

4. You were too wild and strong, if ...

... the stack has toppled over and/or Flynn has tumbled from the stack. It makes no difference whether you pulled a right or wrong cord card. You must turn all your gold coins back to the side showing Flynn. If Flynn can already be seen on all of them, then nothing happens.

Your fellow players will be rewarded and may put all the gold coins showing the yellow side, back into the box. Then stack up the cards again, as described under "Setting-up".

Collect all cord cards which are pulled out of the stack during the game and place them to one side, so that everyone can see them. Make a separate pile for each object. This will give you a guide as to how many cord cards of a specific object are still in the game. As soon as all four cards of any one object

This is how the game ends:

The game ends, as soon as one of you has turned all his gold coins onto the yellow side and Flynn can no longer be seen. But finish the round you are playing. The winner is the player who has turned over all his gold coins. He has succeeded in making Flynn beat

it. The number of gold coins you have won with, has no influence. If more than one player has succeeded in turning all his gold coins onto the yellow side, then all are winners.

For professional pirates:

Are you right-handed? Then try to pull the cord cards out of the stack with your left hand. If you're a left-handed professional pirate, then use your right hand. That's not as easy as you might think!



have been placed to one side, they are put back into the game. To do this, lift up Flynn and the crow's nest card and place the four cord cards on the top of the stack. Then place the crow's nest card on top of the uppermost cord card and stand Flynn on top. When your turn is finished, then the player on your left takes his turn.

Note: You are not allowed to straighten up the stack, even when the cord cards are out of place. It may only be straightened, after it has completely fallen over and you rebuild it. You may turn the stack around at any time, but you may only take hold of the bottom two cards.

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Warning! Choking hazard. Not suitable for children under age of 3 due to small parts.

Attention ! Ne convient pas aux enfants de moins de 3 ans : risque d' asphyxie à cause de petits éléments ! Adresse à conserver !

Attenzione! Non adatto a bambini di età inferiore a 3 anni per il pericolo di soffocamento che può essere causato da piccole parti. Conservare le avvertenze.

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Rule

Zieh Leine, Flynn

Beat it,
Flynn!



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End

Pro version:



Beat it, Flynn!

Zieh Leine,
Flynn

Flynn, the pirate owl is a real mischief-maker. Very secretly he has pinched anything and everything that he could find on deck and has stashed it away in the look-out – the crow's nest: the gold drinking cups of the crew, the captain's sword, the treasure chest, the jewellery for the lady pirates and a few mice – just in case. You can never know how long you're going to be left sitting high and dry. Cheekily, he's throned high up in the crow's nest and is smirking joyfully over so many riches. It's no surprise that the ship's crew is fuming and want their belongings back! They even want to take the mice away from him – Flynn should beat it at last

These are your game components:

- | | |
|---|---|
| 1 Flynn (pirate owl)
(made of FSC®-certified wood) | 35 gold coins |
| 1 die (made of FSC®-certified wood) | 20 cards with cord attached (showing 5 different
objects: drinking cup, sword, treasure chest,
jewellery, mice) |
| 1 crow's nest card | |



This is what you have to do:

Find the objects that Flynn has stashed away in the crow's nest. They are pictured on the cord cards.

The die shows you what you must look for. When you have found the sought-after object, then turn

The idea:

No doubt you know **the trick with the tablecloth**: with a sharp jerk you pull the tablecloth from the table, without breaking the crockery or without it

over one or two gold coins onto their yellow side. The first person to turn all his gold coins over has won the game.

falling on the floor. The same is for "Beat it, Flynn", you must pull the cards out of the stack sharply.

This is how you get ready to play:

Sort the **rope cards** according to the objects shown and make five small stacks. Take care that the cords can be seen on all four sides and are not nipped in between individual cord cards. Now put the five short stacks of cards together to form one tall stack!

Attention: Take note of the order in which you have placed the objects on top of each other. The **crow's nest card** is placed on top of the uppermost cord card. That stops you from seeing which object is lying right at the top. Finally, place **Flynn** onto the crow's nest card and push the whole stack carefully to the centre of the table, so that everyone can reach it well. Each player takes seven **gold coins** and places them with the Flynn side up in front of himself.

The remaining **gold coins** are put back into the box. Place the **die** in the centre of the table.



How to play:

The youngest player begins. Then players take turns in a clockwise direction. When it's your turn, you throw the die. The die shows you which object you must pull out of the stack. If no object is shown, but the pirate flag, then you may choose any one of the five objects (drinking cup, sword, treasure chest, jewellery, mice).

But, you must tell the other players beforehand which one you have chosen. Then you pull the cord card sharply from the stack, which you think is the right one.

Practice round for 6 to 8-year-olds:

Before you begin the game, the younger players are allowed to try out how best to tug at the cord cards: Stack the cord cards on top of each other, hold the cord as level as possible and pull it with one sharp tug out of the stack.

Now there are four possibilities:

1. You have done everything right, if ...

... the object on the cord card is the same as the throw of your die, the stack hasn't toppled over and Flynn hasn't tumbled from the stack. You may turn one of your gold coins onto its yellow side.

Bonus: You may even turn over two gold coins, if you have found the last of the four cord cards of a specific object.

2. You are sitting high and dry, if ...

... the object on the cord card does not correspond with the throw of the die. You may not turn over any of your seven gold coins.

3. You don't impress Flynn, if ...

...you have pulled two or more cord cards from the stack. You may not turn over any of your seven gold coins.

Setting- up

Course of the game

Object of the game

