

AGCA  
ARCHIVES

# LOT-O-GO

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**B**USINESS MEN, college men, and Antarctic explorers, beware! lest you forget your business, college, and pole-hunting and spend your days at LOT-O-GO. It's been done, you know! . . . Let it be understood, however, we can assume no responsibility for club men who get the bug, and are forever late for dinner. But we'll try and keep peace with the wronged wife by letting her in on some gossip. . . . One hostess — we won't mention her name — was grieved when her guests yawned in her face and told her her clocks were slow. But, thinking quickly, she brought out the season's smartest game, LOT-O-GO. . . . P. S.—The guests went home with the milkman (delighted with their 25c prizes, pocket editions of LOT-O-GO).

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AN EMBOSSEING COMPANY PRODUCT  
ALBANY, NEW YORK

## CHANCERI

Take care—one gent lost his shirt on this one—but there's nothing to it.

All you need are the blocks numbered from 1 to 6, a pair of dice, and thirty chips of one color and six of another—or, if you are playing with pennies, thirty pennies and six nickels.

You can pick out a different Banker and Roller for each round.

Shuffle the numbers, face down, and each draw. *Six numbers must be drawn for each race.* Thus, six players are ideal, but if only three are betting, each draws two numbers. And if four play, two get two numbers apiece, and the other two, only one apiece.

Line all numbers, face up, in center of table and remember which you're betting on!

Now, at the beginning of each race, every player must fork up five chips and one of a different color (worth five of the others), or five pennies and a nickel, for each number he has drawn. These chips, the only ones on the table, form the pool.

The Roller rolls the dice, then the Banker takes two chips from the pool and places one before each of the numbers thrown; therefore, if a 5 and 2 are tossed, Banker puts one chip alongside of block No. 5, and one by block No. 2. If doubles are thrown, two chips are given to the number thrown.

Ten chips win game!—but there's a hitch!

Roller keeps rolling and Banker keeps banking till someone has accumulated four chips before his block. *Everyone's fifth chip is an obstacle chip* which the player must pass in order to get a sixth chip. On the fifth chip, the Banker substitutes the different colored chip (worth 5 of the others), and puts the other 4 back in the pool. Any number having the obstacle chip is out of the game until *doubles* of that number are thrown. This gives the slow pokes a chance to catch up! Suppose No. 2 has four chips when double twos are rolled. No. 2 merely gets *one* chip—the obstacle. If double twos are *then* thrown, *only* a sixth chip is given out.

## • Here Are the Rule

The first player to get five chips after passing the obstacle yells it out to the world in general,—and collects from the Banker, all the remaining chips in the pool—plus the chips in front of his winning number. For consolation, the losers take back whatever chips they have accumulated on their respective numbers—so every one is happy and has something with which to start the next round.

Go to it; and 3 A. M. is the deadline!

## TUG OF WAR

*An untiring game for two.*

Line up the nine tiles, face down, in a straight line between you.

Each player now takes a counter—you play one color, your opponent the other—and places his counter on the fourth tile from the end nearest him. Thus the two rivals are now face to face, ready for battle—with but one space between them.

The point of the game is to be the first to pull your counter, *plus* your opponent's, off your end of the line.

Throughout the entire game and at the same time, each of you throws one die apiece. The one who throws the higher die takes the *difference* between the two. For example, if 4 and 1 are tossed, you who threw 4 would take the difference, three, and move your counter three tiles nearer your own end, or you could move it one space and the other color two spaces towards your end, etc. It doesn't matter how you split up the amount, so long as you're moving both counters *towards your end!*

As there is no jumping in this game, your man must always be the first one off your end. But don't think you've won the game merely because a throw lands your counter off your end. Your opponent can pull you back on the line with his next toss, by throwing a die just one point higher than yours. If his throw were three points higher you'd

## and They're Easy!

be dragged back to the third tile from your end, etc.

But cheer up! once your counter *is* off, you don't have to shoot exact count to pull off the opponent. Supposing he is on second tile from your end, a difference of five or four tugs him off as nicely as would an even two.

Now, let's see you get *both* men off your end of the line!

### TIT TAT TOE

The same old game you played behind your geography books, but in a different form. Using the smaller box, turn your nine numbers face down, and give your opponent four counters of one color and take the four of the other color for yourself.

Now by each playing one counter at a time, in turn, see who first gets three of same color in a row, running either horizontally, vertically, or diagonally.

### BOTTOMS UP

All of you, the more the merrier, pull up your chairs and try this one:

Take the blocks, numbered from one to nine, and string them in a line, face up, before the person who plays first. It doesn't matter who plays first, because you all get a crack at the line, in turn, from left to right. When you play, try to eliminate as many numbers as you can, by shooting the dice and turning down the number, or numbers, equivalent to the throw. Suppose 5 and 3 is your first throw. You can turn down No. 8; or 5 and 3; or 6 and 2; or 1, 2, and 5, etc.

Keep on throwing—it *doesn't matter how many turns you take*—till you're stumped. You're stuck when no number or combination of the remaining exposed numbers in the line will equal the sum of the spots on your dice just thrown. For instance, if you have only blocks Nos. 3, 4 and 9 left, and your next roll is 3 and 5 (8), you can't play!—you're stuck with 16. Thus your score is the sum of numbers you have failed to eliminate.

If you feel sporty and want an exciting evening, each player puts a stack of chips in front of him, equal to the sum of the numbers he has failed to eliminate. Then, after everyone has played, the one with the fewest chips collects from all the rest, the difference between his score and theirs.

### PUZZLE SOLITAIRES

#### ODD AND EVEN

Line up the blocks in numerical order from 1 to 9. Object of game is to make *two* rows from this one row—one row of odd numbers, and the other of evens.

Throw the dice and move the number or numbers equivalent to the throw. Supposing a 4 and 5 were thrown, you could play by pushing up 5, 3 and 1 to form the other line. Or you could move up No. 9 alone; or 2, 3, 4—or any other combination of 9. On your second and following throws, move either from your lower line *up*, or from the top line *down*, but each move must be played *from one side only*. You can and must play every time you throw the dice. Go to it!

It sometimes takes us an hour, but we're dumb!

#### CHECKER MOVE

Line up a row of 7 blocks, face down, and put 3 counters of one color on the three blocks on the left end of the row, and 3 of the other color on the right. Thus, there is a counter on every tile except the middle one.

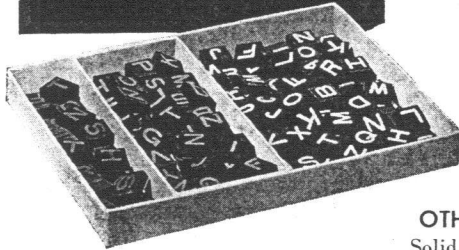
Now by moving *one* counter, *one* space at a time, and by jumping (as in checkers) the other color, get the 3 left-end counters on the right side and the 3 right enders on the left. Of course, the counters—not being kings—can only move in one direction, towards the other end of the row.

You'll do it in 15 moves, if you think—so long as no one bothers you.

#### MAGIC NINE

Using only nine tiles, see if you can arrange them in the tray so that the sum of the numbers in any straight line, either vertically, horizontally, or diagonally, equals 15.

OTHER GAMES BY THE EMBOSSING COMPANY—JUST FOR FUN



You and your friends will be delighted with our ANAGRAMS. Like dull ebony. They're embossed with gay, enameled letters—especially designed to eliminate eyestrain.

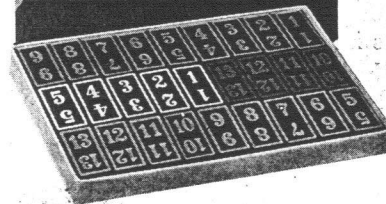
Here's a good game for Braille Students, as well.

**TRI-COLOR ANAGRAMS**

An advanced game that adds an element of chance to the game. Colors (Yellow, Red and Blue) enter the contest, multiplying the player's interest. \$1.00 a set.

**OTHER ANAGRAM SETS**

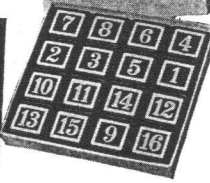
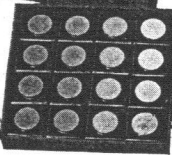
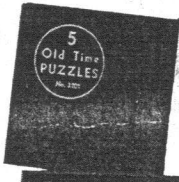
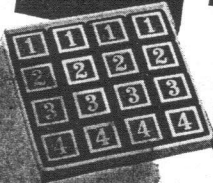
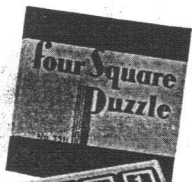
Solid colors, either with yellow or blue letters—from 25c to \$2.00.



**DECK-O-DOMS**

No, it doesn't really take a magician to turn a pack of cards into wood.

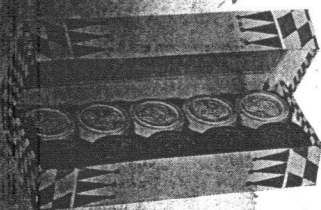
You'll find Deck-O-Doms with its 52 tiles of 4 suits, just the thing for your favorite card game. Play them outdoors, and thumb your nose at the breezes! \$1.00 a set.



**PUZZLES**

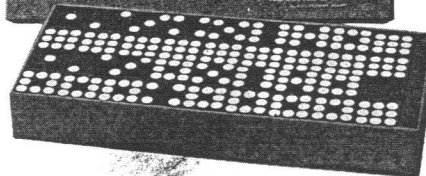
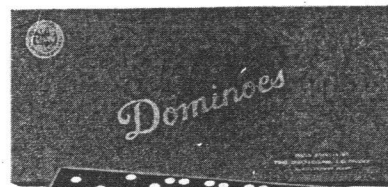
They look simple enough, don't they? Well, invest in the trio and see if YOU can solve them in less than a week.

Slip them right into your pocket when you're through—that is, if you ever get through. 25c a piece.



**CHECKERS**

We're the oldest checker men in the country—so naturally we pride ourselves on a complete assortment! At 10c to \$3.00 per set.



**DOMINOES**

Double six, double nine, double twelve and double fifteen—a set for every purse. From 10c to \$5.00 per set.

THE EMBOSSING COMPANY, ALBANY, N. Y.