



FISHINGS WILD™ SOLO LAST LIGHT

PUSH YOUR LUCK, ONE FISHING DAY AT A TIME

SOLO RULES

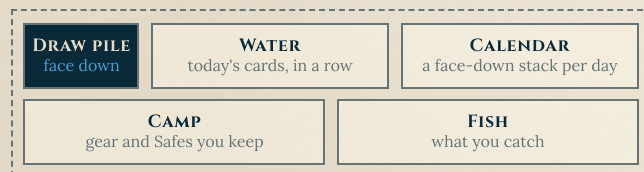
ONE PLAYER • AGES 8+ • FULL DECK • PLAYTEST DRAFT

I. OBJECT OF THE GAME

Catch all five fish in order before the trip ends: **Bluegill 4, Crappie 3, Perch 2, Bass 1, Muskie 1**. The trip is **9 days**. Each day you turn cards onto the water 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 camp, your fish, the water, and a calendar row.



III. A DAY ON THE WATER

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

When the day is over, gather the water'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 WATER

CARD	WHAT HAPPENS
Trouble	If your matching Safe is in camp, ignore it. If not, you may discard a matching remedy from camp and keep going. Otherwise the day ends with nothing . Either way, set the Trouble aside, out of the game.
Muskie	With no Big Tackle or Tackle Box in camp, it snaps your line. The day ends with nothing . With them, a Muskie is just another fish.
Golden Hook	The day always ends with nothing , and the Golden Hook takes your most recent fish. Both go in today's calendar stack.

A remedy you spend is gone. Spend your only Sunrise on Nightfall and you cannot catch again until you keep another.

ANGLER'S TIP

The deck holds 5 Troubles, 7 Muskie cards and 1 Golden Hook. Until you have Big Tackle, about one card in nine can end your day. With Big Tackle in camp, 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
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

VI. HEAD BACK TO CAMP

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

To catch a fish, you need **Sunrise**, **Fishing License** (or Local Guide) and the right **Tackle** in camp: Small Tackle for Bluegill and Crappie, Big Tackle for Perch, Bass and Muskie. Tackle Box counts as both. Unlike the regular game, camp may hold both at once.

Example. You need one more Bluegill. You have Sunrise, Fishing License and Small Tackle in camp. The water shows a Bluegill card, three Crappie cards, a Perch card and Big Tackle. Keep the Big Tackle, then catch all five fish. Keep anything else and the Perch is lost. With only two Crappie cards, the Perch would wait, since the Crappie bag must be full first.

VII. VICTORY

Catch your Muskie by the end of day 9 and you win. If the ninth day ends first, the trip is over and you lose. If the draw pile runs out, head back to camp. That day is the last of the trip.

Score: a win scores the days left in the trip. A loss scores the fish you caught, out of 11.

VIII. DIFFICULTY

LEVEL	TRIP
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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