

"GOLD  
MEDAL"

# PARTY PRANKS

A LAUGH  
FOR  
EVERYONE!



PEPS UP  
THE  
PARTY!

FUN FOR THE FAMILY — FROM BABY TO GRANNY!

Mr. and Mrs. U. N. Everyone  
357 Any St.  
Yourtown, U. S. A.

Hello Folks:

I understand you are planning to have a party. No? Then you ought to have one. It's time you gave Junior's playmates a little celebration over the fact that he was born, or got your own friends to remember you owned a wedding anniversary. Dad and Mother would be tickled pink with an old fashioned jubilee, or you ought to celebrate Washington's Birthday—4th of July—Hallowe'en—Thanksgiving—or what have we, and if you can't find any better reason, just the fact that you can have so much fun with this "Gold Medal Party Pranks" is reason enough for having a party.

You really should know about Gold Medal Party Pranks because it's the newest and smartest Party Game and because it was designed to especially afford amusement for any house gathering. It will pep up a party—whether it be a company of just your own friends—a regiment of under 6 year old—or an army of "60 year old kids." No need to worry any more about "the life of the party"—It will be Gold Medal Party Pranks.

When you plan your party, you usually try to make it up of folks all of about the same age. Don't you? If you must have a lot of youngsters in a gathering of older folks, you usually send them off to play by themselves. No need for that any longer. You can have a real successful party where you can keep all the folks together and keep them all amused. "Party Pranks" will furnish side splitting entertainment for your party even if it includes from "Baby to Granny."

You wouldn't think it possible to have one game that would fit all, no matter what their age, would you? That is just exactly what "Party Pranks" will do. It provides pranks or stunts for all ages in three classes—for kiddies up to 6—for kiddies up to 16—and for kiddies up to 60. If your party is going to be made up of youngsters under 6, you will be interested in the first group of stunts only. If your party is going to be made up of young folks, the second group of stunts will afford the most amusement—and if the gathering is going to be made up of grown ups—kiddies up to 60—you would use the last group and then find lots of additional fun by mixing the groups—and by getting the grown-ups to try the pranks intended for the "Young Uns".

Here's how you can get endless entertainment and the greatest amusement out of "Gold Medal Party Pranks". When your guests have all gathered, take from each person in the party some fairly valuable "forfeit". This "forfeit" should be something that the owner would want to get back. The greater the value of the forfeit, the

greater the assurance that the pranks will be performed. When you have gotten a forfeit from each of your guests, hang the Party Pranks Clown on the wall in some convenient place where the disc can easily be spun.

Pick out one of the forfeits and the person to whom it belongs and who wishes to "redeem" it, must spin the disc and perform the prank indicated by the pointing finger of the clown's left hand. The forfeit is not to be returned, until the person has redeemed it, by fully performing the prank indicated.

Some folks just naturally want a second chance at everything. Maybe some of your guests will want a second chance, if they think that the prank they are called upon to perform is a little too difficult. Give it to them. Instead of performing the stunt indicated by the pointing finger of the clown's left hand, let their "second chance" be the stunt indicated by the pointing little finger of the clown's right hand. But tell your guests that the person choosing a second chance has no other choice but must perform the prank indicated by the pointing little finger of the clown's right hand, or lose his forfeit.

If your sides don't ache too much from laughing, continue until your guests have redeemed all of their forfeits. As there are 30 pranks in each group, it is not necessary, if your gathering numbers less than 30 persons, to have any one of the pranks duplicated. If the same number appears a second time, allow another spin until a new number is indicated.

They tell me that you are an excellent host. Honest! That every time you give a party you show that you have given a lot of thought to the decorations and preparation of the things you are going to serve. But like me, you are too busy or just naturally forget to prepare the fun—and really fun is so necessary to make the party one that will long be remembered and talked about. Make sure to prepare and have handy all of the little things necessary to perform the pranks.

Oh, yes. There are quite a few other games that you will be able to play with the Party Pranks Clown and I know you are clever enough to find them out for yourself without me telling you about them.

Toodle-oo—and good luck! I know your party will be a success.

Love and Kisses, from

*Aunt Pat*

P. S.—Try some of the group stunts I have suggested on the last page—they are wows—lots of fun for everybody.

GOLD MEDAL PARTY PRANKS

has been especially designed to require but little paraphernalia to put the fun over. Most everything that you will need can usually be found right in the house. A good party is worth some preparation and the little required for Party Pranks will be amply repaid by the tremendous fun to be derived from it. Have everything ready and handy so that there will be no delay and so that the stunts can go over with plenty of snap.

For this group of Pranks you will require: a feather, a page of a newspaper, a box of animal crackers, Daddy's old hat and coat, a man's handkerchief, a small hat with a feather in it and a long piece of string.

1. Imitate a cat washing itself.
2. Blow a feather or piece of paper across the room without touching it with your hands.
3. Shut your eyes and pick an animal cracker out of the box. Eat it and then make believe you are the animal you have just eaten.
4. Make Funny Faces. Keep it up until you make the crowd laugh.
5. Show how you act when Mother refuses to buy or give you something you want.
6. Walk over to a corner of the room, face the wall and cry like a baby, loud enough for everyone to hear you.
7. Put on Daddy's coat and hat and take his umbrella and show how Daddy acts when he goes out for a walk.
8. Using an imaginary telephone, call up the Grocer and place an order just like Mother does.
9. Take a firm grip with your teeth on an apple, hold your hands behind your back, and without letting the apple fall from your mouth, ask for money to buy a chocolate ice-cream cone.
10. Start laughing and don't stop until you have made at least three of your playmates laugh with you.
11. Close your eyes and walk backwards around the room three times.
12. Make believe you are a dog. You must crawl around on hands and feet, sit up and beg, bark and act just like a bow-wow.
13. Borrow a pair of Daddy's old shoes and try to walk in them without making any noise.

14. Lie on your back on the floor with hands and feet up in the air, roll over several times and get up like a horse.

15. Take a tight hold with your hands on both toes of your shoes and try to walk around the room.

16. Give a recitation.

17. Put on your Mother's hat and coat and show and say what she does when she comes home all tired out from shopping.

18. Sing a song.

19. Make believe you are a cat in a fight with a dog.

20. Walk around the room on your hands and feet, keeping your arms and legs perfectly stiff.

21. Tie a handkerchief tightly about your ankles and make quick short jumps across the room.

22. Lie down flat on your back, raise your feet and try to touch the floor beyond your head with the toes of your shoes.

23. Put a small hat with a feather on your head and tie a long string to your left ankle, and make believe you are the monkey of an organ grinder. Someone in the party must hold the other end of the string, and each time you receive anything you must immediately return and leave it with the one who holds the string.

24. Roll a page of newspaper into a small paper ball and push it across the room with your head.

25. Imitate a wheelbarrow. Get down on the floor on your hands and knees and choose someone to lift your feet and push you forward so you will have to walk on your hands. Go round the room twice in this wheelbarrow fashion.

26. You must sit on a chair and cross your left leg over your right leg. You must keep them crossed and stand upon the floor and then hop around the room at least twice, all the time keeping your legs crossed.

27. Take off your left shoe, balance it on your head and hop around the room on your right foot.

28. Make believe you are a dancer in a theatre, and perform for your playmates.

29. Make believe you are a little kitten and crawl on hands and knees to each one of the gathering, sitting down before them and crying "meow, meow" until they pat you on your head.

30. Sing your favorite Lullaby like Mother sings it to you.

For this group of Pranks you will require: a penny, an onion, a whistle, two pencils, a parasol, everybody's hat, an old man's hat, an apron, and an old coat.

1. Push a penny across the room with your nose.

2. Take an onion, peel and cut it up very slowly and deliberately, singing throughout the operation, "It ain't gonna rain no more".

3. Pretend you are an elevator operator in a big department store, calling off the departments on each of the six floors.

4. Hide your face behind your hands; quickly lowering and raising your hands to show a different expression each time—of pleasure, fear, joy, laughter, surprise, sorrow, etc.

5. Imitate a traffic cop at a busy corner. Use your whistle generously and do not forget to bawl out the careless drivers.

6. Pat your head with your left hand and rub your stomach with your right hand while you whistle or sing, "Swanee River".

7. You are to play the part of a bootblack and with all the imaginary paraphernalia, polish the shoes of the one sitting on your right.

8. Sit down on the floor as if you were sitting in a rowboat and with a couple of pencils, as oars, row about the room. Pretend it is a moonlight night and your favorite boy or girl friend is with you.

9. Lead the gathering in a medley of patriotic songs like the "Star Spangled Banner"—"My Country 'tis of thee", etc.

10. Mimic a train boy selling his wares on a picnic excursion train. Leave samples in the laps of the passengers and scold them for failing to return the samples, when they do not buy.

11. Repeat the funniest story you ever heard. If you fail to get a laugh, explain the point of your story in detail. If you still can't get a laugh, try another story.

12. Sing a song in as deep a voice as you possibly can, and at the same time, play upon an imaginary bass viol.

13. Take a parasol and pretend you are a tight rope walker performing for an audience.

14. Show the gathering how gracefully you can skate up and down the room. Don't mind their laughter when you do the Spread Eagle.

15. Recite the first piece you ever remember learning, as you did the first time you spoke it in public.

16. Pretend you are an old clothes man. Make the rounds of the room, calling "I cash clothes". Bid for the clothes of any of those in the gathering if you think it is time they discarded them.

17. Imitate Al Jolson singing "Sonny Boy".

18. Take all of the guests' hats, both girls and boys, and standing before the gathering try on each hat and explain to the crowd why you think it is becoming to your particular type of beauty.

19. Tie an apron around yourself, get down on your knees and with an imaginary pail and brush, take the part of a scrub-woman, cleaning in an office building. Make a plea to the superintendent for a half night off, and give a reason so plausible as to convince the gathering you are worthy of it, otherwise you must continue with your scrubbing.

20. Pull a hat down over your face, put on a coat, leaving one sleeve empty and beg from any one in the crowd, pouring out the worst hard luck story you can think of.

21. Recite the funniest recitation you know.

22. Tell the gathering you are a Parrot, learning how to talk. Repeat any and every saying in exactly the same tone of voice as spoken to you.

23. Do your own version of the Varsity Drag—The Black Bottom—The Charleston, or an aesthetic dance—singing your own accompaniment.

24. Do anything that you are sure will be amusing.

25. Walk around the room singing the Scotch Song, "I can't give you anything but love—baby" and as you reach each person of the opposite sex, stop to kiss them.

26. You must represent the face of an alarm clock. Your left hand will be the minute hand, your right, the hour hand. Move your hand about the face of the imaginary clock, indicating the time requested by the host. When you pass the quarter, half, three-quarter marks, imitate the chimes of the clock, and on the hour toll the correct number of strokes. Continue through all to imitate the tick tock of the clock. Indicate at least five different hours.

27. Imitate the side show barker at a country fair, circus or seaside resort. Make the best appeal you can to the crowd.

28. Impersonate a train announcer at a busy railroad station. Call off the stops of the trains and answer courteously all foolish inquiries.

29. Point your finger to your chin and give the abbreviation for quart, (Q. T.—cutie) then point your finger to your forehead and give the abbreviation for mountain (M. T.—empty).

30. Take the part of a young man who is about to appear before his future father-in-law to declare his love for the daughter. Put forward your best prospects, telling why you should be accepted in the family.

For this group of Pranks you will require: an old umbrella, ten books, old fashioned clothes for tintype, the slide cover of a safety match box, a skipping rope, and a lot of old hats.

1. Repeat the excuses you gave to the cop, the last time you were caught speeding.

2. Do your daily dozen and tell why you are, or are not, on "The 18 day diet".

3. Tell the gathering what you would do with a million dollars if you suddenly inherited it. Dispose of the million until the last penny has been spent.

4. Select a person of your own sex and do a John Gilbert-Greta Garbo close up.

5. Tell two jokes which are absolutely funny—and clean.

6. Impersonate a radio announcer and broadcast the most ridiculous program you can think of. Be sure to announce your station, give your own name and don't forget to acknowledge telephone calls that came through severely criticising your program and the manner of its broadcast.

7. Repeat the oldest funny story you can remember.

8. Imitate an after dinner speaker delivering an address, using all gestures necessary, but do not utter a single word out loud.

9. Pick someone in the gathering who is to pose you for an old fashioned tintype picture.

10. Kneel before any person of the opposite sex in the gathering and make an elegant proposal which you must finish up with a kiss.

11. Sing, dance or recite, whichever you think you can do best.

12. Take the part of a toast-master at dinner and introduce with most appropriate story or remark any two people present. It is not expected of those introduced, to respond, although they are free to tell the gathering what they think of you as a toast-master.

13. Drive a prize yoke of oxen through the streets of your town, up to the city hall, and in few choice and fitting words present them to your Mayor.

14. Deliver a two-minute speech on why Prohibition should be abolished or continued.

15. Congratulate the young couple who are about to be married and give them some valuable advice.

16. Impersonate the leader of a band giving an outdoor public concert, using an old umbrella as your baton. You are privileged to dodge any missiles the gathering may send your way as a touch of their appreciation of your remarkable music.

17. Take up an imaginary telephone and carry on a conversation with your wife in which you try to get a night off so that you can spend it with the Boys. If a woman, explain to your husband just how necessary it is for you to spend that \$50.00 for a new dress.

18. Picture for the gathering, the misery of a sea passenger on his first ocean trip, making his way about the promenade deck of a tossing ship.

19. Mimic a book agent selling a work of 10 volumes on "How to Bring Up Children". Proceed with your review of the contents of the books, regardless of the impertinent questions from the gathering or in spite of a lack of interest of anyone in your publication.

20. Deliver a short talk proving that there is a Santa Claus. Tell why he wears red bloomers.

21. Go from person to person in the party and make each one laugh. It doesn't matter how you do it—it's simply got to be done.

22. You are a Doctor. Take anybody in the room of the opposite sex, who you think looks sick and give them a thorough medical examination.

23. Remove everything from your pockets or purse and explain how you got each thing and just why you carry it.

24. Place the slide cover of a safety match box firmly on your nose. Then transfer it from your nose to the nose of any other person without either of you touching it with your hands. This person must in like manner, transfer it to the nose of another member of the gathering, who in like manner must return it again to your nose. The hands must not touch the cover of the box at any time.

25. Kiss every person in the gathering that you have ever kissed before and tell when was the last time you kissed them and why.

26. Describe everyone present using one word, such as beautiful, clever, good, dumb, hot, etc., etc. Then stand quietly in the center of the gathering while each guest in turn gets a chance to describe you in one word.

27. Mention the names of ten popular songs, adding the words, "Between the sheets", after each title.

28. Take a skipping rope and do "Pepper-salt", counting in 5's, up to 100. If you miss, start all over again.

29. If married tell how and why it happened and give your alibis. If not, tell how you escaped and what are the inducements you are waiting for.

30. Show how successfully you could operate a hat shop. Gather all the hats in the house, select a customer and have all the hats tried on until you make a sale.

## GROUP PRANKS — CHOCK FULL O' FUN!

You will find that the Group Pranks or Games here suggested, will liven up your party, bring your guests into friendlier contact and make the occasion enjoyable and happy. These Group Pranks are particularly suggested because they are simple and require hardly any preparation. They will be found practical for a gathering of most any size. Here they are—Try them.

### BROOM DANCE

Have your guests get on the floor in partners, as they would in any other dance, except that you must have one person dancing with a broom—as a partner. Inform your guests that at a signal, the music will stop and they all must rapidly change partners. The person dancing with the broom must try to get a partner and the one who finds himself without one, must dance with the broom. To keep it interesting, it is advisable to change partners quite frequently.

### COFFEE POT

Explain to your guests that the idea of this game is for someone to leave the room and for the rest of the gathering to determine on a verb like dance, eat, sing, sleep, dress, etc. After the word has been determined on, the person who left the room is called in, and must guess the word by going from person to person and asking such questions as, "How do you Coffee Pot?" "Why do you Coffee Pot?" "When do you Coffee Pot?" "Do you love to Coffee Pot?", etc., etc. The answers given to these questions must be as truthful as possible, always keeping in mind that "Coffee Pot" stands for the verb agreed upon. By the answers received the person must be able to find the verb chosen by the guests. When the word has been discovered the last person answering the question then leaves the room, another word is decided on, and the game continues.

After several people have successfully guessed the word, and someone is "out" waiting for the crowd to pick another verb, you can create quite a funny situation by telling the crowd not to pick any word at all and to answer the Coffee Pot questions as they see fit. You can readily see what a difficult time a person would have guessing anything that was not agreed on.

### CHANGE CARS

Seat your guests around as large a circle as the room will permit and give each guest a number, beginning with 1, 2, etc. After you have given all your guests numbers, tell the gathering that the numbers are from 1, to whatever it happens to be and that the idea of the game is for someone to stand in the center of the circle and call two numbers. The people corresponding to the numbers called, must rapidly change seats to get into one of the vacated seats before the person who is supposed to change can reach it. The person who finds himself without a seat then stands in the center of the circle, calls two numbers, and so on.

### TAPS

Seat your guests around in a close circle. Explain to them that the point of this game is for two people to lie on the floor covered with a sheet and to guess which one of the gathering "taps" them lightly with a stick, the idea being to pass the stick so quickly that the two on the floor should not be able to tell who did the tapping. They are allowed one guess each time, and if they guess the person who did the tap, the person "caught" must take the place on the floor of the one who guessed. A small stick or cane is then given to one of the gathering, and the two on the floor cover up with the sheet and the game begins.

After a few people have changed places on the floor and by clever prearrangement, the real fun begins. Now the idea is to give one of the two under the sheet a duplicate stick and to have him do all the "taps", which by now have become quite hard instead of light. The stick in the crowd is still passed around but only as a subterfuge. The person on the floor being "punished" who has watched the game played before would hardly suspect that his own neighbor was doing the "taps".

Not a Frank, but unusual entertainment, that will seriously interest any gathering. A big feature in any party. Consult ORJE and marvel at his wisdom.

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### SHOE RACE

In this game, try to get as many contestants as possible. The players stand on one side of the room, remove their shoes, and place them directly in front of them. They are then told that the idea of the game is to run to the other side of the room, return and put their shoes on, the one being finished first winning the game and a prize. Have one or two confederates, so that when the contestants leave their shoes, the shoes are immediately grabbed up and thrown all together, so that the contestants will have considerable difficulty finding their own shoes.

A rather small object, an apple, or the like, is to be hidden on a person or concealed some place in the room. One of the guests is to leave the room while the apple is being hidden and upon his return, must find it. As a clew to help him find it, he must be told whether he is "hot" or "cold". Hot being when he is close to where the object is hidden and cold when he is far away. It adds to the interest of the game if the "hot" and "cold" clews are supplied by music, loud music being hot, and soft music being cold. Ingeniously hiding the apple will create a lot of fun.

### THE FARM

For this game, inform the guests that you will stage a little country scene, each one of the guests to perform some little part and that you will instruct each guest, in a whisper, just what they are expected to do, and that after everyone has been instructed, you will give a signal and then everyone is to rush toward the center of the room, and perform the part they are instructed about. You will then pass among the guests and whisper to each one to remain seated, with the exception of one person, pick someone funny, whom you will instruct to rush to the center of the room and imitate a rooster. When you have passed around the crowd and presumably given each of the guests their part, give the signal. The result is usually most funny.

### TOPSY TURVEY

You might have a whole Topsy Turvey party or just one Topsy Turvey dance. The idea is for the girls to dress in boys' clothes and the boys to dress in girls' clothes. Use of make-up will result in some very funny characters and some very laughable situations.

### MY SEAT

For this game place chairs in a long row, each chair alternately facing right and left. You must have one chair less than there are participants in the game. The players then stand around the chairs and at a given signal, start to walk rapidly around them. Have someone play a peppy march—it will help a lot. At a signal from you, each of the players must sit down. One person will find himself without a seat and must retire. One chair is then removed and the game continued. Each player left without a seat, retires until there are only two players and one chair left. The last person seated in the last chair wins the game.

### LUCKY NUMBER DANCE

Inform your guests that you have a very valuable prize for the Lucky Winner. In this dance, each of the couples participating is given a number. Corresponding numbers are placed in a hat or bag. The dance is started as usual and at a given signal, the music stops. A number is drawn from the hat and the couple holding the corresponding number must leave the floor. The dance continues until one couple is left. To add to the fun, present them with a ridiculous prize.