

Búskap

A short solitaire card game made for Ludum Dare 52.

Setup Phase

1. Get a standard 52 card deck of playing cards.
2. Shuffle the deck and set it somewhere. This is where you will draw cards from.
3. Draw seven cards.
4. Choose three of those cards and set them face up 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 its 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**. Set it aside, you can no longer play cards on top of it. Once three or more crops have **Withered** over the course of play the game is over.
3. 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 as this will be your final score.
4. If you have fewer than three **Active Crops** take a card from the top of the deck and place it face up in front of you creating a new **Active Crop**. Do this until you're back up to three **Active Crops**. If you reach the end of the deck before being able to get up to three the game is over.
5. Draw cards until your hand is back up to four cards. If you reach the end of the deck you still continue on to the next turn.
6. Start the next turn by going back to step 1 of the Play Phase.

Scoring

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