



SKIS WILD™ SOLO FALL LINE

A QUICK PATIENCE GAME FROM SKI SCHOOL TO DOUBLE BLACK

SOLO RULES

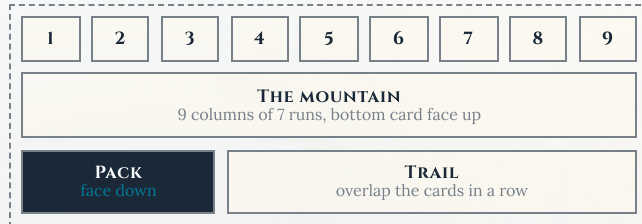
ONE PLAYER • AGES 8+ • FULL DECK • PLAYTEST DRAFT

I. OBJECT OF THE GAME

Clear all **63 runs** from the mountain before the pack runs out. Every lap climbs from Ski School up to Double Black, and only Beginner Gear, Pro Gear, the Demo Gear and the Yeti can start one.

II. SETUP

1. Remove the Help cards.
2. Sort the full deck into two piles: the **63 run cards**, and the **51 other cards**. The other cards are the **pack**.
3. Shuffle the run cards. Deal them into **9 columns of 7**, face down and overlapping. Turn the bottom card of each column face up. Together they make up the mountain.
4. Shuffle the pack and place it face down.



III. STARTING A LAP

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

PACK CARD	FIRST RUN OF THE LAP
Beginner Gear	Any face-up Ski School or Green Runs
Pro Gear	Any face-up Blue Runs, Black Run or Double Black
Demo Gear	Any face-up run
Yeti	Any face-up run
Trouble	No lap. Discard the next pack card without looking at it, then turn another.
Any other card	No lap. Turn another.

IV. KEEPING THE LAP GOING

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

- **the same run** as the top card, until its limit is reached in this lap, or
- **the next run up** the line.

SKI SCHOOL ×4

GREEN RUNS ×3

BLUE RUNS ×2

BLACK RUN ×1

DOUBLE BLACK ×1

- You do not have to fill a limit before moving up. A Double Black card always ends the lap.
- 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 lap.

Example. Beginner Gear turns up. You play Ski School, Ski School, Green Runs, Green Runs, Green Runs, then Blue Runs. No Blue Runs or Black Run 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 runs 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.

SKIER'S TIP

There are 20 Ski School cards but only 10 pack cards that can start a lap on one. A Ski School can also follow another Ski School, 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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© 2026 Skis Wild™ • Solo rules playtest draft 0.1. Not final. Uses the standard Skis Wild deck.

