



CARDSWILD™ SOLO GAME TRAIL

A QUICK PATIENCE GAME UP THE TROPHY LINE

SOLO RULES

ONE PLAYER • AGES 8+ • FULL DECK • PLAYTEST DRAFT

I. OBJECT OF THE GAME

Clear all **63 animals** from the hunting grounds before the pack runs out. Every hunt climbs the trophy line, from Grouse up to Bear, and only Bullets can start one.

II. SETUP

- Remove the Help cards.
- Sort the full deck into two piles: the **63 animal cards**, and the **51 other cards**. The other cards are the **pack**.
- Shuffle the animals. Deal them into **9 columns of 7**, face down and overlapping. Turn the bottom card of each column face up. These are the hunting grounds.
- Shuffle the pack and place it face down.



III. STARTING A HUNT

Turn the top pack card face up onto the trail. It decides how a hunt may start.

PACK CARD	FIRST ANIMAL OF THE HUNT
Small Bullets	Any face-up Grouse or Rabbit
Big Bullets	Any face-up Deer, Elk or Bear
Ammo Pack	Any face-up animal
Mountain Lion	Any face-up animal
Trouble	No hunt. Discard the next pack card without looking at it, then turn another.
Any other card	No hunt. Turn another.

IV. KEEPING THE HUNT GOING

After the first animal, play any face-up animal onto the trail if it is:

- the same animal** as the top card, until that animal's bag limit is reached in this hunt, or
- the next animal up** the trophy line.

GROUSE ×4	RABBIT ×3	DEER ×2	ELK ×1	BEAR ×1
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- You do not have to fill a bag before moving up. A Bear always ends the hunt.
- When more than one card fits, you choose which to play.
- When you play a column's bottom card, turn the new bottom card face up.
- When you cannot play, or choose to stop, turn the next pack card onto the trail. That ends the hunt.

Example. Small Bullets turns up. You play Grouse, Grouse, Rabbit, Rabbit, Rabbit, then a Deer. No Deer or Elk is face up, so you turn the next pack card.

V. VICTORY

Clear all **nine columns** and you win. If the pack runs out first, you lose.

Score: a win scores the pack cards left. A loss scores the animals left, and lower is better.

VI. DIFFICULTY

LEVEL	CHANGE
Greenhorn	Troubles cost nothing. Just turn another card.
Hunter	The rules as written.
Legend	Deal 7 columns of 9.

HUNTER'S TIP

There are 20 Grouse but only 10 pack cards that can start a hunt on one. A Grouse can also follow another Grouse, so chain them together when you can. When two cards fit, play from the column with more cards still face down.

PLAYTEST RECORD

Date	Level	Won / Lost	Score	Minutes
What was confusing or slow?				
Would you play again? Why?				

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