

# Appalachian Trail

Designed By

**Timothy Yordy**

Illustrated By: Alexandra Yordy

Additional Design: Michael Stine

Players: 2 – 3

Time: <20 minutes

Ages: 12+

Welcome to the 1920's and the Appalachian Mountains! You have been commissioned to create a section of the Appalachian Trail, something that will eventually extend 2,200 miles through 14 states! It is your job to forge the best trail possible, with varying terrains to cross, scenic views, and majestic native wildlife. Unfortunately, others have also been commissioned to create sections of the trail and might try to stop you!

## Components

This game includes 52 cards in total. Of those there are 32 Trail cards, 12 Obstacle/Improvement cards, 4 Ranger cards, and 4 Goal cards.

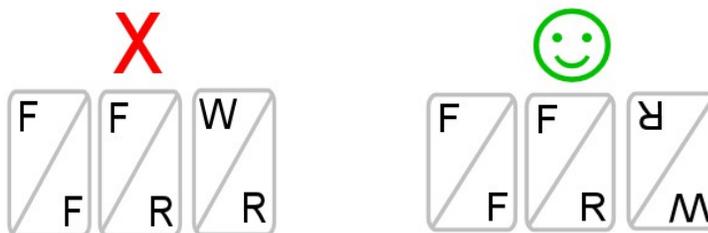
## Setup

Separate the 4 **Goal** cards from the rest of the deck, shuffle and randomly give each player one **Goal** card. Shuffle the remaining cards and deal 5 cards to each player. The remaining deck is placed in the center of the table and the top two cards are placed face up next to it. Players must place their **Goal** card face-up in front of them to their right. When play begins, trails must start at a distance of 7 cards away from the **Goal** card as shown:



## Trail Cards

The 32 trail cards have 4 different terrain types on them: Forest, Grass, Rocky, and Wetlands. All of the **Trail** cards are split diagonally and most of them have two different terrains listed on them. A few cards have the same terrain type on each half however. When playing **Trail** cards, you cannot mismatch terrain types. However, cards can be turned up or down to be able to match terrain types but cannot be placed horizontally.



## Obstacle/Improvement Cards

In addition to **Trail** Cards, there are many **Obstacle/Improvement** cards in the game. Players may choose to use an **Obstacle** card to block an opponent's trail. This forces the other player to change the direction of their trail. Either by playing a card above or below the current trail with a connecting terrain type and continuing their trail from there. **Obstacles** can also be placed above or below a trail to block alternate paths. As with terrain cards, these cards can be oriented up or down. The active side of the card is whichever side is touching the trail. In the below example, the player was able to continue their trail using a **Rocky/Wetlands Trail** card. An opponent could also block this new path, forcing the player to extend their trail down further or branch off of their trail from somewhere else.



**Trail Improvements** are on the opposite corner of **Obstacle** cards and players can place them above or below their own trail to earn bonus points. These effectively function as obstacles themselves because once an **Improvement** is placed, a trail can no longer turn in that direction and players should take care in where they use **Improvements** on their trail.

## Rangers

The **Ranger** card can be used to remove an **Obstacle** from your trail. The **Ranger** and the **Obstacle** are removed from the game when used.

## Beginning Play

The player who most recently went hiking goes first and play continues clockwise from there. The starting card of each player's trail must start with the same terrain type of the player to their left's **Goal** terrain type. For example, if the player to your left has the **Forest Goal** card, you must begin your trail with Forest terrain.

On your turn you may play or discard up to 2 cards from your hand. Discarded cards are removed from the game. You then draw back up to 5 cards by taking the face up cards or drawing from the deck. There are five types of actions available to you when you play cards, depending on the cards in your hand: Add to your own trail, use a **Ranger** to discard an **Obstacle**, place an **Improvement** on your trail, place an **Obstacle** on an opponent's trail, or **Discard** cards. If you choose to **Discard**, that is your only action for that turn.

## Completing A Trail

A trail is considered complete when it is at least 7 cards in length from the beginning of the trail to the **Goal** card and the player has connected his trail to the **Goal** card by a **Trail** card that is of the same terrain type. Below is an example of a completed trail. This player faced several obstacles and ended up approaching their **Goal** card from above. The trail is considered complete because the

**Grassy** side of the **Trail** card is touching the **Grassy Goal** card. He also placed an **Improvement** above his 2<sup>nd</sup> card for bonus points. Even though this player has 11 cards in their trail, they have only covered a distance of 7 cards from left to right.



### Ending the Game

The game does not end when the first player completes their trail. Rather, play continues until all players have completed their trails or the deck runs out and no one is able to play anymore cards. Players who complete their trail before the game ends can continue to add to their trail and play as normal until the game ends.

### Awarding Points

There are many ways to earn points (and a few ways to lose them) in Appalachian Trail. For the purposes of scoring, the word “Active” is used to denote which side of a card is able to be scored. Below is the scoring chart:

- First Player to Complete A Trail: **+5 pts.**
- Unable to Complete A Trail: **-2 pts.**
- Continuous Trail (any trail cards that connect from the beginning to the Goal card, dead ends do not count): **+1 pt/card**
- Longest Continuous Trail: **+2 pts.**
- Longest Continuous Single Terrain Type: **+3 pts.**
- Set of Three Active Wildlife (positive and negative): **+3 pts.**
- Set of Three Active Scenery (positive and negative): **+3 pts.**
- Add/Subtract any points derived from Active Obstacle/Improvement Cards

In the event of a tie the player that completed their trail first is the winner.

### A Note From The Designer

First of all, thank you for purchasing Appalachian Trail. I hope you enjoy playing it as much I did designing it. I need to thank my wife Alexandra who worked for many hours creating the art of Appalachian Trail. I also want to thank my good friend Michael Stine who helped me refine the idea for this game and helped it become what it is today. It was my hiking trip with him in the Appalachians that was the inspiration for this game.

### Appalachian Trail

Designed by Timothy Yordy <http://www.timothyordy.com/>

Published by The Game Crafter <http://www.thegamecrafter.com>