



SKIS WILD™ SOLO THE RIVAL

RACE A RIVAL SKIER 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 runs in order: **Ski School 4, Green Runs 3, Blue Runs 2, Black Run 1, Double Black 1**. Your opponent is the **Rival**, a second skier 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 mountain: one stack for each run, plus a spot for its Trouble and Safe cards.
- You take the first turn**. Then you and the Rival take turns.

SKI SCHOOL Rival	GREEN RUNS Rival	BLUE RUNS Rival	BLACK RUN Rival	DOUBLE BLACK Rival	TROUBLE / SAFE Rival
DRAW PILE face down	DISCARD face up	YOUR MOUNTAIN 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 Yeti.
- Play one card or discard one card**. Never both.

Every regular rule applies to you: Lift Open, Lift Ticket and the right Gear before you ski, runs in order, one Trouble at a time. Your Trouble cards go on the Rival. Your Yeti takes one run from the Rival's stacks, or the top discard if it is a run.

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.

"Send it!" 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.

SKIER'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 Yeti for a run you need right now, or to stop a Rival close to its Double Black.

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
Run	Skis it if its stack for that run has room. Otherwise the card goes to the discard pile. While the Rival has a Trouble, it skis 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.
Yeti	Takes your highest run. The Rival skis it if it has room, otherwise it goes to the discard pile. Then the Yeti goes to the discard pile.

- The Rival skis in **any order**. It never needs Lift Open, Lift Ticket or Gear. Only a Trouble stops it.
- The same limits apply to the Rival: Ski School 4, Green Runs 3, Blue Runs 2, Black Run 1, Double Black 1.
- 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, Yeti included, and turn it over as the new draw pile.

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

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

VII. DIFFICULTY

LEVEL	CHANGE
Greenhorn	Only the matching remedy clears the Rival's Trouble. Lift Open for Lift Closed, Bluebird! for Snow Storm, Trail Map for Closed Trail, Beginner Gear or Pro Gear for Broken Ski, Lift Ticket for Lose Lift Ticket.
Hunter	The rules as written. Any green card clears the Rival's Trouble.
Legend	As Hunter. Before you deal, give the Rival one each of Ski School, Green Runs, Blue Runs and Black Run 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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