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Version: 2

Game Name: Roll Flush

Number of Players: 2-4

Objective

Roll dice and push your luck to collect and score better poker hands than your opponents. Be the player with the most points over 30 after scoring to win!

Contents

- Standard deck of 52 cards
- 2 dice
- 4 meeples
- 4 scoring tokens
- 12 ability tokens.
- 1 board (or 11 chips numbers 2 through 12)

Setup

1. Place the board in the middle of the table.
2. Each player takes a meeple and a scoring token of the same color.
3. Each player places their meeple on the 0 space of the scoring track.
4. Each player is given 3 ability tokens, one of each type.
5. Shuffle the deck of cards.
6. Deal 1 card face down and one card face up to each player.
7. From the deck place a facedown card on the 7 slot of the board.
8. From the deck place a faceup card on all other slots on the board.
9. Deal 1 faceup card from the deck to a community slot.
10. The player with the lowest face up card takes the first turn. In the event of a tie, roll to see who goes first.

Game Play

Turn

A player starts their turn by choosing to either roll or score. Scoring can only be chosen if the player has at least 3 cards in their hand.

Roll

Rolling for cards consists of rolling both dice one or more times and taking cards in the matching slots. But if you roll the same number twice, you bust and take no cards.

Ability tokens may be used during the roll action as specified on each action token.

1. Roll the dice.
2. Check the slot corresponding to the number rolled
3. If you roll a number already rolled this turn
 - a. You bust! Reset all slots by untagging all cards. Play proceeds to the player on your left.
4. Tag the card in the matching slot by sliding the card up, revealing the red bar under it.
5. If you wish to keep rolling return to step 1, or if you wish to end your turn, take all cards corresponding to your rolls this turn. Cards remain in front of you in the same face up or face down orientation they were on the board.
6. Choose up to 5 cards to keep. You may keep any combination of face-up and face-down cards, discarding the rest.
7. Refill empty slots from the deck, if at any time the deck is empty, shuffle the discard pile into a new deck. Any time the deck is shuffled, all players refresh one ability card.
 - a. If the 7 slot is empty, replace it with a face down card.
 - b. Slide all other cards towards the 7 slot until the only empty slots are on the ends.
 - c. From the deck place face up cards in all empty slots.
8. Pass the dice to the player on your left

Ability Tokens

Ability tokens may be used before or after rolling

To use them, perform the action, then turn over the token to indicate it has been used. It cannot be used again until it is flipped back during a deck shuffle.

1. Before rolling: Swap any two card slots. Cards remain in the state they were in when swapping them. (ie., face down cards remain face down, and tagged cards remain tagged)
2. After rolling: Reroll one or both dice. Reroll one or both dice, add up their value and tag the corresponding card, or bust if it has already been tagged.
3. After Rolling: +1 or -1 to the value of the roll. You may tag the card one slot to the left or right of the rolled value. If both cards are already tagged you cannot use this ability.

Score

You must have at least 3 cards in hand (face up or face down) in order to declare a scoring turn.

1. Declare that you are going to score. Flip your scoring token to the "Score" side.
2. In clockwise order around the table, each player decides to score or pass and set's their scoring token to the appropriate side.
3. After all players have chosen, count how many players opted to score. This determines the number of bonus points available. All scoring players then reveal their face-down cards.
4. Deal one card from the deck to the second community card slot
5. All players now construct the best 5 card hand using the available cards in their hand and the two community cards. Community cards may be part of multiple players' hands.
6. Using the poker scoring chart, players determine who has the best hand. In the event of a tie, the player with the highest card in the set wins. When breaking the tie of a full house compare the three of a kind first. If there are still ties, compare the highest single card. If that is a tie, compare the next highest card and so on. If both hands are identical, they are tied.
7. The player with the highest hand gets the bonus points and moves their meeple that many spaces on the scoring track. In the event of identical hands, players evenly split the bonus points, if there is an uneven amount of points to split the leftover point is discarded.
8. Each player then gains points for the hand they scored based on the scoring chart.
9. Check for game end.
10. All players that scored discard all cards, and are dealt one face down card.
11. The two community cards are discarded and one new community card is dealt.
12. Play continues clockwise.

Scoring

The follow chart described each hand and their point value in the form:

Hand (Points): Description

Royal Flush (15) : 10 - J - Q - K - A, all the same suit.

Straight Flush (12): Five cards in sequential order all the same suit.

Four of a Kind (10): Four cards, all the same rank.

Full House (8): Three cards of the same rank, and two cards of the same rank.

Flush (6): Five cards, all the same suit.

Straight (6): Five cards in sequential order

Three of a Kind (4): Three cards of the same rank

Two Pair (3): Two pairs of different ranks.

One Pair (1): Two cards of the same rank

High Card (0): A single card. A higher cards beats a lower card

The sequential order of cards is

A - 2 - 3 - 4 - 5 - 6 - 8 - 9 - 10 - J - Q - K - A

Note that the Ace is always considered a high card except when creating a “low” straight of A - 2 - 3 - 4 - 5

Game End

If any player has more than 30 points at the end of a scoring turn, the player with the highest score wins. If there is a tie, the player with the best poker hand in that scoring round wins. If still tied, the game ends in a draw.

Gameplay Variations:

Tips / FAQs: