

PIRATES WILD™ SOLO LAST LIGHT

PUSH YOUR LUCK, ONE DAY ASHORE AT A TIME

SOLO RULES

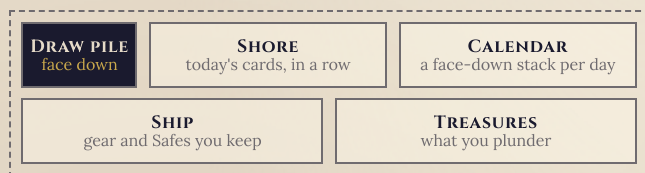
ONE PLAYER • AGES 8+ • FULL DECK • PLAYTEST DRAFT

I. OBJECT OF THE GAME

Plunder all five treasures in order before the voyage ends: **Coins 4, Map 3, Jewels 2, Skeleton Key 1, Treasure Chest 1**. The voyage is **9 days**. Each day you turn cards onto the shore 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 the ship, your treasures, the shore, and a calendar row.



III. A DAY ON THE SHORE

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

When the day is over, gather the shore'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 SHORE

CARD	WHAT HAPPENS
Trouble	If your matching Safe is on board, ignore it. If not, you may discard a matching remedy from the ship and keep going. Otherwise the day ends with nothing . Either way, set the Trouble aside, out of the game.
Treasure Chest	With no Galleon or Flagship on board, it is too heavy to haul. The day ends with nothing . With them, a Treasure Chest is just another treasure.
Kraken	The day always ends with nothing , and the Kraken takes your most recent treasure. Both go in today's calendar stack.

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

CAPTAIN'S TIP

The deck holds 5 Troubles, 7 Treasure Chest cards and 1 Kraken. Until you have Galleon, about one card in nine can end your day. With Galleon on board, 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	Daylight	None
Storm	Fair Winds	Harbor
Lost at Sea	Compass	Captain
Shipwreck	Sloop or Galleon	Flagship
Mutiny	Crew	Captain

VI. ROW BACK TO THE SHIP

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

To plunder a treasure, you need **Daylight**, **Crew** (or Captain) and the right **Ship** on board: Sloop for Coins and Map, Galleon for Jewels, Skeleton Key and Treasure Chest. Flagship counts as both. Unlike the regular game, the ship may hold both at once.

Example. You need one more Coins. You have Daylight, Crew and Sloop on board. The shore shows a Coins card, three Map cards, a Jewels card and Galleon. Keep the Galleon, then plunder all five treasures. Keep anything else and the Jewels is lost. With only two Map cards, the Jewels would wait, since the Map limit must be full first.

VII. VICTORY

Plunder your Treasure Chest by the end of day 9 and you win. If the ninth day ends first, the voyage is over and you lose. If the draw pile runs out, row back to the ship. That day is the last of the voyage.

Score: a win scores the days left in the voyage. A loss scores the treasures you plundered, out of 11.

VIII. DIFFICULTY

LEVEL	VOYAGE
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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© 2026 Pirates Wild™ • Solo rules playtest draft 0.1. Not final. Uses the standard Pirates Wild deck.