

CXV

TROLLEY-CAR

This game will suggest an old friend—Stage-coach. But as travelling by coach is hardly up to date we will, instead, go by electricity. The players take the following names, as they choose, and whenever in the story (which is read or simply told by the leader) their names are spoken they must make whatever action is appropriate to the name, or failing must give a forfeit:

Trolley-car, when spoken of, must rise and turn around twice.

Mat, must rise and stamp twice with the right foot.

Rails, must rise and hold both arms in front, as the rails of a track go.

Advertisements, must rise and look up, reciting some well-known street-car advertisement.

Straps, must rise and swing as if by straps when the car stops with a jerk.

Conductor, calls the name of a street.

Bell, must rise and cry "Ding, ding!"

Motor-man, must rise and turn imaginary brake.

Trolley, must rise and drop suddenly into seat.