

PIRATES WILD™ SOLO LANDING PARTY

OUTFIT AND LEAD THREE PIRATES THROUGH ONE PASS OF THE DECK

SOLO RULES

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

I. OBJECT OF THE GAME

Take **three pirates** through all five treasures each, in a single pass of the deck. Every card you turn over must go somewhere at once: to a pirate, onto a hold pile, or overboard. Plan your hold piles well and every pirate finishes.

II. THE ORDER

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

DAYLIGHT	CREW	SLOOP	COINS	COINS	COINS	
COINS	MAP	MAP	MAP	GALLEON	JEWELS	JEWELS
SKELETON KEY	TREASURE CHEST					

Captain may stand in for Crew. **Flagship** may stand in for Sloop or Galleon.

III. SETUP

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

PIRATE 1 Daylight first	PIRATE 2 Daylight first	PIRATE 3 Daylight first	
HOLD pile 1	HOLD pile 2	HOLD pile 3	HOLD pile 4
DRAW PILE face down		OVERBOARD 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 pirate**, if it is the next card that pirate needs.
- Onto any hold pile**.
- Overboard**.

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

V. TROUBLE & THE KRAKEN

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

TROUBLE	CLEARED BY	OR SAFE
Nightfall	Daylight	None
Storm	Fair Winds	Harbor
Lost at Sea	Compass	Captain
Shipwreck	Sloop or Galleon	Flagship
Mutiny	Crew	Captain

Kraken. It raids the hold. Put the **top card of every hold pile** overboard, then the Kraken.

VI. VICTORY

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

Score: count the treasures across all pirates. A full party of three is 33.

VII. DIFFICULTY

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

WHAT THREE PIRATES NEED FROM THE DECK

Coins 12 of 20 • Map 9 of 16 • Jewels 6 of 12 • Skeleton Key 3 of 8 • Treasure Chest 3 of 7. Daylight, Crew, Sloop and Galleon: 3 of 8 each. A spare can go overboard, but count first.

CAPTAIN'S TIP

Put a card on top of one that will be needed later, never on one needed sooner. Try keeping one hold pile for Skeleton Key and Treasure Chest, since they are needed last. Keep an empty hold 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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© 2026 Pirates Wild™ • Solo rules playtest draft 0.1. Not final. Uses the standard Pirates Wild deck.