

RULES FOR PLAYING

★ *Flinch* ★

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A GAME BY A. J. PATTERSON

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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 DECK

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 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.

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 of the table are to play on and not from. How many you accumulate does not count.

THE OBJECT OF THE GAME is to secure "Books" consisting of four cards of the same number, such as four fives, four nines or four thirteens.

The player at the left of the dealer begins by asking for a certain card, naming the series, and he must have one of the same number in his hand when he asks for it. He may ask any player he pleases, but must ask only one player on each turn. If the player asked has the card he must hand it over and the successful asker can then ask any player for any other card and continue to ask as long as he receives the card asked for, always provided that he must have in his hand a card of the same number asked for.

If the player asked does not have the card wanted, the privilege to ask passes to him (or the privilege to ask may pass around the table to the left). When a player gets together four cards of the same number he lays them face down in front of him as a book toward game.

The play continues until all the books have been made up, and the player who holds the most books at that time Wins the Game.

Patience

For One Player

Use four series of cards, from 1 to 15.

Shuffle thoroughly and lay down four cards face up in a row; if any 1s occur, place in a separate row higher up, then turn the pack one card at a time and build up on the 1s and down on the lower piles. Any cards which cannot be played up on the 1s nor down on the lower piles are placed face up in a stock pile, to be played from, whenever possible, to the 1 piles or to the lower piles; whenever possible play from the lower piles to the 1 piles. The four piles below should be so laid that the underneath cards are slightly exposed. They may be doubled together when opportunity offers and the space filled with a card from the stock pile. You can play only from the top of the stock pile.

Turn the pack through only once. If you succeed in getting all the cards into the 1 piles, you win the game. If you keep close watch and do not overlook any plays, you should win about once in seven times.

Another Patience

Use four series of cards from 1 to 13. Shuffle thoroughly and lay on the table seven rows of cards, only one card in the top row, two in the second, three in the third and so on to seven in the last row, each row overlapping the row above. The twenty-eight cards so laid out will be in the shape of a triangle.

Now, any two cards in the lower row which added together **make** thirteen may be removed (discarded) also any thirteen card. When cards are removed the next cards above are uncovered and released and any two of the so released cards totaling thirteen may be removed, also any two cards totaling thirteen, one of which when removed uncovers and so releases the other.

When you have discarded all you can in this way turn up a card from the pack and if this card added to any released cards makes thirteen they may be discarded, if not this card is turned face up to start a stock pile. Continue turning up cards until you have turned them all up discarding as you go. You also may discard any two cards coming together on the stock pile which total thirteen.

If, when you have gone through the pack, the triangle has all been discarded you win.

You will win this once in a while but not often.

For the Children

Go To Store

Use four series of cards 1 to 15. Deal six cards to each player and place the remaining cards in the middle of the table face down. This is the STORE.

The first player at the dealer's left says to any player he chooses, "Give me all of your fives", or ones, or any other number he chooses, **but must hold** at least one of the numbers, asked for in his hand. If the player asked has any of these numbers he hands them over and the same player asks again and continues to ask until some player fails to have any of the cards asked for and replies "Go to Store". When the player asking draws a card off the top of the store, it is the next player's turn to ask.

The **Object of the Game** is to secure books of the four cards of the same numbers and as these are completed they are laid aside and when the Store is exhausted and the books all assembled the one having the greatest number of books wins.

This is a fine game for two, three or four players.

Questions on FLINCH will be answered gladly if 3c stamp is enclosed.

PARKER BROTHERS, Inc., Salem, Mass., New York, Chicago

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Partnership Games

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.

OTHER GAMES

(Played with the Flinch Pack)

Muggins

For Two or More Players

Use the entire pack of 150 "Flinch" cards. Shuffle thoroughly and deal to the left, one card at a time, until the entire pack is exhausted. Each player places his cards on the table or holds them in his hand face down.

The player to the left of the dealer begins by turning up the first card **from the back** of his pack. If it is a 1, it is placed on the center of the table and another card turned up; if this is a 2, it is placed on top of the 1, and so on until a card is turned which cannot be played; this is laid face up in front of the player to form a **Stock Pile**, and the next player continues by building up on the Table Piles and up or down on the Stock Piles of other players. There may be as many table piles as there are 1s played.

Play first to the Table Piles, then to the Stock Piles of other players. You must play from your Stock Pile in preference to playing from your Hand (Table Pile). In lifting a card from your Hand, face it from you so that other players may see as soon as you.

Should you deviate from the above, or should you have an opportunity to play and do not, your opponent will call "**Muggins**" and you will be obliged to take a card from the top of the player's Hand who calls "**Muggins**" and place it on your Stock Pile. If a card is wrongly played, you will also take back that card. This will end your play until your turn comes again.

When a Hand is exhausted, turn up the cards in the Stock Pile and play them through again, continuing until some player exhausts **both his hand and stock pile**, which **Wins the Game**.

Stock Exchange

For Three or More Players

Use as many sets of numbers as there are players; e. g., if there are five players, use 1, 2, 3, 4 and 5, ten of each number.

Shuffle the cards thoroughly and deal to the left, one card at a time, until the pack is exhausted. Each player will then arrange his Hand, sorting the numbers to suit his own taste, and decide which number he wishes to control.

The dealer, when his cards are arranged, calls "Play", or an offer to trade by the dealer may be considered an announcement that the board is open.

Players do not have to wait their turn to play—all play at once and all talk at once. The player who can make the most exchanges in the least time usually wins the game.

Do not inform your opponent what number you wish nor of what number you wish to get rid of. Just trade cards—two, three, four or any number you wish at a time, and do it quickly. If you cannot win with one number, try another. The cards you trade must all be of one number; that is, all 1s, all 2s or all 3s, etc.

The object of the game is to secure a Hand composed entirely of one number. This is accomplished by trading cards with other players. A player offers to trade, and trades any number of cards with any player willing to trade an equal number. This continues until some player completes his hand and calls "Sold", which ends the hand, and counts one point for the successful player.

The cards are again shuffled and dealt, the deal passing to the left. Continue until ten hands have been played, when the player having won the greatest number of points Wins the Game.

Authors

For Any Number of Players, Five to Seven Make a Good Game

Use four series of cards from 1 to 15. Select the dealer and deal the sixty cards to the left, one card at a time. If some players have more cards than others it does not matter.

THE RESERVE

When a player can no longer play, he lays down one card face up in front of him, a little in front of his Flinch Pile, and the next player to the left proceeds to play. The cards thus laid down, one on each turn, form your **Reserve**, and are played side by side until there are **five**, after which others are placed on top of **any one** of the five you choose. In playing from the Reserve, **only the top cards** may be played, and it is not allowable to look at those beneath. One card **must** be laid on your Reserve each and every time you **pass** or **finish** playing.

Considerable skill may be used in so managing the Reserve as to aid yourself in getting rid of your Flinch Pile and in hindering your opponents from getting rid of theirs. If possible **remember the cards buried** in your Reserve without referring to them, however. Try to arrange them as nearly as possible in sequences running down and thus make it easier to remember and play the cards beneath, and do not play them out except to benefit yourself or hinder your opponent. Never miss a chance to head off an opponent from playing a card from his Flinch Pile, either by playing, or refusing to play, a card from your Reserve.

When a Reserve Pile is exhausted, its place **must** be filled with the next reserve card laid down to make up the full number (five) of Reserve Piles. **Cards must not be removed from one Reserve Pile to another.** You are at liberty to play from your Reserve at any time, and your Reserve piles may be entirely exhausted and re-established again many times during a game.

Flinching an opponent. On each turn players **must** play first from their **Flinch Pile** if they can do so. If they **can but do not** do so any opponent may call "**Flinch**". Any player so "**Flinched**" must "**discontinue playing**" and draw a card from the **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 on 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 to the player 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.

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.