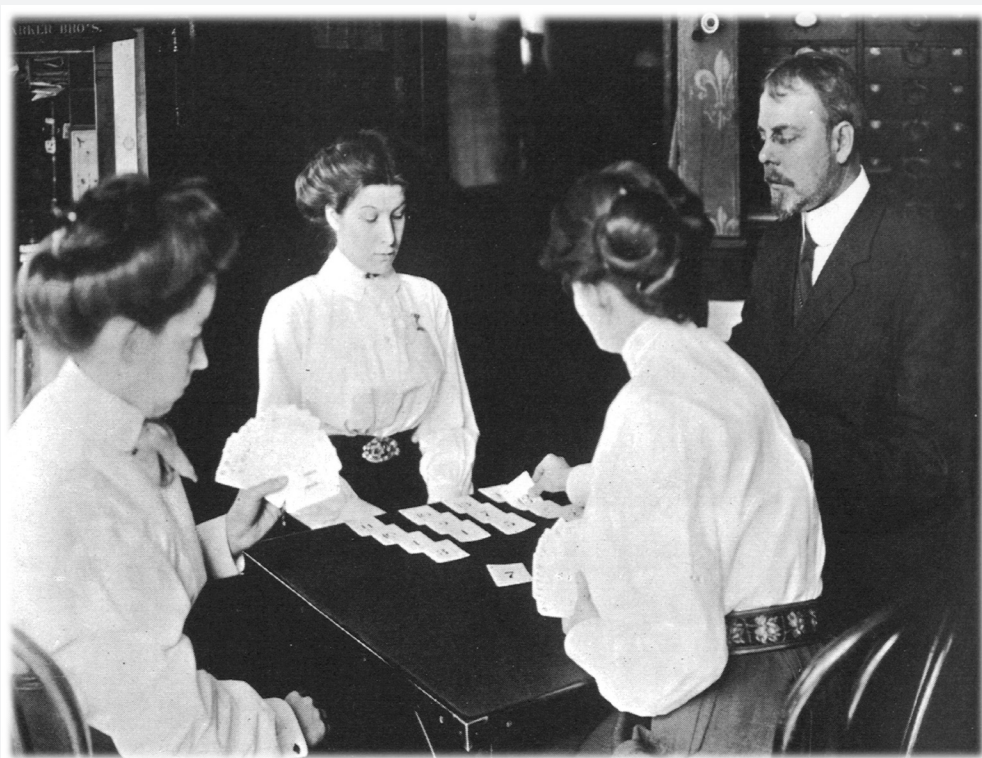


Ages 7 to Adult **Flinch**[®]

ABOUT FLINCH:

The first and greatest of all stockpile card games, FLINCH has entertained millions of people since it was first published in 1905. Below is a rare photo of an early play session. Note the man on the right; that's George Parker, the founder of Parker Brothers.



Reproduced from a badly worn fragment found by Mrs. George S. Parker, showing Sarah Upton, Pauline Holman, Miss Elwell and Mr. Parker "game testing." Circa 1905-6.

FLINCH became an instant success because of its novelty and simplicity. The novelty included the idea of playing onto several building piles and storing cards not yet playable in reserve piles. The simplicity is in the winning. You win by being first to play the mere ten cards in your stockpile. The goal sounds so easy, until you're in the heat of the game against two or more opponents!

FLINCH cards are versatile, so more ways to play were created over time. And now we're very happy to include the rules for FLINCH 2000—the same great classic game, but with newly introduced FLINCH Wild cards. Enjoy!

◆◆◆◆ The Classic Game Rules For 1 to 4 players

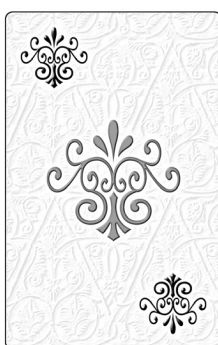
OBJECT: The object of the game is simple: be the first player to play all ten cards from your "Stockpile." You do this by, whenever possible, playing a card in numerical order onto a "Play Pile" in the center of the table. You also hold a hand of cards and you'll form several "Reserve Piles" during the game to store cards from your hand until they are playable. These cards will eventually help you to play your Stockpile cards.

EQUIPMENT: The equipment consists of 3 identical decks, totaling 135 cards. Combined, these cards make up nine "series," each numbered from 1 through 15. NOTE: remove the 9 FLINCH Wild cards from each deck before beginning play. They are used only in the new "FLINCH 2000" variation (those rules appear on the flip-side of these rules).

PLAYERS: Any number from 2 to 8 may play. When more than four people play, you'll need to combine two games' worth of cards.

THE LAYOUT: FLINCH is a game where cards are laid out in several different piles (see *Illustration*) and are referred to in the rules as follows:

- THE STOCKPILES consist of the first 10 cards dealt face down to each player. You place your Stockpile cards in a pile directly in front of you and turn the top card of the pile face up, keeping it atop your pile.
- THE HANDS are the next five cards dealt to each player. Pick up your hand and hold it so that you can see the cards, but no one else can.

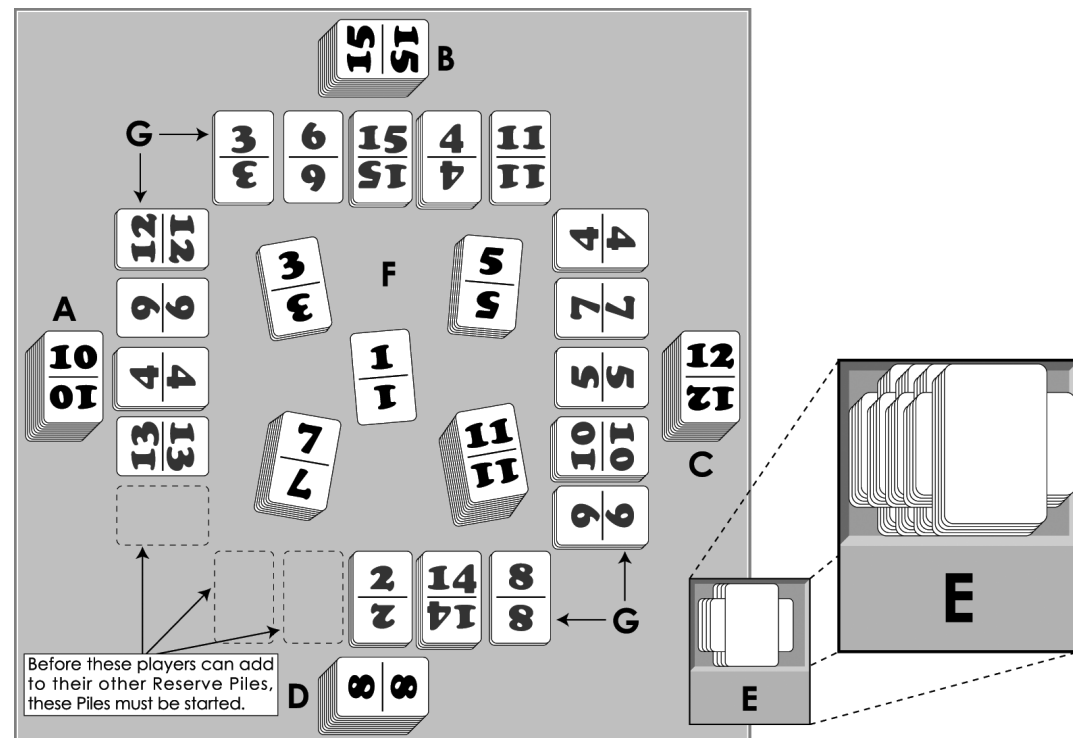


Example of a
FLINCH Wild Card

- THE STACK is made up of all the cards remaining after the Stockpiles and the Hands have been dealt. These are divided into groups of five cards each and are not exposed. If you wish, you can use the tray in the package to arrange the five card groups in criss-cross fashion, so that each group lies crosswise on top of the group immediately beneath it (see *E*, in the *Illustration*). If not, just form a Draw Pile. The Dealer will give the 5 cards on top to each player when a new hand is needed.

- THE RESERVE PILES are formed after play has started. Whenever you pass or complete your play, you must place one card in front of your Stockpile. You place these cards alongside each other until you have started 5 Reserve Piles. From then on, you may play on top of any of the five Reserve Piles you desire. If, during the course of the play, you exhaust one or more of your Reserve Piles, you must start them again before you can play on top of any of your remaining Reserve Piles.

- THE PLAY PILES are formed after play has started. See **THE PLAY** and **THE PLAY PILES**, in the right side column, for more information about the Play Piles.



- A, B, C, D: STOCKPILES of ten cards with top card always face up, all others face down.
E: THE STACK—bundles of five cards, each placed criss-cross, face down.
F: PLAY PILES—each built up in numerical sequence, from card 1 to card 15.
G: RESERVE PILES—started by each player, face up—no more than 5 per player.

THE DEAL: Select a player to be Dealer. The Dealer shuffles all the cards in play thoroughly and deals them as described above, forming the Stockpiles, the Hands, and the Stack.

THE PLAY: The player to the left of the Dealer plays first. Let's assume that's you. If you have a 1 card exposed on your Stockpile, play it to the center of the table. This is the first card of the first Play Pile. Turn up the next card in your Stockpile. If that card is also a 1 card, you must play it to the center of the table alongside the first card, starting the second Play Pile. When the card exposed on your Stockpile is not a 1, look in your hand and play in a similar manner any 1 card that you may be holding. If you've been able to play a 1 card and hold in your hand (or have exposed on your Stockpile) a 2 card, you may play it on top of any 1 card that has already been played. You may continue to play as long as you can build up in sequence on top of any of the Play Piles. All 1 cards in your hand must be played, but other cards may be held and played as desired.

NEW HAND: If during your turn you exhaust your hand, you draw a group of five cards from the Stack to form a new hand, then continue your turn. When you cannot play any cards or do not wish to play any more cards, you select a card from your hand and place it on the table face up to start a Reserve Pile. If, as occasionally happens, no player has a 1 card to start the game, each player lays down all five cards from his/her hand and starts five Reserve Piles. Each player, in turn, draws a new hand from the Stack. If there is still no player able to play a 1 card, players again place their entire hands in their Reserve Piles; since all five Reserve Piles have now been started, they may distribute them as they wish. All five cards may go onto one Reserve Pile if a player thinks it is advantageous to do so. After the first 1 card has been played, each player must end his/her turn by playing a card from his/her hand to one of his/her Reserve Piles.

THE RESERVE: Once a Reserve Pile has been established, you may play from it to the center of the table if you have the proper card on top. You may do so at any time during your turn after you have played all of your 1 cards. 1 cards may never be played to a Reserve Pile. You are not required to play from your Reserve Pile, but should do so if it will help you to play from your Stockpile, or hinder your opponents from doing so. You may not look underneath the top card of any of your Reserve Piles but should try to remember what is there. *It is usually wise to try to build Reserve Piles in reverse*

sequence for ease in remembering and in order to make possible the play of more cards on a single turn. When a Reserve Pile is exhausted it must be restarted by placing the next discard in the open space to bring the number of Reserve Piles back to five as quickly as possible. Cards, once played, cannot be moved from one Reserve Pile to another. Reserve Piles may be exhausted and re-established several times during the course of a game.

THE PLAY PILES: The Play Piles go up from **1** to **15**. Once a **15** is played, the entire Play Pile is removed from the table. When several Play Piles have been removed and all of the cards have been used from the Stack, shuffle these used cards and deal out again to continue the game.

CHALLENGING (“Flinch!”): On each turn players must first play from the Stockpile if possible. If they fail to do so, any opponent may call “Flinch!” Any player so challenged must stop playing immediately, draw the top card from the Stockpile of the opponent who issued the challenge, and place it at the bottom of his/her own Stockpile. You may also challenge an opponent if you believe the opponent is holding a **1** card in his/her hand after it should have been played. If you are correct, the player challenged is penalized as above; if not, the challenger draws the penalty. A player who is challenged and penalized ends his/her turn and does not discard to his/her Reserve Piles on that turn. If two players issue a challenge at the same time, the challenger nearest to the left of the challenged player receives the credit or penalty for the challenge.

HOW TO WIN: The player who first succeeds in playing all of the cards from his/her Stockpile wins the game!

ADDITIONAL NOTES: Once a card in your hand is exposed, it must be played. If it cannot be played, you must take it back into your hand, your turn ends, and you do not discard to a Reserve Pile. If you expose a card when it is not your turn, you must play that card first on your next turn. If you cannot, you must pass that turn. If the game becomes blocked (the Stack is exhausted and no player is able to play except one who refuses to play), the player holding the releasing card must play it. If there is more than one player holding a releasing card, the first player with a releasing card, beginning with the player on the Dealer’s left, must play it.



RULES for FLINCH 2000—An Update of the Classic Game Rules

- Play is exactly the same as Classic FLINCH except that the “Challenge” rule is not used and the 9 FLINCH Wild cards are included in the game. When a Wild card is exposed on a Stockpile, you must play it on a Play Pile.
- Shuffle all 144 cards together before dealing. Deal each player 15 cards to start the Stockpiles.
- You may play a FLINCH Wild card in place of any other card.



VARIATION: An interesting variation is to start the Play Piles with either the **1**’s or the **15**’s, building up on the **1**’s and down on the **15**’s. Another variation is to start with **8**’s, building both up and down. The **9**, **10**, etc. are built up from one end of each **8**. The **7**, **6**, etc. are built down from the other. All other rules apply in both of these variations.

PARTNERSHIP GAME: The same rules apply, except that if you’re in a Partnership Game you may also play from your partner’s Stockpile and Reserve Piles. If you have an opportunity to play from both your own and your partner’s Stockpile at the same time, you must play from your own first. Otherwise, you play from your partner’s Stockpile exactly as you would from your own. After one Stockpile is exhausted, both partners continue playing from the remaining Stockpile until it is exhausted, after which the game ends. You may be challenged for failing to play from your own or your partner’s Stockpile, for giving your partner information regarding the best way to play, for looking at a card underneath the Reserve or Stockpiles, for playing out of turn, or for failing to play a **1** card.



RULES for OTHER GAMES

FLINCH cards are ideal for many other games. Three are included below. The 9 FLINCH Wild cards are not used in the following games. Two of these games require only a partial deck—four series of cards numbered from 1 to 15.

MUGGINS (For 2 or more players, ages 7 and up)

OBJECT: The object of this game is to be the first player to play all of the cards from your hand and your Stockpile to the table.

PREPARATION: Select one player to be the Dealer. The Dealer shuffles the entire 135-card deck and deals one card at a time to each player until all the cards are dealt. Hold your cards face down in a stack in your hand without looking at them.

THE PLAY: The player to the left of the Dealer begins. Assume this is you. You draw the bottom card from your hand and show it to all the players. If it is a **1** you play it to the center of the table to start the first Play Pile. (Any time you draw a **1**, start a new Play Pile.) You then turn up the next card from the bottom of your hand. If it is a **2** you play it on the **1** and so on until you draw a card from the bottom of your hand which is not in sequence to the top card on a Play Pile or is not a **1**. When this happens you place the card face up in front of you to form your own Stockpile and your turn ends.

The second player goes: Draw the bottom card from your hand. If it is the next card in sequence to the top card on any Play Pile play it on top of that card or if it is a **1**, start a new Play Pile. If you draw a card other than a **1** which cannot be played on a Play Pile, you may play it on the first player’s Stockpile if it is the next card in sequence either up or down to the card on the first player’s Stockpile. When you draw a card from the bottom of your hand which cannot be played to the center of the table or on the first player’s Stockpile, place it in front of you face up to form your own Stockpile; your turn ends. Play passes to the next player.

Once you have started a Stockpile you must always play from it in preference to playing from your hand. You may only play from your hand when you are unable to play from the top of your Stockpile. On each turn, you continue to draw cards one at a time from the top of your Stockpile or from the bottom of your hand as long as you can play them in sequence on any of the Play Piles or in sequence either up or down on your opponents’ Stockpiles. Whenever you draw a card from your hand or Stockpile you must play it on one of the Play Piles in preference to playing it on an opponent’s Stockpile. However, you continue to play on each turn as long as you can play to the Play Piles and to your opponents’ Stockpiles. When you draw a card from your hand that cannot be played, you place it on top of your own Stockpile and your turn ends. Whenever possible, you must play from the top of your Stockpile, but when the top card in your Stockpile cannot be played, you draw from the bottom of your hand.

Should you make a mistake, or should you have an opportunity to play and do not do so, whichever opponent first calls “Muggins” obliges you to take a card from the top of his/her hand and place it on your own Stockpile. If you wrongly play a card, you take back that card. This will end your play until your turn comes again. When your hand is exhausted, you turn the cards in your Stockpile face down and play them through again as a hand, continuing until one player exhausts both his/her hand and Stockpile, and thus wins the game.



SOLITAIRE FLINCH (A great game for 1 player, ages 7 and up)

Use only four series of cards, from **1** to **15**. Shuffle these 60 cards and lay down four in a row, face up. If there are any **1**’s place them in a separate row well above the first row. Using the remainder of the pack, turn up one card at a time and build up on the **1**’s and down on the other piles. If a card cannot be played in either row, place it face up and begin a Stockpile. Play from the Stockpile whenever possible. Likewise, play from the piles in the lower row to the piles in the upper row whenever possible. You may move one of the piles in the lower row onto another pile in the lower row if the sequence is right. When this is done, take the next card from the pack and start a new pile. Play only from the top of the Stockpile and go through the pack only once. If you get all the cards onto the **1** piles you win. A player should be able to win once in seven times.



COLLECTOR’S FLINCH (For 2, 3 or 4 players, ages 6 and up)

Use four series of cards **1** to **15**. Place the remaining cards out of play. Shuffle these 60 cards together. 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, “Give me all of your fives,” (or ones, or any other number), but must hold at least one of the number asked for in his/her own hand. If the player asked has any cards of the number asked for he/she 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 the Store.” After 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 sets of four cards with the same number on each card (like four **6**’s). As these are completed they are laid aside. When the Store is exhausted and the sets are all assembled, the player with the greatest number of sets wins.



Contact Us

write: Winning Moves Games
75 Sylvan St., Suite C-104
Danvers, MA 01923

phone: 1.800.664.7788 ext. 114

fax: 978.739.4847

email: wmoves@winning-moves.com

FLINCH™ is a trademark of Hasbro, Inc. Used with permission.
© 2008 Hasbro, Inc. All Rights Reserved.
Manufactured and Distributed by Winning Moves Inc., Danvers, MA, 01923.
Colors and Parts may vary. Made in USA.



Licensed by:

