



# PARKS MEMORIES

Plains Walker Set

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[PARKSMEMORIES.COM](https://www.parksmemories.com)

**PARKS** Memories celebrates America's national parks and features art from the *Fifty-Nine Parks Print Series*. This Plains Walker set highlights US national parks with majestic plains features. Share your memories and create new ones together.

KEYMASTER GAMES™ *Fifty-Nine Parks*

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## OVERVIEW & GOAL

In **PARKS** Memories, you will explore a grid of tiles, on your turn revealing two tiles and gaining one. Along the way, you will reveal tiles with matching resources which will unlock powerful player abilities. To win the game, you'll need to collect **3 SETS** of matching Park Art before your opponents.

## GAME COMPONENTS

-  48 Park Tiles ( 80 X 100 MM )
-  12 Ability Tokens ( 4 PER PLAYER )
-  1 Hiker Token

## SETUP

**THE FIELD** • Shuffle all 48 Park tiles face down. Randomly place nine tiles face down in a 3 x 3 grid.

**THE STACKS** • Take the remaining Park tiles and place them face down in 3 Stacks of 13 tiles, one at the top of each of the 3 columns of the Field.

**ABILITY TOKENS** • Give each player an ability token of each type: Sun, Water, Forest, and Mountain. Flip them to their inactive side.

**HIKER TOKEN** • Give the Hiker Token to the player who most recently visited a park.



## PARK TILES


- 1. PARK TYPE** • Used to refresh abilities
- 2. PARK ART** • Collect matches to win the game
- 3. NATIONAL PARK NAME**
- 4. PARK STATE + MEMORIES SET**

## THE STACKS



## ABILITY TOKENS



*The active side of an ability token displays the full color art and set symbol* 



## HIKER TOKEN

## PLAYING WITH 4 OR MORE

Players should form into 2-3 teams. Each team is given one ability token for each Park Type: Sun, Water, Forest, and Mountain. Players on each team can take turns individually or together as a group, combining their Park tiles together as a team.

## TAKING TURNS

The player with the Hiker takes the first turn with play proceeding clockwise until the game ends. On their turn, players perform all of the following steps in the listed order:

### 1. FLIP TWO TILES

Choose any two Park tiles in the Field. Flip both face up and check for matching Park Types.

#### ABILITY TOKENS

If the Park Type matches on the flipped tiles, the player immediately refreshes their corresponding Ability—flipping it to the active side. Once a Park tile has been used to refresh an ability, it cannot be used to later refresh an ability during the same turn.

### 2. TAKE A TILE

Take one available face-up Park tile from the Field and place it face up in front of you.

**AREA** • Tiles collected in front of a player form the player's area of Park tiles.

*Park tiles in a player's area always remain face up for all players to see unless an ability allows them to be placed face down.*

*The two flipped tiles had a matching Park Type, so the player refreshed their water ability.*



### 3. DRAW A NEW TILE

Take the top tile from a Stack of your choosing and place it face-up in the empty space in the field.



*Players may choose from any of the three Stacks when they draw a tile.*

#### **LOCKED TILES**

Any Park tile underneath or affected by the Hiker token's ability is considered Locked. Locked tiles are not available to take and are not used toward refreshing abilities.

### 4. MOVE THE HIKER

Move the Hiker from its current location to another face-up Park tile. If there are no face-up tiles, the Hiker remains in place. A player's turn ends when the Hiker moves or an ability keeps the Hiker in its current position.

**FLIP ALL UNLOCKED TILES FACE DOWN** • The next player's turn starts when all Park tiles that are not occupied by the Hiker or are not affected by the Hiker's ability are face down.

## ABILITY DETAILS


*Maximize your turn with Abilities!*

Abilities can only be used when/as specified on the token. When used, the Ability should flip to its inactive side and resolve completely. Abilities can even be used on the same turn they were refreshed.

*Important: If a Park Type match is revealed and the player's ability token is already active, the ability does not refresh and the matching Park tiles can no longer be used for other refreshes on this turn.*

### ICONS

 Face-Up

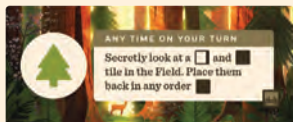
 Face-Down



**SUN** allows a player to gain more info and an instant Ability refresh. The use of Sun may give a player more Sun which will not be usable until the next time the player flips two tiles.



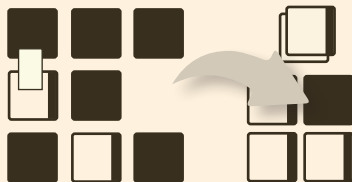
**WATER** allows a player to turn a tile in their area face down. The player may look at the tile at any time, but if a matching pair is made, both tiles are flipped face up.



The **FOREST** gives a player hidden information. The player may have swapped the tile location or returned the tiles to their original place. Only they will know.



The **MOUNTAIN** gives a player the option to lock other tiles in the Field. Instead of moving the Hiker token to another face-up tile, a player can use this ability to keep the Hiker on the same Park tile or a face-down tile in the Field. Using this ability is the end of the player's turn.



*When a player takes a tile into their area, they can use their water ability to turn that tile or any tile not part of a pair face down. This adds even more for opponents to remember.*

## WILDLIFE TILES

Each set of Parks Memories contains 4 Wildlife

tiles. When flipped, the Wildlife type automatically matches with the other flipped Tile's type to refresh that ability. If more than one tile is flipped—such as with the Sun ability—the player may choose from them which to refresh. If two Wildlife are revealed, a player may refresh any ability.

**WILDLIFE SIGHTING** • Wildlife are unique in that they are not taken into a player's area. If a player chooses to take a Wildlife tile during Step 2, they may immediately refresh any Ability, and the Wildlife tile is then discarded from the game.

## GAME END

When a player or team has **3 PAIRS** of Park tiles with matching art in their area. They immediately win! The game also ends immediately when two of the three Stacks are empty. If that happens, the player or team who has the most matching pairs wins. In case of a tie, the tied player with the most active abilities is the winner. In the rare case of another tie, both share the memory of a victory.

## MORE WAYS TO PLAY

Parks Memories is built on a core rule set that can be adjusted, mixed, and combined with other sets to provide players the ability to play in new ways. Here are a few options to get your creative juices flowing:

**CLASSIC MEMORY** • Play without the Stacks and Hiker token to play a classic memory matching game.

**ADJUST THE SIZE** • Add more rows, columns, or tiles from another set to make an even bigger game.

**MIX AND MATCH** • Combine or draft Abilities from other Parks Memories sets to create a unique game experience you love.

*Have questions about mixing sets and other situational rules?*

Find more information and share how you play at **PARKSMEMORIES.COM**

## ARTISTS IN THE GAME

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PETRIFIED FOREST
CARLSBAD CAVERNS
CUYHOGA VALLEY + GRAND TETON
JOSHUA TREE
ARCHES
SAGUARO
GREAT SAND DUNES + MAMMOTH CAVE
GATEWAY ARCH
HOT SPRINGS

## CREDITS & THANKS

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## KEYMASTER GAMES™

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## *Fifty-Nine Parks*

The *Fifty-Nine Parks Print Series* is a celebration of our National Parks. The strength of the series comes from an eclectic mix of artists and the unique beauty of each park. See their prints at [59PARKS.NET](http://59PARKS.NET) or follow along on instagram [@FIFTYNINEPARKS](https://www.instagram.com/FIFTYNINEPARKS)