

CARDSWILD

A FRONTIER HUNTING CARD GAME

OFFICIAL RULES

2-4 PLAYERS • AGES 8+ • 20-40 MINUTES • VERSION 1.0

I. OBJECT OF THE GAME

Be the first to complete the hunt of all 5 animal species during the game. Collect them **in order**, filling each limit before moving on.

#	TROPHY	TYPE	LIMIT
1	Grouse	Small Game	4
2	Rabbit	Small Game	3
3	Deer	Big Game	2
4	Elk	Big Game	1
5	Bear	Big Game	1

II. SETUP

1. Remove the Help cards from the deck.
2. For 2 or 3 players, remove cards per the table below.
3. Shuffle and deal **6 cards** to each player.
4. Place the rest face down as the draw pile.
5. Turn the top card face up beside it to start the discard pile.
6. Play starts with the player **to the dealer's left** and passes left.

The deal rotates one player to the left after each game.

DECK SCALING

4 players use the full deck (114). **3 players** (88) remove Grouse 5, Rabbit 4, Deer 3, Elk 2, Bear 2, Daylight 2, Good Weather 1, Compass 1, Small Bullets 2, Big Bullets 2, License 2. **2 players** (62) remove **double** each of those.

Troubles, Safe cards and Mountain Lion are never removed.

III. ON YOUR TURN

DRAW ONE, THEN DO ONE THING

1. **Draw one card** from the draw pile or take the face-up top card of the discard pile.
2. **Play one card** face up into your hunt area, or against another player.
3. If you cannot play, or choose not to, **discard one card**.

One card in, one card out. Your turn then passes to the left.

IV. TAKING A TROPHY

Before you may take any trophy you need all three of these face up, and no Trouble on you:

DAYLIGHT
always

LICENSE
Guide also counts

SMALL BULLETS /
BIG BULLETS
match the type

- **Small Bullets** for Small Game, **Big Bullets** for Big Game, **Ammo Pack** for either. Only one type out at a time.
- Fill each limit before advancing, and clear any Trouble first.

V. TROUBLE CARDS (RED)

Play one against another player to stop them. They must clear it before continuing.

Only **one** Trouble may sit on a player at a time. Targeted while you already have one? Say so and **refuse the play**: the card returns to their hand and they do something else.

TROUBLE	CLEARED BY	SAFE CARD
Nightfall	Daylight	—
Bad Weather	Good Weather	Shelter
I'm Lost	Compass	Guide
Out of Bullets	Small Bullets or Big Bullets	Ammo Pack
Lose License	License	Guide

VI. SAFE CARDS (BLUE)

Play them any time, even before you need them. There is no restriction on when a Safe card may be played. One sitting face up blocks its Trouble outright.

"Giddyup!" Trouble played at you while the matching Safe card is in your hand? You **must** call it and play the Safe. Not optional, no hiding it. The Trouble turns back on the attacker and your Safe stays face up. If the attacker already has a Trouble, discard it instead.

The table above shows which Safe card covers which Trouble. **Ammo Pack** also counts as either Small Bullets or Big Bullets. **Guide** also counts as your License.

VII. MOUNTAIN LION (GOLD)

- Take **any one trophy** from **any** player, or the top discard if it is a trophy. **You choose** both.
- It ignores everything else: nothing need be face up, it works with a Trouble on you, and you may take one you do not need, even past its limit.
- Once used it goes straight to the discard pile. It may **never** be picked up from there, but it returns to play when the discard pile is reshuffled into a new draw pile.

VIII. SEASONS & VICTORY

When the draw pile runs out, shuffle the whole discard pile, Mountain Lion included, and turn it over as the new draw pile. A new season begins.

The first player to complete all 5 trophies wins immediately.

OPTIONAL: THE REVERSE RULE

Agree before the deal. Mountain Lion may be played as a **Reverse** instead of taking a trophy: play changes direction until someone reverses again. For three or more players.

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Official Rules v1.0. Rules may be refined over time – the current version at cardswild.com/rules is the one that counts.