



CARDSWILD™ SOLO

HUNTING PARTY

OUTFIT AND LEAD THREE HUNTERS THROUGH ONE PASS OF THE DECK

SOLO RULES

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

I. OBJECT OF THE GAME

Take **three hunters** through a full hunt each, in a single pass of the deck. Every card you turn over must go somewhere at once: to a hunter, onto a camp pile, or into the fire. Plan your camp piles well and every hunter brings home a Bear.

II. THE HUNT ORDER

Each hunter's pile is built in **exactly this order**, one card at a time. Fan each pile so you can see how far that hunter has come.

DAYLIGHT	LICENSE	SMALL BULLETS	GROUSE	GROUSE
GROUSE	GROUSE	RABBIT	RABBIT	RABBIT
DEER	DEER	ELK	BEAR	

Guide may stand in for a License. **Ammo Pack** may stand in for either Bullets.

III. SETUP

- Remove the Help cards. Shuffle the **full deck of 114 cards** face down. This is the draw pile.
- Leave space for **3 hunters** in a row, and **4 camp piles** below them.
- Set aside a spot for the **fire**. Cards in the fire are out of the game.

HUNTER 1 Daylight first	HUNTER 2 Daylight first	HUNTER 3 Daylight first	
CAMP pile 1	CAMP pile 2	CAMP pile 3	CAMP pile 4
DRAW PILE face down		FIRE out of the game	

IV. YOUR TURN

Turn over the top card of the draw pile. It must go to one of three places:

- Onto a hunter**, if it is the next card that hunter needs.
- Onto any camp pile**.
- Into the fire**.

At any time you may move the **top card of a camp pile** onto a hunter that needs it next. Only the top card of a camp pile is ever available. Cards never move from one camp pile to another, and never leave camp for the fire.

V. TROUBLE & THE MOUNTAIN LION

Trouble. Put it on any hunter who has no Trouble and has not finished. That hunter takes no cards until you clear the Trouble with its remedy, from the draw pile or the top of a camp pile. Then the Trouble and the remedy both go to the fire. If no hunter can take the Trouble, it goes to the fire.

TROUBLE	CLEARED BY	OR SAFE
Nightfall	Daylight	None
Bad Weather	Good Weather	Shelter
I'm Lost	Compass	Guide
Out of Bullets	Small or Big Bullets	Ammo Pack
Lose License	License	Guide

Mountain Lion. It raids camp. Put the **top card of every camp pile** into the fire, then the Lion.

VI. VICTORY

When all three hunters have their Bear, you win. If the draw pile runs out first, you lose. There is no second pass through the deck.

Score: count the animals across all hunters. A full party of three is 33.

VII. DIFFICULTY

LEVEL	HUNTERS	CAMP PILES
Greenhorn	3	5
Hunter	3	4, the rules as written
Legend	4	4 (a full party is 44)

WHAT THREE HUNTERS NEED FROM THE DECK

Grouse 12 of 20 • Rabbit 9 of 16 • Deer 6 of 12 • Elk 3 of 8 • Bear 3 of 7. Daylight, License, Small Bullets and Big Bullets: 3 of 8 each. A spare can go in the fire, but count first.

HUNTER'S TIP

Put a card on top of one that will be needed later, never on one needed sooner. Try keeping one camp pile for Elk and Bear, since they are needed last. Keep an empty pile open as long as you can.

PLAYTEST RECORD

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

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