the Sunset Phase when consuming Food and Water.
- Additional Tracks tokens can only be earned by 'using' Gear in your Backpack and moving your tent along the Elevation Chart to spaces #6, and then #12.
- Similarly, the only way to acquire a Journey Bonus Tile and thereby gaining the ability to earn extra end-game Trail Points is by advancing your tent along the Elevation Chart to spaces #9, 15, and 21.
- The first Backpacker to enter Trail Map Section #5 of the JMT on the gameboard triggers the end of access to the Green Destination Cards that were used to start the game. Immediately remove the remaining cards and replace them with the 2nd deck of Destination Cards (blue) by displaying three cards face-up near the Exploration Action space with the remaining cards in a face-down deck nearby.
- Similarly, when the first Backpacker enters Trail Map Section #9 of the JMT on the Game Board, immediately remove the remaining cards from the Blue Deck and replace them in the same manner with the Yellow/Gold deck.
- You **cannot** access the High Sierra Lodge to take the Resupply action until you have reached Trail Map Section #4 of the JMT.
- You can remove a Hardship Token from your Player Board and return it to the general supply by taking the related High Sierra Lodge action or as indicated on some Trail Cards or Field Guide Cards.
- When acquiring a "River" Field Guide card, you may then return the Tracks Token used to your Player Board for additional use on your next turn.
- Note that on Section 10 of every Hiker's Map Pack a Tracks Token is pictured. This is because you are now climbing to the top of Mt. Whitney, the highest spot on the JMT and in the lower 48 States. Therefore, much more extremely difficult Hiking is necessary. Place this additional Tracks Token on top of the one you have already placed to enable you to take this Trail Movement Action so that when you reach the Sunset Phase of this Round, both tokens will return to your Player Board.

THE JOHN MUIR TRAIL

JOHN MUIR (1838-1914) was a Scottish born, American naturalist, writer and dedicated advocate of U.S. Forest and Land conservation. He was largely responsible for the establishment of Yosemite National Park and Sequoia National Park, which are located in California. He was also the driving force behind the forming of the Sierra Club in 1892.

The JOHN MUIR TRAIL - Construction of the JMT began in 1915 and was named to honor John Muir. It took until 1938 to complete with most work having been done by 1929. The Trail is 213.7 miles long with a total elevation gain of over 47,000 feet. The JMT travels through Yosemite, Kings Canyon and Sequoia National Parks, the John Muir and Ansel Adams Wilderness areas and the Inyo and Sierra National Forests. A permit is now required to hike the JMT and an approved bear resistant canister to store food in is also required.

Hikers usually take about 3 weeks to complete the journey with the fastest known time to complete the Trail by Francois D'Haene in 2017, in a time of 2 days, 19 hours and 26 minutes.

Happy Trails to all...

CREDITS

Designer: Dan R. Rice III

Artwork: Andrew Bosley

Graphic Design: Jon Merchant

Illustrations: Shirley Spencer

Game Development: Jason Washburn, Jan Vaughn

Playtesters: Isaak Duncan, Beth Duncan, Randy Hoyt, Nathan Kohatsu, Lennie Ornstein, Jeongwoo Moon, Steve Pinter, Jeff Carroll, Eric Alvarado, Brian Suhre, Brent Dickman, Chris Maniscalli, Joe Grossman, Alex Eichhorn, Tony Baker, Brian Wendt, Eric Anderson, Alex Vasquez, Collin and Cindy Pastorius, Dion Garner, Jesse Stewart, Michael Gardner, Greg Perschbacher, Judy Kim, Brandon Bradley, Mike Topczewski, Kelsey Maslowski and ...Rosemary Rice.

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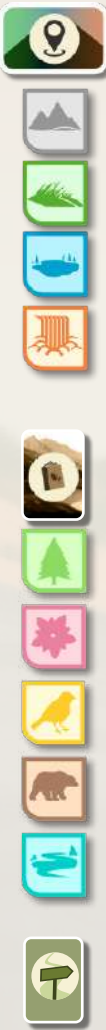
DESTINATION CARDS

- Peaks and Passes
- Meadows and Valleys
- Lakes
- Falls and Features

FIELD GUIDE CARDS

- Trees
- Flowers
- Birds
- Animals
- Rivers

TRAIL CARDS



GEAR

- Camera
- GPS
- Binoculars
- Hiking Poles
- Chair
- Fishing Pole
- First Aid Kit
- Utility Knife
- Hammock
- Bear Canister
- Fire Starter
- Water Purifier



NATURAL RESOURCES

- Water
- Earth
- Wind
- Fire



PERSONAL RESOURCES

- Food
- Water Bottle
- ZZZs
- Endurance



MEDALLIONS

- Trailblazer
- First Light
- Elevation
- Windrose



TRACKS



TRAIL POINTS



RETURN TRACKS TOKEN TO YOUR PLAYER BOARD



END GAME TRAIL POINTS



Place an additional Tracks Token on the Trail Movement action space which will return to your Player Board during the Sunset Phase



HARDSHIP TOKEN



JOURNEY BONUS ARROWHEAD



REMOVE HARDSHIP TOKEN



NOT THE SAME



PAY LISTED RESOURCE



DRAW A FIELD GUIDE CARD FROM THE TOP OF THE DECK, GAIN ALL BENEFITS AT NO COST



ACTION SPACE (1 HIKER)



LOAD ANY 1 BACKPACK GEAR OR USE ANY GEAR IN YOUR PACK TO ADVANCE 1 SPACE ON THE ELEVATION CHART



CHOOSE ANY PERSONAL RESOURCE



CHOOSE ANY NATURAL RESOURCE



CHOOSE ANY NATURAL RESOURCE (EXCEPT WATER)



ACQUIRE DESTINATION CARD



CHOOSE ONE OPTION



DRAW 2 TRAIL CARDS, PLAY ANY 2 FROM YOUR HAND. COMPLETELY DISREGARD THE EFFECTS OF THE BACKPACK GEAR.

