

CARDSWILD™ SOLO LAST LIGHT

PUSH YOUR LUCK, ONE HUNTING DAY AT A TIME

SOLO RULES

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

I. OBJECT OF THE GAME

Bag all five animals in order before the season ends: **Grouse 4, Rabbit 3, Deer 2, Elk 1, Bear 1**. The season is **9 days**. Each day you walk a trail of cards and decide when to turn back. Push too far and you come home with nothing.

II. SETUP

- Remove the Help cards. Shuffle the **full deck of 114 cards** face down. This is the draw pile.
- Leave room for your camp, your trophies, the trail, and a calendar row.

DRAW PILE face down	TRAIL today's cards, in a row	CALENDAR a face-down stack per day
CAMP gear and Safes you keep	TROPHIES animals you bag	

III. A HUNTING DAY

- Turn the top card of the draw pile face up at the end of the trail.
- If it is a danger, deal with it (section IV).
- If your day goes on, choose: **turn another card**, or **head back to camp** (section VI).

When the day is over, gather the trail's leftover cards into one face-down stack in the calendar row. The number of stacks is the number of days gone.

IV. DANGER ON THE TRAIL

CARD	WHAT HAPPENS
Trouble	If your matching Safe is in camp, ignore it. If not, you may discard a matching remedy from camp and keep going. Otherwise the day ends with nothing . Either way, set the Trouble aside, out of the game.
Bear	With no Big Bullets or Ammo Pack in camp, the bear runs you off. The day ends with nothing . With them, a Bear is just another animal.
Mountain Lion	The day always ends with nothing , and the Lion takes your most recent trophy. Both go in today's calendar stack.

HUNTER'S TIP

The deck holds 5 Troubles, 7 Bears and 1 Mountain Lion. Until you have Big Bullets, about one card in nine can end your day. With Big Bullets in camp, it drops to about one in nineteen. Gear days are short: once you see the card you need, head back.

V. REMEDIES & SAFES

TROUBLE	REMEDY IN CAMP	SAFE IN CAMP
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

A remedy you spend is gone. Spend your only Daylight on Nightfall and you cannot bag again until you keep another.

VI. HEADING BACK TO CAMP

- Keep one card** from the trail: any green Fortune or blue Safe. It stays in camp for the rest of the game.
- Bag every animal on the trail that your camp allows**, in order.
- Everything else goes into today's calendar stack.

To bag an animal, your camp needs **Daylight**, a **License** (or Guide) and the right **Bullets**: Small Bullets for Grouse and Rabbit, Big Bullets for Deer, Elk and Bear. Ammo Pack counts as both. Unlike the regular game, camp may hold both kinds of Bullets at once.

Example. You need one more Grouse. Your camp has Daylight, License and Small Bullets. The trail shows a Grouse, three Rabbits, a Deer and Big Bullets. You keep the Big Bullets, then bag the Grouse, all three Rabbits and the Deer. Keep anything else and the Deer is lost. With only two Rabbits, the Deer would wait, since the Rabbit bag must be full first.

VII. VICTORY

Bag your Bear by the end of day 9 and you win. If the ninth day ends first, the season is over and you lose. If the draw pile runs out, head back to camp. That day is the last of the season.

Score: a win scores the days left in the season. A loss scores the trophies you bagged, out of 11.

VIII. DIFFICULTY

LEVEL	SEASON
Greenhorn	11 days
Hunter	9 days, the rules as written
Legend	7 days

PLAYTEST RECORD

Date	Level	Won / Lost	Score	Minutes
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What was confusing or slow?

Would you play again? Why?

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