

must play from your partner's flinch pile whenever opportunity offers, the same as from your own. The game is finished when both partners' flinch piles are exhausted.

A new hand must not be given to a player until after the next previous player has laid down a card on his reserve.

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, the player is not entitled to a new hand until his next turn to play.

Should a player remove, to play, a card from his reserve and expose the card underneath to himself or any of his opponents, the card must be played; or, if it cannot be played, the player must cease playing.

A card exposed from a player's hand must be played; or, if it can not be played, the player must cease playing.

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 become blocked, i. e., the stack exhausted and no player 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 anyone 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.

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 cards underneath in reserve or flinch pile; for playing out of turn; for calling flinch in error; for any irregularities, to be decided upon by the players before beginning the game.

Play quickly and the game is more interesting and exciting.

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FLINCH CARD COMPANY,  
KALAMAZOO, MICH.

IMPROVED

## Rules for Playing



The Acme of  
Parlor Games.



More Simple Than Authors.  
More Scientific Than Whist.



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Kalamazoo, Mich.

# IMPROVED RULES FOR PLAYING FLINCH.

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**The Pack.**—Flinch is played with a pack of 150 cards, numbered consecutively from 1 to 15, there being 10 of each number.

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

**Dealing.**—Shuffle the cards thoroughly and first deal 10 cards to each player for his flinch pile; next deal 5 cards to each player to play with; each player places his flinch pile face up in front of him with only the top card exposed.

*Previous to dealing, the entire pack may be sorted into hands of 5 cards each and stacked up criss-cross to keep them divided. It is sometimes advisable among young players to sort each hand so that it contains no two cards of the same number and no sequence, but this is optional.*

**Playing.**—The first player at the left of the dealer having a card number 1 begins the game by laying it on top 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, all the hands are laid down as reserve and new hands dealt. You must play all the 1's you have in your hand to the middle of the board during the turn in which they are drawn, and may be flinched for not doing so, but need not play any

other number unless you wish, excepting your flinch pile, from which you must always play when opportunity offers. The 1's are never played to the reserve. The 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 piles built up on the middle of the table are to play on and not from. How many you accumulate does not count.

**The Reserve.**—When a player can no longer play, he lays down a card face up in front of him, and the next player to the left proceeds to play. These cards are your *reserve*, and are placed 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.

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.

**The Object of the Game** is to get rid of your flinch pile, and the player who first succeeds wins the game. To this end you must play from your flinch pile whenever possible. If you can, but fail to do so, your opponent will call "flinch," and you will have to discontinue playing and draw a card from his flinch pile and place it on the bottom of yours. In case of two or more opponents calling "flinch" at the same time, draw the card from the pack.

**The Science of the Game** lies 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. Keep track of the cards buried in your reserve, without referring to them, however, arranging them, as nearly as possible, in sequence running down and thus make it easier to remember the cards beneath, and do not play them out except to benefit yourself or hinder your opponent, but rather keep them until you may be benefited by playing them. Never miss a chance to head off an opponent from playing a flinch card.

**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