

“YOU FLINCHED!” CHALLENGE RULE

Carefully watch other players during their turns. Players must first play from their Stock Pile if possible. If they fail to do so, any opponent may call “Flinch!” Once Flinch has been called, the player who has “flinched” must take the top card from the Stock Pile of the player who called Flinch and add that card to the bottom of their own Stock Pile. This is the penalty for “flinching” and not playing the top card from your Stock Pile.

If two or more players call Flinch at the same time, the one who is nearest to the left of the player challenged receives the credit for the Flinch challenge.

END OF GAME/WINNING

When a player gets rid of the last card in their Stock Pile, by playing it onto a Play Pile, that player has won the game!

We are happy to answer your questions or receive your comments about FLINCH.

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7+

2-4
PLAYERS

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144 Flinch cards. The decks consist of cards numbered 1-15 and Wild cards (nine of each).

ABOUT FLINCH

The card game FLINCH was invented in 1905 and sold by Parker Brothers of Salem, Massachusetts for many years. The rules for that original game are included here as “Classic Flinch.” A more contemporary version of the game, “Fast Flinch,” was created for today’s card game players. Fast Flinch utilizes Wild cards and less numbered cards, making for a quicker and more light-hearted game.

RULES FOR FAST FLINCH

2-4 Players

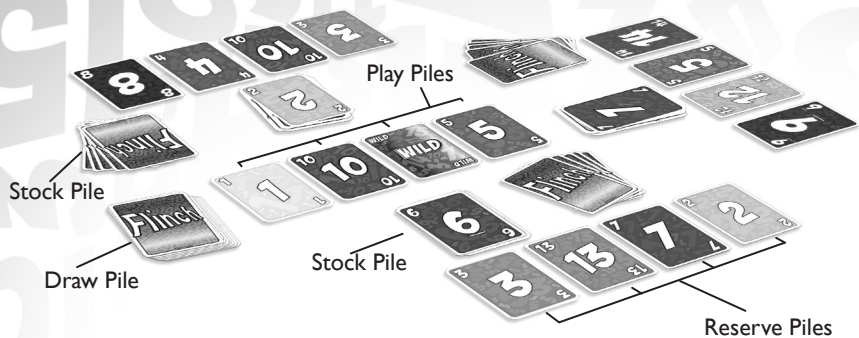
OBJECT OF THE GAME

To be the first player to play out all ten cards in your Stock Pile. You’ll do this by playing cards, in numerical order (from **1-13**) onto Play Piles in the center of the table. Each player will have a Hand of cards and their own Reserve Piles that will help them play out their Stock Pile.

SET UP

1. Remove all of the cards numbered **14** and **15** from the decks. They are not used in Fast Flinch.
2. Shuffle the remaining cards (numbered **1-13** and Wild cards) thoroughly.
Note: Wild cards can be used to represent any card you need.
3. Deal ten cards, facedown to each player. These ten cards form each player’s Stock Pile and are kept in a pile in front of each player. Players do not look at the cards in their Stock Piles.
4. Each player turns over the top card in their Stock Pile and leaves it, face up, on top of the pile.
5. Next, deal five cards, facedown to each player. These five cards will form each player’s Hand and are held in hand.
6. The remaining cards are placed facedown, off to the center of the table. This is the Draw Pile.

ITEM # 1228



HOW TO PLAY

- I. The youngest player goes first. On their turn, players will do the following:
 - a. Use any 1 card or Wild card to start a Play Pile in the center of the table. See page 3 for more details about Play Piles.
 - b. Continue to play from your Stock Pile, Reserve Piles, and Hand to the Play Piles until you've made every play possible.
 - c. Once you've played all the cards you can from your Stock Pile, Reserve Piles, and Hand to the Play Pile(s), discard one card onto a Reserve Pile in front of you. See below for more details about Reserve Piles.
 - d. At the end of your turn, draw (from the Draw Pile) and add as many cards to your Hand as needed to get back up to five cards. **BONUS:** If you are able to play all five cards from your HAND on your turn, as a bonus you immediately draw five more cards for a new Hand and continue playing your turn. You can keep doing this as long as you are able to get rid of all five cards in your Hand during your turn. However, discarding your fifth card onto your Reserve Pile does not count as playing out all of your Hand.
 - e. Play now passes to the left.

ALL ABOUT THE VARIOUS PILES

STOCK PILES

Players have their own Stock Pile of ten cards. Your goal is to get rid of the ten cards in your Stock Pile, before any other player. You do this by playing the top card, whenever you can, onto any of the Play Piles. As soon as you use the top card on your Stock Pile, flip over the next card. During your turn, you can keep playing the top card as long as you have valid plays to make.

RESERVE PILES

Each player may have as many as four Reserve Piles (for their own use only) that they add to during the game. 1 cards are never allowed to be placed in Reserve Piles and must always be used to start new Play Piles, when possible. On your turn, you are allowed to play the top cards from any of your Reserve Piles onto any of the Play Piles, if you can. By using your Reserve Piles wisely, you will be able to play cards from your Stock Pile. At the end of your turn, you discard any one card from your Hand onto any one of your Reserve Piles.

Note: Cards you place in your Reserve Piles do not need to be in any type of numerical order.

PLAY PILES

Play Piles are formed in the center of the table. Up to four Play Piles may be in use (by all players) during a game. Play Piles are sequentially built up from a 1 card (or Wild card) to 13. Once a 13 is played, the Play Pile is complete and removed from the center and placed aside. If the Draw Pile runs out of cards, you'll need to shuffle completed Play Piles to replenish the Draw Pile.

You may add cards to Play Piles with cards from your Stock Pile, Reserve Pile or Hand. *Since your goal is to play out all the cards from your Stock Pile, always try to play from there first!*

END OF GAME/WINNING

When a player gets rid of the last card in their Stock Pile, by playing it onto a Play Pile, that player has won the game!

RULES FOR CLASSIC FLINCH

2-4 Players

OBJECT OF THE GAME

Be the first to play out all ten cards in your Stock Pile. You'll do this by playing cards, in numerical order (from 1-15) onto Play Piles in the center of the table. Each player will have a Hand of cards and their own Reserve Piles that will help them play out their Stock Pile.

Note: The differences in gameplay in Classic Flinch make it a more involved and longer playing game than Fast Flinch. Classic Flinch includes an additional challenge rule that also enhances gameplay.

SET UP

Set up is the same as Fast Flinch with the following exceptions:

1. Remove the nine Wild cards from the decks; they are not used in Classic Flinch.
2. Shuffle the remaining cards (numbered 1-15) thoroughly.

HOW TO PLAY

Rules for Classic Flinch are the same as Fast Flinch with these key differences:

1. **PLAY PILES:** Up to five Play Piles are formed in the center of the table.
2. **RESERVE PILES:** Up to five Reserve Piles may be utilized by each player.
3. "You Flinched!" Challenge Rule is added.