

PAID

WORLD'S  
GAMES

FLINCH

A FAMOUS BOARD GAME

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# RULES FOR PLAYING



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*Parker Brothers Inc.*

BALTIMORE, MARYLAND  
NEW YORK, NEW YORK  
CHICAGO, ILLINOIS  
PHILADELPHIA, PENNSYLVANIA  
SAN FRANCISCO, CALIFORNIA  
MILWAUKEE, WISCONSIN

## For Two to Eight Players

### THE PACK

FLINCH is played with a pack of 150 cards consisting of 10 series, each numbered from 1 to 15 consecutively.

### PLAYERS

Any number from two to eight may play. With more than five playing it makes the game more interesting to use two packs.

### THE LAYOUT

During the course of the game cards are laid out in several piles which will be referred to in the rules as follows:

1. The Flinch Piles consist of the first 10 cards dealt to each player. Players should place these 10 cards face down in one pile in front of them at the start of the game.
2. The Hands are made up from the next five cards dealt immediately after the Flinch Pile.
3. The Stack is made in the center of the table and consists of the remaining cards of the deck after the Flinch Piles and Hands have been dealt. These remaining cards are divided into groups of five cards each and these groups are stacked crisscross in one pile so that when required a player may draw a new Hand of five cards without delay during the game.
4. The Reserve Piles are five separate piles of cards in front of each player's Flinch Pile. Cards are played singly to form these piles when no other play is possible. After the five piles are formed cards may be played to whichever pile the player selects.

### THE DEAL

Shuffle the cards thoroughly and: first deal ten cards to each player for his Flinch Pile, next deal five cards to each player for his Hand, then separate the remainder of the pack into Hands of five cards each, and stack them up crisscross, face down in the center of the table, to keep them divided. Each player places his Flinch Pile in front of him face down, with only the top card turned face up. When during the game this card is played turn the next card face up.

### THE PLAY

The first player at the left of the dealer having a card number 1, begins the game by laying it near the center of the table face up. If he can follow with a 2 he may lay it on top of the 1 and so on as long as he can play from his HAND, his RESERVE, or the top card of his FLINCH PILE. If he can play out his entire Hand he may draw another and continue to play.

If no player has a 1, the five cards in the Hands are laid down face up in front of each player to start his five Reserve Piles and new Hands of five cards each are taken from the Stack by each player. Draw new Hands and discard until some player can play a 1 card. Since there is now at least one card in each reserve pile, Hands discarded after the first Hand may be divided and arranged in any of the five Reserve Piles according to the judgment of the players. See pages 6 and 7 for examples.

Players must play all of the 1s from their Flinch Pile or from their Hands to the middle of the table during the turn in which they are drawn from the Stack and may be "Flinched" (see below) for not doing so but need not play any other numbers unless they wish, excepting from their Flinch Pile from which they must always play as soon as the opportunity offers. First play from your Flinch Pile, second play the 1s in your Hand, after which you may play other numbers either from your Hand or Reserve. The 1s are never played to the Reserve. A 1 on the Flinch Pile must be played ahead of a 1 in the Hand. During the game there will be as many Piles in the center of the table (in addition to the Stack) as there are ones which have been played.

The Playing Piles go to 15 and are then removed from the table. When several Piles have been removed and all the cards have been used from the Stack, and the game is not finished the removed cards are shuffled and dealt out again to continue the game. The Playing Piles built up on the middle



Flinch Pile of the opponent who Flinched him and place it at the bottom of his own Flinch Pile.

By "DISCONTINUE PLAYING" is meant: Take back the card you are in the act of playing and do not lay a card to your reserve at this turn.

In case of two or more opponents calling "Flinch" at the same time, the caller nearest to the left of the player shall receive the credit.

## TO WIN

The Object of the Game is to get rid of your Flinch Pile and the player who first succeeds Wins the Game.

### Additional Notes on Flinch

A card exposed from a player's hand must be played: or if it cannot be played the player must discontinue playing (that is, take back the card you were in the act of playing and do not lay a card on your reserve in this turn).

A card exposed from your hand when it is not your turn to play may be called by your opponent when your turn comes and you will have to play it.

If the game should be blocked, that is, the Stack exhausted and no players able to play, except one who will not play, the player holding the releasing card must play it and the player whose Flinch Pile is favored must place the top card of his Flinch Pile on the bottom, or if it is the last card he must pass playing it for one round. A better way to avoid blocking is to use two packs.

Not the slightest intimation must be given by any one of the players as to the proper play to make. This rule must be strictly enforced.

A player may be "Flinched" as soon as he shows his intention of playing wrong by lifting a card from his Reserve or exposing a card from his Hand.

Whenever a player plays the last card held in his Hand to the table, he must be given a new Hand and he is entitled to a new Hand as often as this occurs, which may be many times in succession.

When the last card in your Hand is played to the Reserve you are not entitled to a new Hand until your next turn to play.

A new Hand must not be given to a player until the next previous player has laid down a card on his Reserve, or "discontinued playing".

Should a player, to play, remove a card from his Reserve and expose the card underneath to himself

or to any of his opponents that card so exposed must be played or, if it cannot be played, the player must "discontinue playing."

Play quickly and the game is more interesting and exciting.

## Variations in Play

An interesting variation is to start the table piles with both the "ones" and the "fifteens" building down on the "fifteens" and up on the "ones".

Another and even better way is to start with the "eights" and build both up and down from them, playing the nine, ten, etc., across one end of each eight and the seven, six, etc., across the other.

The same general rules apply in both of these variations.

## Partnership Flinch

In Playing Partners the same rules apply, except that you are at liberty to play from your partner's Flinch Pile and Reserve. If you have an opportunity to play from both your own and your partner's Flinch Pile at the same time, you must play from your own first and then from your partner's, otherwise you MUST play from your partner's Flinch Pile whenever opportunity offers the same as from your own. After one Flinch Pile is exhausted both partners continue playing from the remaining Pile until that is exhausted whereupon the game is finished. A Player may be "Flinched" for neglecting to play from his own or his partner's Flinch Pile; for giving information as to the best way to play; for looking at the card underneath in the Reserve or Flinch Pile; for playing out of turn; or for any other irregularities to be decided upon by the players before beginning the game.