

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. 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, they are eliminated).

Each deck consists of card values 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.



How to Play video

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 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 center.
- 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 (facedown card) it must be free of its top card and must be played first during a turn (see page 6 for more).

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 making 4x2's (now a Flush).
- A Flush discards the entire Playing Pile.
- The player who made the Flush starts a new Playing Pile.
- A Flush can also be achieved by playing a single Flush card onto the Playing Pile or playing any 4 (or more) Link cards (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 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 (aka 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 an adjacent Playing Pile to the side with a **higher numerical value.**
 - 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.
- The player must then pass one of their available 'Bases' **to the player who played the previous turn.**
- The receiving player must now eliminate an 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 and revealed on top of the Playing Pile, the player can add additional cards of the same value (including Mimics) before declaring (page 8).
- A Blind card **can only be played as the first card during a turn** (only one Blind card 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.
- 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 their cards.
- Remaining players must total the points of the 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 releasing Deduction cards **on their final turn**, the highlighted points are deducted from their total score (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 Flush card, 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 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.

