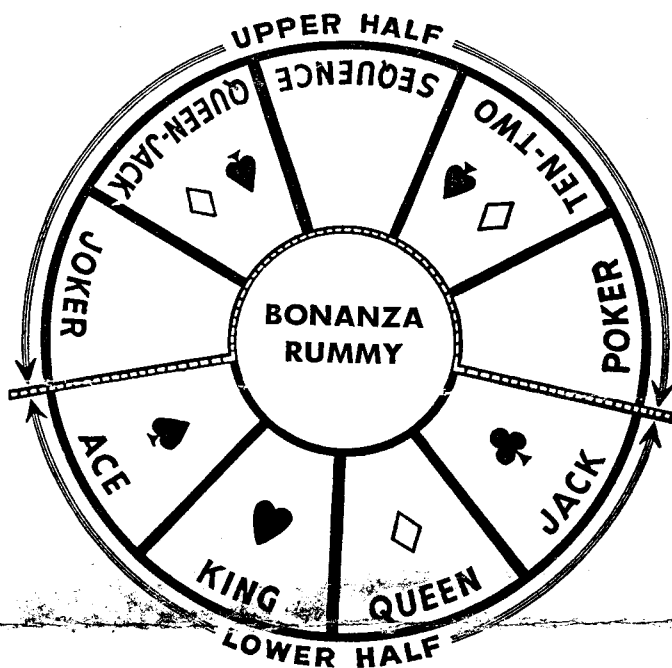


RULES FOR BONANZA RUMMY

REG. IN U. S. PATENT OFFICE



For 2 to 9 Players

Parker Brothers Inc.

SALEM, MASSACHUSETTS
NEW YORK SAN FRANCISCO CHICAGO
MADE IN U.S.A.

Start of Game

The game is played with a Bonanza Rummy sheet, a standard pack of playing cards, and a quantity of chips and may be played by any number of persons from two to nine. The pack of cards must include a Joker.

Give each player a quantity of chips. Each player must then place one chip of the same denomination on each of the ten spaces on the Bonanza Rummy sheet. Deal the cards one at a time beginning at the dealer's left and dealing one extra hand as a "widow". Continue dealing until the pack is exhausted, regardless of the fact that some of the players will receive an extra card.

The players examine their cards and the dealer, without looking at the "widow", chooses either to discard his hand in exchange for it or to keep his hand and sell the "widow" to the highest bidder. If he announces that the "widow" is for sale, the other players, without looking at it, may bid for it if they choose, the bidding starting at the dealer's left and continuing around the table as many times as necessary to determine the highest bidder. The successful bidder gives the dealer the number of chips bid, discards his original hand, and picks up the "widow". If the dealer offers the "widow" for sale and no one bids, it is discarded.

The play of the hand falls into two parts, the first on the upper half of the sheet (Joker, Queen-Jack, Sequence, Ten-Two, and Poker) and the second on the lower half (Ace of Spades, King of Hearts, Queen of Diamonds, Jack of Clubs, and Bonanza Rummy).

Upper Half of the Sheet

DEALER

The dealer calls in succession "Joker", "Queen-Jack", "Ten-Two", and "Poker", waiting after each call for the play as described below. The dealer may, of course, join in the play if he has the necessary cards.

JOKER

At the call of "Joker", the player holding this card may either show it and pick up the chips on the space marked "Joker" or remain silent, holding it for use as a "wild" card on one of the four subsequent calls. (As will be seen, this choice becomes more important after the first hand has been played.) The Joker may be played only once and must be discarded when shown.

COMBINATION

As indicated on the sheet, "Queen-Jack" means the Queen of Spades and the Jack of Diamonds. If any player holds this combination, he simply shows it when the dealer calls, picks up the chips on this space, and returns the cards to his hand (except the Joker, if used).

SEQUENCE

"Sequence" means any sequence of three cards in the same suit. (For example, five, six and seven of diamonds or ten, jack and queen of clubs. A sequence of ace, two

(OVER)

and three or a sequence of queen, king and ace is permitted, but not a sequence of king, ace and two.) As above, any player holding this combination simply shows it when the dealer calls, picks up the chips on this space, and returns the cards to his hand (except the Joker, if used). If two or more players show sequences, the sequence containing the highest card wins. If the highest cards are the same, the winner is determined by suit in this order — spades, hearts, diamonds, clubs.

NOTE: If the highest cards of two sequences are the same, but one sequence contains a Joker, the natural sequence wins.

As indicated on the sheet, "Ten-Two" means the Ten of Diamonds and the Two of Spades. The play is the same as on the call of "Queen-Jack" or "Sequence".

POKER PLAY

At the call of "Poker", the play starts with the dealer and goes around the table to the left, following the usual poker rules except that **no additional cards may be drawn**. Each player is limited to whichever five of his cards he chooses and plays the required chips on the space marked "Poker". The winner takes all of the chips on this space and keeps all of his cards in his hand (except the Joker, if used) **merely showing the winning combination**. Only a very slight knowledge of poker is needed, but this space may be omitted, if the players prefer, without affecting the rest of the play.

VALUE OF POKER HANDS

Poker hands are valued in the following order:

1. ROYAL STRAIGHT FLUSH—Ace, King, Queen, Jack, 10, all one suit.
2. STRAIGHT FLUSH—3, 4, 5, 6, 7, (or any other sequence) all one suit.
3. FOUR OF A KIND.
4. FULL HOUSE—Three of a kind and one pair.
5. FLUSH—All one suit, but not necessarily in any sequence.
6. STRAIGHT—5, 6, 7, 8, 9 (or any other sequence) one or more cards being of different suits.
7. THREE OF A KIND.
8. Two pairs.
9. One pair.

Lower Half of the Sheet

The remainder of the play is limited to the spaces marked "Ace", "King", "Queen", "Jack", and "Bonanza Rummy". The winners of the chips on these spaces are determined as follows:

PLAY

The dealer plays face up on the table the lowest card (aces are high) of any one of the several suits in his hand (not necessarily the lowest card in his hand). The player holding the next higher card of the same suit plays it face up on the table and so on as long as any of the players is able to produce the next card in sequence of that suit. The same player may, of course, play two or more cards in succession if they are the proper ones under the circumstances.

When the ace of that suit has been played or, as is more apt to be the case, when none of the players has the next card in sequence of that suit (because it was included in the discards at the beginning of the hand), the player who has played the last or "stop" card must play his lowest card of either of the two suits of the other color. If he cannot do this, the play passes to the left until one of the players is able to make the correct play. (If none of the players can make the correct play, the one who played the stop card may play his lowest card of any suit.)

The play proceeds with the next higher card of the suit thus chosen and continues in this fashion until one of the players has played all of the cards in his hand. If two or more stop cards are played in succession, the color of the card which must be played next changes each time. In other words the color of the suit played must change after the play of each stop card (except, in the case mentioned in parentheses above).

WINNING CHIPS

Chips are won during this part of the play in either one or both of the following two ways, either by being able to play one of the four cards indicated on the sheet (Ace of Spades, King of Hearts, Queen of Diamonds, or Jack of Clubs) or by being the first player to get rid of all the cards in his hand. If a player is able to play one of the cards just mentioned, he picks up the chips on the corresponding space and the play proceeds. If a player is the first to get rid of all his cards, he calls "Bonanza" and picks up the chips in the Bonanza Rummy circle. Each of the other players must also give one chip for each card then left in his hand to the player calling "Bonanza". This ends the hand, regardless of the fact that some of the players may not have had an opportunity to play all of their winning cards.

When the hand ends, the chips which have not been won by any of the players are left on the sheet and each player must again place one chip of the same denomination on each of the ten spaces, thus making it possible for the chips to accumulate, particularly on the more difficult "Queen-Jack", "Sequence", and "Ten-Two". The deal passes to the left after each hand and the play proceeds as described above.

End of Game

When the players wish to terminate the game, the winners of any chips left on the sheet after the final hand are determined in any way agreed upon by the players.

Questions regarding Bonanza Rummy will be answered gladly if a three cent stamp is enclosed. Address PARKER BROTHERS, Inc., Salem, Massachusetts.