Fiji Flush

A fast card game for 3-8 players at ages 8 and above

Aim of the Game

Be the first player to get rid of all of your cards.

Join forces with fellow players to beat cards played by other players... or independently play the highest card to annoy all your opponents, flushing their cards down the drain!

Contents

- 90 playing cards (16x "2", 12x "3", 9x "4", 8x "5", 6x "6" to "7", 5x "8", 4x "9" to "11", 3x "12" to "14", 2x "15", 1x "16" to "20")

Game Preparation

Shuffle all 90 cards and deal 6 cards to each player, which you take to your hands. With 7-8 players deal only 5 cards to each player. Place the remaining cards as a face down stack in the center of the table. You will need some space next to this stack for a face-up discard pile.

Choose a starting player and you are ready to play!

Playing the Game

Players take turns in clockwise direction, until the game ends.

When it is your turn, you play any card from your hand in front of you. There are no rule restrictions limiting which card number you may play! Then, the next player in turn plays any card from his hand in front of him, and so on.

If you play a card with a higher number than the played numbers of one or more cards of the other players, you beat these cards. All players whom have played a lower-numbered card must "flush these cards down the drain" and draw a replacement card into their hand from the stack. All played cards with the same or higher numbers as your card are not affected.

If your card is still in front of you at the beginning of your next turn, as no higher number was played, you "pushed the card through" and discard it WITHOUT drawing a replacement. You have one less card and are closer to winning the game! You should now play one of the remaining cards from your hand.

Join forces to be stronger!

If you play a card with a number, which is already in front of one or more fellow players, you add all these numbers, giving them a combined higher value. If this value is higher than the numbers of one or more of the other players' cards, you beat them and they must flush their card and draw a new one from the stack. You must flush your cards, if the combined value is beaten by other player cards. You may never share information about your cards in hand with other players.

If another player plays a number, which only matches the value of your combined cards, his number is NOT added!

Example: *If Anne and Paul both play "5s", these numbers are added and have a value of 10. If Camille now plays a "10", that number is not added to both "5s"!*

If you "pushed your card through" and discarded it at the beginning of your turn, all fellow players with the same number also discard their cards without drawing a replacement, too. Together, you helped each other by adding your your numbers, so together you also get rid off your cards!

Winning the Game

If you "pushed your last card through", so you have NO cards left in front of you AND in your hand, you immediately win the game.

You may win during another player's turn or share the win with several players, if you played the same numbers and together "pushed them through".

Example of several player turns

① *Anne plays a "6" as her first card.*

② *Next, Paul plays an "8", which beats the "6". Thus, Anne must discard her card* card, flushing it down the drain, *and draws a replacement.*

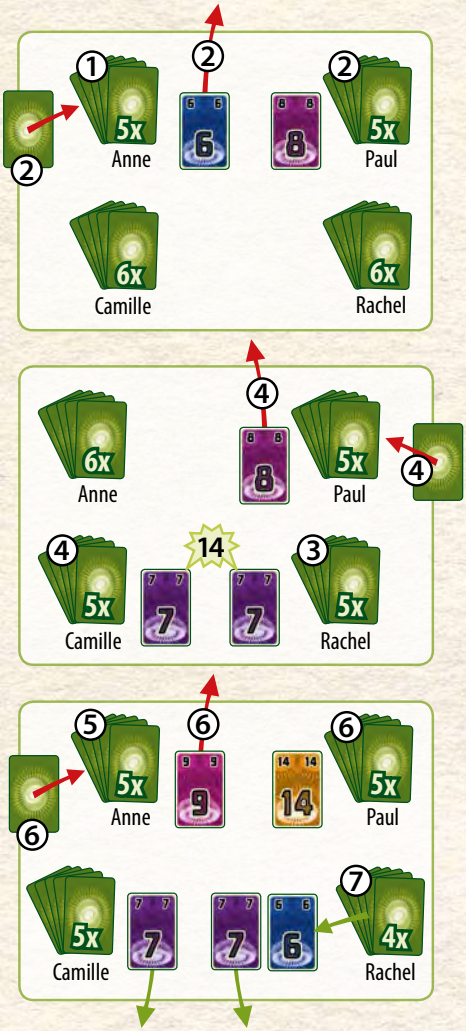
③ *Rachel plays a "7". Nothing happens, as "7" is not higher than Paul's "8".*

④ *Camille plays a second "7". Now, both "7s" are added and together have a value of 14. Thus, both cards together beat the "8". Paul must discard his card, flushing it down the drain, and draws a replacement.*

⑤ *Anne plays a "9", which does not beat both "7s".*

⑥ *Paul plays a "14". Even if that card has the same value as both "7s", it is not added to them! He still beats Anne´s "9", flushing it down the drain.*

⑦ *At the beginning of her turn, Rachel still has her "7" in front of herself and "pushed this card through". As Rachel and Camille helped each other by playing the same number, they both discard their "7s" without drawing a replacement. They are one step closer to winning the game. Then, Rachel plays a "6" and only has 4 cards left in her hand.*



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