HOT FLUSH RULES *Everything Must Go!*

Hot Flush is a card game for 3 to 8 players.

In Hot Flush, players take on the role of dodgy street dealers as they try to empty their hands of counterfeit and stolen goods.

NOTE: Before playing for the first time, remove the eight cards with the AGENDA backs. More on these later.

At the start of the game, the deck is shuffled and each player is dealt a **Hand** of seven cards. The remainder are placed face down to form the **Draw Deck**. One card is drawn and placed face up to form the **Discard Pile**. When the Draw Deck depletes, the Discard Pile is reshuffled to form a new Draw Deck.

CARD TYPES

There are four types of **Goods Cards** - **Yellow**, **Green**, **Blue** and **Red**. There are 26 Yellow Goods, 24 Green Goods, 21 Blue Goods and 17 Red Goods.

To get these hot Goods out of their hands, players will be attempting to collect enough Goods of the same colour to launch clearing houses, also known as **Fences**.

Each colour has a **Fence Number** - this is how many of that coloured Good is required to launch a Fence.

As the game progresses, Fences are laid out on each player's individual **Patch** in front of them. Players may collect only one colour of each Fence on their Patch at any time.

Yellow and Green Goods require exactly four cards to launch a Fence, Blue and Red require exactly three cards. Each Good has an effect that triggers when launched as a Fence.

There are also three types of **Action Cards** - **Drop**, **Hot Potato** and **PC Hunch**. There are four each of these Action Cards in the deck.

TURN OF PLAY

On their go, players can choose from one of four Actions:

ACQUIRE
LAUNCH
SHIFT and
PLAY

Let's take a look at each of these in turn.

ACQUIRE

Acquire allows a player to draw up to three cards, one at a time, from the Draw Deck. They may look at each card in turn and stop when they please. Play then continues clockwise.

LAUNCH

Launch allows a player to Launch a Fence onto their Patch using either exactly three or four similarly coloured Goods. Once launched, those Goods are out of that players Hand.

Each Fence has a **Launch Effect** that triggers immediately once it's played, dependant on colour. Yellow and Green effects target the launching player only. Blue and Red effects target everyone, launch player included.

LAUNCH EFFECTS

The **YELLOW** Launch Effect, **QUICK SALE**, grants the launcher an extra go. They may choose Acquire, Launch, Shift or Play, just as before.

The **GREEN** Launch Effect, **NEW STOCK**, allows the launcher to draw cards from the Draw Deck until they find a Goods Card. Action Cards are discarded, ensuring the player always ends up with a Good.

The **BLUE** Launch Effect, **SNITCH**, allows the launcher to call a Goods colour or a Fence Number. **All** players, launcher included, must **replace** matching Goods in their hand with new cards from the Draw Deck.

Example One: You have three Green Goods cards. Green is called.You discard the Green cards from your hand and draw three new cards from the Draw Deck.

Example Two: Four is called, the Fence Number of both Blue and Red Goods. You have three Blue and two Red Goods cards. You discard the Blue and Red cards from your hand and draw five new cards from the draw deck.

Remember, this affects **all** players, including the player who triggered **Snitch**, so calls must be chosen wisely.

The **RED** launch effect, **SUPERGRASS**, allows the launcher to call a Goods colour or a Fence Number. However, this time all **Fences** are closed that match the call. Closed Fences are moved to the Discard Pile.

Once again, this affects **all** player's Fences, so the player who triggered Supergrass must choose their call wisely.

After any Fence is launched, play continues clockwise.

SHIFT

On your turn, you can **Shift** as many same-coloured Goods onto **any** player's same-coloured Fence, including your own.

There is no limit to how many Goods of the same colour you can Shift in one go, but Shift can only be used once on your turn.

Shift does not trigger Launch Effects.

PLAY

Unlike Goods Cards, Action Cards are **Played** onto the Discard Pile to trigger their effect. Playing an Action Card counts as one go.

DROP forces **all** players to **draw** an extra card from the Draw Deck. The player who played Drop then goes again.

HOT POTATO forces all players to **pass** any card from their Hand to the player on their left. The player who played Hot Potato then goes again.

When a player plays ***PC HUNCH*** they may accuse any player of **hoarding** a good of one colour:

- If correct, the accused must **replace** matching Goods in their hand with new cards from the Draw Deck and the accuser goes again.

- If incorrect nothing happens, and play continues clockwise.

RAIDS AND BLACK MARKET

RAIDS

The moment **all four** colours of Fence are displayed across **all** player's Patches, a **Raid** occurs: **all** Fences are immediately closed and discarded, including the Fence that triggered the Raid, which forfeits its Launch Effect.

BLACK MARKET GOODS

Goods with a **black** Fence Number are **Black Market Goods**. When a player launches a Fence using Black Market Goods **only**, the Fence is turned lengthways. A Black Market Fence may only be used by its owner, and other players may not Shift Goods onto it.

Black Market Fences are still susceptible to Supergrass calls, Raids and Agenda effects.

WINNING

A player wins a **Game** when he rids his hand of Goods. However, **you cannot win a game by Playing an Action Card as your last card.**

First player to win three **Games** wins the **Match**.

AGENDAS

The **Agenda Expansion** introduces eight new cards, including the shady police officer **PC Skimm**. It also adds the **Accuse** action to help players stop PC Skimm's nefarious double-dealing.

To play using Agendas, deal a random Agenda Card face down to each player before play commences. Players keep their Agenda Cards a secret, and each Agenda Card has a specific action or effect. Unused Agenda Cards are put to one side face down.

AGENDA CARDS

Apart from PC Skimm, Agenda Cards can be used at each player's discretion. They are discarded on use, so choosing when to use them is key.

COLOURED AGENDA CARDS

Coloured Agenda Cards may be used when triggering a Fence Effect. They either add a bonus to an effect, or override its effect entirely.

Bootilicious - Quick Sale Bonus: Take an additional go on top of the original Quick Sale effect.

Stockathon - Fresh Stock Bonus: Gain an additional Good on top of the original Fresh Stock effect.

Snitcharama - Snitch Override: Other players replace their entire hand with the same amount of cards. Ignore the original Snitch effect.

Headhunched - Supergrass Override: Close all other player's Fences but your own. Ignore the original Supergrass effect.

BLIND EYE, SNOOP AND HACK

These three cards can be played when the time is right. Their use does not constitute a go.

Blind Eye - Evade detection from PC Hunch. You may show this when targeted by PC Hunch to negate his effect.

Snoop - Inspect any other player's hand in secret. You can do this out of turn at any time.

Hack - Inspect all player's hands in secret. You can do this out of turn at any time.

PC SKIMM

If you've been dealt the **PC Skimm** card, your win condition is altered. To win, you must reveal a **four** or **five** card hand containing **no more** than **one of each coloured Good**. This must be done on your go, and you may reveal no more than one Action card.

PC Skimm Win Examples

Example One: Your three card Hand consists of a Yellow, Green and Blue Goods card. On your go you draw a Red card using the Acquire action. You immediately reveal your **four card winning hand** of **four individually coloured Goods**.

Example Two: After your go, your four card hand consists of a Green, Blue and Red Goods Card, plus an Action Card. Another player plays Drop, which by luck forces you to draw a Yellow Card. When your go comes around again, you instantly reveal your **five card winning hand** of **four individually coloured Goods** plus one Action card.

THE ACCUSE ACTION

As their go, any player may **Accuse** another player of being PC Skimm, with two possible outcomes:

SUCCESS - A successful accusation allows the accuser to sort through and add any of PC Skimm's cards to their own Hand in secret. Unwanted cards are discarded. The ousted player draws seven fresh cards and plays the remainder of the game as normal.

FAILURE - After an unsuccessful accusation, each player **except** the accused draws one card.

Unless they are PC Skimm, accused players **never** reveal their Agenda Cards. As Agenda Cards are used and discarded, so the accusation pool diminishes.

Note: The Accuse action may be used by PC Skimm to throw other players off the scent, but in a game of less than eight players there is no guarantee that PC Skimm will be present.

Copyright Julian Moore / Dwelltime Games 2026