

CARDSWILD™ SOLO

THE RIVAL

RACE A RIVAL HUNTER RUN BY THE DECK

SOLO RULES

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

I. OBJECT OF THE GAME

Be the first to collect all five animals in order: **Grouse 4, Rabbit 3, Deer 2, Elk 1, Bear 1**. Your opponent is the **Rival**, a second hunter run by the deck. The Rival has no hand. On its turn it turns over the top card of the draw pile and does what the card says.

II. SETUP

- Remove the Help cards. Use the **full deck of 114 cards**. Nothing else is removed.
- Shuffle and deal yourself **6 cards**. The Rival gets no cards.
- Place the rest face down as the draw pile. Turn the top card face up to start the discard pile.
- Leave room for the Rival's hunt area: one stack for each animal, plus a spot for its Trouble and Safe cards.
- You take the first turn**. Then you and the Rival take turns.

GROUSE Rival	RABBIT Rival	DEER Rival	ELK Rival	BEAR Rival	TROUBLE / SAFE Rival
DRAW PILE face down	DISCARD face up	YOUR HUNT AREA as in the regular game			

III. YOUR TURN

Play exactly as in the regular game.

- Draw one card** from the draw pile or the top of the discard pile. Never the Mountain Lion.
- Play one card or discard one card**. Never both.

Every regular rule applies to you: Daylight, License and the right Bullets before you hunt, animals in order, one Trouble at a time. Your Trouble cards go on the Rival. Your Mountain Lion takes one animal from the Rival's stacks, or the top discard if it is an animal.

IV. TROUBLE AIMED AT YOU

The regular rules apply. If you already have a Trouble, or your matching Safe is face up, the card goes to the discard pile.

“Giddyup!” If you hold the matching Safe, you must play it face up and the Trouble turns on the Rival. If the Rival already has a Trouble or that Safe, discard the Trouble instead.

A cleared Trouble leaves the game, whether it was on you or on the Rival.

HUNTER'S TIP

Watch the discard pile. The Rival throws away everything it cannot use, so the card you need is often sitting on top. Save the Mountain Lion for an animal you need right now, or to stop a Rival close to its Bear.

V. THE RIVAL'S TURN

Turn over the top card of the draw pile and do what the table says.

CARD	WHAT THE RIVAL DOES
Animal	Bags it if its stack for that animal has room. Otherwise the card goes to the discard pile. While the Rival has a Trouble, it bags nothing.
Fortune	If the Rival has a Trouble, the Fortune clears it. Either way the Fortune goes to the discard pile.
Trouble	Played on you. See section IV.
Safe	The Rival plays it face up. It blocks your matching Trouble, and clears the Rival's matching Trouble.
Mountain Lion	Takes your highest animal. The Rival bags it if it has room, otherwise it goes to the discard pile. Then the Lion goes to the discard pile.

- The Rival hunts in **any order**. It never needs Daylight, License or Bullets. Only a Trouble stops it.
- Bag limits still apply to the Rival: 4 Grouse, 3 Rabbits, 2 Deer, 1 Elk, 1 Bear.
- Everything the Rival cannot use lands face up on the discard pile, where you can take it.

VI. SEASONS & VICTORY

When the draw pile runs out, shuffle the whole discard pile, Mountain Lion included, and turn it over as the new draw pile.

The first hunter to complete all five animals wins at once. If you finish on your turn, the Rival does not get another flip.

Score: when you win, count the animals the Rival still needed. Beat your best.

VII. DIFFICULTY

LEVEL	CHANGE
Greenhorn	Only the matching remedy clears the Rival's Trouble. Daylight for Nightfall, Good Weather for Bad Weather, Compass for I'm Lost, either Bullets for Out of Bullets, License for Lose License.
Hunter	The rules as written. Any green card clears the Rival's Trouble.
Legend	As Hunter. Before you deal, give the Rival one Grouse, one Rabbit, one Deer and one Elk from the deck.

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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