

## THE GAME OF TRUPE

### *Description of the Cards*

THE GAME OF TRUPE consists of a deck of cards, 89 in number, divided as follows:

- 4 groups of 20 cards each—4 1's, 4 2's, 4 3's, 4 4's, and 4 "honor" cards
- 4 premium cards
- 4 penalty cards
- 1 "free" card, which the holder may use as any card

The 4 member groups are known as *Brownies*, *Girl Scouts*, *Mariners*, and *Seniors*. The 4 honors that are included in each group are called *Gold*, *Colors*, *World*, and *Banner*.

The value of the 4 member groups is equal. That is, the Brownie group is equal in value to the Senior group; Brownie 1's are equal in value to Brownie 2's, 3's, and 4's; and so on. A combination of honors is worth more than a combination of members. That is, any 3 or 4 Brownie honors in combination are worth more than 3 or 4 Brownie 1's, 2's, 3's, or 4's. Three or 4 Colors, Worlds, or Banners are equal in value, but 3 or 4 Golds are worth twice as much.

Each group has an identifying colored border. The free card—the *Trefoil*—is the only card with a yellow border. The 4 premiums and 4 penalties have no colored borders.

The premiums and penalties are declared—laid on the board in front of the player—as soon as discovered in the hand dealt or drawn during the play and are replaced immediately by drawing substitute cards from the pack.

The 4 premium cards act as decorations only to the hand declared. They bear no relation to the combinations of cards that are declared during the play. At the end of a hand a premium card is worth 1 point.

The 4 penalty cards—two of which are named *Prospero*, the Goat; and two named *Miranda*, the Pig—carry each a printed direction on the face of the card. *Miranda* allows the player one or more extra draws from the pack; *Prospero* causes the player to lose a turn. At the end of a hand a penalty card costs the player 2 points.

### *Description of the Game*

THE PURPOSE of the game is to get rid of all 13 cards, which constitute a hand, by declaring—laying face upward on the board—3 or 4 matching members of the same group; 3 or 4 sequences of the same group; 3 or 4 of any one honor; or a series of 3 or 4 honors of the same group.

The highest hand to strive for is called a *Trupe*, which can be made only by the person who finishes a hand. A *Trupe* is formed, for example, by combinations such as the following:

- a. 3 Brownie 1's; 3 Brownie 2's; 3 Brownie 4's; 4 Brownie honors.

- b. 4 Brownie 2's; 4 Brownie 3's; 4 Brownie 1's; 1 Brownie honor.
- c. 4 Brownie 4's; 4 Brownie 3's; 3 Brownie 2's; 2 Brownie honors.
- d. 3 Brownie 1's; 3 Brownie 2's; 3 Brownie 3's; 3 Brownie 4's; 1 Brownie honor.
- e. 4 Brownie 2's; 4 Brownie 4's; 4 Brownie 1's; 1 Brownie 3.

A sequence of 3 or 4 cards of a group may be declared in order to clear a player's hand, but a sequence does not add any points to his score and prevents him from making a **Trupe**. No sequences are allowed in a **Trupe** hand.

A declared finished hand that contains a sequence—Brownie 1, 2, 3; Brownie 2, 3, 4; Brownie 1, 2, 3, 4 for example—is called a **Revel**.

A declared hand that consists of sets of different groups is called a **Gam**.

The free card—the **Trefoil**—may be played at any time and used as any card. It is wise, of course, to use it to the best advantage and where it will raise the player's score.

The dealer gives each player 13 cards. If any player holds premium or penalty cards they are declared, beginning with the dealer, and a substitute card or cards, is drawn in rotation from the top of the deck, which the

dealer has placed face downward in the center of the board.

If a player holds both a **Miranda** and a **Prospero**, he declares them and draws substitute cards for each, irrespective of the directions given on these penalty cards. If **Miranda**, for example, tells the player to take two extra draws from the pack, he does so and discards one card for each draw to the center of the board before the regular play begins. The **Prospero** that he has declared and replaced means the loss of his *next regular turn* at drawing and declaring.

If there are no substitutions to be made, the dealer begins the play by drawing the top card of the pack. He then declares as many combinations in 3's and 4's from his hand as he is able or desires to declare. No fewer than 3 cards may be declared. The dealer signals the end of his play by discarding—laying face upward in the center of the board—a card from his hand. The total of the cards declared and the cards he holds in his hand at the end of his turn should always be 13.

The play then passes to the player at the dealer's left and this player in turn begins by drawing a card; declares a combination, if possible; and ends his play by discarding 1 card to the center of the board.

No more than 5 discards may be visible at a time. They are laid in a row outward from the pack. When the sixth discard is played, the person adding it to the board places

it at the farthest end of the discard row and places the second discard on top of the first. In this way a second pack is gradually built up face upwards on the board. At no time should there be more than 5 discards available for play.

Miranda cards allow draws from the pack only, not from the discards. Only 1 card may be drawn during a turn from either pack or discard, unless so directed by Miranda. A card drawn from the pack may be held in the hand for future play, but a card drawn from the discard must be used to complete a combination held in the hand—not one already declared—and declared during the turn in which it is drawn.

If at any time a card drawn from the pack completes a combination of 3 cards that has been declared, it may be added to the 3 declared to form a 4. A card drawn from the discard may never be added to a declared combination.

If the blind pack (the original pack laid face down on the board) is used up before the end of a hand, the open pack (formed by stacking the discards in rotation) is turned face down and drawn from as before.

If a player holding but 1 card draws a card from the pack that he can add to a 3-card declaration, he may discard as usual and so win the hand. Or a player may finish his hand with a pair, in which case his hand totals 14 instead of 13 cards. That is, if the cards in his hand

consist of 2 pairs and he draws a card that makes a combination of 3 out of either pair, he may declare the 3-card combination and lay down his pair without having to discard. This final pair is of no value in itself. In forming a *Trupe* hand, however, such a pair must belong to the member group that makes up the declared *Trupe*.

If a player holds but one card in his hand, he must keep on playing, drawing from the pack only and then discarding, until he holds a pair, in which case his final hand totals 14 instead of 13 cards.

#### *Counting up the Hand*

THE FIRST PLAYER to complete the declaration of all his cards has the advantage in the count off and counts his hand first.

For a *Trupe* hand he receives a bonus of 50 points.

For a *Gam* hand he receives a bonus of 5 points.

Sequences have no value in themselves.

A pair played to finish the hand has no value in itself.

Each player, except the winner of the hand, counts first his declarations and subtracts from the total number of points 1 point for each member card that he held in his hand when the round was finished and 2 points for each honor still in his hand. This penalty is to discourage the holding of honor cards to the bitter end. For each premium card declared a player adds 1 point to his score.

For each Miranda and Prospero declared he must subtract 2 points.

Game equals 150 points	
3 like members of the same numeral.....	5 points
4 like members of the same numeral.....	10 points
3 Colors, Worlds, or Banners.....	10 points
4 Colors, Worlds, or Banners.....	20 points
3 Golds .....	20 points
4 Golds .....	40 points
3 honors of the same group.....	10 points
4 honors of the same group.....	20 points
Trupe hand.....	50 points additional
Gam hand.....	5 points additional
Premium cards.....	1 point each
Penalty cards.....	subtract 2 points for each
Member cards in hand at end of round.....	
.....	subtract 1 point for each
Honor cards in hand at end of round.....	
.....	subtract 2 points for each

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