

PIRATES WILD™ SOLO

THE RIVAL

RACE A RIVAL CAPTAIN 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 treasures in order: **Coins 4, Map 3, Jewels 2, Skeleton Key 1, Treasure Chest 1**. Your opponent is the **Rival**, a second captain 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 ship: one stack for each treasure, plus a spot for its Trouble and Safe cards.
- You take the first turn**. Then you and the Rival take turns.

COINS Rival	MAP Rival	JEWELS Rival	SKELETON KEY Rival	TREASURE CHEST Rival	TROUBLE / SAFE Rival
DRAW PILE face down	DISCARD face up	YOUR SHIP 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 Kraken.
- Play one card or discard one card**. Never both.

Every regular rule applies to you: Daylight, Crew and the right Ship before you plunder, treasures in order, one Trouble at a time. Your Trouble cards go on the Rival. Your Kraken takes one treasure from the Rival's stacks, or the top discard if it is a treasure.

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.

“Arrrr!” 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.

CAPTAIN'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 Kraken for a treasure you need right now, or to stop a Rival close to its Treasure Chest.

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
Treasure	Plunders it if its stack for that treasure has room. Otherwise the card goes to the discard pile. While the Rival has a Trouble, it plunders 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.
Kraken	Takes your highest treasure. The Rival plunders it if it has room, otherwise it goes to the discard pile. Then the Kraken goes to the discard pile.

- The Rival plunders in **any order**. It never needs Daylight, Crew or Ship. Only a Trouble stops it.
- The same limits apply to the Rival: Coins 4, Map 3, Jewels 2, Skeleton Key 1, Treasure Chest 1.
- Everything the Rival cannot use lands face up on the discard pile, where you can take it.

VI. VOYAGES & VICTORY

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

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

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

VII. DIFFICULTY

LEVEL	CHANGE
Greenhorn	Only the matching remedy clears the Rival's Trouble. Daylight for Nightfall, Fair Winds for Storm, Compass for Lost at Sea, Sloop or Galleon for Shipwreck, Crew for Mutiny.
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 Coins, Map, Jewels and Skeleton Key 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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© 2026 Pirates Wild™ • Solo rules playtest draft 0.1. Not final. Uses the standard Pirates Wild deck.