

HikeIt!

THE BACKPACKING BOARD GAME



RULEBOOK

Welcome to the Great Smoky Mountains!

Get ready to set out on an epic backpacking trip through beautiful Great Smoky Mountains National Park, located in the heart of the Appalachian Mountains of North Carolina and Tennessee. You are moments away from embarking on a journey that will have you visiting scenic locations, managing your gear and water, analyzing your daily route, and developing valuable outdoor skills.

While in the backwoods you will need to cope with challenges such as injury, hunger, exhaustion, bad weather, and bears in order to stay healthy. Some days will be easier than others – it all depends on how well you prepare, how easily you can adapt, and how much you want to push your luck.

So strap on your backpack, lace up your boots, and grab your trekking poles...

It's time to Hike It!

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OBJECTIVE

Your objective is to have a great experience trekking to your three waypoints in the Great Smoky Mountains before hiking back to your trailhead.

Your experience is measured in victory points, earned by collecting scenic spot and skill set tokens, completing side hikes, and maintaining your health.

And by completing your hike first you earn extra victory points and can return to the game as an aggressive bear to scare the remaining hikers back to their own trailheads!

Newfound Gap

COMPONENTS



1 Game Board



4 Hiker Aids



3 Trailhead Bonus Tiles



4 Weather Dice



4 Packboards



1 Aggressive Bear Die



1st Player Token



3 Bear Meeples



4 Vehicle Markers
(1 each color)



4 Hiker Meeples
(1 each color)



12 Waypoint Markers
(3 each color)



16 Campfire Tokens
(4 each color)



4 Health Markers
(1 each color)



4 Turn Order Markers
(1 each color)



35 Weather Cards
(19 Sun / 9 Rain / 4 Storm / 2 Heat / 1 Snow)



32 Side Hike Cards
(16 Easy / 16 Difficult)



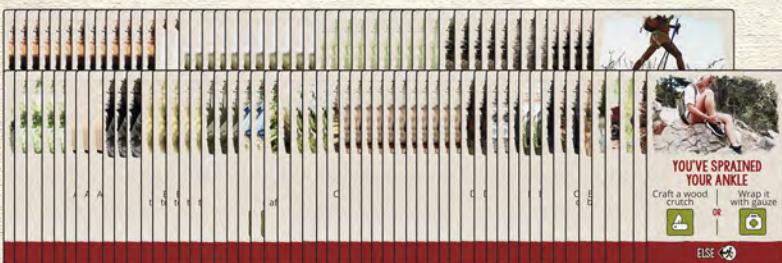
45 Gear Tiles
(11 Shelter / 10 Clothing / 9 Food / 8 Tools / 7 First Aid)



20 Water Tiles



54 Skill Cards



100 Trail Cards



30 Skill Set Tokens



43 Scenic Tokens



Scenic Token Bag



Gear Bag

PREPARATION

1. SKILL CARDS

Shuffle all SKILL CARDS and place the deck face down on the leftmost position of the SKILL CARDS area on the board. Draw the top 3 cards and place them face up on the remaining three positions to the right of the deck.

2. SKILL SET TOKENS

Separate the required amount of each type of SKILL SET TOKEN (player count + 1 of each) and stack them by type near the board where they can be seen by all players. Return unneeded tokens to the box.

3. TRAILHEAD BONUS TILES

Place the required TRAILHEAD BONUS TILE(S) next to the board:

2 PLAYERS

5 point

3 PLAYERS

5 & 7 point

4 PLAYERS

5, 7 & 10 point

4. WEATHER CARDS & DICE

Shuffle all WEATHER CARDS and place the deck face down on the 2 DAYS OUT position of the FORECAST area on the board. Reveal the top 3 cards, placing the first on the TODAY position, the second on the TOMORROW position, and the third on the 2 DAYS OUT position (on top of the deck). Leave the 4 WEATHER DICE within reach of all players.

5. REGIONAL WATER SUPPLIES

For each face up WEATHER CARD in the FORECAST area with a  symbol on the lower half of the card, place one WATER TILE in each of the three regional WATER SUPPLIES (maximum of 3 in each at the start of the game).

6. WATER DISCARD PILE

Stack the remaining WATER TILES and place them somewhere on the table within reach of all players.

7. BEAR MEEPLES & AGGRESSIVE BEAR DIE

Place one BEAR MEEPLE in each region's BEAR DEN (the three larger bear spaces with  icons on the map). Keep the AGGRESSIVE BEAR DIE nearby – you may be needing it later in the game!

8. TRAIL CARDS

Shuffle all TRAIL CARDS and place the deck face down on the table within reach of all players. For easier access, the deck can be separated into multiple piles.

9. GEAR TILES & BAG

Fill the HIKER BOX with 6 tiles by putting one of each type of GEAR TILE in the HIKER BOX (1 Shelter, 1 Clothing, 1 Food, 1 Tools, 1 First Aid), then draw a random tile for the empty sixth space. Put all the remaining GEAR TILES into the GEAR BAG and place it on the table near the HIKER BOX.



8

2

3

6

7



ABOUT REGIONS

The park is divided into three regions: Western, Central and Eastern. Regions play an important role in the game, as they influence the location of waypoints, who you can trade with, where WATER is available, and where bears can move.

1



HikeIt!

THE BACKPACKING BOARD GAME
GREAT SMOKY MOUNTAINS NATIONAL PARK

2 MI 1 0 2 4 6 MI
2 KM 1 0 2 4 6 KM
MAP SCALE 1:100,000 / CONTOUR INTERVAL 250 FEET

SKILL CARDS



4



5



5

EASTERN REGION

CENTRAL REGION

WESTERN REGION

5

7

7

7

HIKER BOX



TURN ORDER



9



4

PLAYER SETUP

PLAYER PIECES

All players choose a color and acquire their pieces:

- 1 Hiker Meeple
- 1 Packboard
- 3 Waypoint Markers
- 1 Turn Order Marker
- 1 Vehicle Marker
- 1 Health Marker
- 4 Campfire Tokens

1. HEALTH MARKER

Place your HEALTH MARKER on level 5 of the HEALTH METER of your PACKBOARD.

2. CAMPFIRE TOKENS

Place your 4 CAMPFIRE TOKENS in the CAMPFIRE area of your PACKBOARD.

3. HIKER AIDS

Players may make use of a hiker aid, if desired.

4. TURN ORDER MARKERS

Collect each player's TURN ORDER MARKER and draw them randomly from your hand. Place them on the TURN ORDER area of the board in the order they were drawn (the first marker drawn is the first player, and so on). *NOTE: There is an alternate turn order option on page 20.*

5. SCENIC SPOTS, WAYPOINTS & TRAILHEADS

Place all SCENIC TOKENS in the supplied pouch, then randomly distribute four to each player. In reverse turn order, each player chooses one of the 43 unique SCENIC SPOTS in the park to visit during their hike, until all players have chosen three.

Each player's three SCENIC SPOTS must:

- a) be in a different region of the park (Western, Central and Eastern),
- b) have the same symbol as a SCENIC TOKEN received, and
- c) be available (without a WAYPOINT MARKER on it).

Each player places their WAYPOINT MARKERS on top of their selected SCENIC SPOTS, then sit the required SCENIC TOKEN on top of the marker.



Players may also choose their TRAILHEAD  – the place where they will enter *and* leave the park – immediately after placing any of their three WAYPOINT MARKERS by placing their HIKER MEEPLE and VEHICLE at the desired TRAILHEAD. As with SCENIC SPOTS, *players must choose different TRAILHEADS*. Once all players have chosen their three unique WAYPOINTS and TRAILHEAD, place the remaining SCENIC TOKENS on the map (including the one each player didn't use), ensuring that all 43 SCENIC SPOTS on the board have a token on them with the matching symbol.

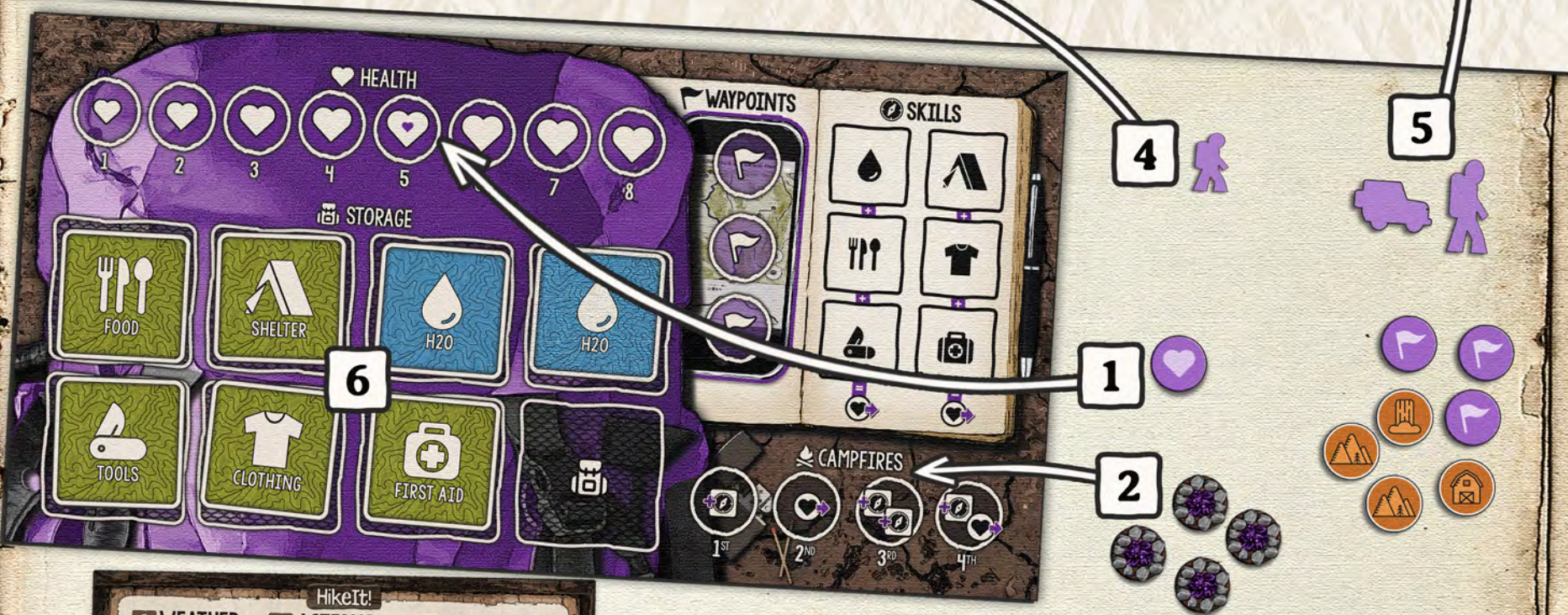
6. GEAR & WATER TILES

Choose any quantity and combination of up to 8 GEAR TILES from the GEAR BAG and WATER TILES from the WATER DISCARD pile, placing them in the STORAGE area of your PACKBOARD. They do not have to be placed in any specific arrangement, but they cannot be stacked. (If this is your first time playing Hike It!, consider starting with two H2O TILES and the five different GEAR TILES.)

If desired, GEAR TILES can be removed from the GEAR BAG and organized by type to help players decide which and how many to choose. Once everyone has decided what they will carry, place all remaining GEAR TILES back in the GEAR BAG and place it on the table near the HIKER BOX.

7. SIDE HIKE CARDS

Shuffle and deal out two 4-point (easy) and two 8-point (hard) SIDE HIKE CARDS to each player. Players will hold on to all four of these cards for most of the game, ultimately trying to complete one easy and one hard objective before the end of their hike (see *SIDE HIKES*, p.21).



HikeIt!

1 WEATHER (MORNING)
Roll the WEATHER DICE.
If any of the dice match today's WEATHER CARD, overcome it to earn a SKILL CARD or lose 1 HEALTH.

2 ACTIONS (AFTERNOON)
Add up your dice and use as you wish.

3 TRAIL CARDS (EVENING)
Draw a TRAIL CARD. Read it aloud and follow its instructions.
If presented with a challenge, overcome it for a SKILL CARD or lose 1 HEALTH.

WAYS TO SPEND ACTIONS

- Reroll a WEATHER DICE
- Hike a space on the trail
- Collect a GEAR or H2O TILE
- Change the turn order

WAYS TO INCREASE ACTIONS

- Increase HEALTH
- Collect your WAYPOINTS
- Carry fewer GEAR and/or H2O TILES

WAYS TO INCREASE HEALTH

- Completing columns of SKILL SET TOKENS
- Placing CAMPFIRE TOKENS at CAMPSITES



For more interaction in a 2-player game, choose Trail-heads on the same side of the park.

YOUR PACKBOARD

1. HEALTH

Players begin the game with a HEALTH level of 5. Your HEALTH is one of the factors used to determine how many ACTIONS you will have for the ACTIONS / AFTERNOON phase of your turn. In addition, each level of HEALTH is worth 2 points at the end of the game, so staying healthy can be key to a successful hike.

Depending on the choices you make during your hike, your HEALTH may increase or decrease. There are 4 opportunities to increase your HEALTH, twice by completing columns of SKILL SET TOKENS and twice by placing CAMPFIREs on the map. There are two ways that your health can decrease, by not meeting the requirements of WEATHER or TRAIL CARDS and by encountering an AGGRESSIVE BEAR.

If your HEALTH should ever drop below 1 due to not meeting the requirements of a WEATHER CARD or TRAIL CARD, lay your HIKER MEEPLE on its side and end your turn immediately. During your next turn you must rest and recover: do not roll the WEATHER DICE, do not spend ACTIONS, and do not draw a TRAIL CARD. Instead, you must spend some of your accumulated victory points to recover some HEALTH:

- 1 health level costs 1 point;
- 2 health levels cost 3 points;
- 3 health levels (maximum) cost 6 points.

These points can come from your SCENIC TOKENS, SKILL SET TOKENS, or completed SIDE HIKE CARDS. SCENIC TOKENS used to recover health are discarded back to the box; SKILL SET TOKENS are returned to the general supply and can be collected again by any player (including the player who returned it). Completed SIDE HIKE CARDS used to recover health are discarded back to the box.

If your HEALTH drops below 1 because of an encounter with an AGGRESSIVE BEAR, your hike ends immediately (see AGGRESSIVE BEARS, p.22). Remove your HIKER MEEPLE, VEHICLE MARKER and any remaining WAYPOINT MARKERS from the board, returning them to the box. You are now an aggressive bear for the rest of the game! Victory points accumulated up to this point are retained, but no more can be gained.

2. STORAGE

This is the area of your PACKBOARD where you keep GEAR and WATER TILES for future use. These tiles do not have to be placed in any specific arrangement, but they cannot be stacked and you may not have more than 8 tiles at any time. Each empty compartment is used, in part, to determine how many ACTIONS you will have during your ACTIONS / AFTERNOON phase: the fewer tiles you carry, the lighter your pack, meaning you can do more and travel farther during your turn (see ACTIONS / AFTERNOON, p.11).



Your Health can never go higher than 8 - even with bonuses.



3. WAYPOINTS

Your principal objective during the game is to collect your 3 WAYPOINT MARKERS from the board. As you collect each one, place it in the WAYPOINTS area of your PACKBOARD (order does not matter). Each collected WAYPOINT MARKER gives you one additional ACTION on every subsequent turn.



THIRD WAYPOINT

Once you collect your third and final WAYPOINT MARKER, you must discard an easy and/or a hard SIDE HIKE CARD if you haven't already completed both of these objectives (see SIDE HIKES, p. 21).

4. SKILLS

This is the area of your PACKBOARD where you keep your SKILL SET TOKENS.

SKILL SETS are created by collecting 3 SKILL CARDS with a matching icon. For example, if you collect 3 SKILL CARDS all having a Tool icon on them, you may trade them in for a Tool SKILL SET TOKEN.

Each of these tokens are worth 5 victory points, and, depending on which ones you collect, can offer other advantages (see SKILL SET TOKENS, p.17 and SKILL MASTERIES, p.18).

5. CAMPFIRES

CAMPFIRE TOKENS can be placed on the map when you end your ACTION / AFTERNOON phase at a CAMPSITE. They not only provide the immediate bonus shown on the PACKBOARD, but may also protect you from the next day's weather and can permit you to change your position in the player turn order.

CAMPFIRES are taken from your PACKBOARD from left to right, in numerical order. Players may not place a second CAMPFIRE at a CAMPSITE that already has one, but **everyone** may continue to use that CAMPSITE for collecting and dumping GEAR (see CAMPFIRES, p.19).

YOUR TURN

1 MORNING PHASE (CHECK WEATHER)

Before you set out for the day you must check the forecast to see if you will encounter inclement weather (see *WEATHER / MORNING*, p.10).

2 AFTERNOON PHASE (PERFORM ACTIONS)

Do some hiking and sightseeing in the beautiful Great Smoky Mountains (see *ACTIONS / AFTERNOON*, p.11).

3 EVENING PHASE (RESOLVE EVENTS)

Find out if anything unexpected – good, bad, or otherwise – happened today (see *TRAIL CARDS / EVENING*, p.12).



OVERCOMING CHALLENGES

During your turn you may encounter challenges on *WEATHER CARDS* and *TRAIL CARDS*. There are four different ways to deal with them:



1. GEAR or H2O TILES

Discard the required GEAR or WATER TILE from your packboard.



2. SKILLS CARDS

Discard 3 SKILL CARDS with the matching icon from your hand.



3. SKILL SET TOKENS

Discard the required SKILL SET TOKEN from your PACKBOARD to the general supply.



4. SKILL MASTERIES

Possess two or more matching SKILL SET TOKENS. (Do not discard.)

When you overcome a challenge, you earn a face-up SKILL CARD (see *SKILL CARDS*, p.17). Otherwise you must reduce your HEALTH level by 1 by moving the HEALTH MARKER on your PACKBOARD one space to the left. If you do not possess the necessary item(s) to overcome the challenge, trade for them with other players in your region (see *TRADING*, p.12).

WEATHER / MORNING

1. FORECAST

The FORECAST consists of three face-up WEATHER CARDS in the TODAY, TOMORROW, and 2 DAYS OUT positions.

Each WEATHER CARD shows a specific type of weather as well as the GEAR or WATER TILE needed to protect yourself from its effects.



2. CHECKING THE WEATHER

At the beginning of your turn, roll the 4 WEATHER DICE. If any of the icons on the dice match today's forecast (the WEATHER CARD in the TODAY position) then the forecast was correct and you will have to overcome the weather using one of the methods listed on the previous page. If you do not possess (or do not wish to discard) the required GEAR or WATER items, you must immediately decrease your HEALTH by 1 level. If you resolve the WEATHER CARD'S requirements, you get to choose a SKILL CARD (see SKILL CARDS, p.17).

3. ADVANCING THE WEATHER FORECAST

At the end of the round (after the last player's turn) the weather advances by one day. The face-up WEATHER CARD in the TOMORROW position moves over to the TODAY position, the face-up card in the 2 DAYS OUT position moves to the TOMORROW position, and the top card on the deck is turned face up to reveal the new forecast for 2 DAYS OUT.

SHIFTY WEATHER

There are also TRAIL CARDS that require you to advance the weather immediately, in addition to advancing it at the end of the round.



4. REFILLING WATER SUPPLIES

Above each of the three regions of the park are WATER SUPPLIES that are replenished with WATER TILES whenever "wet" weather is encountered. The quantity of tiles to place in each supply is equal to the number of HIKER MEEPLES present in that region (see REFILLING WATER SUPPLIES, p.16).



WET WEATHER ICON

This icon in the upper right of "wet" WEATHER CARDS is a reminder to add WATER TILES to the appropriate regions when they're encountered.



ACTIONS / AFTERNOON

ADDING UP ACTIONS

Add up your HEALTH value, your empty STORAGE spaces, and the number of WAYPOINT MARKERS you have collected. This is the total number of ACTIONS available to you for the AFTERNOON phase of your turn.

EXAMPLE:

This example PACKBOARD has the HEALTH MARKER at level 6, three empty STORAGE spaces, and two WAYPOINT MARKERS.

This player would have 11 (6 + 3 + 2) ACTIONS available for their turn.



AVAILABLE ACTIONS

Below is a list of ACTIONS that players can take during the game. Some of them have a cost, while others are free. Note that while almost all ACTIONS can only be performed during the AFTERNOON phase of your turn, there are a few exceptions.

SPEND ONE ACTION TO...	WHERE	WHEN
Reroll a WEATHER DIE	At a CAMPSITE with your CAMPFIRE TOKEN	MORNING phase
Hike a space on the trail	Anywhere on the trail	AFTERNOON phase
Collect a WATER TILE	At any WATER SPOT	
Collect/draw a GEAR TILE	At any CAMPSITE	
Change the turn order	At a CAMPSITE with your CAMPFIRE TOKEN	

FREE ACTIONS INCLUDE...	WHERE	WHEN
Dumping WATER TILES	At any WATER SPOT	AFTERNOON phase
Placing a CAMPFIRE TOKEN	At any CAMPSITE	
Dumping GEAR TILES	At a SCENIC SPOT	
Collecting SCENIC TOKENS	In the same region	
Claiming WAYPOINT MARKERS		
Shooing a BEAR with SKILL CARDS		
Exchanging SKILL CARDS for SKILL SET TOKENS	Any time during the game	
Trading items with other players		

HIKING ALONG THE TRAIL

Every space hiked along the trail uses 1 ACTION. You may move to any available adjacent space, including reversing course. You may share spaces with other players and AGGRESSIVE BEARS (see p.22), but not with PASSIVE BEARS (see p.12).

Whenever you collect SCENIC TOKENS, WAYPOINT MARKERS, GEAR TILES, and/or WATER TILES, you may continue moving as long as you have ACTIONS to do so. You do not have to use all your available ACTIONS. In fact, there are situations when it can be beneficial to stop moving prior to using all of them (see CAMPFIRE, p.19).

TRAIL CARDS / EVENING

The third and final phase of your turn determines if anything significant happened during your time on the trail that day. TRAIL CARDS present challenges to overcome, offer bonuses, or initiate events.

Draw a TRAIL CARD, read it out loud, and follow its instructions. The challenge, bonus or event presented must be resolved immediately. If you successfully overcome a TRAIL CARD challenge, take a new SKILL CARD; if you cannot or choose not to overcome the challenge, decrease your HEALTH by 1.



TRADING

Trading is an important way to acquire items that you desperately need to overcome challenges or to complete objectives. Shrewd negotiation is encouraged! **Players in the same region of the park** may trade items with one another at any time during the game. Trades cannot be made by players in different regions, or with anyone who is not hiking (players at TRAILHEADS or players who have had their HIKER MEEPLE removed from the board by an AGGRESSIVE BEAR).

CAN BE TRADED

- ✓ GEAR TILES
- ✓ H2O TILES
- ✓ SKILL CARDS
- ✓ SKILL SET TOKENS
- ✓ SCENIC TOKENS

CANNOT BE TRADED

- ✗ SIDE HIKE CARDS
- ✗ WAYPOINT MARKERS
- ✗ CAMPFIRE TOKENS



EXAMPLE:

It is Blue's turn. They need SHELTER to overcome a WEATHER challenge. Both Red and Yellow are in their region. Red offers to trade a Shelter TILE for a WATER TILE and two SCENIC TOKENS. Yellow offers a Shelter SKILL SET TOKEN in exchange for a Food SKILL SET TOKEN. Blue accepts Yellow's offer as it will give them the required SKILL MASTERY.

PASSIVE BEARS

The park is divided into 3 regions: Western, Central & Eastern. Each has its own BEAR MEEPLE that – for most of the game – must remain in that region. During this time the bears are considered passive and will not harm you, but they must be avoided and can be inconvenient when they are blocking the ideal route to your next destination.

- You may not share a space with – or move through – a *passive* BEAR MEEPLE.
- *Passive* bears can be moved by drawing a “SHOO BEAR!” TRAIL CARD, or by discarding 2 SKILL CARDS with a on them (see SKILL CARDS, p.17).
- When *passive* BEARS are moved they must remain in their own region and can only be moved to an unoccupied BEAR SPACE or BEAR DEN (one not occupied by a HIKER MEEPLE).
- After the first hiker gets back to their TRAILHEAD with all 3 of their WAYPOINT MARKERS, the *passive* BEARS turn aggressive and the rules change! (see AGGRESSIVE BEARS, p.22)

BEAR
DENS

BEAR
SPACES

SCENIC SPOTS & WAYPOINTS



1. SCENIC SPOTS

SCENIC SPOTS are the orange spaces on the board that represent actual locations in Great Smoky Mountains National Park.

There are 5 types of SCENIC SPOTS on the map.



Mountain
(15)



Waterfall
(12)



Historical
(9)



Tower
(4)



Bridge/Tunnel
(3)

2. SCENIC TOKENS

SCENIC TOKENS are the orange discs on top of every SCENIC SPOT at the start of the game.

Players may collect any SCENIC TOKEN on the board by hiking to its SCENIC SPOT, including those with another player's WAYPOINT MARKER underneath it.

Each of these tokens in your possession at the end of the game is worth 1 point.

Collecting a SCENIC TOKEN does not cost an ACTION.

3. WAYPOINTS MARKERS

WAYPOINT MARKERS identify the 3 specific SCENIC SPOTS that you must visit during your hike. You may only collect your own WAYPOINT MARKERS, and doing this does not cost an ACTION.

When you collect a WAYPOINT MARKER, place it in the WAYPOINTS area of your PACKBOARD to gain an additional ACTION starting on your next turn.

WAYPOINT MARKERS are not worth points at the end of the game, but all 3 must be collected prior to returning to your TRAILHEAD.

CAMPSITES, GEAR & HIKER BOX

1. GEAR TILES

There are 5 types of GEAR TILES that can be placed in the STORAGE area of your PACKBOARD.

GEAR TILES can only be collected or dumped at CAMPSITE spaces. One ACTION is required for each GEAR TILE collected from the HIKER BOX, but dumping GEAR TILES from your PACKBOARD into the HIKER BOX costs no actions.

2. CAMPSITES

CAMPSITES are spaces on the map with a campsite icon that allow you to collect and dump GEAR TILES.

You may NOT collect or dump WATER TILES at a CAMPSITE.

CAMPSITES may also offer protection from WEATHER if you have built a CAMPFIRE there (see *CAMPFIRES*, p.19).

3. COLLECTING GEAR TILES

GEAR TILES can be taken from the HIKER BOX found at the bottom right of the board. You may also draw GEAR TILES blindly from the GEAR BAG (one ACTION per tile drawn).

You may choose any of the 6 visible GEAR TILES in the HIKER BOX, but you may also “dig through” stacks of tiles to find the exact one you need. Spend an additional ACTION for each GEAR TILE taken from the HIKER BOX to get to the tile desired. Any unwanted GEAR TILES taken in this manner (or drawn from the GEAR BAG) can be immediately dumped back into the HIKER BOX rather than adding them to your PACKBOARD.

If any of the six spaces in the HIKER BOX are empty at the end of your turn, draw one GEAR TILE from the GEAR BAG for each, so that there are six visible GEAR TILES at the start of the next player's turn.

4. DISCARDING GEAR TILES

Discarded or dumped GEAR TILES are placed onto one of the six stacks of tiles in the HIKER BOX. If there are fewer than six stacks, start a new stack by placing the GEAR TILE on an empty space in the HIKER BOX. In addition, GEAR TILES cannot be “double stacked”: a Tool tile cannot be placed directly on top of another Tool tile, for example.

RECYCLING THE HIKER BOX

If 4 or 5 of the visible GEAR TILES in the HIKER BOX are ever identical, the current player may opt to recycle the entire HIKER BOX by returning all its tiles back to the GEAR BAG, shaking it up, and drawing 6 new ones.

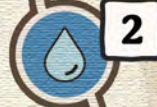
If all 6 of the visible GEAR TILES are ever identical, the HIKER BOX must be recycled immediately.



WATER TILES, SPOTS & SUPPLIES

1. WATER TILES

WATER TILES represent the water you drink during your hike, and can only be collected or dumped when you are at a WATER SPOT on the trail. One ACTION is required for each WATER TILE added from a WATER SUPPLY to the STORAGE area of your PACKBOARD, but dumping tiles to the WATER DISCARD pile costs no actions.



2. WATER SPOTS

WATER SPOTS are spaces on the map with a blue water droplet icon that allow you to collect and dump WATER TILES.

You may NOT collect or dump GEAR TILES at a WATER SPOT.

3. COLLECTING WATER TILES

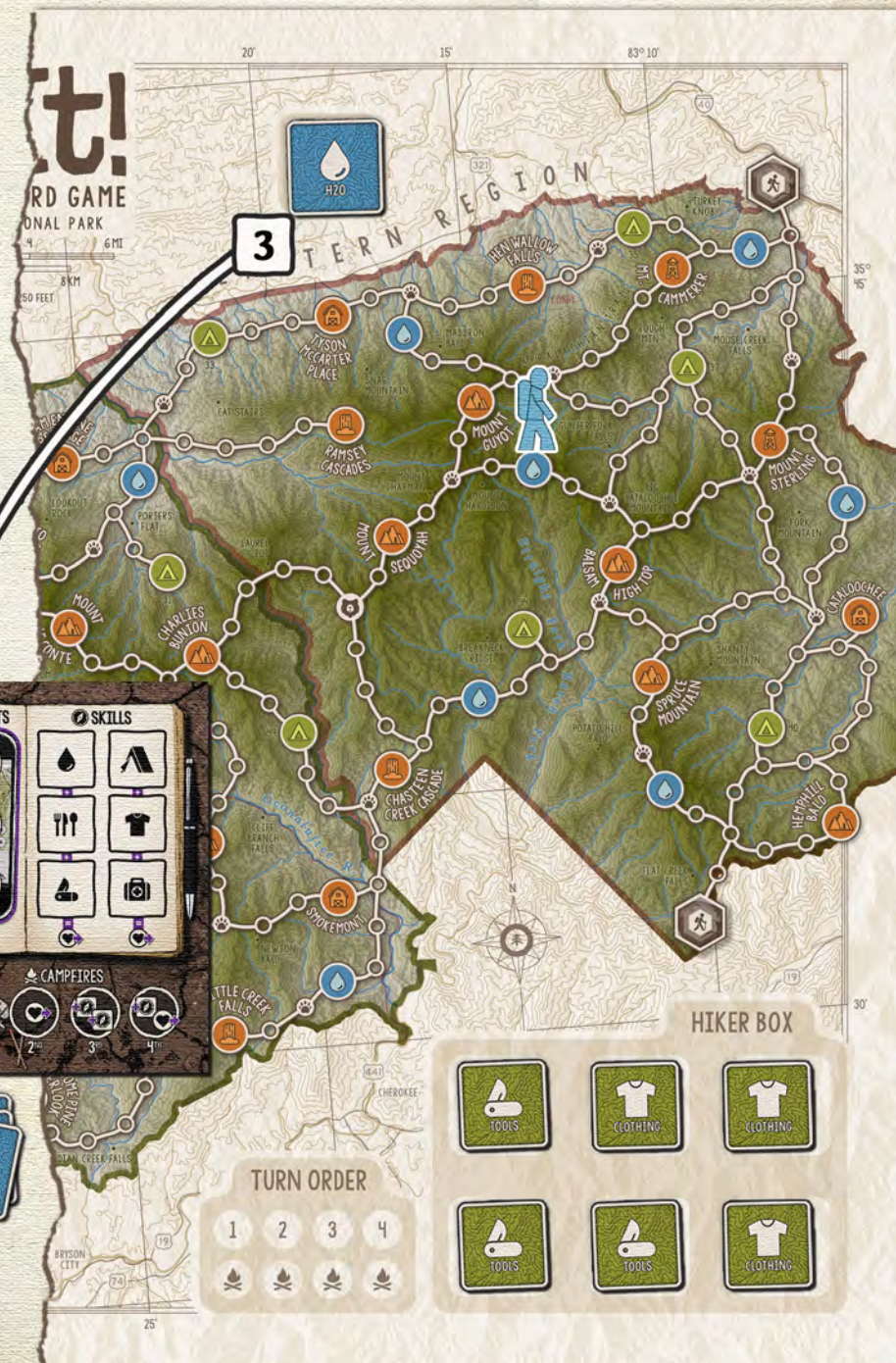
Each of the three regions in the park – Western, Central and Eastern – has a WATER SUPPLY that is replenished by wet weather. Regional water levels will fluctuate throughout the game, sometimes dramatically.

When collecting WATER TILES at a WATER SPOT along the trail, the tile is taken from the WATER SUPPLY located above the region that the WATER SPOT is in. If a region's WATER SUPPLY is empty, no WATER TILES can be collected in that region until wet weather refills it (see following page).

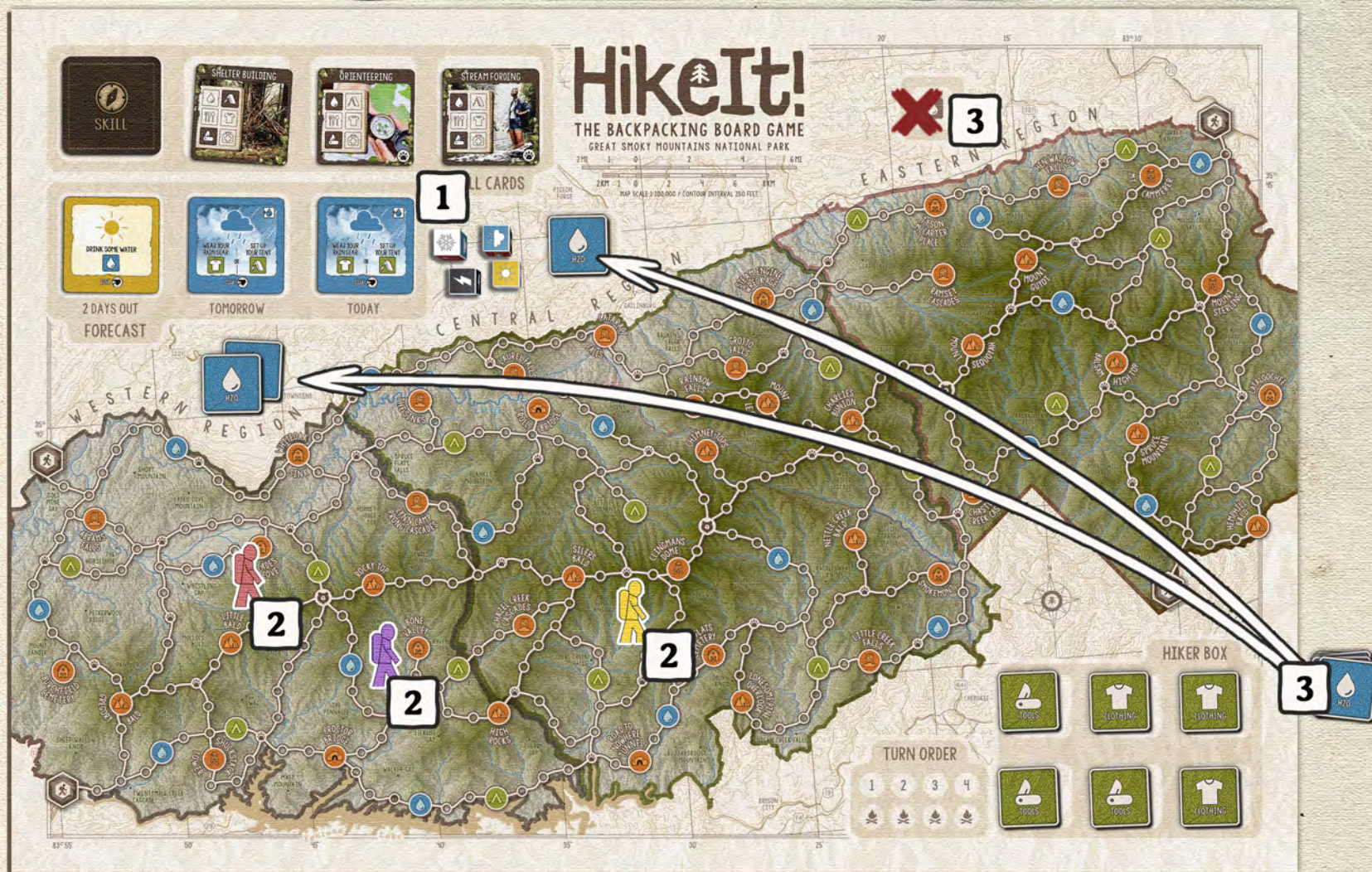


4. DISCARDING WATER TILES

Discarded or dumped WATER TILES are placed onto the WATER DISCARD pile. Never add discarded or dumped WATER TILES to the regional WATER SUPPLIES.



REFILLING WATER SUPPLIES



Regional WATER SUPPLIES are replenished with WATER TILES whenever the current player hits wet weather. Any time today's forecast is calling for Rain, Storms or Snow and it is correct, place 1 WATER TILE on each regional WATER SUPPLY for each hiker in that region.

Regional WATER SUPPLIES are filled from the WATER DISCARD pile. If there are not enough WATER TILES in the WATER DISCARD pile to refill the supplies as required, the current player chooses which region(s) will receive the available tiles.

If there are no WATER TILES in the WATER DISCARD area, it is not restocked until a player discards or dumps one or more of their WATER TILES.

EXAMPLE:

1. The current player hits the Rain forecast on TODAY'S WEATHER CARD by rolling at least 1 WEATHER DIE with a RAIN icon.
2. There are two hikers in the Western Region, one hiker in the Central Region, and no hikers in the Eastern Region.
3. 3 WATER TILES are taken from the WATER DISCARD pile. Two are added to the Western WATER SUPPLY, one is added to the Central WATER SUPPLY, and none are added to the Eastern WATER SUPPLY.

SKILL CARDS

ACQUIRING SKILL CARDS

Any time you overcome a WEATHER CARD or TRAIL CARD challenge, take one of the 3 face-up SKILL CARDS available on the board. Afterwards flip over the top card from the SKILL CARD deck and place it in the empty position. Most CAMPFIRE bonuses also provide SKILL CARDS. When it provides two, choose 2 of the 3 face-up cards and then flip over two from the deck.

It is possible to collect up to 4 SKILL CARDS in one turn (without trading) and you can hold up to 6 SKILL CARDS at one time. If you ever have more than this at the end of your turn, you must immediately discard down to six or find another way to reduce how many you hold: exchange three for a SKILL SET TOKEN, discard two to move a BEAR, or trade them for different items with other players in your region.

USING SKILL CARDS

In lieu of GEAR or WATER TILES, 3 SKILL CARDS with the same symbol can be used to counter a WEATHER CARD or SKILL CARD challenge requiring that symbol. Those three cards must then be discarded from your hand in order to earn a new SKILL CARD for overcoming the challenge.

SKILL CARDS are not worth any points at the end of the game, but they can be traded in during the game for valuable SKILL SET TOKENS.



"SHOO" A BEAR!

Several SKILL CARDS have a BEAR PAW icon in the lower right corner. Discarding two of these cards from your hand during the ACTIONS / AFTERNOON phase of your turn allows you to move a BEAR in your region to another BEAR SPACE or the BEAR DEN in the same region (similar to a "Shoo Bear!" TRAIL CARD).

SKILL SET TOKENS

BUILDING SKILL SETS

To collect a SKILL SET TOKEN, discard 3 SKILL CARDS with identical icons from your hand in exchange for the matching token. Add the SKILL SET TOKEN to your PACKBOARD in the indicated space.

There is a limit on the availability of each type of SKILL SET TOKEN (player count + 1), but there is no limit on how many of these a player can collect.

SKILL SET TOKENS are worth 5 points each at the end of the game.

If you obtain 2 SKILL SET TOKENS of the same type, you acquire SKILL MASTERY in that specific skill.

USING SKILL SETS

In lieu of GEAR or WATER TILES, a SKILL SET TOKEN can also be used to counter a WEATHER CARD or TRAIL CARD challenge requiring that symbol. The token must be removed from your PACKBOARD and returned to the general supply in order to earn a new SKILL CARD for overcoming the challenge.

SKILL COLUMN BONUSES

Completing a column of 3 SKILL SET TOKENS on your PACKBOARD increases your HEALTH by 1. You may do this twice, once for each column. Do not reduce your HEALTH if you discard a SKILL SET TOKEN from a completed column. Do not increase your HEALTH again if you complete the same column more than once.



SKILL MASTERIES

Whenever you have 2 or more identical SKILL SET TOKENS on your PACKBOARD, you have successfully mastered that skill.

Possessing a SKILL MASTERY allows you to automatically overcome any WEATHER or TRAIL CARD challenge that would normally require you to discard that GEAR or WATER TILE, from the STORAGE area of your PACKBOARD, and without having to discard any SKILL SET TOKENS.

Using a SKILL MASTERY in place of a GEAR or WATER tile in order to overcome a challenge earns you a new SKILL CARD.

SKILL MASTERIES are not worth any additional points at the end of the game (but their SKILL SET TOKENS are still worth 5 points each).

You may collect as many SKILL MASTERIES as you can.

EXTREME CHALLENGES

Extreme WEATHER CARDS require two items to overcome their challenges, and any valid combination of TILES, SKILL CARDS, SKILL TOKENS and/or SKILL MASTERIES can be used.

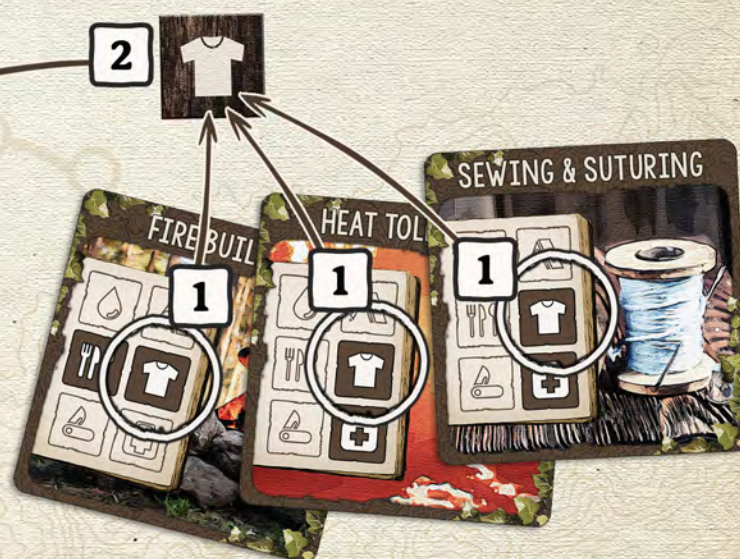
When both items are the same type, having SKILL MASTERY in that item overcomes the challenge.



EXAMPLE:

1. You have 3 SKILL CARDS in your hand with the Clothing symbol.
2. Turn in these SKILL CARDS for a Clothing SKILL SET TOKEN and add it to your PACKBOARD.

Since this is your second Clothing SKILL SET TOKEN, you now have a SKILL MASTERY: You do not have to carry Clothing GEAR TILES to overcome challenges that require Clothing.



CAMPFIRES

PLACING CAMPFIRES

If you end your ACTIONS / AFTERNOON movement at an available CAMPSITE, you may place one of your CAMPFIRE TOKENS next to it. Placing a CAMPFIRE TOKEN on the map does not cost an ACTION.

CAMPFIRE TOKENS are taken off your PACKBOARD from left to right and provide immediate one-time bonuses:



1. Choose a
SKILL CARD

2. Increase
HEALTH by 1

3. Choose two
SKILL CARDS

4. Choose a SKILL CARD
and increase HEALTH by 1

By building a CAMPFIRE you have decided to end your hike for the day. As such, you cannot use any remaining ACTIONS to move more spaces along the trail. However, you may use them to collect GEAR TILES at that CAMPSITE and/or move up in the PLAYER TURN ORDER.

You may not place a CAMPFIRE TOKEN at a CAMPSITE that already has one next to it, but you may continue to use that CAMPSITE to collect and dump GEAR TILES as usual.

PROTECTION FROM THE WEATHER

CAMPFIRES can also be used to try to protect yourself from the weather. If you begin your turn at a CAMPSITE with one of **your** CAMPFIRE TOKENS next to it, during the MORNING phase of your turn you may spend ACTIONS to reroll any WEATHER DICE that matched today's WEATHER CARD. Once no dice match the card, you have successfully "waited out" the inclement weather.

First, count up your ACTIONS to know how many you have for this turn. Then spend 1 ACTION for each WEATHER DIE rerolled. You may reroll as many times as required, but if you run out of ACTIONS (or give up) before rolling favorable dice, you must overcome the weather as usual or lose HEALTH. Once finished, advance to the AFTERNOON phase of your turn to spend your remaining ACTIONS.

Spend 1 ACTION for each WEATHER DIE rerolled. You may reroll as many times as required, but if you run out of ACTIONS (or give up) before rolling favorable dice, you must overcome the weather as usual or lose HEALTH.

You do not earn a SKILL CARD for avoiding the weather.

CHANGING TURN ORDER

Placing a CAMPFIRE at a CAMPSITE also gives you the opportunity to change the PLAYER TURN ORDER. You may only do this on the same turn that you placed the CAMPFIRE TOKEN and have the ACTIONS required to do so.

Spend 1 ACTION to move your TURN ORDER MARKER to the to the bottom row of the TURN ORDER track, on top of the leftmost unoccupied campfire icon. If there are any TURN ORDER MARKERS already on this half of the track, you may, you may spend another ACTION to switch places with the marker directly to the left of yours. This can be repeated as desired until your marker occupies the leftmost campfire icon.

After the last player of the round has completed their turn, update the PLAYER TURN ORDER before moving on to the next day. Any players who placed a CAMPFIRE TOKEN at a CAMPSITE move ahead of players who did not, maintaining the order of the markers in each row.



ALTERNATE TURN ORDER RULE

Rather than using the TURN ORDER TRACK or TURN ORDER MARKERS, choose the first player at the start of the game and give them the FIRST PLAYER MARKER. Turn order will move clockwise around the table. At the end of each round, the FIRST PLAYER MARKER moves left (clockwise) to the next player.

This is a good alternative when playing Hike It! for the first time, or until all players are familiar with the game.

SIDE HIKES

YOUR PERSONAL OBJECTIVES

All players start the game with 4 SIDE HIKE CARDS that they can try to complete for additional points at the end of the game. These objectives are personal (unique) and should remain hidden from the other players.

Two of the SIDE HIKES are fairly easy to accomplish (worth 4 points) and two are a bit harder (worth 8 points). You may only complete – and collect points for – one of each, for a maximum total of 12 points. There is no penalty for not completing these optional objectives before the end of the game.

Upon completing a SIDE HIKE, reveal the card and its objective to the other players. Keep this card next to your PACKBOARD and discard the other card of equal value. If you happen to complete both SIDE HIKE CARDS of the same value at the same time, keep one and discard the other. It is not necessary to reveal discarded SIDE HIKE CARDS.



DISCARDING INCOMPLETE SIDE HIKES

If you haven't completed both SIDE HIKE objectives by the time you collect your third and final WAYPOINT MARKER, you must choose one 4-point card and one 8-point card to keep, and discard the other(s).

TRAILHEAD BONUSES

Players who successfully complete their hike by making it back to their TRAILHEAD can claim TRAILHEAD BONUSES. There are fewer bonuses available than players, and faster players claim larger bonuses.

Each player count has different bonuses available:

2 PLAYERS

1st = 5 points

3 PLAYERS

1st = 7 points

2nd = 5 points

4 PLAYERS

1st = 10 points

2nd = 7 points

3rd = 5 points



Abrams Falls

COMPLETING YOUR HIKE

Once a player successfully returns to their starting TRAILHEAD with all 3 WAYPOINT MARKERS, their hike is over...but their life as a bear has just begun! Reminder: Do not draw a TRAIL CARD on the turn that you returned to your TRAILHEAD.

AGGRESSIVE BEARS

WHEN BEARS ATTACK!

As soon as *any* player successfully completes their hike, all three bears become AGGRESSIVE. From this point on in the game, bears are controlled by any players who have successfully completed their hike – as well as any players who have their HEALTH reduced to zero by a bear! – by rolling the BEAR DIE during their subsequent turns.

As an AGGRESSIVE BEAR, your objective is to put an end to the remaining players' hikes as quickly as possible, either by forcing them back to their TRAILHEADS or by reducing their HEALTH to zero. *If a player's HEALTH is reduced to zero by a bear, they cannot spend their next turn recovering HEALTH.* Immediately return their HIKER MEEPLE and VEHICLE to the box.

Players completing their hike when bears become aggressive must still collect all three of their WAYPOINTS before returning to their

AGGRESSIVE BEAR RULES

- Bears can no longer be “shooed” by TRAIL CARDS or SKILL CARDS.
- Bears can now share spaces with other bears and hikers.
- Bears can now cross regions and there can be more than one bear in the same region.
- The same bear cannot be moved by two players in a row on back-to-back turns.
- If a bear crosses paths with a player by moving past their HIKER MEEPLE or landing on the same space, that player takes 1 HEALTH damage. A bear can injure more than one player during the same movement, but cannot inflict more than 1 damage to any player.
- A player may also move their HIKER MEEPLE through an AGGRESSIVE BEAR, but will take 1 HEALTH damage each time they do so.

THE AGGRESSIVE BEAR DIE

AGGRESSIVE BEARS can either move a specific number of spaces along the trail, to an adjacent BEAR PAW or BEAR DEN space, or to a nearby BEAR DEN:

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Move the BEAR the number of spaces shown on the die. The BEAR must move all its spaces, and cannot change direction (backtrack) unless it has to travel down and reach the end of a dead-end trail in order to pursue a player on that part of the trail.



Without lifting the BEAR MEEPLE off the map or backtracking, move it along the trail to any adjacent BEAR PAW or BEAR DEN space.



Move the bear to the BEAR DEN in the adjacent or current region. The bear is “transported” to the BEAR DEN and does not injure any players en route (unless a hiker happens to be at the destination BEAR DEN). If transporting the BEAR to a BEAR DEN is not desirable, it may instead be moved along the trail to any adjacent BEAR PAW or BEAR DEN space.



END OF GAME

The game ends when there are no more HIKER MEEPLES in the park – all players have either returned to their TRAILHEAD or have been taken out by an AGGRESSIVE BEAR. Now it's time to find out who had the best hiking experience!

SCORING

Skill Set Tokens	5	Each SKILL SET TOKEN in your possession is with 5 points each.
Health Level	2	Your HEALTH at the end of the game is multiplied by 2.
Scenic Tokens	1	Each SCENIC TOKEN in your possession is with 1 point each.
Side Hikes	4 and/or 8	SIDE HIKES can be worth up to 12 points if you complete them both.
Trailhead Bonus	5, 7 or 10	Getting back to your trailhead faster than other players earns you bonus points.

EXAMPLE

ITEM	VALUE	QTY	TOTAL
<i>Skill Set Tokens</i>	5	5	25
<i>Health Level</i>	2	4	8
<i>Scenic Tokens</i>	1	12	12
<i>Side Hikes</i>	4 and/or 8	-	4
<i>Trailhead Bonus</i>	5, 7 or 10	-	7

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TIE BREAKING

- In case of a tie, the hiker with the most SCENIC TOKENS wins.
- If still tied, the hiker with the most SKILL TOKENS wins.
- If still tied, the hiker with the highest HEALTH level wins.
- If still tied, then the hikers deservedly share the victory.

HikeIt!

THE BACKPACKING BOARD GAME

GAME DESIGNERS

TJ Swing & Ron Halliday

DEVELOPER

TJ Swing

BOARD DESIGN

Ron Halliday

UX / UI DESIGNER

TJ Swing

MARKETING

TJ Swing & Dina Ramse

ADVISORS

Jeff Stevenson, Dina Ramse
& Jorge Osorio

SPECIAL THANKS TO...

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