

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.



Manufactured for
FLINCH CARD CO.
KALAMAZOO, MICH.

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COMPLETE Rules for Playing



THE ACME OF PARLOR GAMES

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also

Other Choice Games To Be
Played With Flinch Cards

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IMPROVED Rules for Playing **FLINCH**

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Revised 1913.

The Game. — 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.

Dealing. — 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 criss cross 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.

Playing. — The first player at the left of the dealer having a card number 1, begins the game by laying it on 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 all the hands are laid down as reserve and new hands dealt.

You **must** play all of the 1s you have in your hand

to the middle of the table during the turn in which they are drawn from the stack and may be "Flinched" for not doing so but need not play any other numbers unless you wish, excepting your Flinch pile from which you 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 is played ahead of a 1 in the hand.

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, a little in front of his Flinch pile, 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 at once 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,

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draw the card from the stack. 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.

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. If possible remember 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 card from his Flinch pile.

A card exposed from a player's hand must be played: or if it cannot be played the player must discontinue 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 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.

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

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as from your own. After one Flinch pile is exhausted both partners continue playing as before until both partners' Flinch piles are exhausted when the game is finished.

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.

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

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.

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 this playing the nine, ten, etc., across one end of the eight and the seven, six, etc., across the other.

The same general rules apply in both of these variations.

MUGGINS

For Two or More Players

Use the entire pack of 150 "Flinch" cards. Shuffle thoroughly and deal to the left, one card at

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a time, until the entire pack is exhausted. Each player places his cards on the table or holds in the 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.

When a hand is exhausted, turn up the stock pile and play them through again, continuing until some player exhausts both his hand and stock pile, which wins the game.

Play first to the table piles, then to the stock piles of other players, preference being given to the stock piles nearest you, around the table to the left. You must also play from your stock pile in preference to playing from your hand. 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. Play lively and the game is much more interesting.

The player who first gets rid of all his cards wins.

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, and the trade-mark card if desired.

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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.

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.

Second Method of Counting: Each hand won counts as many points as the number printed thereon multiplied by 10. The first one getting a number of points settled on for the game wins. A reasonable number for a game is three times the greatest amount possibly made in one hand considering the number of players — with five players 150, with eight 240.

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 lively. 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.

Stock Exchange may be played progressively, and will be found to possess extraordinary merits as a fun producer when played in this way.

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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.

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 1 piles 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 once through only. 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

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In playing partners the same rules apply. The partners should first trade cards with each other, to ascertain what numbers are desired by each, and then proceed to trade with other players until one of the partners completes his hand, which wins the point.

In playing with the trade-mark card, one player will always hold eleven cards, which is no advantage or disadvantage to anyone. Nine cards of any number and this card wins the point; ten cards of any number and this card wins the point and counts double, but if this card is held while some other player completes his hand without it, the amount which he scores will be deducted from your count.

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 to the left one card at a time until the entire sixty cards are exhausted. If some players have more cards than others it does not matter.

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, and the player who has the largest number of books at the end wins the game. In case of a tie add together the books held.

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 a certain player. 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.

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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 and it is the next player's turn to ask.

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