

succession, the color of the card which must be played next changes each time.

Chips are won during this part of the play in either one of two ways, either by being able to play one of the four cards indicated on the cloth (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 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 cloth 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.

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

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# BONANZA

*A fast and varied card game*

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Cover Design By Peter Arno

## RULES OF BONANZA

The game is played with a Bonanza cloth, 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 cloth. 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 cloth (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).

### UPPER HALF OF THE CLOTH

The dealer calls in succession "Joker", "Queen-Jack", "Sequence", "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.

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.

As indicated on the cloth, "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 his space, and returns the cards to his hand (except the Joker, if used).

"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 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.

As indicated on the cloth, "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".

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.

### LOWER HALF OF THE CLOTH

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

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 highest 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 proper card. 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 proper card (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.

The play proceeds with the next highest 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