

FLUSH

Flush is a shedding card game between 2-6 players where the aim of the game is to release all of your cards, resulting in the rest of the table accruing points. Once a player reaches a set limit of points (we recommend 150), they are removed from the game. The last remaining player, wins.

Each deck consists of cards ranging from 1-10 (8 cards for each value) and 10 x Flush cards. There are no suits, however pay close attention to the value of points each card represents. More on this later.



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STARTING THE GAME

All cards are spread across the table, kept face down, and each player helps to mix and shuffle the cards around. Each player must then collect 3 cards, keep them face down, then collect another 3 cards and place each one face up on top of a face down card. These are called 'Bases' (each player will start with 3 of them). Then each player will collect 8 cards in to their own hands. The remaining cards are put aside, with the top one turned over to highlight the 'Mimic' value (more on this shortly, too). Another optional shuffle is to simply deal 14 cards to each player. They must still keep 3 cards face down, then place 3 face up on top before looking at the rest of their cards. Players must not hide how many cards they have remaining.



The player that goes first is the winner of the previous round (or random if starting the first hand).

RELEASING CARDS

Travelling in a clockwise direction, each player will take turns in laying down cards in to the middle of the table. This is known as the 'Playing Pile'. For a player to lay a card on to the Playing Pile, the card must either be the same value as the previous player's card, or lower. If there is no card played previously, the current player can lay any value. Players can also lay multiple cards on to the Playing Pile as long as they are the same value. If a player chooses to play an open Blind card (aka a face down card without a card on top), these must be played first during a turn.

MAKING A FLUSH

If a player manages to lay down 4 cards of the same value from the cards available to them, they have created a 'Flush'. A Flush removes the whole Playing Pile from the table and the same player gets to start a new Playing Pile with cards from their hand. A Flush can also be performed by playing a single Flush card.

Each player also has the option to use the previous player's cards with their own. E.G a player lays 2x2's on top of the previous player's 2x2's to make 4x2's - making a Flush.

PICKING UP

If a player is unable to lay down a card of the same/lower value than the previous player's card/s, then the current player must start a new Playing Pile by laying down a higher value. Once a player has started a new Playing Pile, they must then collect all cards from the previous Playing Pile in to their own hand. Players who pick up cards cannot use the cards from the previous Playing Pile in the new Playing Pile for this turn. They are also exempt from making a Flush (but they can still lay 4+ cards of the same value).

SUPER FLUSH

If a player is able to play 6+ cards of the same value (including Mimics if needed) not only do they Flush and remove the Playing Pile, but they can also pass one of their 'Bases' to the **previous playing player** who laid a card. This player will now have to eliminate an extra Base when discarding their cards.

PLAYING BLIND CARDS

A Blind card is any of the face down cards at the bottom of a Base. These cards can only be flipped over and played into the Playing Pile without the player seeing the face first (it must be free of the top card). When a player flips over a Blind card to reveal a value, additional cards of the same value can be added to the Playing Pile by the same player. Remember, Blind cards can only be played **first** during a turn. Players cannot play a Blind card after they have already played another card during their turn. Flushes create a new turn.

SKIP CARDS

When a player plays a Skip card (in yellow font), either on its own or as part of a group, play will skip the next player. Skip cards used as a Mimic still perform a skip and any occasion where multiple Skip cards are played, the relevant number of players will be skipped (AKA a Double Skip). If a Skip card is played to make a Flush, then the skip will **not** carry over. The skipping action is ignored and the Skip card is Flushed to the side with the rest of the Playing Pile.

MIMIC CARDS

The Mimic card (revealed at the start of the round) will act as a special card that 'mimics' any card value that it is played with. For instance, if the Mimic card is a 5, all 5's for the round can now represent any value, providing that it is played in a move with the same value that the Mimic is representing. E.G A player can play a 5 down on top of the previous player's 3x6's to make 4x6's, resulting in a Flush. Once a go has been declared (for instance, stating "3x7's") then any Mimic cards played in the 3x7's remain fixed at the number they've Mimic'd (aka the next player cannot use the previous player's Mimic cards as Mimics for their go). Likewise, a player can choose to lay down a Mimic card on the Playing Pile and have it represent it's true value, providing it is a legal play.

If a Flush card is revealed as the Mimic at the start of the round, then no Mimic card will exist for this round – therefore no points are tripled (explained next).

END OF THE GAME ROUND

Once a player has released all of their cards, the Game Round is complete. The remaining players must now add up the points of each of the cards they still hold in their hand (including any Blind cards still remaining). A card's points are found in the top right corner (highlighted previously). Any Mimic cards still held will result in **triple the card's points**.

Once a player reaches the points limit (for example - 150), they are eliminated from the game. Play continues until one player remains below the points limit.

BONUS CARDS

If a player wins a round by legally releasing bonus cards on their final turn then the bonus points on each bonus card are deducted from their total score (score cannot be lower than zero).

For example, if a player plays 2 x 4's and finishes the round (with one of the 4's being a 'Bonus' card), then they will deduct 10 points off of their current total score. Bonuses on Mimic cards also count. 7

ADDITIONAL

- Declaration: Players must verbally declare the conclusion of their play. Once a player states their play (e.g "3 Sixes"), a player's 'Turn' has been concluded and no changes can be made to the play (it must be fulfilled). A statement unable to be fulfilled is void and a new statement can be made.
- Flush cards are classed as their own value.
- No coaching (discussing plays beforehand).
- Base transfers cannot happen on the first go of a round due to no previously played player.
- If a player accidentally flips over a blind card, they must exchange the card for a new blind card.
- If there are repeated plays between players, then a stalemate must be accepted by all players and the round is restarted from a new deal.