

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. Players agree on playing a specific number of rounds, usually 5, with the final round being double points. The player with the lowest total score after all rounds have been completed, wins.

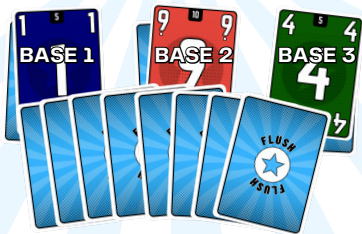
Each deck consists of card values from 1-10 (8 cards for each value) and 10 x Flush cards. There are no suits, however pay close attention to the value of points each card represents. More on this later.



How to Play video

STARTING THE GAME

- The dealer deals 14 cards to each player.
- Players place 3 cards face down in front of them and then one card face up on top of each, creating 'Bases' (3 Bases per player).
- 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.



RELEASING CARDS

- Going clockwise, players take turns laying cards from their own hand (including their own bases) to create a 'Playing Pile' in the center.
- A card can be laid down if it matches the value of the previous 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 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.

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 created the Flush starts a new Playing Pile.
- A Flush can also be achieved by playing a single Flush card onto the Playing Pile.

MIMIC CARDS

- The Mimic card, revealed at the start of each round, can mimic any card value it is played with, including Flush cards.
- Example: 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.
- Once declared (e.g., stating "3x7's"), Mimic cards remain fixed at their mimicked value for that play.
- Players can also play a Mimic card as its normal value if it's a legal move.
- If a Flush card is the Mimic, no Mimic card exists for that round, and no points are tripled.
- Each round introduces a new Mimic card, replacing the previous one.

"4x6's
Flush"



PICKING UP

- If a player cannot, or chooses not to, lay down a card of the same or lower value, they must start a new Playing Pile by the following sequence:
 - 1) Play a higher card value (a Flush card cannot be played as a higher card value).
 - 2) Declare their play (see page 8).
 - 3) Pick up the previous pile in to their hand.
 - 4) If Skip cards were played to start the new pile, they now skip relevant players.
 - 5) If 4+ cards were played of the same value, a Flush is now made, the new pile is discarded again, and the same player starts another 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 then passes (if applicable) one of their 'Bases' **to the player who played the previous turn.**
- The receiving player must now eliminate an extra Base when discarding their cards.

PLAYING 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).
- Blind cards 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 (in yellow font) can be played alone or as part of a group.
- Playing a Skip card causes the next player to skip their turn.
- Skip cards used as Mimics still perform a skip.
- Two Skip cards played in the same turn result in two 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 black boxes on each card (see page 1).
- Any held Mimic cards receive triple the points of that card.
- A new round begins until the number of determined rounds are completed.
- The final round is double points (including bonus points, see below).

BONUS CARDS

- If a player wins a round by legally releasing Bonus cards on their final turn, the bonus points are deducted from their total score (score cannot go below zero).
- Example: If a player plays 2 x 4's (one being the 4 Bonus card) and finishes the round, they deduct 15 points from their score.
- Bonuses on Mimic cards also count towards the deduction.

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 declaration unable to be fulfilled is void and a new statement can be made.
- No coaching (discussing plays beforehand).
- If a player accidentally flips over a Blind card, they must exchange the card for a new Blind card.
- **Gold Flush:** Played as a regular Flush card, however once played, all opponents of the player who laid the card are required to pick up an additional card from the unused deck.
- **Elimination:** This format involves eliminating players throughout the rounds. Once a player reaches a set limit of points (we recommend 150), they are removed from the game. The last remaining player, wins.