



SPIN-IT

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of the Day.

ANY NUMBER OF PEOPLE
CAN PLAY IT.

Take the spinner in hand and spin it in the center of Tray on or near black dot, then tip the Tray so that spinner will move through the openings. Keep count of the number of each opening spinner goes thro' until it falls, add

them together and credit to player.

[Full instructions with each tray.]

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TROLLEY

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Interesting

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Explanation of TROLLEY Instructions.

1. The combinations shown, when placed face up on the table, are still considered part of the eight cards that were held in the hand and can be played on tricks the same as if held in the hand. They are only placed on the table so other players can see that the one counting them does not use the same cards the second time for the same combination.
2. Only one combination can be shown for each trick caught. If player has more than one combination he must catch another trick before he can show it.
3. When the last card in the pack is drawn no more combinations can be shown.

“Progressive Trolley Euchre” is
the Most Fascinating Card
Game for Parties.



“Progressive Trolley” is a good
game for card parties.

[CAUTION—All the designs in this pack of
cards are protected by Copyright.]

See opposite page.

TROLLEY

DO NOT PAY ANY ATTENTION TO THE
COLOR CARDS OR THE LETTERS A, K, Q, J,
X OR IX WHEN PLAYING “TROLLEY.”

“Trolley” is a good and interesting game for two or more persons. The player selected to deal the cards first begins at the left and gives one card to each player and continues going around the table until all have eight cards. The balance of the pack is placed on the table face down in a convenient place to draw from.

The eight cards are taken in the hand and assorted into as many of the combinations as can be made. (There may be several and possibly not any.)

These combinations are not to be shown until player holding them catches a trick.

The combinations and their counts are as follows:

COMBINATIONS AND THEIR COUNTS.

A "Trolley" consists 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.

The Single Cards Count as Follows at the End of Each Hand:

Trolley Car, 10.

Motorman, 5.

Conductor, 4.

Fare, 3.

Passenger, 2.

Transfer, 1.

Value of the Cards.

Car takes the Motorman.

Motorman takes the Conductor.

Conductor takes the Fare.

Fare takes the Passenger.

Passenger takes the Transfer.

All aboard, your off.

The game is to get as many combinations as you can and count them.

A trick must be caught for each combination shown.

To start the play after the deal the player at the left of the dealer takes any card from his hand and places it face up in center of table, each of the other players at his left in turn doing likewise; the one playing the card with the highest value takes them in and places them in a pile in front of him face down. This is called a trick. If the player catching the trick has any one of the combinations in his hand he should lay it on the table in front of him face up and its count value placed to his score. These cards should remain on the table until they are played on tricks, which can be done at any time.

After the player catching the trick has shown his combination (if he has any) he should draw the top card from the remainder of pack that was not dealt out, all the other players doing the same in their turn, beginning at his left, making up the hand of eight cards again. These cards help make

new combinations. The player catching the trick then leads a card face up on the board and the other players at his left in their turn do likewise, the one playing the card with the highest value always catching the trick and showing his combination (if he has any) before he draws. A player can play any card he likes on a trick, either from his hand or the ones he has counted face up on the table.

If there are more than one card of the same kind in a trick and these cards are high the player playing the first one takes the trick.

This play is continued until all the cards in the undealt pack have been drawn; then no more combinations can be shown, but all the cards in the hand and unplayed ones on the table are played on tricks. When these are all played each player counts up the value of the cards in the tricks he has caught (the value of the card is shown by the small figure in the corner) and this count is placed to his score. (The value of all the cards in the pack is 250.)

The player at the left of the dealer takes the cards and deals them out as before.

The first player scoring 1,000 points wins the game.

The same cards can not be used over for the same combination, but can be used to make other combinations, viz.: If a player shows a "Trolley" (which counts 150) he can catch another trick and count the same Conductor and Passenger that helped make the "Trolley" and score another 25. He can use any of the cards in the "Trolley" with three others to make four of a kind. When a combination is shown and a card played from the combination on a trick another card can not be taken from the hand to fill the combination again and then count it the second time. It must be made up entire of unplayed cards in that particular combination. If a player should show four Conductors he could use those same Conductors to count with Passengers, and vice versa.

A player can play several combinations alike, but they must be played with unplayed cards.

Progressive Trolley.

Seat the players four at each table, by drawing positions or otherwise, selecting one table as "head table" and numbering the others in order 2, 3, 4, etc.

Each player plays for himself as in ordinary Trolley. Play out one complete deal of cards—that is until the pack is exhausted; all the tables playing out their hands. The two having the highest score at end of hand at each table wins the game and moves to the next table going toward the "head." The two players loosing at "head table" go to the last table.

The score can be kept by keeping count of the number of games won by punching holes in score card for each game won, the player getting the most games winning; or points may be counted, each player keeping count of the points made at each table, and adding them together for total at end of playing, the one having the highest number of points

wins. The two making the highest score at end of each hand moving to next table. Players should not begin to change places until all tables are through playing, then all winners change at the same time.

TRANSFER

Any number up to eight can play "Transfer."

Pay no attention to the colors of the cards to 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 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 deck in this manner until some player secures 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 EUCHRE

In playing "Trolley Euchre" pay no attention to the figures in the upper left hand corner of the cards. Those are used in playing other games.

First—Sort out of the "Trolley" pack a Car, Conductor, Passenger, Motorman, Fare and Transfer of each of the four colors. This will make 6 different cards of each color, or 24 cards in all.

Two, three or four persons can play, but four persons playing partners makes the most interesting game.

To players familiar with the old Euchre game very little instruction is necessary.

The following comparison is sufficient:

Car—Ace, marked on card "A."

Conductor—King, marked on card "K."

Passenger—Queen, marked on card "Q."

Motorman—Jack, marked on card
"J."

Fare—Ten Spot, marked on card
"X."

Transfer—Nine Spot, marked on
card "IX."

Place the pack face down on the
table and let each player cut the
cards, the one having the highest
card deals, Car ranking as the high-
est card when cutting.

The dealer deals five cards face
down to each player, beginning with
the player at his left, the first time
around dealing two at once, then three
on the second round. After he has
given each player, including himself,
five cards, he turns the next card face
up on top of the cards that are left
and lays them on the table. This is
called the "Trump" card.

If the card turned face up is RED,
then RED is TRUMP and all RED
cards are superior in value to any of
the other colors, and range as follows:
Red Motorman, Orange Motorman,
Red Car, Red Conductor, Red Passen-
ger, Red Fare, Red Transfer.

If ORANGE is TRUMP then the
Orange Motorman is high with the
Red Motorman next, then the Orange
Car, Conductor, Passenger, Fare and
Transfer.

If BLACK is TRUMP then the
Black Motorman is high with the
Green Motorman next, then the Black
car, Conductor, Passenger, Fare and
Transfer.

If GREEN is TRUMP the Green
Motorman is high with the Black
Motorman second, then the Green Car,
Conductor, Passenger, Fare and
Transfer.

The TRUMP MOTORMAN is al-
ways the highest.

When any color is led (except the *sec-
ond high trump motorman*, which calls
for trump color cards) all players
MUST play a card of that color. If
they haven't any, they can play any
other card in their hand—Trump or
not—just as they wish.

If a player holds a card in his hand
the same color as is led and fails to
play it, upon being detected the hand
is thrown out and the opposing play-

ers count 2 points. This rule should not be misconstrued in reference to the two trump Motormen. If a player should discover his mistake before the trick is taken in it may be corrected, the players following having the right to change their play on the trick, but not those who played before.

The player at the left of the dealer always leads first.

2-Handed Trolley Euchre.

After dealing each five cards and turning trump, the player opposite dealer looks at his hand and if he thinks he can take three or more tricks, he orders the dealer to take up the trump color. The dealer then discards any card from his hand and takes up the trump card in his hand. The player opposite the dealer then leads any card he chooses, and the play begins.

If the player opposite the dealer thinks his hand is not strong enough

of the color turned for trump, he "passes." The dealer then has the privilege of discarding a card of no value and picking up the trump card if he thinks he can catch three or more tricks, or he may turn the trump card down. If he takes it up the play begins.

If the dealer turns the trump card down, his opponent may make it any color his hand is strong in (except the color turned down). If his hand is too weak to make it, he again "passes", and the dealer has the privilege of making the trump. If he can not do it the hands are discarded and a new deal had, the deal going to the opponent.

When the trump is decided, the opponent leads a card and the dealer plays to it, the two plays being called a "Trick." The highest card played wins the trick, trump color ranking higher than any other.

The winner of each trick leads for the next trick.

If the player that makes the trump catches three or four tricks he scores 1 point; if he catches the whole five

tricks he scores 2 points. If he fails to get three tricks then his opponent scores 2 points.

The cards are then shuffled and re-dealt, the opposite player dealing each time.

Ten points is game.

3-Handed Trolley Euchre.

The deal and play in three handed "Trolley Euchre" is the same as in two-handed, except in three-handed "Trolley Euchre" one player plays against the other two. Whichever player orders up, takes up or makes the trump color, the other two players are his opponents and endeavor to beat him, as they both score on his defeat. The partner of one hand is usually the adversary of the next.

After dealing, the privilege of passing, ordering up or making starts at the left of dealer. Each trick contains three cards.

In three handed the player must be reasonably sure of at least three

tricks before making the trump color, as he must play single handed against the other two.

If the one who makes the trump catches three or four tricks he scores 1 point; if he gets the whole five tricks he scores 3 points. If he fails to get three tricks then his opponents each get 2 points.

Ten points is game.

4-Handed Trolley Euchre.

In playing four handed the opposite players are partners.

The dealer is selected and cards dealt the same as in two or three handed. After the player at the dealer's left has passed (which he must do if he does not order up) the partner of the dealer can "order up" the trump card if he wishes that color for trump, and the dealer discards an inferior card from his hand and takes up the trump card. If he

passes, then the next player has the same privilege.

If they all pass, including the dealer, then the trump card is turned down and the player at the left of dealer has the first chance to make it any color he wants. If he passes again, then the next 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 4 points; if he catches three or four tricks it counts his side one point. If he fails to get

three tricks the other side counts 2 points.

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

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.