

Andy Gump

ing and try to throw the missing letters.

Of course duplicate letters don't help you at all. That is, if you shake two "G's" you can only use one of them and the other is thrown back into the cup.

When you throw the final letter, "P" you score the amount of numbers thrown just as you do in other throws.

If perchance some lucky player casts my complete name, G-U-M-P, on his first throw, he scores the total of the numbers marked Win, on the two cubes left, whether or not these numbers are face-up. I modify the rule about the numerals in this way, so a fellow has a chance to win something when he throws "G-U-M-P" in one shake.

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Now you want to know, who is the winner? Why the player having the highest plus score at the end of five rounds of play, i. e. when each player has spelled my name five times. But suppose each one loses more than he wins, so nobody has a plus score? Then, say I, the player who shows the smallest loss is the winner.

THE COUNTERS

You will find in the box counters representing a million dollars. This is divided evenly among the players. When four play each player has \$250,000 when the game starts. At the end of each game, each player pays the winner the difference between his own score and the winner's score. Then the second highest player is paid the dif-

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ference between his score and the scores of the remaining two players, and the third highest player is paid by the fourth player the difference between their scores. What do you do when your money runs out? Why, all you can do is to borrow from some more fortunate player, or give I. O. U.'s to be paid when you retrieve your vanished fortune.

SCORE CARDS

In the box there are twelve score cards for your convenience in keeping score. Each player has an individual score card and each may keep his own score or one player may be selected to keep all scores. Keep the score of each throw on a piece of scrap paper and at the end of each round enter the totals on the

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score card, and add them up for the game totals at end of each game. Each score card provides for eight games. As all numbers are in units of thousands it is not necessary to write all the numerals on the score cards but simply the number of thousands, viz. if 10,000 is scored, put down "10", if 5,000 is scored, put down "5", etc.

And that's all there is to it. But it's great fun to play and you'll like it.

With my best wishes for your good luck—

Andrew Gump
100% for the People.

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ANDY GUMP HIS GAME

DIRECTIONS FOR PLAYING the game as prepared by Andrew Gump, citizen of the universe, who wears no man's collar and is 100% for the people.

TO THE PLAYERS OF THE GAME:

I Andrew Gump, happy husband of Min Gump, indulging in a brief relaxation from my political and business cares have decided to give to my friends and admirers throughout the world some of that pleasure and enjoyment which I so happily possess, by the creation of a game which all may play. This is based on the ups and downs of fortune which

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over

have affected my life in my endeavors to build my name high in the portals of fame, and yes! the object of this game is to **build my name.**

To make this game, I have taken six wooden cubes, like dice, and on some surfaces of each cube I have placed one of the letters contained in the famous name of Gump— G's, U's, M's and P's.

To introduce the element of fortune's fluctuations, on other surfaces of these cubes I have put numerals representing various amounts of money. Against some of these figures I place the word "win" meaning that the player wins that amount, and on others the word "Lose" meaning that the player loses. That should be plain to all.

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Now that you understand the implements, I will show you how to play this game.

Everybody likes to shake dice, and so I have provided a dice cup and made the operation of my game similar to dice shaking. Now this is what you must do, in other words these are the

DIRECTIONS FOR PLAYING

Decide who shall play first. Let there be no argument about this, but decide it pleasantly and without violence . . . I assume you have now chosen the first player, whom I shall hereafter call Andy, after myself.

Andy takes the six cubes and placing them in the dice cup, rolls them out on the table. Now the top surface of every

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cube is what counts, same as in dice, and if the letter "G" appears on any top surface of the dice thrown, the player sets it aside as it begins the word "Gump" which he is trying to make. Perhaps he also throws a "U" in which case the "U" is placed beside the "G" and followed by an "M" should the player be that fortunate. Now instead of letters appearing on all the top faces of the cubes, some may show numbers with "Win" or "Lose" before them, and then the player scores or loses the amounts indicated. One cube may show win 5000 and another may be lose 10000 in which case the player is 5000 "in the hole" as he lost that much more than he won. What he scores is the **net difference**

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when both Win and Lose cubes are thrown. Of course if all numeral cubes are Win or all are Lose, you simply add the totals and add to or deduct from your score accordingly.

When the player has set aside the letters he can use in building my name, he returns all the other cubes to the dice cup and shakes them again, hoping to throw the letters to complete the name "Gump." He proceeds to shake the cubes until he succeeds in making "Gump" and each time he shakes the numerals which appear are added to or deducted from his score. When he has completed my name, "Gump" he is all done for that round and the play passes to the second player, who proceeds exactly the same as

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"Andy" did, and all others do the same.

Remember this: If a player on his first throw does not get a "G" he returns all cubes to the dice cup and does not score anything, even though some numerals were thrown. You don't begin to score at all until a "G" is thrown and you continue throwing the cubes until you do get a "G" no matter how many throws are required.

Now, suppose, after you have thrown a "G" or perhaps added a "U" to it, and then by chance you throw all numerals what do you do then? Why simply add the Win and Lose numerals and find the net result and add it to or deduct it from your score. Then go on shaking

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