
INTRODUCTION

These directions deal fully with shuffling, dealing, etc., but as there are only **THREE** simple rules to "BONUS 20" it can be learned in a few minutes by people of all ages.

For the above reasons "BONUS 20" is ideal for both children and adults and is a really interesting game for them to play together.

As a game of "BONUS 20" usually takes under four minutes it is also ideal for odd moments as well as long sessions.

Interest in "BONUS 20" begins with the first game for although considerable skill may be exercised it can be acquired while you play and enjoy the game.

Rules for Playing the Game of

DIXIE

REGISTERED IN U.S. PATENT OFFICE
OR

BONUS 20

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SALEM, MASSACHUSETTS
NEW YORK SAN FRANCISCO CHICAGO ATLANTA
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The dealer for the first game is decided by each player cutting from the pack. The **Bonus 20**, hereafter called the **Bonus Card**, counts high. The player cutting **lowest** deals for the first game. The player on the **left** of the dealer for the first game deals for the second game, and so on.

The deal is commenced after the pack has been well shuffled and cut by the player on the **right** of the dealer. The dealer, holding the pack face downwards, deals out one card to the player on his **left**, then a card to the next player on the left, and so on until every player has **six** cards.

After completing the deal, the dealer places the remainder of the pack **face downwards** in the center of the table.

The object of the game is for each player to get rid of his cards as quickly as possible under the three simple rules which follow.

The leader, who is the player on the left of the dealer, begins the game by playing any card from his hand, placing it **face upwards** on the table beside the unexposed portion of the pack.

The Call Card is the name given to the card thus exposed, and as each card is played, that card in turn becomes the "Call Card."

The game proceeds by each player on the left of the leader playing in turn on to the Call Card either:—

1. A Card of any number but the same symbol as the Call Card;
or
2. A Card of any symbol but the same number as the Call Card;
or
3. A Bonus Card Calling for any symbol he desires (See rules for Bonus Cards).

If a player cannot follow the Call by playing a card under one of the above three Rules, he must draw the top card from the unexposed portion of the pack, taking care not to disclose it to the other players.

Note carefully—A player's turn ceases immediately he draws a card. He cannot draw a card and play a card in the same turn. Cards are never discarded in Bonus 20 as in many other games.

Note very carefully—Even when a player can follow the Call he is not compelled to do so, but if he does not play a card under one of the above three rules he must draw a card. For instance, a player may have in his hand a card which he thinks or *knows* would assist an opponent, but he is not compelled to play it. It must, however, be clearly understood that when a player chooses not to play a card, he must draw a card.

A Bonus Card may be played by a player (in his turn of course) on to any Call card, and entitles him to declare which

symbol (but not the number) must follow, i.e., be the Call. He cannot call for a particular number. For instance, he might call for a symbol with which he is "flush," or a symbol which he thinks, or even *knows*, a player who appears to be winning does not hold.

Note: A Bonus card may be played on to another Bonus card and cancel the Call made by a previous player. For example, if one player plays a Bonus card and Calls for Squares to follow, a subsequent player may play on to that Bonus card another Bonus card and Call for say Circles, or any other symbol. On the other hand, he may play a Bonus card and let the Call remain at Squares.

Note: If the pack should be exhausted before a game ends, the last Call card is left **face upwards** on the table, and the remainder of the pack turned **face downwards** (without shuffling), the game proceeding as before.

The first player running out of cards wins that hand. Each of his opponents has as many points set down against himself as his unplayed cards total. That is, a player left with a 2, 5 and a Bonus 20 has 27 set down against himself.

The game continues until each player has had one deal, deal always passing to the left. Then the player having the fewest points against him wins the game.

HINTS ON PLAY

REMEMBER it is sometimes good to hold back a BONUS 20 Card, but if held at the end of the game it counts 20 points against you.

REMEMBER to note which numbers and symbols your opponents cannot follow, especially the player on your left.

REMEMBER to note how many cards each opponent holds as the game progresses.

REMEMBER one card accidentally exposed to an opponent may lose you the game.

REMEMBER that even if you have collected a "handful" and

your opponents have only one or two cards, you may still win if you play your cards carefully.

REMEMBER it may be to your ultimate advantage to prevent an opponent winning, rather than reduce your own hand, if by that means you can prolong the game and give yourself a chance of playing out.

THE CARDS IN THE PACK

CIRCLES	1, 2, 3, 4, 5, • 7, 8, • 10, 11, 12, 13, 14.
TRIANGLES	1, 2, 3, 4, 5, • 7, 8, • 10, 11, 12, 13, 14.
CROSSES	1, 2, 3, • 5, • 7, • • 10, 11, • 13, 14.
SQUARES	1, 2, 3, • 5, • 7, • • 10, 11, • 13, 14.
STARS	1, 2, 3, 4, 5, • 7, 8, • • • • •

BONUS 20 - FIVE Cards (count 20 when scoring)

[54 Cards in all]
