



Not a shallow game.

WHO MADE THIS?

Brittany & Anthony, a happily married couple who like to laugh. They are passionate about helping people deal with the roots of their mental and emotional challenges, and heal with humor.

Using keys from their own healing journeys, they created Ferret Flush® as an easy game that anyone can play to better their emotional well-being.

To win: Collect Situation Cards to earn points. At the end of the adventure, creature with most points wins.

65 Play cards. Deal 5 to each creature. Place remaining face-down.



40 Situation Cards. Shuffle and place face-down.



3-6 creatures
15+ minutes.



Dealer is the first Ferret. Ferret turns up the top Situation Card and reads it aloud.

For every situation, you'll play a round of 3 sets: Thought, Feeling, & Action.

Thought Set: All creatures (minus Ferret) pick a Play Card from your hand with the best* thought 🧠 for the situation. Pass Play Cards face-down to Ferret and draw a new Play Card.

Ferret reads each thought out loud, picks his/her favorite, places it face-up below the Situation Card, and discards the others.



Feeling Set: Rinse and repeat. This time, pick the best* feeling ❤️ to fit the situation and thought.



Action Set: Again! Pick the best* action 🖐️ for the situation, thought and feeling.

*Play the Ferret

How well do you know the Ferret?
Will he/she like funny responses?
Thoughtful ones? Play the Ferret!

If Ferret picks your card for at least two sets, you win this round. Collect the Situation Card and earn a point.



If Ferret picks your card for all three sets, it's a **Ferret Flush!** Collect the Situation Card and also draw an extra Play Card.



If there's a three-way tie, each creature acts out Ferret's feeling. Ferret picks the best* actor to win the round and collect the Situation Card.



Discard used Play Cards. Start next round. Creature to the left of the last Ferret becomes the new Ferret. Adventure ends when every creature has been the Ferret twice (3-4 creatures) or once (5-6 creatures). If Play Cards run out, shuffle discard pile and re-use.

Wild cards: Make up your own situation, thought, feeling, or action.



Dig A Little Deeper

(Optional but rewarding, if you're feeling particularly adventurous.)

Ferret Flush® was created as a fun game to foster emotional wellbeing by opening up honest conversations about our inner world – how we respond to Life's situations and why.

We invite you to explore and investigate deeper in the safe, stress-free context of play! The Ferret, or any creature, can ask the following questions along the way:

- **Why did you play that card?**
- **What would you think/feel/do in this situation?**
- **What is a recent situation you faced that was beyond your control?**

