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PARKS NIGHTFALL

In *Nightfall*, the first expansion to **PARKS**, you'll find new Park cards with exciting actions, new Year cards with more scoring opportunities, and fun ways to explore the Trail with Campsites. You're bound to see more Wildlife, so we've included some new tokens. Lastly, the new Park cards fill out the rest of your set with the remaining National Parks as of May 2020—these were not featured in the base game. **VERSION 1.0**

KEYMASTER GAMES™

Fifty-Nine Parks™


GAME COMPONENTS

-  1 Campsite board
-  24 Park cards (TAROT · 70 X 120 MM)
-  26 Year cards (SMALL · 50 X 75 MM)
-  4 Wildlife tokens (WOOD)
-  4 Tent tokens (WOOD)
-  6 Campsite tiles (46 X 75 MM)

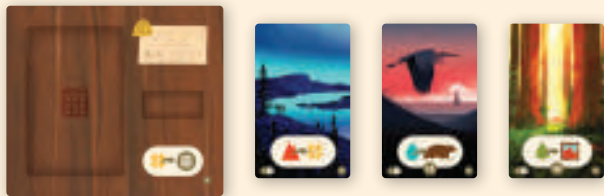
SETUP

Set up Parks in the same way as in the base game, but with the following exceptions:

NIGHTFALL PARKS • Shuffle the Nightfall Parks cards with the Parks deck from the base game. Place the Parks deck onto the board and reveal three as usual.

 **WILDLIFE** • Also, give each player a Wildlife token to start.


//// TRAIL AREA ///








SET UP CAMP • After the Trail is set up, place the Campsite board below the Trailhead. Flip it to the side if playing with 4 to 5 players.

Collect the Campsite tiles. If playing with 5 players, place the tile with **5+** on the bottom right by the Campsite board. If not, return it to the box.



Shuffle the remaining Campsite tiles. Add three to the Campsite area. Make sure all Campsites are flipped to their Season **1** side on the bottom left. Return all unused tiles to the box.

PITCH THE TENTS • Once the Weather is set up, place the  Tents onto the Trail, above the Weather tokens, in spaces indicated with stars.:



In a **1-3 PLAYER** game, 3  are used. Return the remaining  to the box. Place a  on the Site directly before the Trail End. Moving towards the Trailhead, place a  on every other Site, so there's a Trail Site between each Site with a .

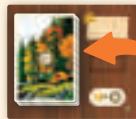


In a **4-5 PLAYER** game, place the additional  between the two  closest to the Trailhead.



DOTS REPRESENT THE NUMBER OF TIMES THE CARD APPEARS IN THE YEAR DECK

YEAR CARDS • Return the Year deck from the base game to the box—its cards are not used with Nightfall. Shuffle the Nightfall Year deck and deal two cards to each player. Place the deck onto the Campsite board. Each player chooses a Year card, and discards the other face down to the bottom of the deck.



Year cards from Nightfall are always discarded face down to the bottom of the deck.

TRAIL TIP • For an action-packed variant, combine the 24 Nightfall Park cards with 24 random—or selected—Park cards from the base game. Now, half of the Parks cards will feature an **INSTANT ACTION**

YEAR CARD DETAILS

The Nightfall Year deck gives players new personal goals to work toward and new variants of the goals from the base game. Players may also acquire more Year cards during the game through actions on Park cards and Campsites.

Each goal is now incremental—so the better you accomplish it, the more points you will score. Nightfall Year cards can reward 1 or even 2 Points *per* goal—netting some high-scoring Years at the end of the game.

Similar to the base game, any Year cards gained during the game remain face down until scoring at the end.

SCORING • Each Year card in play will score, and there is no limit to the number of Year cards a player may have. However, if a player has multiple copies of the same card, it only scores *once*. If you draw a duplicate, you should try to exchange it using a Campsite action.



EXAMPLE • The Traveler card scores a point for every set of each resource across all your Parks. If a player ended the game with 4 Sun, 6 Water, 10 Mountains, and 7 Forests across their Visited Parks, that player scores 4 points. Even if you ended the game with 2 Traveler cards, only one of them scores.

NOTE • Only icons to the left of the ⚡ count toward Year goals. Any icons in the Instant Action area on Nightfall Parks do not count towards goals.



DOES NOT COUNT TOWARD YEAR GOALS

YEAR CARD REFERENCE FROM A-Z

CANOER •	1 POINT for every 3 Water across your visited Parks
CLIMBER •	1 POINT for every 2 Mountains across your visited Parks
COLLECTOR ••	2 POINTS for every set of 2, 3, and 4 Point Parks you visited
CONSERVER •	1 POINT for every 2 Forests across your visited Parks
FORESTER ••	2 POINTS for every 3 Parks you have visited with a Forest
GATHERER ••	2 POINTS for every 3 tokens in your supply at the end of the game
KAYAKER ••	2 POINTS for every 3 visited Parks with a Water
MOUNTAINEER ••	2 POINTS for every 3 visited Parks with a Mountain
PHOTOGRAPHER ••	1 POINT for every 4 Photos you have taken
PLANNER ••	1 POINT for every 2 Sun across your Gear card cost
PRESERVER ••	1 POINT for each Wildlife in your supply at the end of the game
STARGAZER •	1 POINT for every 3 Sun across your visited Parks
TRAVELER ••	1 POINT for each set of a Forest, Mountain, Sun, and Water across your Visited Parks
TREKKER ••	2 POINTS for every 3 visited Parks with a Sun
VOYAGER ••	1 POINT for each of your visited Parks with an Instant Action

PARK CARD DETAILS

Nightfall Park cards now have Instant Actions. These are designated by the ⚡ icon to the right of the typical tokens required to visit. These work in a similar way to Gear cards with a ⚡, but activate *when visited*.

Players must first pay the tokens on the left side of the Park to visit it, then they *may* perform the ⚡. If the action is not taken, they will miss out on its opportunity.

EXAMPLE • On Jen's turn, she moves her Hiker to the Trail End and chooses the "Visit a Park" action. She visits



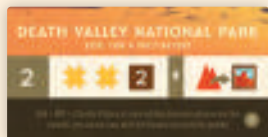
Grand Teton from her Reserved area by turning in a Forest, Mountain, and Sun. Then, she takes its ⚡ action and Reserves a Park from the board. Grand Teton then moves into her Visited Parks area.

If a Park is Reserved or Visited from the board on a player's turn, immediately replace it with another Park from the deck.

3

Some new Parks also feature the brown token symbol. Any combination of tokens may be used toward it as long as the correct number is turned in.

For example, a player must turn in two Sun and *any* two tokens to visit Death Valley.



GEAR WITH NEW PARKS • Gear that provides a discount when visiting Parks only applies toward the *specific tokens* needed to visit it. It does not apply to the brown token symbol. In the Death Valley example, if you have a Gear card that gives you a 1 Sun and 1 Water discount toward Parks, you would turn in 1 Sun, but you would still need to turn in any two tokens, as the Water discount does not apply to the brown symbol.

⚡ *Remember, you must visit the Park first, then you may take its Instant Action.*

CAMPSITE DETAILS

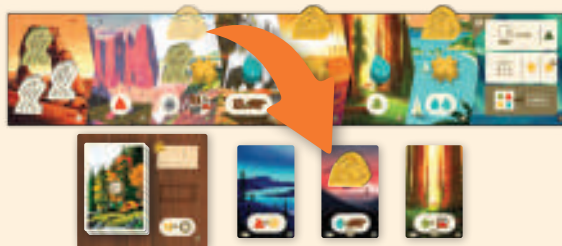
Campsites provide new experiences on the Trail, but like any camping trip, you must plan ahead to maximize their potential. At the beginning of each Season, some Trail Sites will have a ⛺ on them indicating that a Campsite is available at that location.

USING A CAMP TOKEN • When a player places their Hiker on a Trail Site with a Tent, they have two options:

1 • They may visit the Trail Site as usual, taking its action and Weather token if applicable.

OR

2 • They may take the Tent on the Site and place it on an *available* Campsite to take its action.



The Green player sends a Hiker down Trail to a Trail Site with a ⛺. Instead of taking the Trail Site's action and Weather token, they decide to camp by placing the ⛺ on a Campsite to take its action. Once a Campsite has a ⛺, you cannot place another ⛺ there to take its action.

Note: Players do not gain the Weather token when using a Campsite. Camping in Tents provides nice protection from the elements—well, most of the time...

CAMPSITE ACTIONS • Campsites feature exciting actions that often change at the end of a Season:







OUT EVERY SEASON



CAMPSITE BOARD • Turn in 3 Sun to draw 2 Year cards from the deck, then discard one from your hand to the bottom of the deck. The returned card does not need to be one you drew during this action.

For 1–3 players, one slot for a ⛺ is available here. In 4+ games, the back of the board has two slots.

CAMPSITE ACTIONS CONTINUED



  1-3 Turn in a Mountain to gain 5 Sun.



  2-4 Turn in a Forest to gain 5 Water.

  1-3 Turn in a Forest to take a Photo.

  2-4 Turn in a Mountain to take a Photo.

CAN BE PERFORMED UP TO 2 TIMES ON A TURN

  1-3 Turn in a Water to gain a Wildlife.

  2-4 Turn in a Sun to gain a Wildlife.

CAN BE PERFORMED UP TO 3 TIMES ON A TURN

  1-2 Gain a Canteen and a Water.

Move all Water from your filled Canteens to your supply. *Note: This does not count as gained, so they cannot be used to refill Canteens.* Gain a Water.

  3-4

Discard one of your Gear or Year cards to the bottom of its deck. Then, you may take either the top card of the Year or Gear deck or any available Gear card. *Note: You do not have to take the same type of card you discarded.*






1-4




Turn in 2 Sun to discard the 3 available Gear cards to the bottom of the Gear deck. Draw and place 3 new Gear cards onto the board. The player may take 1 Gear card available for free—including the top card off the Gear deck.



2-3

   Gain a Water, Reserve a Park, and Relight your Campfire.


1-3

   Gain a Sun, Reserve a Park, and Relight your Campfire.

2-4

ONLY USED IN 5 PLAYER GAMES—IN ADDITION TO THE OTHER 3 RANDOM CAMPSITES

Remember, Wildlife can be used in place of any token symbol when performing an action.

CAMERA DETAILS • As usual, the  allows players to turn in any one token when taking a Photo. So, if a player has the  and visits a Campsite or Park that allows them to take a Photo, then they may turn in *any* token instead of the one depicted.


CAMPFIRES • If a Hiker is on a Trail Site where a  is located, the active player may still send a Hiker to share the Site by spending their Campfire. The player may choose to perform the Trail Site's action or use the  to camp. If a player visits a Site with another Hiker that still has a Weather token, then they would gain the Weather token when taking the Trail Site's action.

GEAR AND CAMPING • Gear cards that reference a specific Trail Site still activate (if applicable) when a player chooses to use to camp at that Site.



WILDLOVE - We recommend playing with the optional rule that 1 Wildlife counts toward 2 tokens worth of the brown token symbol. This comes into play when visiting Parks with the symbol or taking Photos on the Trail. For example, at the Trail Site with the Photo opportunity, you may turn in 1 Wildlife instead of any 2 tokens to take a Photo.


SEASON CHANGE

In addition to the normal Season Change, remove any Weather tokens remaining on the Trail. Remove all  from Campsites and the Trail. Where necessary, flip Campsites so the number on the bottom left corresponds to the next Season. These new actions are now available. The Year action on the Campsite board stays the same each Season. Place  on the new Trail as you did in setup. You're ready for the next Season!

As a reminder of which Season is starting, look







at the remaining Tiles in the Advanced Sites stack by the Trail. Season 1 starts with three, Season 2 with two, Season 3 with one, and Season 4 with none.

The Campsite board has all this handy info in the form of icons to help set up  and start a new Season.

SOLO MODE DETAILS

Setup occurs in the same manner as the Solo Mode for the base game with the Nightfall expansion changes:

- Add in the new Nightfall Park cards
- Use the new Year cards in place of the old
- Setup the Campsites and   
- Remember to start with 1 Wildlife token

RANGER MOVEMENT • As normal, the Rangers move along the Trail by revealing Gear cards. But, they're looking to clean up those Campsites as the back Ranger passes a ! When the Ranger that is further back on the Trail moves and lands on or passes over a Site with a , they place the token into their area so it can no longer be used for the Season. If the back Ranger ever lands on a Site with Weather and a , then the player chooses if the Ranger collects the Weather or removes the .

SOLO SCORING

New Year cards, Park cards, and Campsite actions allow for higher scoring opportunities, so the scoring is updated as follows:

LESS THAN 25 POINTS • You definitely went hiking...


25–29 • You're going casual, a real enthusiast.

30–34 • You're a seasoned Hiker now!

35+ • You made memories that'll last a lifetime.

CONGRATS!

CLEANING UP

You can split the Parks deck so that it fits into the base game and Nightfall box. If you want to separate the Nightfall cards, they are denoted by the  symbol in the bottom right.

The new Wildlife fits into the GameTrayz™ from the base game. If you need help fitting all the tokens, place the Sun and Water into the largest spaces first, and then place the other tokens into the tray.

CREDITS

EXPANSION DESIGN • Mattox Shuler

DEVELOPMENT • Matt Aiken, Jennifer Graham-Macht, & Henry Audubon

RULE EDITING • Travis D. Hill & Donny Behne

LAYOUT / MEEPLES • Mattox Shuler & Kyle Key

PARK ARTWORK DIRECTION • Fifty-Nine Parks

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PLAYTESTERS • Erin Anderson, Kevin Anderson, Marjorie Anderson, Matteo Bertassi, CJ Bourque, Joe Capuano, Joe Capuano III, Krista Cox, Josh Ellis, Carlos Flores, Joseph Keck, Daniel Natal, Umberto Rossi, Kei Sato, Sara Sato, Mary Skiver, Stephanie Stratton, Tim Sullivan, Roel Tersteeg, Jack Thomas, Carolyn Thomas, Justin Tucker, Don Weiss, Matt Wilkerson, Daryl Williams, Jarod Williams, Terri Williams

ARTISTS IN THE GAME

ARTIST INFO

PARK(S) ILLUSTRATED

Jonathan Bartlett
BARTLETTSTUDIO.COM

WIND CAVE

Kristen Boydston
KRISTENBOYDSTUN.COM

LAKE CLARKE

Nicolas Delort
NICOLASDELORT.COM

ARCHES (NIGHT)

Johnny Dombrowski
JOHNNYDOMBROWSKI.COM

CANYONLANDS (DAY)

David Doran
DAVIDDORAN.CO.UK

KOBUK VALLEY

Laurent Durieux
LAURENTDURIEUX.COM

GLACIER

Cristian Eres
CRISTIANERES.COM

DEATH VALLEY

Ft. Lonesome
FTLONESOME.COM

BIG BEND (NIGHT)

Jay Gordon
JAYGORDONDRWS.COM

REDWOOD (STAG)

Leesha Hannigan
LEESHAHANNIGAN.COM

KATMAI

Kevin Hong
KEVINHONG.COM

PETRIFIED FOREST

Rory Kurtz
RORYKURTZ.COM

ROCKY MOUNTAIN (NIGHT)

Simon Marchner
SIMONMARCHNER.DE

INDIANA DUNES

Mike McCain
LOWSUNSAMURAI.COM

PINNACLES

Dan McCarthy
DANMCCARTHY.ORG

CANYONLANDS (NIGHT) • ZION
DENALI • CRATER LAKE

Plaid Mtn.
PLAIDMTN.COM

VOYAGEURS

Vincent Roché
@VINCENT_ROCHE

HAWAI'I VOLCANOES

Kim Smith
KIMILLUSTRATION.COM

GRAND TETON (BISON)

Telegramme Paper Co.
TELEGRAMME.CO.UK

HOT SPRINGS

Glenn Thomas
GLENNTHOMAS.STUDIO

REDWOOD (DOE)

Marianna Tomaselli
MARIANNATOMASELLI.NET

WHITE SANDS