

Let's Go Shopping

AGCA
ARCHIVES

Saml Gabriel Co.
? DATE

Box - Beautiful Art Deco type litho
Green orange red lettering blue & yellow
Children looking in store window
13" x 14 1/2"

6 "Bingo type cards" - but "lotto" type pictures
to cover

150 products each with a price

Make "change" for each store - metal money included

All pictures of old fashioned products

The Gabriel Line is replete with Games, Kindergarten Pastimes, Instructive Picture Books and Occupational Books and other items of interest to children of two to fourteen years.

All better dealers carry these.

*Free illustrated catalog gladly sent
on request.*



SAML. GABRIEL SONS & COMPANY
200 FIFTH AVENUE NEW YORK

DIRECTIONS

FOR

LET'S GO SHOPPING



A NEW GAME

Thrilling

Instructive

Full of Fun

Plenty of Action

Published by

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NEW YORK

LET'S GO SHOPPING

Directions

Two to six players can participate in this game. Each of the large cards represents a store and the article that are for sale in it. The store cards are divided among the players as evenly as possible. If the cards cannot be divided evenly (if four or five are playing) some players can keep two stores, or the extra cards may be discarded.

Each store starts business with \$1.00 worth of money. This can be divided in any way, since one of the objects of the game is to teach children how to make change.

The small square counters are placed face down in the center of the table and each player in turn picks up one of the counters. He calls the name of the article appearing on the counter and the keeper of the store in which this article appears calls "SHOP

HERE" and asks for the amount marked on the article. He then receives the counter and the specified amount of money. The money is added to his capital and the counter is placed face down on the corresponding item in his store.

If a player picks up an article from his own store he places this face down on his card, but in that case no money transaction takes place.

If less than six are playing and counters are drawn for stores not in use, these are discarded and the player draws until a useable counter is picked. The game proceeds in this fashion, the players buying, making change, etc. until all the items in one store are covered. Should one storekeeper "go broke," that is, use up all his money before the game is completed, he has "failed" and his store is closed for the balance of the game. When one card is all covered all the storekeepers count the money in their tills and the winner is the one who has made the most profit.