Búskap

A short solitaire card game made for Ludum Dare 52.

Setup Phase
1. Shuffle the deck and draw seven cards.
2. Choose three of those cards and set them down in front of you. These are the initial **Active Crops**. The rest is your hand.

Play Phase
1. For each **Active Crop** you can choose to not do anything to it, or you can put a single card from your hand on top. A card can only be put on top if it's face value is greater than or equal to the card currently on the top of the **Active Crop**. Aces are considered both larger and smaller than all other cards, so can be placed on top of anything and have anything placed on top of them.
2. Each **Active Crop** that had nothing done to it this turn **Withers**. Once three or more
3. Set **Withered Crops** aside. If you have allowed three or more Withered Crops over the course of play then the game is over.
4. Now you can choose to **Harvest** an **Active Crop**. To do this take the **Active Crop** and set it aside, keeping track of the **Harvested Crop** with the most number of cards in it.
5. If you have fewer than three **Active Crops** draw cards from the top of the deck and create a new **Active Crop** until you're back up to three. If you reach the end of the deck before being able to get up to three the game is over.
6. Draw from the deck until it's empty or you have 4 cards in your hand.

Scoring
Once the game is over your score is equal to the **Harvested Crop** with the most number of cards in it.