



SKIS WILD™ SOLO SKI CREW

OUTFIT AND LEAD THREE SKIERS THROUGH ONE PASS OF THE DECK

SOLO RULES

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

I. OBJECT OF THE GAME

Take **three skiers** through all five runs each, in a single pass of the deck. Every card you turn over must go somewhere at once: to a skier, onto a locker, or into the Lost and Found. Plan your lockers well and every skier finishes.

II. THE ORDER

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

LIFT OPEN	LIFT TICKET	BEGINNER GEAR	SKI SCHOOL
SKI SCHOOL	SKI SCHOOL	SKI SCHOOL	GREEN RUNS
GREEN RUNS	GREEN RUNS	PRO GEAR	BLUE RUNS
BLUE RUNS	BLACK RUN	DOUBLE BLACK	

Season Pass may stand in for Lift Ticket. **Demo Gear** may stand in for Beginner Gear or Pro Gear.

III. SETUP

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

SKIER 1 Lift Open first	SKIER 2 Lift Open first	SKIER 3 Lift Open first	
LOCKER pile 1	LOCKER pile 2	LOCKER pile 3	LOCKER pile 4
DRAW PILE face down		LOST AND FOUND 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 skier**, if it is the next card that skier needs.
- Onto any locker**.
- Into the Lost and Found**.

At any time you may move the **top card of a locker** onto a skier that needs it next. Only the top card of a locker is ever available. Cards never move from one locker to another, and never go from a locker into the Lost and Found.

V. TROUBLE & THE YETI

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

TROUBLE	CLEARED BY	OR 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

Yeti. It raids the lockers. Put the **top card of every locker** into the Lost and Found, then the Yeti.

VI. VICTORY

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

Score: count the runs across all skiers. A full party of three is 33.

VII. DIFFICULTY

LEVEL	SKIERS	LOCKERS
Greenhorn	3	5
Hunter	3	4, the rules as written
Legend	4	4 (a full party is 44)

WHAT THREE SKIERS NEED FROM THE DECK

Ski School 12 of 20 • Green Runs 9 of 16 • Blue Runs 6 of 12
• Black Run 3 of 8 • Double Black 3 of 7. Lift Open, Lift Ticket, Beginner Gear and Pro Gear: 3 of 8 each. A spare can go into the Lost and Found, but count first.

SKIER'S TIP

Put a card on top of one that will be needed later, never on one needed sooner. Try keeping one locker for Black Run and Double Black, since they are needed last. Keep an empty locker 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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