The Educated Monkey WHAT IT CAN DO

When the monkey's feet are set to point at two numbers, its fingers will locate their product.

It teaches the complete multiplication table.

It teaches the complete addition table.

It can add, subtract, multiply, divide, or factor elementary numbers.

It is accompanied by an entertaining and instructive game for children.

Its link motion makes a mathematical puzzle which has advanced students guessing. Try an expert with it. (See back of addition card.)

It is a classic in the toy line. A device which interests both young and old.

DIRECTIONS

In order to slide the monkey feet along the slot very easily, be sure to use both of your thumbs, placing a thumb directly on each monkey foot and your middle fingers on the rivet heads underneath. (See back of plate.)

To multiply, adjust each of the monkey's feet to point directly at a number. The monkey's fingers will then locate the product of the two numbers. To multiply a number by itself set one foot to point at the number and the other at the

To add, insert the addition card between the monkey and the plate and carefully locate it in proper position. Secure it to the plate by paper fasteners; or, if these are not at hand, the card can be neatly tied to the plate by passing a band of red twine through the card and through the small slots in the plate and tying in the rear. Further directions are on the back of addition card.

IT MAKES NO DIFFERENCE TO THE MONKEY WHETHER CHILDREN ARE BRIGHT OR STUPID, HE NEVER LOSES PATIENCE AT HAVING TO ANSWER THEIR QUESTIONS.

MADE IN U.S.A.

The Educational Toy Manufacturing Co.
Springfield, Mass.

U-seful L-essons T-aught

M-any E-njoyably

Brain power is increased by mental exercise. Turning work into play enables children to take the necessary The game Multe exercise. can be used to turn certain kinds of work into play.

The mechanism of the Educated Monkey device is well adapted for use in playing games. It gives a chance to ingenious persons to invent a variety of games. It offers teachers an opportunity to develop a fine art in teaching children numerical tables and stimulating even the dullest to do their best.

The game Multe is played as follows: Several slips of paper ruled, as shown below, should be prepared. In each of the upper ten spaces there should be written a pair of numbers, each number being not greater than 12. The slips are placed in a hat or box.

Each contestant draws out a slip and selects a product for each pair of numbers, and writes his selection on the slip, one product under each pair of numbers. In making these selections, beginners may be allowed to look at the monkey chart, but not to operate the monkey. When finished, each slip may be considered as ten questions and ten answers.

An umpire is elected by the players. The umpire takes a finished slip and calls out the first question and its answer. Each player who is in doubt as to whether the answer is correct is allowed to consult his monkey. If the answer is correct, then the next answer is checked.

Whenever an incorrect answer is found, the umpire cuts with scissors one space from the end of that portion of the slip which has already been checked. At the end of the game the player having the longest slip remaining is declared the winner of the game.

If each player saves their used slips and pastes them together end to end, then after a certain number of games, the contestants with the longest roll of slips is declared champion, for the day, or the week, as the case may be.

If this game is played by a class at school, the class should be divided into groups, the members of which are about equally matched in order that no one may become discouraged.

Beginners who know nothing of the table should be told to select their products at random. Enough slips to last for several games can be prepared in advance. Sample slip is shown here.

5x7		4x3	11x8	7x3	4x8	6x9	5x4	12x3	For pasting ends