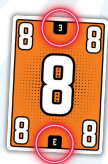


FLUSH RULEBOOK

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. The game can be played with a round limit (the player with the lowest total score after all rounds have been completed wins), or Elimination (once a player reaches a certain number of points, usually 30, they are eliminated).

Each deck consists of card values from 1-10 (8 cards for each value) and 10 x Flush cards. For further information regarding the rules, we have videos and a detailed FAQ section on our website:

www.flushcardgame.com



VIDEOS & FAQs

STARTING THE GAME

- The dealer deals 14 cards face-down to each player.
- Each player places 3 random cards (still face down) in front of them and then one random card face up on top of each, creating 3 'Bases' (see image below).
- Players can now privately look at their remaining 8 cards.
- The remaining deck is set aside, with the top card turned over to reveal the 'Mimic' value (see page 4).
- The player that goes first is the winner of the previous round (or random if starting the first hand).
- Note - Players must not conceal the number of cards they have remaining at any point. Players must also refrain from suggesting plays whilst a round is in progress.

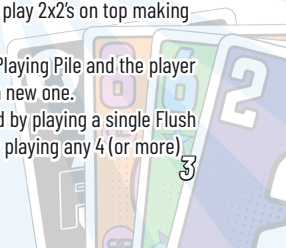


RELEASING CARDS

- Going clockwise, players take turns laying cards from their own hand (including their own bases) to create a single 'Playing Pile' in the centre.
- A card can be laid down if it matches the value of the Playing Pile's card or is lower.
- If no card has been played previously, any available card can be laid down.
- Players may lay multiple cards of the same value at once (including from their own base cards).
- If a player wishes to play a Blind card (face-down card) it must be free of its top card (see page 6).
- **All plays must be verbally declared** (see page 8).

MAKING A FLUSH

- Laying down 4+ cards of the same value creates a 'Flush'. This can include the previous player's cards. E.G they play 2x2's, you then play 2x2's on top making 4x2's (now a Flush).
- A Flush discards the entire Playing Pile and the player who made the Flush starts a new one.
- A Flush can also be achieved by playing a single Flush card onto the Playing Pile or playing any 4 (or more) Link cards (see page 8).



MIMIC CARDS

- The Mimic card, revealed at the start of each round, can mimic **any numerical value** of a card it is played with during that round.
- E.G: if the Mimic card is a 5, a 5 can now represent the same value as the cards it is played with.
- For instance, a player can use a 5 to mimic a 6, turning 3x6's into 4x6's for a Flush (image below).
- Once played in a turn, a Mimic card that is now on the Playing Pile remains fixed to the value it mimicked and reset when picked up again.
- Players can also play a Mimic card as its normal value (abiding by the regular rules).
- Mimic's **only mimic the value and not the action of other cards** (action = text on the card).
- The Mimic's own actions are always still made.
- If a Flush card is revealed as the Mimic value, the starting player must swap one of their visible number cards (a card in their hand or on top of a base) to be the Mimic for the round. They keep the Flush card.



PICKING UP

- If a player cannot, or chooses not to, lay down a card of the same or lower value, they must:

1) Start another Playing Pile to the side with a **higher numerical value**. Do not add current pile's cards.

2) Declare the play (see page 8).

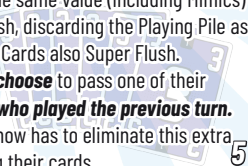
3) Pick up the original pile in to their hand.

4) If four or more cards of higher value were played to start the new pile, a Flush is made and the Flushing player goes again. Otherwise, play then continues to the next player with the new pile.

- If Skip cards were played to start the new pile, they now skip relevant players.
- Flush cards & 4 x Link cards have no numerical value and cannot start an adjacent pile.

SUPER FLUSH

- Playing 6+ cards of the same value (including Mimics) results in a Super Flush, discarding the Playing Pile as usual. 6 or more Link Cards also Super Flush.
- This player can then **choose** to pass one of their 'Bases' **to the player who played the previous turn**.
- The receiving player now has to eliminate this extra Base when discarding their cards.



BLIND CARDS

- A Blind card is a face-down card at the bottom of a Base.
- Blind cards can only be flipped and played into the Playing Pile without being seen first (must be free of the top card).
- When a Blind card is played, additional cards of the same value (including Mimics) can also be added before declaring. Link Flushes can also be played.
- A Blind card must only be flipped **first in a turn**. Do not flip a Blind card **after** laying other cards on the pile first, hoping that they match (before declaring).
- Only **one** Blind card can be played per turn.
- Flushes create a new turn for the same player.

SKIP CARDS

- A Skip card can be played alone or as part of a group.
- Playing a Skip card at any point causes the next player to skip their turn.
- The Skip action on Mimics still perform a skip.
- Multiple Skip cards played in the same turn result in the relevant number of players being skipped.
- If a Skip card is used to create a Flush, the skip action is **ignored** and discarded with the playing pile.

END OF THE ROUND

- The round is complete when the first player has released all of their cards.
- Remaining players must total the points of **all cards** in their own hand, including any Blind cards.
- Points are indicated in the small boxes on each card (see page 1).
- Any held Mimic cards receive **triple the points** of that card.
- A new round begins with the previous round winner starting the first Playing Pile.

DEDUCTION CARDS ★

- If a player **wins a round** by legally playing Deduction cards on their **final turn**, the highlighted points are deducted from their total score (**note - a total score cannot decrease below zero**).
- Example: If a player plays 2 x 4's (with one card being the 4 Deduction card) and finishes the round on that turn, they deduct 5 points from their score.
- Deductions on Mimic cards also count.
- Multiple Deduction cards can count if they are played together legally.

LINK CARDS

- Any four (or more) Link cards can be played together (regardless of values) to create a Link Flush, clearing the Playing Pile.
- If not flushing, they act as regular cards (as normal).
- If the **most recent value on the Playing Pile** includes any Link cards (e.g the current value is 3x6's with two Link cards) these can also be used by the current player to make the 4 x total required.
- 6 x Link cards = Super Link Flush (see page 5).
- A player cannot add regular non-link cards when Flushing with Link cards.

BIG FLUSH CARD

- Flush card, but opponents must also draw an extra card from the unused deck in to their hand.

DECLARATION

- To complete their turn, players must verbally declare the conclusion of their play. Once a player states their play (e.g "3 Sixes"), no changes can be made to the play (it must be fulfilled). A declaration unable to be fulfilled is void and a new legal declaration must be made by the same player.