

FISHINGS WILD™ SOLO FISHING PARTY

OUTFIT AND LEAD THREE ANGLERS THROUGH ONE PASS OF THE DECK

SOLO RULES

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

I. OBJECT OF THE GAME

Take **three anglers** through all five fish each, in a single pass of the deck. Every card you turn over must go somewhere at once: to a angler, onto a camp pile, or into the fire. Plan your camp piles well and every angler finishes.

II. THE ORDER

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

SUNRISE	FISHING LICENSE	SMALL TACKLE	BLUEGILL
BLUEGILL	BLUEGILL	BLUEGILL	CRAPPIE
CRAPPIE	BIG TACKLE	PERCH	PERCH
BASS	MUSKIE		

Local Guide may stand in for Fishing License. **Tackle Box** may stand in for Small Tackle or Big Tackle.

III. SETUP

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

ANGLER 1 Sunrise first	ANGLER 2 Sunrise first	ANGLER 3 Sunrise first
CAMP pile 1	CAMP pile 2	CAMP pile 3
CAMP pile 4		
DRAW PILE face down	FIRE 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 angler**, if it is the next card that angler needs.
- Onto any camp pile**.
- Into the fire**.

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

V. TROUBLE & THE GOLDEN HOOK

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

TROUBLE	CLEARED BY	OR SAFE
Nightfall	Sunrise	None
Storm	Clear Skies	Rain Gear
No Fish Here	Fish Finder	Local Guide
Broken Tackle	Small Tackle or Big Tackle	Tackle Box
Lose License	Fishing License	Local Guide

Golden Hook. It raids camp. Put the **top card of every camp pile** into the fire, then the Golden Hook.

VI. VICTORY

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

Score: count the fish across all anglers. A full party of three is 33.

VII. DIFFICULTY

LEVEL	ANGLERS	CAMP PILES
Greenhorn	3	5
Hunter	3	4, the rules as written
Legend	4	4 (a full party is 44)

WHAT THREE ANGLERS NEED FROM THE DECK

Bluegill 12 of 20 • Crappie 9 of 16 • Perch 6 of 12 • Bass 3 of 8 • Muskies 3 of 7. Sunrise, Fishing License, Small Tackle and Big Tackle: 3 of 8 each. A spare can go into the fire, but count first.

ANGLER'S TIP

Put a card on top of one that will be needed later, never on one needed sooner. Try keeping one camp pile for Bass and Muskies, since they are needed last. Keep an empty camp pile 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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