



Parks and **Recreation**

Party Game

INSTRUCTIONS

AGES 14+ • 3-6 PLAYERS • 30 MINUTES



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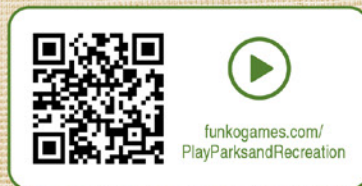
SETUP

1. Separately shuffle the **Project, Visitor, and To Do** cards, and place them in face-down decks in the center of the play area.
2. Place the Jerry Gergich card face up next to the To Do deck.
3. Flip four Project cards face up and place a Pawnee token next to each one.
4. Flip one Visitor card face up. (If you flip a City Hall Visitor, flip until you get a regular Visitor, then shuffle the City Hall Visitors back into the deck.) The face-up Visitor's rule applies until a new Visitor arrives.
5. Place the Waffle tokens in a supply below the Projects with the numbers face down and separated by type—JJ's Star-Spangled, Buttery, and Plain.
6. Place eight Plain Waffles in a row above the Projects and place the Li'l Sebastian figure to the left of the Waffle Row.
7. Each player chooses a character and takes their Character card and four Character tokens. Then each player draws five To Do cards to form their starting hand. (Return any extra characters to the box.)



HOW TO PLAY

Learn to play with a quick video, or continue reading these instructions!



HOW TO WIN

Complete Projects to earn Waffle Rewards. You'll need to work with your colleagues, but if you take the credit, you'll earn better rewards! When Li'l Sebastian finishes eating, the player with the most points on their Waffles wins!

PLAYING A ROUND

1. Each player plays a card from their hand **face down**. Before playing a card, you can discuss what type of cards you have and make plans to help each other on Projects. You can choose whether or not to tell the truth, but you can never show your cards to another player.
2. Everyone flips their card face up.
3. From lowest to highest card (the number in the top-left corner), each player **takes a turn** trying to complete a Goal on a Project, as follows:
 - You can try to complete a Goal on **any** Project, but the Goals must be completed in order, from left to right.



You can try to complete the Music Goal on this Project. But you cannot complete the Public Support Goal until the Music Goal is completed.

- Your card must have at least one symbol that matches the Goal you're trying to complete (Personnel, Music, Catering, Sponsorships, Public Support, or Cut Red Tape). If your card has two types of symbols, choose which type you want to use.
- To complete the Goal, you need at least as many symbols as shown on the Goal. If your card alone doesn't have enough, "recruit" other players' cards if they have at least one symbol that matches the Goal. **They cannot refuse!** You can recruit multiple cards (you choose the order), but only until the Goal is completed.



Example: Leslie's card was the lowest, so she goes first. She wants to complete the Music Goal with three symbols. She has one symbol on her card, and then recruits April's card, which has two more. Leslie completes the Goal!

IMPORTANT: If you can complete a Goal on your turn, you must do it, even if you have to recruit other players' cards.

- If you can't complete **any** Goal, even by recruiting other players' cards, you can always ask Jerry! Jerry counts as one symbol of any type. If you use Jerry to complete a Goal, flip him face down. Jerry's card can only be used once per round. When Jerry's card is face down, you can't use him.



- **If you complete a Goal**, place one of your tokens on the left-most empty seat. If you recruited any cards, those players also place one of their tokens, from left to right in the order you recruited them. (If all the seats are already full, you're out of luck.) Then discard **all** the cards used to complete the Goal and place the Pawnee token on top of that Goal on the Project card.

Example: Leslie completed the Goal, so her token goes on the left-most seat. April's card was recruited, so her token goes on the next seat. Both of their cards are discarded and the Pawnee token is placed on the completed Goal.



IMPORTANT: Each character can only have one token on each Project. If your token is already on a Project, do not add another one, even if you completed another Goal on that Project.

- **If your card has a Promotion** and it was used to complete a Goal, then after all players have placed their token, swap your token with the token in the seat to the left. If your token wasn't on a seat, take the right-most seat, removing the token that was there.
- If you aren't able to complete a Goal on your turn, leave your card face up in front of you. Another player may recruit your card on their turn.



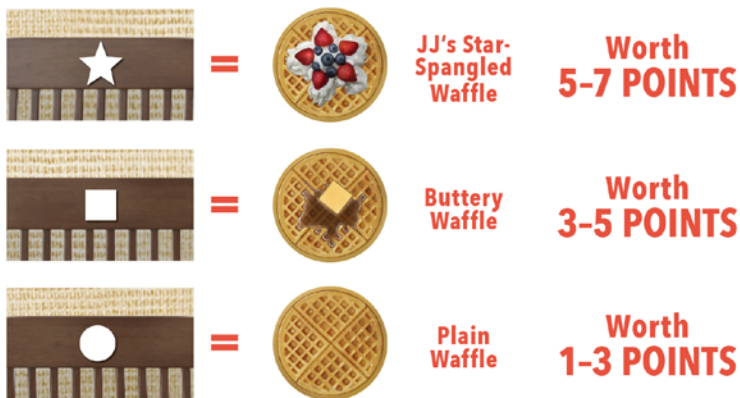
Now the player with the next highest card takes a turn. Keep going until all players have had a turn to try and complete a Goal. If your card was recruited on another player's turn, your turn is skipped.

END OF ROUND

- If the card you played is still face up in front of you (you didn't complete a Goal and it wasn't recruited this round), discard it, and then "Treat Yo' Self" by choosing any number of cards in your hand to discard.
- If Jerry's card is face down, flip it face up again.
- Then all players draw back up to five cards in their hand. If the To Do deck runs out, reshuffle the discard pile to form a new deck.
- If any **Projects** are complete (the Pawnee token is on the right-most Goal), it's time for Waffle Rewards! If multiple Projects are complete, earn rewards for each Project, from left to right and top to bottom.

WAFFLE REWARDS

Take back your Character token from the completed Project and take a Waffle token from the supply based on what symbol is on your seat. You can look at the point values of your Waffles at any time, but keep them hidden from the other players.



CHARACTER BONUS

If your Character card has a symbol matching **any Goal** on the Project (whether you completed that Goal or not), take an extra Plain Waffle.



RUNNING OUT OF WAFFLES

If there are no more Plain Waffles in the supply, the game ends immediately—see **ENDING THE GAME** below.

START A NEW ROUND

1. Remove any completed Projects from the game and replace them with new Project cards from the deck.
2. Check whether there's a new Visitor or if Li'l Sebastian eats Waffles.
Note: Don't do this for the four Projects at the start of the game. Only do this when replacing completed Projects.



For **each** Horseshoe on the new Projects, Li'l Sebastian eats one Waffle in the row. Return the Waffle token to the supply and move Li'l Sebastian to the next Waffle.



If **any** of the new Projects have a Visitor badge, draw a new Visitor from the deck and place it on top of the previous one. This Visitor's special rule applies until a new Visitor arrives.

CITY HALL VISITORS

If you reveal a City Hall Visitor, immediately do what the card says, then continue playing as normal. There is no special rule until a new Visitor arrives.



ENDING THE GAME

The game ends when Li'l Sebastian eats the last Waffle in the row **or** there are no Plain Waffles left in the supply.

All players flip over their Waffle tokens and add up their points. The player with the most points wins!

If there's a tie, the tied player with the most Waffle tokens wins. If there's still a tie, the tied players share the victory.



Components: Li'l Sebastian Figure, 18 Project Cards, 48 To Do Cards, 11 Visitor Cards, 7 Character Cards, 24 Character Tokens, 50 Waffle Tokens, 4 Pawnee Tokens, Instructions

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