

Autogiro "Put and Take"

RULES:

THIS Game may be played by any number of players. Each of the players places an agreed amount in the bank, and each in turn spins the disk and lets it revolve until it stops by itself. If then the pointer stops on a black field, the player pays the amount indicated to the bank, if the pointer stops on a red field, the player receives the amount indicated. When the pointer stops on a star field, the player takes the entire bank and the game may be started over again.

A few other variations are given herewith:

A prize may be chosen. The players then agree on a certain number like 50. Each player keeps score of his plus (Take) and minusses (Put) as he spins the disk. The player who first reaches the goal of 50 is the winner. On this game the star field may score as 10.

Again a prize is set apart, the players may count only the number of stars scored within an agreed number of spins.

Another suggestion is to count only the red fields in scoring. Whenever the pointer indicates a line, the player may spin the disk again.

There are still other methods of playing, which will suggest themselves and may be used.

HOW TO PLAY

AUTOGIRO

AUTOGIRO



POCKET GAME

AGCA
ARCHIVES

... DIRECTIONS ...

ROULETTE CHART

0		00	
1	2	3	
4	5	6	
7	8	9	
10	11	12	
2 FOR 1	2 FOR 1	2 FOR 1	

Autogiro "ROULETTE"

RULES:

THE Game is controlled by the banker. The number of players being unlimited. Each player selects his number on which he places his bets. The banker calls out the number on which the disk stops. At the same time he also calls out "Odd" or "Even", according to whether the number is an "Odd" or "Even" one, "Black" or "Red", whichever of these two colors corresponds to the number indicated. Then the banker collects all losing bets. All bets which win are allowed to remain on the table and the banker pays out the various stakes to which the backers are entitled. When single or double "Zero" turns up, the banker takes all the bets on the table except any made on the "Zero" numbers.

Winning Chances

"Red" or "Black", "Odd" or "Even",
1 to 6, 7 to 12, gives even amounts.

Playing first, second, third four gives 2 to 1.

Playing any single space gives 12 to 1.

This gives you a fair idea of how much entertainment awaits you as the owner of an Autogiro.