

"GOLD MEDAL" TOYS

Our slogan "Playthings that serve a purpose" is doubly true, for not only do "GOLD MEDAL" Toys keep the kiddies busy, happy, and amused, but they teach the child some useful art.

Sewing — Embroidering — Painting — Coloring — Housekeeping — Gardening — are just a few of the things in which youngsters become interested thru "GOLD MEDAL" Toys.

Let the Kiddies develop their artistic temperament. Let them become interested in worth-while things. Keep them busy, amused — always happy with Gold Medal toys.

TRANSOGRAM COMPANY manufactures other Toys and Games, such as

EMBROIDERY SETS
SEWING CARD SETS
STENCIL OUTFITS
PAINTING SETS
KRAYON OUTFITS
GARDEN SETS
WRITING OUTFITS
BUBBLE SETS
U. S. CUT-OUT PUZZLE MAPS
MAGNETIC FISH PONDS
ALUMINUM TEA SETS

TRANSOGRAM COMPANY, INC.
New York City, N. Y.

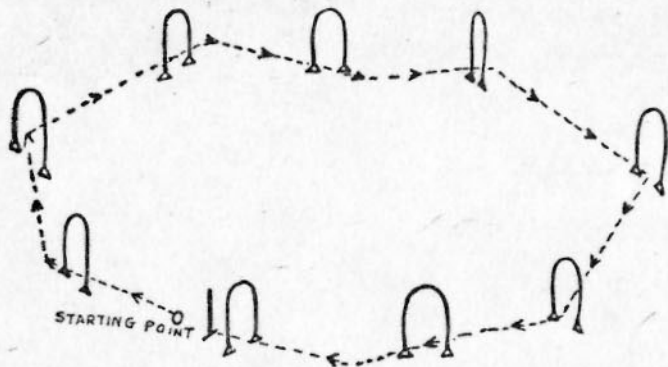
KROKAY

AND
FIVE OTHER
GAMES

MFD. BY TRANSOGRAM, INC., NEW YORK CITY

CHINESE CAMEL RACE

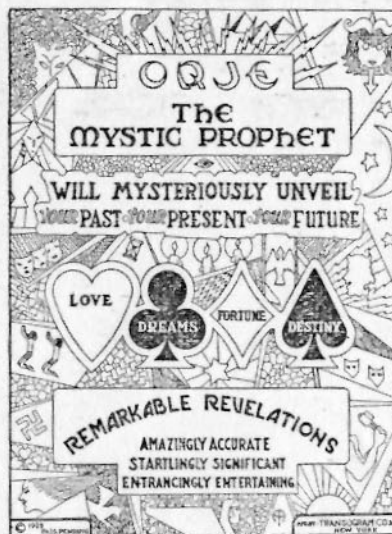
1. Place arches in large circle so that they face different directions as in diagram.
2. Place ball at starting point.
3. The object of the game is to drive the ball thru all the arches in the least number of strokes.



After reading how to play the game Betty and William and their little friends spent hours full of fun and merriment, playing the different games. They were all so very happy they took no notice of the weather until Jean looking out of the window saw that the rain had stopped, and that the streets were already dry. "Come," said Jean to Johnny, "we must hurry home for supper. We were having such a good time we did not realize it was so late."

When they arrived home, Mother asked them how they enjoyed the afternoon. "Great," cried Jean and Johnny, in chorus, "we were having so much fun playing GOLD MEDAL KRO-KAY and the many other games, that hours just seemed to fly. Please, Mother, buy us a few GOLD MEDAL toys and games. They are so enjoyable."

OTHER TRANSOGRAM ENTERTAINMENTS



Does your sweetheart love you?

SEEK ORJE

Will your dreams come true?

SEEK ORJE

The Mystic Prophet

Unusual entertainment that will seriously interest any gathering. A big feature in any party. Consult ORJE and marvel at his wisdom.

ORJE the Mystic Prophet will mysteriously unveil your Past, your Present and your Future in relation to LOVE, FORTUNE, DREAMS and DESTINY. Remarkable Revelations that are amazingly accurate, startlingly significant and entrancingly entertaining. ORJE gives profound advice, answers your questions and tells if your wishes will be granted.

Get this amusing and interesting "Party Pranks" for your next get-together and be the life of the party. Loads of fun for the whole family.

Your secret of popularity is waiting for you.

Gold Medal
PARTY PRANKS

Pep Up the Party
For Kiddies up to 6
For Kiddies up to 16
For Kiddies up to 60

A Laugh for Everyone

HOW A RAINY AFTERNOON WAS BRIGHTENED

"Hello, hello, Jean?"—"Is this Jean?"—"Jean's Mother? Well this is Betty. I wanted Jean to ask you if she and Johnny could come over this afternoon."—"Yes, I know it's raining, but can't they come anyhow?"—"No, we will not get wet. Mother went shopping this morning and brought Willie and me a new box of games and we can stay inside and play all afternoon."—"Yes, ma'am, it is called 'Gold Medal Floor Kro-Kay', and there are five other games besides. It will be so much more fun for four of us, and so I wanted Jean and Johnny to come over and play with us. You can drive them over, can't you? Mother said we might have them if you were willing."—"They'll be here then at two o'clock? Oh, good."—"Yes ma'am, I'll tell Mother. Good bye."

"Oh, Willie! Jean and Johnny are coming over at two o'clock to play with us, and we are going to have lots of fun with the new games Mother brought us this noon."

"Aw, gee, how are we going to play a lot of games we never heard of before?"

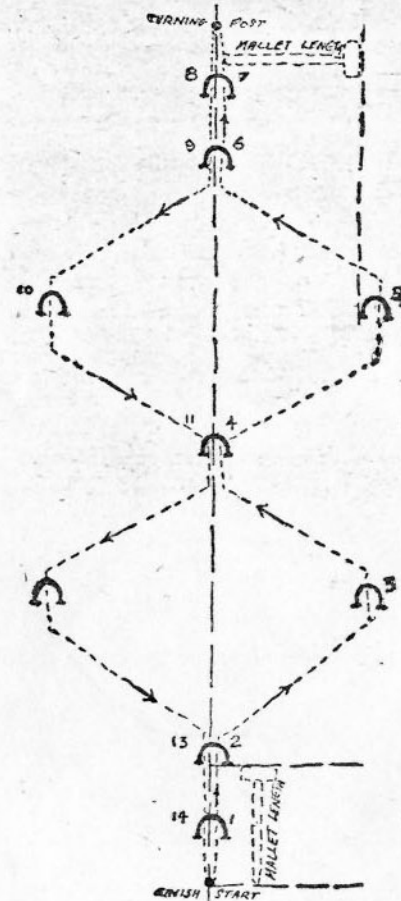
"That's easy, didn't you see the little book that is in the box? I looked at it, and it tells all about the six games, and there are drawings that show how to set up the pieces and everything is explained so that anybody can learn to play. Shall we get the book and study it? Then we'll know all about it before Jean and Johnny get here, and we can show them. Shall we?"

"All right, I'll get it." "This is it!"

FLOOR KRO-KAY

RULES:

1. Place wickets on floor as in the diagram.
2. Each player takes a mallet and ball of the same color. To decide the order the players shall start, let each player place his ball 5 mallet lengths from the starting post and hit the ball towards it. The one nearest plays first and so forth.
3. The game is started by the player placing his ball one third the distance from the starting post, between the post and the first wicket.
4. The ball must be struck with the face of the mallet, and not pushed. If the player hits the ball, no matter how slight, it must be considered a stroke. A complete miss allows him to do the stroke over.
5. For each wicket thru which the player drives his ball, he earns another turn. If he makes two successive wickets in one stroke, he is entitled to two additional strokes. A player earns another stroke if he hits his opponent's ball, or the turning post. If he should knock down a wicket he loses his turn.
6. The winner is the one who returns to the starting post first after completing the course.



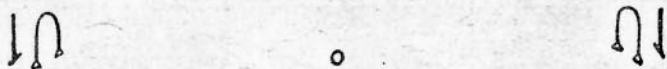
ARCH PIN

1. Place 9 arches in a row, 6 inches apart, facing each other as in illustration. Place the post three inches behind last wicket. Place the ball six inches before first wicket.
2. The object of the game is to drive the ball, in one stroke, thru the nine wickets and knock down the goal post.



HORSELESS POLO

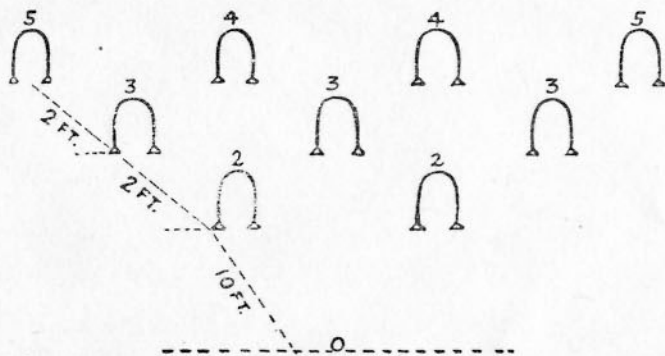
1. This game can be played by two persons or by four persons—two on a side.
2. Place a wicket at each end of the room. Directly in back of it put a post.
3. Place one ball in the center of the room and at a given signal, each player standing at his goal, rushes to the ball and tries to hit it thru his opponent's goal, knocking down the post.
4. If one side knocks down the other wicket, it constitutes a foul. Three fouls forfeits the game to the other side.
5. The mallet is the only thing to be used in blocking the ball and hitting it.



MALLET SKEE BALL

RULES:

1. Arrange wickets as in illustration.
2. Then place the ball ten feet away on any part of the line desirable.
3. Each wicket has a certain value and each player is given four strokes.
4. The object is to hit the ball thru the highest point wicket without knocking it down.
5. The player that averages the highest score in four strokes wins.



WICKET GOLF

1. Place the wickets on floor as in diagram, to resemble a golf course.
2. Drive your ball from the tee toward No. 1 arch trying to shoot your ball thru the arch.
3. Each player takes his turn and it may be necessary to use as many as 4 strokes to drive your ball thru.
4. Then place your ball 6 inches from No. 1 arch in the direction of No. 2. Tee off and proceed in the same way.
5. The winner is the player who succeeds in making the nine holes in the least number of strokes.

