

PACK & PADDLE

SOLO RULES



Draft rules current May 4 2026

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These are draft rules for a preview version of the game; visuals, tallies, and gameplay are not final, and may change before final production.

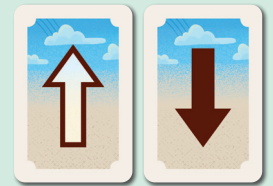
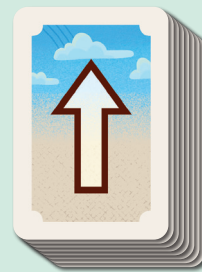
Solo Mode design & Graphics: Christopher Chan
Rulebook and Art Direction: Josh Cappel

SETUP CHANGES

Prepare the game as if for a two-player game, but only set up your **own** player components fully.

For your opponent (*which is called the Rival*), choose its colour and place its two pawns as usual: *it does not need any other player components*. Randomize the tiebreaker pawns as usual.

Shuffle the **ten Rival cards** into a face-down deck, leaving enough room for another stack beside it.



Rival cards have two different backs; Up arrows and Down arrows.

GAMEPLAY

Start of Day and **Round** setup are the same as in a two-player game.

Begin each round by choosing your own Action card. After you've committed to it, flip the top card of the Rival deck, and place it next to the deck. The face-up card displays a **priority number**, which determines its place in turn order (*ties are broken in the usual way*). Play **your own turns** as normal, with no changes.

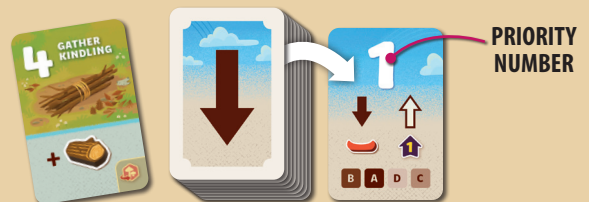
THE RIVAL'S TURN

The Rival will claim a Supply tile **and then** perform a bonus action each turn.

The **lettered boxes** on the Rival card indicate its *claim preference*; they correspond to the four slots in the Supply tile row. It claims its tile alphabetically, based on which tiles remain in the row. *For example, if the tile in slot A isn't available, it will claim the tile from slot B, and so on.*

Discard the Rival's claimed Supply tile **from the game**; ignore any ⚡ effects of the discarded tile. The Rival **ignores** any 🍪 gains from its tile's draft reward, but it **does** benefit from 🍌 symbols, advancing its Canoe pawn one space per symbol.


Example: You play card 4, then you flip the top Rival card, which shows a Priority number of 1. Since your number is higher, you'll act first.





Example: The Rival wants to claim from slot A, but it is empty. It will take the tile from slot B instead, and advance two spaces in the Canoe Race thanks to the draft reward of its slot.





Then resolve the **bonus action** on the Rival card. Each card has **two** possible actions; the visible Arrow on the top card of the Rival deck determines **which** of the two actions it performs.

 Rival advances one space in the Canoe Race.

 Rival claims an Outing token from the board.

 Rival moves to the top of the Tiebreaker track.

 Rival claims an Animal tile from the board.

 **You** discard one wood, if you have any.



Example: The deck shows an Up arrow, so the Rival will claim an Outing token from the board.

Example: Since it was an Up arrow, the Rival will claim the highest available Outing token from the board, which is a Climbing token.



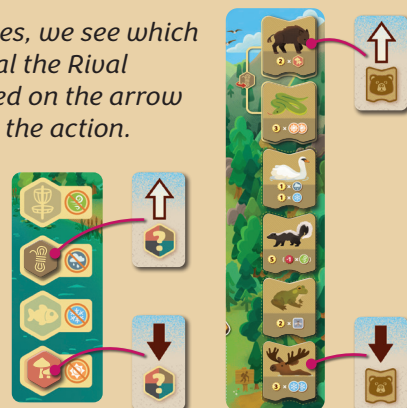
When the Rival's bonus action is to claim an Animal or Outing, the Arrow determines which one it takes from the board. The **Up** arrow means it takes the **highest** available Animal/Outing from the board, and the **Down** arrow means it takes the **lowest**. Discard any Animal or Outing that the Rival claims **from the game**.

DAY END

The Rival **can** beat you in each day's Canoe race; if it wins, discard the Medal from the game.

In addition to all of the usual preparation for a new day, shuffle all Rival cards into a fresh face-down deck.

In these examples, we see which Outing or Animal the Rival would take based on the arrow associated with the action.



GAME END

Count your score as usual, then check your end results against the four questions below. Each answer will give you a phrase. String the four phrases together to discover the tale of your trip, by inserting your four phrases into this sentence:

"Your trip was **1**. Each day you **2** and **3**, and at night you **4**."

1 What was your final score?

- **0-25:** a disaster; you forgot the bug spray!
- **26-40:** a learning experience.
- **41-50:** fun, but over too soon.
- **51-60:** the break you needed.
- **61-65:** an adventure you'll never forget.
- **66-70:** a total body and spirit rejuvenation.
- **70+:** a life-changing getaway.

2 What Outing do you have the most of?

- **Climbing:** scaled a mountain
- **Disc Golf:** floated with the breeze
- **Fishing:** broke out your tackle box
- **Mushrooming:** foraged the forest
- **No Outings:** slept in
- **One of each:** made the most of every minute
- **Any other combo:** kept busy as a bee

3 How many Animal tiles do you have?

- **0:** kept your shoes clean
- **1:** stayed on the beaten path
- **2:** wandered in the woods
- **3:** left no stone unturned
- **4:** blazed new trails
- **5:** basically became a squirrel
- **6+:** explored every creek and canyon

4 How many Campfire tokens do you have?

- **3:** shivered as the fire burned low.
- **4:** went to bed early.
- **5:** toasted all the marshmallows.
- **6:** scared yourself with ghost stories.
- **7:** stayed up to stargaze.
- **8:** learned to speak owl.
- **9+:** howled at the moon.