



FISHINGS WILD™ SOLO

THE RIVAL

RACE A RIVAL ANGLER 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 fish in order: **Bluegill 4, Crappie 3, Perch 2, Bass 1, Muskie 1**. Your opponent is the **Rival**, a second angler 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 tackle setup: one stack for each fish, plus a spot for its Trouble and Safe cards.
- You take the first turn**. Then you and the Rival take turns.

BLUEGILL Rival	CRAPPIE Rival	PERCH Rival	BASS Rival	MUSKIE Rival	TROUBLE / SAFE Rival
DRAW PILE face down	DISCARD face up	YOUR TACKLE SETUP 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 Golden Hook.
- Play one card or discard one card**. Never both.

Every regular rule applies to you: Sunrise, Fishing License and the right Tackle before you catch, fish in order, one Trouble at a time. Your Trouble cards go on the Rival. Your Golden Hook takes one fish from the Rival's stacks, or the top discard if it is a fish.

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.

"Fish On!" 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.

ANGLER'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 Golden Hook for a fish you need right now, or to stop a Rival close to its Muskie.

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
Fish	Catches it if its stack for that fish has room. Otherwise the card goes to the discard pile. While the Rival has a Trouble, it catches 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.
Golden Hook	Takes your highest fish. The Rival catches it if it has room, otherwise it goes to the discard pile. Then the Golden Hook goes to the discard pile.

- The Rival catches in **any order**. It never needs Sunrise, Fishing License or Tackle. Only a Trouble stops it.
- The same limits apply to the Rival: Bluegill 4, Crappie 3, Perch 2, Bass 1, Muskie 1.
- Everything the Rival cannot use lands face up on the discard pile, where you can take it.

VI. DAYS & VICTORY

When the draw pile runs out, shuffle the whole discard pile, Golden Hook included, and turn it over as the new draw pile.

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

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

VII. DIFFICULTY

LEVEL	CHANGE
Greenhorn	Only the matching remedy clears the Rival's Trouble. Sunrise for Nightfall, Clear Skies for Storm, Fish Finder for No Fish Here, Small Tackle or Big Tackle for Broken Tackle, Fishing License for Lose License.
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 Bluegill, Crappie, Perch and Bass 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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