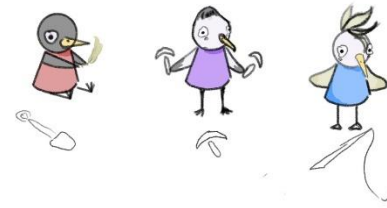


A SHORT HIKE – 3 PLAYERS

Overview

Objective: On a trip to an island off the coast, you find yourself at Hawk Peak Provincial Park – You and your friends decide that you all want to climb the mountain together to construct a small satellite dish at the top – it’s about time this place got internet.



Setup

1. See all 3 player pieces, have each player choose one. Keep it on your person – this is the character you will play as. Each character has a special ability which is listed on the game piece.

2. Place all *villager tokens* FACE DOWN on the board’s spaces, at least somewhat even between levels.



3. Place all *item tokens* FACE DOWN on the board’s unpopulated spaces. Ensure every space surrounded by water has a token.

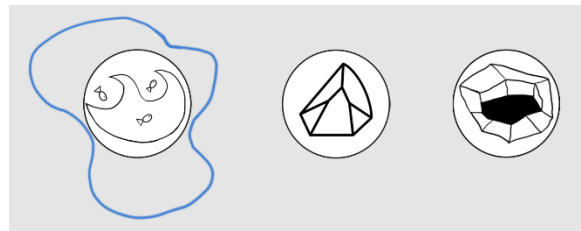


4. The *reward tokens* should go in a pile that is accessible throughout the game. Take two



feather tokens and put it in the feather count box where every player can see. This area will denote the team’s collective number of feathers. This is the only item that is shared between players.

5. Place *pond tokens* on spaces surrounded by water, and *rock tokens & hole tokens* over top of item tokens elsewhere on the board.



6. Find all 3 of the *houses* on the bottom layer and place a player on each to start. Decide who goes first, then the ordering is clockwise

To Win

-The game ends when all 3 players are present at the summit with the item specified on their *character card*. Congratulations! You’ve brought reception to the island and can call mom.

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Playing the Game

On a player's turn, they may:

- >Move, at most, the number of spaces that the team has feathers.
- >The mountain is divided into layers. To climb a layer, players must have enough feathers, as noted by the *sign*. ----->

Climb to
Forest



Climb to
Cliffs



Climb to
Snow



Climb to
Summit



- >Passing over a space with a face-down token, the player is allowed to look at what is on the other side of the token. **After leaving the space, place the token face-down again.**
- >If a player wants to pick up or otherwise interact with that token, they must stop moving on that space.
- >In stopping on a space with a token, the player may flip the token and act based on what is present:

Items can be picked up and collected. Players place items near themselves to indicate ownership and inventory. **Players may exchange items with one another if players are on adjacent tiles.**

Villagers offer a quest – draw a quest card and place the included token in the spot where the villager is. When the quest is complete, put another feather token in the *feather count box*, unless otherwise specified by the quest card. Place the villager token back into the quest card sleeve and discard the quest & item. Dedicate a discard pile if one hasn't been made.