GRAFA

A solitaire card game designed for Ludum Dare 48. The goal is to dig as deep as possible into a deck of cards.

Setup

Get a standard 52 card deck of playing cards.
Shuffle the deck.
Place the deck face down in front of you.
Draw five cards from the deck for your starting hand.
Flip over the first card of the deck, leaving it on top of the deck.

You now need to dig through that top card. In order to do that you need to create a pair with a card in your hand. Creating a pair is done in one of three ways:
1   The card in your hand having a value higher than or equal to that of the top card.
2   The card in your hand having the same suit as the top card.
3   If either the card in your hand or the top card is an ace.

Once you've found a pair you want, put both cards of the pair into a discard pile on the side and activate the abilities for the suit of each of the cards. Aces are special and do not activate abilities. The abilities for each suit are:

♠ Spades will dig deeper. Each spade in the pair will remove a card from the top of the deck and put it in the discard pile before flipping over the top card of the deck.

♦ Diamonds will buy you new cards. Each diamond in the pair will draw the top card of the deck and put it into your hand before flipping over the top card of the deck.

♣ Clubs will let you change the future. For these you will look at the top cards of the deck and rearrange them in any order you want. You look at two cards if the pair has one club card, and look at three cards if they are both clubs.

♥ Hearts will keep the blood pumping through your hand. For each heart in the pair, the other card in the pair is put into your hand instead of discarding it.

If two abillities would activate at the same time you can choose in which order they happen.

After all abilities have activated you then flip over the top card of the deck, giving you a new target. Play continues going until you can't make a pair. The final score is determined by the number of cards in the discard pile. A perfect score will be a 52, when there are no cards in the deck and none in your hand.
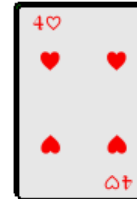
Example of play

Let's look at a short example game to see how some things interact.

After shuffling the deck the player draws 5 cards: an ace of hearts, a 6 of spades, a 4 of clubs, a 3 of hearts, and a 2 of spades.

They then flip over the top card of the deck, revealing a 4 of hearts.
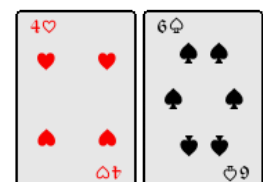
Deck

Hand

The player decides to pair the 4 of hearts with a 6 of spades. This is a valid pair because 6 is greater than or equal to 4.
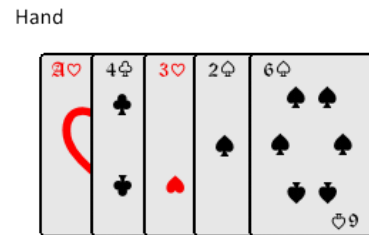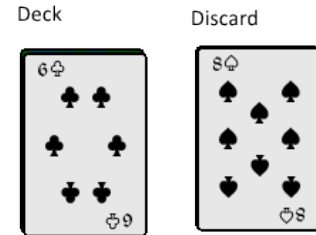
Deck

Hand

Paired

The abilities of the two cards then activate. The 4 of hearts returns the other card of the pair to the player's hand, so they keep the 6 of spades. The 6 of spades takes the top card off the deck and puts it into the discard pile. Since the 4 of hearts isn't on top of the deck at this time it doesn't count towards this.

After the abilities have activated the player flips over the next card, revealing a 6 of clubs.
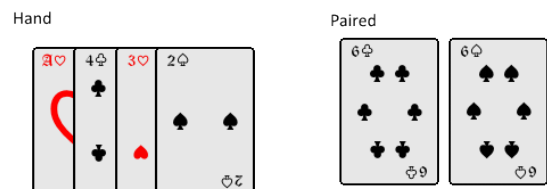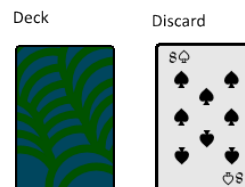
Deck

Discard

Hand

The player pairs it with the same 6 of spades they used from before.

The abilities from both cards activate at the same time. The player decides to activate the clubs first, so they take the top two cards off the deck.

Deck

Discard

Club Ability Effect

Hand

Paired
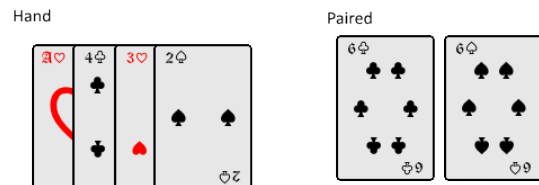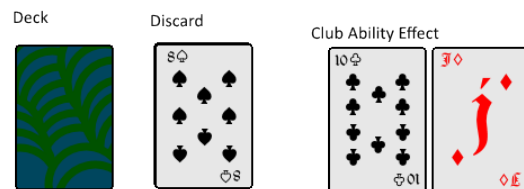
It ends up being a jack of diamonds and a 10 of clubs.

Since the player doesn't have any diamonds, but they know the spade ability will happen next they decided to rearrange the cards so the diamond one is on top.
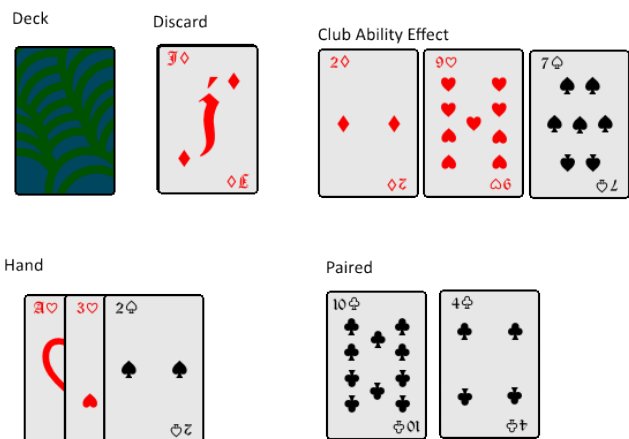
Deck

Discard

Hand

Paired

Next the spade ability activates. This discards the top card of the deck, which is the jack of diamonds from before.

Finally they reveal the 10 of clubs they had already placed there.

Deck Discard

Hand
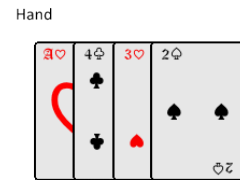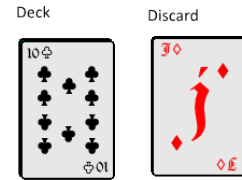
They pair the 10 of clubs with the 4 of clubs. This pair is valid since they share the same suit.

Since both cards are clubs the player can look through the top three cards of the deck. The cards are a 2 of diamonds, a 9 of hearts, and an 7 of spades. They decide to put them back with the 9 of hearts on the top, the 8 of spades below it, and the 2 of diamonds below that.

Deck Discard Club Ability Effect

Hand Paired

All abilities are done so they flip over the top card on the deck revealing a 9 of hearts.
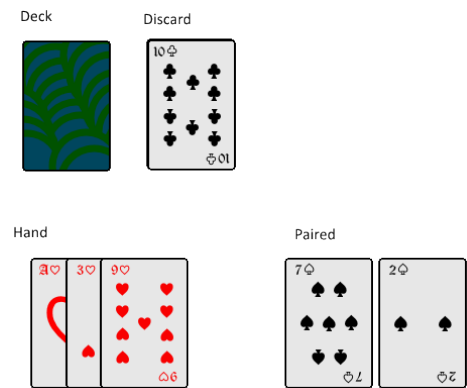
Deck Discard
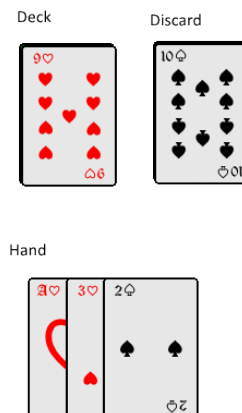
Hand

The player pairs it with the 3 of hearts since it's the same suit.
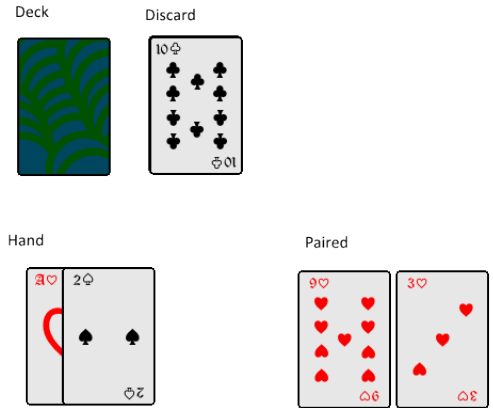
The 9 of hearts returns the 3 of hearts to the player's hand, and the 3 of hearts puts the 9 of hearts into the player's hand. They're now up a card.

Flipping over the top card they reveal the 7 of spades. This is paired with the 2 of spades.

Since both cards are spades the player discards two cards from the top of the deck.

The top card of the deck is flipped over revealing a queen of diamonds. The player pairs this with the ace of hearts. This works since the aces can form a pair with any card.
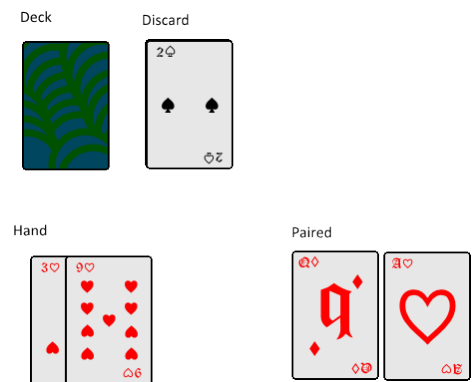
The abilites for the cards then activate. Except that since one of the cards was an ace its suit ability doesn't activate, so only the queen of diamonds does anything. The player draws the top card of the deck and puts it into their hand. This gets them a jack of clubs.
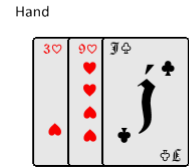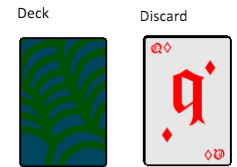
Flipping over the next card the player sees it's a king of spades. Unfortunately there are no valid pairs that can be formed so the game is over.

The player's final score is the size of the discard pile, which is 13. The final score doesn't include what's left in their hand.