

Memoir' 44 Solo

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You need 2 dice 6 sides.

All the original rules are applied as the two players game except that every player always receives at the beginning of the game 5 cards each one.

The player places on the table the cards of his opponent (the ghost) face up placing one along with other one by order of importance of the center towards the exterior sides.

Example: The player places the opponent's cards as the following graph:

5th Best Card	3rd Best Card	1st Best Card	2nd Best Card	4th Best Card
2 - 3	4 - 5	6 - 7 - 8	9 - 10	11 - 12

Roll Dice

When the opponent has to play a card the player roll the 2d6 and plays the card corresponding with the number on the dice (see above).

Example: if he rolled 8 on the dice he plays the 1st Best Card, if he rolled 11 the 4th Best Card, if he rolled 7 the 1st Best Card, etc.

As soon as the card is played throw it to the discard's pile.

When the ghost player takes a new card the player values the importance of the cards to place it along with others, and if it is necessary changes the position.

To be completely impartial the player should act with his cards likewise than with the cards of his opponent, of course, he can play them according to his criterion without having to roll the dice.