

PIRATES WILD™ SOLO TREASURE TRAIL

A QUICK PATIENCE GAME FROM COINS TO TREASURE CHEST

SOLO RULES

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

I. OBJECT OF THE GAME

Clear all **63 treasures** from the islands before the pack runs out. Every raid climbs from Coins up to Treasure Chest, and only Sloop, Galleon, the Flagship and the Kraken can start one.

II. SETUP

- Remove the Help cards.
- Sort the full deck into two piles: the **63 treasure cards**, and the **51 other cards**. The other cards are the **pack**.
- Shuffle the treasure cards. Deal them into **9 columns of 7**, face down and overlapping. Turn the bottom card of each column face up. Together they make up the islands.
- Shuffle the pack and place it face down.



III. STARTING A RAID

Turn the top pack card face up onto the trail. It decides how a raid may start.

PACK CARD	FIRST TREASURE OF THE RAID
Sloop	Any face-up Coins or Map
Galleon	Any face-up Jewels, Skeleton Key or Treasure Chest
Flagship	Any face-up treasure
Kraken	Any face-up treasure
Trouble	No raid. Discard the next pack card without looking at it, then turn another.
Any other card	No raid. Turn another.

IV. KEEPING THE RAID GOING

After the first treasure, play any face-up treasure onto the trail if it is:

- the same treasure** as the top card, until its loot limit is reached in this raid, or
- the next treasure up** the line.

COINS ×4	MAP ×3	JEWELS ×2	SKELETON KEY ×1
TREASURE CHEST ×1			

- You do not have to fill a limit before moving up. A Treasure Chest card always ends the raid.
- When more than one card fits, you choose which to play.
- When you play a column's bottom card, turn the new bottom card face up.
- When you cannot play, or choose to stop, turn the next pack card onto the trail. That ends the raid.

Example. Sloop turns up. You play Coins, Coins, Map, Map, Map, then Jewels. No Jewels or Skeleton Key is face up, so you turn the next pack card.

V. VICTORY

Clear all nine columns and you win. If the pack runs out first, you lose.

Score: a win scores the pack cards left. A loss scores the treasures left, and lower is better.

VI. DIFFICULTY

LEVEL	CHANGE
Greenhorn	Troubles cost nothing. Just turn another card.
Hunter	The rules as written.
Legend	Deal 7 columns of 9.

CAPTAIN'S TIP

There are 20 Coins cards but only 10 pack cards that can start a raid on one. A Coins can also follow another Coins, so chain them together when you can. When two cards fit, play from the column with more cards still face down.

PLAYTEST RECORD

Date	Level	Won / Lost	Score	Minutes
What was confusing or slow?				
Would you play again? Why?				

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