

# STROOP SOLITAIRE

Stroop Solitaire is a variant of Stroop for one player, patterned after traditional solitaire games.

## OVERVIEW

The object of Stroop Solitaire is to play as many cards as possible into two rows, and to keep them evenly balanced. You will need to decide where to play cards in order to keep the same number of cards in each row if possible, and to minimize your chances of getting stuck without a legal play to make.

## SETUP

Shuffle the cards (with or without advanced cards included) and deal out 30 cards into a deck. Return the rest to the box. Draw a starting hand of four cards.

## HOW TO PLAY

Play cards from your hand one at a time onto the end of one of two rows of cards in front of you. After you play a card, draw a replacement from the deck (if any are left).

Initially, both rows of cards are empty. Any card may be played onto an empty row.

If there is a card in the top row, you may only play a card at the end of the row if it is *described* by the word on the previous card in that row (as in round one of Stroop).



If there is a card in the bottom row, you may only play a card at the end of the row if the word on it *describes* the previous card in that row (as in round two of Stroop).



## GAME END

The game can end in two ways:

- You cannot legally play any of the cards in your hand
- You have played all of your cards

Your score is the number of cards played in the *smaller* of the two rows.

A perfect score is 15. A score of 13 or above is very good.

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