



SKIS WILD™ SOLO LAST CHAIR

PUSH YOUR LUCK, ONE SKI DAY AT A TIME

SOLO RULES

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

I. OBJECT OF THE GAME

Ski all five runs in order before the season ends: **Ski School 4, Green Runs 3, Blue Runs 2, Black Run 1, Double Black 1**. The season is **9 days**. Each day you turn cards onto the slopes 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 the lodge, your runs, the slopes, and a calendar row.



III. A DAY ON THE SLOPES

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

When the day is over, gather the slopes'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 SLOPES

CARD	WHAT HAPPENS
Trouble	If your matching Safe is at the lodge, ignore it. If not, you may discard a matching remedy from the lodge and keep going. Otherwise the day ends with nothing . Either way, set the Trouble aside, out of the game.
Double Black	With no Pro Gear or Demo Gear at the lodge, it is more than you can ski. The day ends with nothing . With them, a Double Black is just another run.
Yeti	The day always ends with nothing , and the Yeti takes your most recent run. Both go in today's calendar stack.

A remedy you spend is gone. Spend your only Lift Open on Lift Closed and you cannot ski again until you keep another.

SKIERS TIP

The deck holds 5 Troubles, 7 Double Black cards and 1 Yeti. Until you have Pro Gear, about one card in nine can end your day. With Pro Gear at the lodge, 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	SAFE
Lift Closed	Lift Open	None
Snow Storm	Bluebird!	Chalet
Closed Trail	Trail Map	Season Pass
Broken Ski	Beginner Gear or Pro Gear	Demo Gear
Lose Lift Ticket	Lift Ticket	Season Pass

VI. HEAD IN TO THE LODGE

- Keep one card** from the slopes: any green Fortune or blue Safe. It stays at the lodge for the rest of the game.
- Ski every run on the slopes that the lodge allows**, in order.
- Everything else goes into today's calendar stack.

To ski a run, you need **Lift Open**, **Lift Ticket** (or Season Pass) and the right **Gear** at the lodge: Beginner Gear for Ski School and Green Runs, Pro Gear for Blue Runs, Black Run and Double Black. Demo Gear counts as both. Unlike the regular game, the lodge may hold both at once.

Example. You need one more Ski School. You have Lift Open, Lift Ticket and Beginner Gear at the lodge. The slopes shows a Ski School card, three Green Runs cards, a Blue Runs card and Pro Gear. Keep the Pro Gear, then ski all five runs. Keep anything else and the Blue Runs is lost. With only two Green Runs cards, the Blue Runs would wait, since the Green Runs limit must be full first.

VII. VICTORY

Ski your Double Black 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 in to the lodge. That day is the last of the season.

Score: a win scores the days left in the season. A loss scores the runs you skied, 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
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.

