

Trolley is a Pack of 60 Cards--10 each of Car, Motorman,
Conductor, Fare, Passenger and Transfer. Examine
Pack, and if not correct notify manufacturer.

TROLLEY

Best Card Game on the Market

—PLAY—

TROLLEY

TROLLEY PINOCHLE

(Progressive)

TROLLEY EUCHRE

(Progressive)

TROLLEY TRANSFER

(Very Easy and Lots of Fun)

TROLLEY MATCHEM

(A Great Game for the Children)

EVERY GAME A GOOD GAME!

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TROLLEY.

**IMPORTANT—Don't make any plays that are not called for, and
Read Instructions Carefully.**

Use all the cards to play Trolley, but do not pay any attention to the Colored Cards or to the letters A, K, Q, J, X or IX, as these are used in other games.

Trolley is an **EXCELLENT** game for two players.

"Trolley" is a good and interesting game for 2, 3 or 4 persons. The player selected to deal the cards first begins at his left and gives one card to each player and continues dealing around until all have eight cards. The balance of the pack is placed on the table face down in a convenient place to draw from.

Each player takes his eight cards in his hand, with faces toward him; the player at the left of the dealer takes any card from his hand and places it face up in the center of the table. All the other players at his left in their turn do likewise, the one playing the card with the highest value takes in all the cards played in that play and places them in a pile in front of him, **FACE DOWN**. (This is called a trick.) If two or more should play the same card on a trick, and it is the highest in value, the one playing it first takes the trick.

THE VALUE OF THE CARDS.

Highest card is the Car, marked on card, 10.
Next highest is Motorman, marked 5.
Next highest is Conductor, marked 4.
Next highest is Fare, marked 3.
Next highest is Passenger, marked 2.
Lowest card is Transfer, marked 1.

Car takes the Motorman.
Motorman takes the Conductor.
Conductor takes the Fare.
Fare takes the Passenger.
Passenger takes the Transfer.

The game is to get as many of the following combinations in your hand and count them.

COMBINATIONS AND THEIR COUNTS.

(It is suggested that new players sort out a set of these combinations, and study them, so as to recognize easily when held in the hand.)

A "Trolley" consists of one each of Trolley Car, Motorman, Conductor, Fare, Passenger, and counts 150.

4 Cars count 100.

4 Motormen count 80.

4 Conductors count 60.

4 Fares count 40.

4 Passengers count 20.

A Conductor and Passenger counts 25 and is called a Couple.

TROLLEY TRANSFER.

Pay no attention to the colors of the cards to play "Transfer."

Any number up to eight can play "Transfer."

Deal six (6) cards to each player, one at a time, place the balance of the pack in the center of table, face down.

The game is to get your six cards all of one denomination. The first player getting them shows his hand, saying "Transfer," and scores whatever the denomination counts.

The dealer starts the game by passing one card, **FACE DOWN**, to the player at his left. Each player doing likewise. Then each player discards one card to the board, face down, and draws one from pack, dealer drawing first.

Players continue to pass one card to the left and draw from pack in this manner until some player secures six (6) cards of one denomination. If the pack is exhausted before any player completes his hand the cards discarded must be shuffled and used for the pack.

THE CARDS COUNT AS FOLLOWS:

- 6 Trolley Cars, 100.
- 6 Motormen, 90.
- 6 Conductors, 80.
- 6 Fares, 60.
- 6 Passengers, 50.
- 6 Transfers, 40.
- 500 Points is Game.

TROLLEY MATCHEM

Pay no attention to the colors of the cards to play "Matchem."

Matchem can be played by two or more persons. Shuffle the cards and deal five cards to each player, and five to the board, one at a time. The ones on the board to be turned face up. The player to the left of the dealer begins the play.

The game is to match the cards on the board with the ones in your hand, by taking a card from the hand and matching it with a similar card on the board and placing them in a pile in front of you.

Each player makes one play in his turn.

If a player can not match up a card in his turn, he must play one on the board.

If there are more than one card of a kind on the board the player can take all of any denomination at one play. If a player has more than one card of a kind in his hand, when his play comes he can place one on a similar card on the board and leave it there and wait for his next turn to take them all up. If another player has a similar card he can take them up in his turn. After the hand of five cards is played another hand is dealt (not to the board). When the pack is exhausted the cards that are caught by each player are counted, the one having the most cards counts 100. Each player also counts up the value of the cards he has caught by adding the figures in the corner and placing the amount to his score.

After the cards have all been dealt, the player matching the last card takes all the remaining cards on the table.

The deal is passed to the left.

Any count can be set for game.

player has the privilege, etc. If they all pass the second time then a new deal is had, the deal going to the next player at the left.

When the trump color has been decided upon, the player at the left of dealer starts the lead, the others on his left following. The one catching the trick leads back.

A player having many cards of a color, and thinking he can get all the tricks without the assistance of his partner may play it "alone," when it comes his say as to naming the trump. Then his partner lays his hand down and he plays against the other two players. If he catches ALL the tricks it counts his score four (4) points; if he catches three or four tricks it counts them one (1) point. If they fail to get three tricks the other side counts two (2) points.

If all four are playing and the side that makes the trump color gets all the tricks it counts them two (2) points; if they get three or four tricks it counts them one (1) point. If they fail to get three tricks it counts their opponents two (2) points.

After each hand the deal goes around to the left.

When the dealer takes up or makes the trump he may play it alone, but his partner can not.

If the dealer's partner orders it up or makes the trump, the partner may play it alone.

If the players at the left or right of the dealer order it up or make the trump they may play it alone.

A player can not play it alone after having passed the making of the trump.

Progressive Trolley Euchre

"Progressive Trolley Euchre" is played with a series of partnerships seated four at a table, using three or more tables. The tables are numbered 1, 2, 3, etc., the first table being known as "Head Table."

A separate set of cards is used for each table.

The seating of the players is at the discretion of the hostess, their being a great many attractive ways.

The game begins at a signal given by the tapping of a bell at Table No. 1. The ladies cut for deal, high card winning. After the first game the deal goes to the visiting lady.

The game consists of five points and is only counted at table No. 1, the players at the other tables continue playing and counting points until the bell is tapped at the end of the game at first table. The losers at the first table and the couple having the most points at the other tables move up one table toward table No. 1, where the players will change partners.

Then another game is played as before.

Cards are provided each player and a hole is punched in same for each game won, the player having the most punches at the finish winning the game.

If there is a tie in any game the cards should be cut by the ladies, the highest card winning.

The rules of the game are the same as in Four-Hand, only no "lone" hands can be played at the first table, but at all others.

If a hand is being played when the bell rings it does not count, the score being counted from the last hand entirely played.

In case of a tie on the final count of games won, those tied can play another game to decide the winner.

Prizes may be offered to the best and poorest players.