

Bi-Jinx
TRADE-MARK

AT
ALL
DEALERS
—
ALSO
SCORE
SHEETS

RULES

Bi-Jinx
TRADE-MARK

It's Snappy!
It's Fun!
It's Fascinating!

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Bi-Jinx
TRADE MARK

It's Equally Good for
Two, Three, or Four Players.

50 CARDS IN DECK: "Bi," "Jinx," Single 0, Double 00, Six 1's, Ten 2's, Ten 3's, Ten 4's, Ten 5's. Combination of the "two" cards "Bi" and "Jinx" makes "Bi-Jinx."

"BI," "JINX," SINGLE 0, DOUBLE 00, have no point value—yet in certain combinations in and out of "Jinx Inn" they count either for or against the player or players retaining them.

PLAY "BI-JINX" TO WIN NOTHING: For the total score of nothing, or the nearest to nothing, or the greatest number of points less than nothing, wins. Five hands to each game.

TERMS USED: "Bi-Jinx," "Jinx Inn." Putting the "Jinx" on a player. "Double Jinx." "Big-Four," meaning the combination of "Bi," "Jinx," Single 0, Double

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00, when found in "Jinx Inn." Making "DED," which means to place on "DED" side of score. "RET," "DED." The last two are abbreviations of "Retain" and "Deduct," which are used in keeping the score. Note: "Jinx Inn" is the abode of "Bi" and "Jinx," and when you catch them in their "Inn" "Bi-Jinx" you're lucky; and when you catch "Bi" and "Jinx" in their "Inn" with Single 0 and Double 00 as their guests "Bi-Jinx" you're "extremely" lucky, as is explained under the heading When In "Jinx Inn."

TWO PLAYERS: Use 30 Cards, taking out "five" each of the 2's, 3's, 4's, 5's. DEAL: To one side one card face down to start "Jinx Inn," "three" to each player, and immediately each player discards one card face down to "Jinx Inn," their largest one, "three" more to each player, "seven" face down to "Jinx Inn," "five" more to each player, making "ten" cards in "Jinx Inn" and "ten" cards in each player's hand.

THREE PLAYERS: Use 40 Cards, taking out "five" each of the 4's, 5's. DEAL: Exactly the same as for two players, only after the second "three" cards

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have been dealt to the players, deal "six" face down to "Jinx Inn." "five" more to each player, making "ten" cards in "Jinx Inn" and "ten" cards in each player's hand.

FOUR PLAYERS: Use 50 Cards. **DEAL:** Exactly the same, only after the second "three" cards have been dealt to the players, deal "five" face down to "Jinx Inn." "five" more to each player, making "ten" cards in "Jinx Inn" and "ten" cards in each player's hand.

THE PLAY: Dealer "must" lead "first" and lead "first" every time during the playing of a hand, no matter who takes the tricks. Highest card takes trick, or the last card played when no higher but equal in points to any one or more cards played before it. "Eight" plays are made during the playing of a hand, making "eight" tricks, leaving each player holding "two" cards, making it possible for a player to hold the "two" cards "Bi" and "Jinx," or "Bi-Jinx." The player taking the last trick inherits "Jinx Inn." If, when the last trick of the "eight" has been played, a player holds only the cards "Bi" and "Jinx," by not having taken

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any tricks or inherited "Jinx Inn," he immediately exclaims "Bi-Jinx," eliminating all points on "RET" side of his score; this is one of the "two" biggest "Bi-Jinx" of the game, so you can shout "Bi-Jinx if you want to." If, when the last trick of the "eight" has been played a player holds the cards "Bi" and "Jinx" and has either taken a trick or tricks, or inherited "Jinx Inn" or done both, he immediately exclaims "Bi-Jinx," making "DED" all points in his hand, including tricks taken, if any, and all points inherited from "Jinx Inn" if inherited. If a player holds either one of the cards "Bi" or "Jinx" and by inheriting "Jinx Inn" he secures the other one, he immediately exclaims "Bi-Jinx," making "DED" all points in his hand, including points in tricks taken and all points inherited from "Jinx Inn." When one player holds "Bi" and another holds "Jinx," these players can offer to buy or sell their card if they choose to do so; this is done by offering to give or take any number of points, and if either player succeeds in securing the combination he immediately exclaims "Bi-Jinx," making "DED" all points in his hand, including points in tricks taken, if any, and all

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points he had to take from his opponent in the transaction and all points he inherited from "Jinx Inn" if inherited. The players not holding "Bi" or "Jinx" keep their hands concealed, making no announcement of what is in them until the players holding "Bi" and "Jinx" have bought or sold or refused to buy or sell "Bi" or "Jinx"; this is done to keep the players holding "Bi" and "Jinx" guessing, for it might be that either of the players not holding "Bi" or "Jinx" had inherited "Jinx Inn" and in it had gotten Single 0 or Double 00, or both of them while the players holding "Bi" and "Jinx" were thinking that their opponent was holding Single 0 or Double 00, or both of them. The importance of keeping track of Single 0 and Double 00 will be fully understood when you read of their significance "When In The Hand," and what is meant by Putting The "Jinx" On A Player, and what is meant by "Double Jinx."

WHEN IN THE HAND: Alludes to cards held after the "eight" tricks have been played and cards taken in tricks, if any, and all cards coming to a player from "Jinx Inn" except the "two" clearly

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defined combinations as designated under the heading When In "Jinx Inn." When "Bi" is retained with Single 0, "Bi" is recognized as "1" before "0" and counts "10" against the player. "Bi" retained with Double 00 is recognized as "1" before 00's and counts "100" against the player. "Bi" retained with Single 0 and Double 00 is recognized as "1" before 000's and counts "1,000" against the player. When "Jinx" is retained with Single 0, "Jinx" is recognized as "2" before "0" and counts "20" against the player. "Jinx" retained with Double 00 is recognized as "2" before 00's and counts "200" against the player. "Jinx" retained with Single 0 and Double 00 is recognized as "2" before 000's and counts "2,000" against the player; and in addition to these amounts, in either case, all points in the player's hand and all points in tricks taken, if any, and all points inherited from "Jinx Inn," if inherited, are scored "RET" to the player.

PUTTING THE "JINX" ON A PLAYER: The player holding "Bi" can put the "Jinx" on the player holding "Jinx"; and the player holding "Jinx" can put the "Jinx" on the player holding "Bi"; and

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either of them can do it in either one of "two" ways, and the example here given holds good for either player either way. If the player holding "Bi" does not hold with it Single 0 or Double 00 and knows from having watched the tricks taken that the player holding "Jinx" also holds Single 0 or double 00 or both of them, or guesses that his opponent inherited from "Jinx Inn" Single 0 or Double 00, of both of them, and refuses to sell "Bi," thus forcing his opponent to retain "Jinx" with Single 0 or Double 00, or both of them, he puts the "Jinx" on him, for "Jinx" retained with Single 0 or Double 00 or both of them would count wonderfully against the player retaining them, as explained "When In The Hand." The other way to Put The "Jinx" On A Player is when either the player holding "Bi" or the player holding "Jinx" sells his card for as many or more points than the total points on his score.

"DOUBLE JINX": Is when two players refuse to sell or buy "Bi" or "Jinx" when one may also be holding Single 0 and the other may also be holding Double 00, which would mean "Bi" retained

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with Single 0 would count "10" against the player, and "Jinx" retained with Double 00 would count "200" against the other player. Reverse these combinations and "Jinx" retained with Single 0 would count "20" against the player, and "Bi" retained with Double 00 would count "100" against the other player, as explained "When In The Hand." This is called "Double Jinx" for the "Jinx" is on both of them. It is often extremely advantageous to play "Double Jinx," for in a close game it can be the deciding factor.

WHEN IN "JINX INN": "Bi-Jinx" is alone, without Single 0 or Double 00, or both of them, the player inheriting "Jinx Inn" exclaims "Bi-Jinx," eliminating all points in "Jinx Inn" and all points in his hand, including points in tricks taken if any and all points on "RET" side of score; this is the other one of the "two" biggest "Bi-Jinx" of the game, so you can also in this instance shout "Bi-Jinx" if you "want to." When all four cards "Bi," "Jinx," Single 0, Double 00, are found in "Jinx Inn," "Bi" is recognized as "1" before 000's, making "1,000," and "Jinx" is recognized as "2" before 000's, making "2,000,"

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totaling "3,000" "DED" on the score of the "fortunate" player; however, in this particular combination all points in "Jinx Inn" and all points in the player's hand including points in trick taken are counted on the score as "RET" to the player.

HOW TO COUNT AND KEEP SCORE: The numbers being on the four corners and in center of cards does not mean that the numbers are to be counted five times, for a card with ones on it counts "one point" and the cards with twos on count "two points," etc. Points "Retained" are placed only on "RET" side of score. When points are only scored "RET" draw a dash opposite on "DED" side of score so other figures won't get placed up on the score by mistake and become confusing. Points that are made "DED" are placed on the "DED" and "RET" sides of the score; for example, A player holding "Bi-Jinx" has taken tricks amounting to 75 points, he exclaims "Bi-Jinx," making "DED" the 75 points which are placed on "DED" side of his score, and 75 points are also placed directly opposite on the "Ret" side; this is done so the players can have the pleasure or fun of

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looking over the score and seeing just how many times each player had "Bi-Jinx" and how many points they made "DED" by having it. To make the adding of the score easy, at the end of the game the scorekeeper runs a line through the amounts that are equal and opposite each other on the "RET" and "DED" sides of score, and does not add them on either side. When The "Jinx" Is Put On A Player, for example: forcing him to retain "Bi" with Single 0 or Double 00 or both of them, and if with both of them counting "1,000" against him, the "1,000" is placed on "RET" side of score and directly opposite it is written "Jinx," thus enabling the players to look over the score and see just who had the "Jinx" put on them and how many times. When a player puts the "Jinx" on a player by selling his card for as many or more than the total points on his score, the player must first have all points in his hand, including points in tricks taken if any and all points inherited from "Jinx Inn," if inherited, placed on "RET" side of his score, and directly opposite on "DED" side is placed the number of points he received for his card whether equal to or greater than the total

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points on his score; this also enables the players to look over the score and see just how the "Jinx" was put on a player. "Bi-Jinx" under "two" conditions eliminates ALL points on "RET" side of the score of a player, and when this happens no points are placed on either side of score and "Bi-Jinx" is written across the line dividing "RET" and "DED" sides of score; therefore, when adding a player's score with "Bi-Jinx" written across the dividing line, nothing is added above "Bi-Jinx" on "RET" side of score, for this signifies that "Bi-Jinx" has "totally eliminated" all points above it on "RET" side of score. When the four cards "Bi," "Jinx," Single 0, Double 00, are found in "Jinx Inn," which count "3,000" "DED" for the fortunate player, the "3,000" is placed on "DED" side of score, and directly opposite on "RET" side is placed all points inherited from "Jinx Inn" and all points in the player's hand, including points in tricks taken. A glance at the score instantly reveals which player or players were fortunate in inheriting "Big-Four," for only this combination gives a player "3,000" points "DED." When a player

sells his card "Bi" or "Jinx," the points he receives are considered "DED" and are scored on "DED" side of his score, while the points he held are scored "RET" just opposite the "DED" amount he received. The player that buys the card, of course, secures the combination "Bi-Jinx"; therefore, to the points he retained is added the points he paid for his opponent's card and the total is scored on both "RET" and "DED" sides of his score. In scoring "Double Jinx" the points of each player are placed on "RET" sides of scores, and opposite them is written D. Jinx.

SAMPLE SCORE is shown on page 14. Aside from combinations there are 146 points in the deck. Ann and Jack, Jane and Bill are partners.

First hand Jack got "Big Four," making 3,000 "DED"; however, from points in tricks taken and points inherited from "Jinx Inn" he had 116 to be scored "RET"

Second hand Jane put the "Jinx" on Jack by refusing to sell "Bi," forcing Jack to retain "Jinx" with Single 0 and Double 00 counting 2,000 against him, and with 81 points retained making 2,081 "RET."

Third hand Bill forced "Double Jinx" with Ann; Bill holding "Jinx" and Single 0 counting "20" against him, and with 8 points retained, 28 "RET"; and Jane holding "Bi" and Double 00 counting "100" against her, and with 59 points retained, 159 "RET."

Fourth hand Ann held "Bi-Jinx," without having taken any tricks or inherited "Jinx Inn," which eliminated all points on "RET" side of her score.

Fifth hand Jane held "Bi," and Jack held "Jinx" with Single 0 and Double 00; therefore Jane put the "Jinx" on Jack by selling "Bi" for 1,050 points, which were more than the total points on "RET" side of her score, making her score including Bill's score 734 less than nothing and winning over Jack and Ann by "36" points; as Jack had, including Ann's score, only 698 points less than nothing after he had bought "Bi" making "Bi-Jinx" which eliminated his 2,014 points. Jack paid a big price so that he and Ann would not be beaten so badly.

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SAMPLE SCORE							
ANN		JACK		JANE		BILL	
"RET"	"DED"	"RET"	"DED"	"RET"	"DED"	"RET"	"DED"
11	—	116	3,000	10	—	9	—
28	—	2,081	Jinx	7	—	30	—
159	D. Jinx	16	—	43	—	28	D. Jinx
71	"Bi-Jinx"	18	—	59	—	69	—
		2,014	2,014	19	1,050	42	—
71	—	2,231	3,000	138	1,050	178	—
		71	2,302	178	316		
Less than nothing 698				734 Less than nothing			
				Won by 36 points			