MILLS NOVELTY CO.

A manufacturer's promises are just as good as his machines, and no better. You lose when a machine gives out after a few weeks operation, no matter what kind of a guarantee you got with it. You lose trade and time and express charges, even if the machine is finally fixed up free of charge.

The best guarantee you can get with a machine is its reputation for reliability. The above "Owl" trade-mark (which appears on all genuine Mills machines) absolutely protects you against loss. We don't merely guarantee to "make repairs free," we guarantee that Mills Machines are built of perfect parts and assembled properly by skilled workmen. They are right when they leave the factory, and they stay right in spite of hard, rough treatment.

This guarantee is the strongest in the world, not only because it is backed by a $500,000 corporation, but because it is also backed by the judgment of the majority of the operators who know machines. They have made the Mills factory the largest in the world by purchasing more Mills machines than any other kind; and the only reason they have purchased them is because they have found that Mills machines are dependable.

In the past ten years we have turned out over 250,000 machines, over ten times as many as our nearest competitor, and out of this number only one-tenth of one per cent. have ever needed repairing.

Be sure the Owl is on the machine you buy.

MILLS NOVELTY COMPANY
INCORPORATED UNDER THE LAWS OF ILLINOIS

CAPITAL STOCK $500,000.00

LARGEST MANUFACTURERS IN THE WORLD OF ALL KINDS OF COIN OPERATED MACHINES

MILLS BUILDING
Jackson Boulevard and Green Street
CHICAGO, ILLINOIS, U. S. A.

BRANCH OFFICES
Detroit, Mich. Los Angeles, Cal.
Denver, Colo. New York City

FOREIGN OFFICES
London, England
Madrid, Spain Milan, Italy
Buenos Ayres, Argentine Republic
Valetta, Malta
Kinds of machines in this book

For your convenience in determining which machines you want to use, and also to make our suggestions plain, we have divided the machines in this book into six classes, designated by letters which are printed on the upper outside corners of pages. (Page numbers are at the tops of the pages in the middle.) The class letters and the kinds of machines represented by them are as follows:

CLASS A
Straight Money Machines, designed to be played with coins, and which usually pay all winnings in coin.

CLASS B
Combination Machines, which may be played either with money or trade checks, and which pay rewards either in money or trade checks.

CLASS C
Trade Stimulators, including card machines, which either pay trade checks, or show rewards payable in merchandise.

CLASS D
Entertainment Machines, including Coin Operated Scales, Punching Bag, Phonographs, Picture Machines, Violin-Piano, Etc.

CLASS E
Vending Machines, which sell and deliver merchandise automatically.

Money Changers on page 49
Trade Checks on pages 62 and 63
"Poor Man's Club," page 34

What is Your Business?

The nature of your business only determines which Mills machines you can use to best advantage, not whether you can use them. Any man in any line can make money with them who has the least bit of ambition. A few of the machines that have proven most profitable under various conditions are shown in the following list. Perhaps this will help you to decide on the layout you want us to quote you prices on. If it does not, write us a letter telling us how you are situated, and we will be glad to give you the benefit of our experience. Read the descriptions of the machines in this list first, but don't neglect the other pages, as every machine in the book is a big money maker somewhere, and it all depends on local conditions.

IF YOU ARE AN OPERATOR
we hardly need to tell you what kind of machines are best for you to use. You can probably dope that out pretty well for yourself. Some of our specially good operating machines you may not be acquainted with, however, and we therefore call your attention particularly to the CHECK BOY (p. 24), SUPERIOR CARD MACHINE (p. 40), LIBERTY BELL (p. 28), COIN OPERATED FAIRBANKS SCALE (p. 58), PUNCHING BAG (p. 52). Pick out the machine best suited to your locality and put a number of them to work for you.

IF YOU RUN A SALOON
you want machines that will take in the most money with the least trouble and attention, and that cannot be manipulated. The machines on pages 5 to 26 have all been specially designed for operation in saloons and similar places, and are all proven money makers. See also pages 27, 28, 32 and 40—and don't overlook the "Poor Man's Club" machines farther along in the book.

IF YOU RUN A CIGAR STAND
you want machines that will encourage play for cigars—machines that will keep up the interest, and that can be operated
anywhere, regardless of local restrictions. Read the descriptions of the following machines, as they are particularly adapted for use on cigar stands: Pages 11, 19, 22, 27, 32 and 40. Some of the “D” and “E” machines should also interest you.

IF YOU RUN A POOL PARLOR, BARBER SHOP OR BOWLING ALLEY

you want machines that will get money while at the same time attracting a desirable class of business, and not disturbing anyone. The machines we here recommend are all worth your investigation because they not only make money better than a game you might run yourself, but they do it while you are doing something else. Read the descriptions then write us for further information if you do not understand just what you ought to get. Any machine from pages 5 to 46; also pages 54, 58, 60, 61.

IF THE LID IS ON IN YOUR TOWN

you’ve got to have machines that give something with every play, and that at the same time will make play an object. Our “LIDVILLE” machines can be operated ANYWHERE, and they get the money just as fast, sometimes faster, than the regular Deweys. These are the machines, and you can’t go wrong on them no matter where you operate: CHECK BOY (p. 24), PURITAN (p. 26), LIBERTY BELL (p. 28), SUPERIOR CARD MACHINE (p. 40). And lots of other “safe” ones listed in the same part of the book.

IF YOUR LOCATIONS ARE SCATTERED

so you can’t get around to them frequently, you want machines that will run for a long time without attention, and with which you will be sure of getting a square deal. Most of our “Trade Stimulators” and Amusement Machines can be placed out on Royalty just as safely as the regular money machines. See particularly pages 24, 28, 37, 38, 39, 40, 52, 56, 58, 60.

IF YOU WANT TO GET ALL THERE IS IN IT

you should have an assortment of machines in your place, so that when your patrons have had enough of one thing, there is always something else to attract their money. For suggestions on this point, see YOUR BUSINESS on page 64.

THE MILLS CHICAGO

"As Great as the Town It’s Made In"

Six Slots—Nickels, Quarters or Trade Checks

With or without music

A Six Way Machine

Stop arm and ratchet wheel in full view of player.

Has 100 colored spaces on dial, divided as follows:

- 2 blues paying 40 to 1
- 4 whites “ 20 to 1
- 8 yellows “ 10 to 1
- 16 greens “ 5 to 1
- 35 reds “ 2 to 1
- 35 blacks “ 2 to 1

Vibrating tube prevents clogging.

Colors played on show in plain sight until next play.

Slug detector shows last three coins played on each color.

Holds 1,500 checks used in trade play.

Music connected or disconnected instantly without opening.

Handsomey finished in quartered oak or mahogany, hand carved. Trimnings either nickel or oxidized metal.
MILLS ROULETTE

The most wonderful automatic game machine ever constructed. A genuine roulette game that is absolutely on the square. Gives every player a fair chance for his money; and gives a fair percentage to the house.

More exciting than any other game ever invented.

Pays all rewards automatically.

No attendant required.

Dimensions, 56x40x35 inches. Gross weight, 315 pounds.

MILLS ROULETTE

A Seven Way Machine

Pays 10c to $2 on Nickel play
Pays 50c to $10 on Quarter play

80 spaces on dial are divided as follows:

1 “oo” paying $2.
2 “o” paying $1 each.
3 double stars, paying 75c each.

Pays automatically, through tube.

Slots lock when coins are played in, preventing more than one playing the same color at the same time.

Slug Detector shows last three coins played on each color.

Color Register shows which color was played last.

5 single stars, paying 50c each.
20 yellow crescents paying 25c each.
Balance red and black, 25c each.

Mechanism in plain view from top of machine which is made of glass and perfectly flat.

Ball is always in sight of player and it can lodge on any color.

Entire mechanism locks if machine is tipped in any direction. Manipulation is impossible.
THE MILLS DEWEY

SIX SLOTS
Nickels, quarters or trade checks
With or without music

One hundred spaces, on 18 inch dial.

Nickel machine pays from 10c to $2.

Quarter machine pays bigger amounts and makes bigger profits for the house, and is the machine we most strongly recommend.

Trade check machine holds 1,500 checks, which can be redeemed in merchandise.

Musical attachment plays 8 tunes and can be included in either money machine where conditions make it necessary.

Non-repeating device prevents two successive wins on same color.

Color flags automatically regulated, machine cannot pay on wrong color.

Finish, oak or mahogany, with nickel or oxidized trimmings.

Dimensions, 69x36x23 inches
Gross weight, 340 pounds.

THE MILLS DEWEY
Jack Pot

SIX SLOTS
For nickels or quarters
With or without music

Our old reliable Dewey, with all the well-known Dewey features—and a JACK POT feature added.

Jack Pot is in full sight of the players.

Jack Pot constantly accumulates, until it looks to the player like a whole handful of nickels.

Jack Pot gets the play where there would be "nothing doing" with an ordinary machine.

Jack Pot takes the place of the $2 reward.

Other rewards are the same as the regular Dewey.

Has Mills Slug Detector and Mills Anti-clogging Device, the same as the regular Dewey.

Dimensions, 69x36x23 inches
Gross weight, 340 4 pounds.
Mills Brownie
IT'S MADE FOR NICKELS
AND "IT GETS THEM"

Pays cash prizes from 10c to $1.00.
Colors automatically register, and remain in view above dial until next play.
Slug detector, shows last three nickels played on each color.
Cannot be clogged, and cannot be manipulated.
Quarter sawed oak case, handsomely finished and ornamented.

FROM A MAN WHO KNOWS
Stillwater, Minn., Jan. 6, '09
Mills Novelty Co.
Chicaco,
Gentlemen:
The little "Brownie" received from you a few days ago is certainly the real thing. Gets good money and has brought a lot of new customers into my place. We keep it setting on the bar so the boys don't forget to order now and then. Took in $98.75 last week.
Yours truly,
Lowe & Simpson.

TWELVE SLOTS
Any combination of Dewey or Chicago machines
With or Without Music

Two mechanisms in one case, making a 12-way machine.
Takes same license as single machine and gets double the money.
Saves space and stimulates play, where combination is a nickel and a quarter machine.
"Nickel" player will often take a crack at the quarter machine just because it's handy.
A beautiful combination and a big money maker.
Dimensions, 78x61x25 inches
Gross weight, 600 pounds

Size 28 1/2x21x11 1/4 inches
Shipping weight, 90 pounds

All small parts are made of stamped steel and are interchangeable. Cabinet is made of quartersawed oak, highly polished by hand. The dial is especially attractive, being beautifully designed and finished in a number of pleasing colors. Makes handsome appearance on counter and has rubber feet to prevent scratching.
MILLS JACK POT

SIX SLOTS
Pays five for one on any color
Straight percentage play
No plugs used. Machine
is strictly open.
Always one sure win out
of six plays.
Gets continuous patron-
age because players
know it gives a square
deal.
Can't repeat on any color.
Dial revolves at a dif-
ferent speed each play.
Six different National
flags arranged in 36
spaces on dial. Corre-
sponding flags under
slots. Indicator shows
winning flag on dial.
All flags except the Jack
pot pay five for one.
Flag color plate shows
last play.
Clogging prevented by
device which automati-
cally vibrates tubes
each play.
Payout is guaranteed ac-
curate.
Certain coins played in
go into the Jack pot in-
stead of into the money
bag, and the contents of
this pot is automatically
tipped out to the player
when the Jack Pot flag
wins.

THE MILLS CRICKET

A GAME OF SKILL
ONE SLOT
Made for Pennies, Nickels, Dimes and Quarters.

HOW MACHINE IS
PLAYED.
1. Drop coin in slot, then
pull handle down; this al-
lows the coin to drop in slot
just in front of plunger. Pull
plunger out and let go; this
throws coin into play.

PRIZE POCKET.
2. There are three prize
plates marked $1.00, $2.50 and
$5.00 with each machine. If
a coin goes into prize pocket
slot on farther side of ma-
cine, the player is entitled
to the reward shown on the
pocket. The last coin shot
in prize slot is held separate
from those coins previously
shot in, until proprietor pays
reward and pulls out a pin,
"which is located on the out-
side of the case," and allows
coin to drop into pocket
where it remains exposed to
view until the owner arrives
to check up the machine,
when they can be released by
pulling out spring on back of
prize pocket inside of case.

REGULAR POCKETS.
3. If the coin does not go
into this pocket, it bounds
on the pins and stands a
chance of going into winning
slots at base of pinboard,
which are connected with the
display pockets in front of
machine. When coin drops
into one of these slots, the
player pulls handle down and
the pocket then empties the
winnings into money-cup in
front of machine.

Pockets automatically ref-

MACHINE CANNOT BE
BEATEN BY TIPPING.
Mills 20th Century

EIGHT SLOTS
For nickels, quarters and trade checks

FIVE SLOTS
For half dollars or dollars
With or without music

You can order this machine arranged whatever way it will best suit your needs. Eight slots or five; straight money or trade check play; musical or plain. On money plays,

Pays as follows
On 5¢ play, 10¢ to $5
On 25¢ play, 50¢ to $25
On 50¢ play, $1 to $10
On $1 play, $2 to $20

Heavy play means heavy profits

Slug detector shows last three coins played on each color.

Anti clogging device prevents putting machine out of commission with slugs, etc.

The new dial has 130 spaces, half of them inverted, allowing all colors to show large.

Disputes avoided by device making it impossible to play two nickels in same slot at same time. Handle is locked until all coins are played in.

2,000 brass checks inlaid with aluminum supplied for trade play.

Finish: Hand carved antique oak cabinet, high piano polish; nickel or oxidized trimmings.

Dimensions: 70 x 35 x 26 inches.
Gross weight, 335 lbs.

---

Mills 20th Century Twins

16 SLOTS
13 SLOTS
10 SLOTS

Made up of two 20th Century Machines in 6 different combinations
With or without music.

16-slot combinations—Two 5¢ machines; one 5¢ and one 25¢ machine; two 25¢ machines.

13-slot combinations—One 25¢ and one 50¢ machine; or one 25¢ and one $1 machine.

10-slot combination—is a 50¢ and $1 machine.

REWARDS PAID

5¢ machine pays 10¢ to $5
25¢ machine pays 50¢ to $25
50¢ machine pays $1 to $10
$1.00 machine pays $2 to $20

Dimensions, 71 x 56 x 23 in. Gross weight, 625 lbs.
The Mills Duplex

A machine that embodies all the good features of the Jack Pot and Dial Machine. SHOWS THE PLAYER EXACTLY WHAT HE HAS A CHANCE TO WIN BEFORE HE PLAYS

From one to ten can play at each operation.

Money played for is in pockets, amounts ranging from 10c to $10.

Dial is on ball bearings; has ten colors and one hundred spaces. Lithographed and enameled on steel plate.

When pockets are full, they automatically empty into others.

Slug Detector shows three last coins played on each color, and shows exact pocket played for. Slots lock automatically, making it impossible to play two coins on same color.

Contents of pockets are in full sight of players, protected by heavy plate glass.

Case is hand carved quarter sawed oak, with four ply veneers, glued crosswise, and positively cannot warp.

When one pocket is played, others are automatically filled, making play liberal and progressive.

Musical attachment is very large and renders machine permissible in many places where plain machine could not be operated.

Trimmings triple nickel plated on triple copper plating, giving handsome nickel-bronze effect.

Dimensions, 77x37x29 inches.
The most popular five-way machine ever made.

FIVE SLOTS

For nickels, quarters or trade checks.
Furnished with or without music.
Pays from 10c to $1.00
Pays through tubes; has no runways to be clogged.
Improved coin detector prevents cheating.

Automatic bell announces amount won; rings once when machine pays 10c on red or black; rings twice for 25c on yellow; three times for 50c on white; four times for $1 on green.

Bell attracts attention to machine and stimulates play—a feature not found on imitation machines.

Construction—Simple, accurate and durable. Can't be put out of order. All parts numbered.

Finish—Antique oak; hand carved and highly polished. Nickel and oxidized trimmings.

Dimensions, 68x32x21 inches
Gross weight, 285 pounds.

Is similar in principle to "THE OWL" described on opposite page, but SETS ON THE COUNTER and is made for Pennies, nickels, dimes and quarters

Dimensions, 36x26x19 inches.
Gross weight, 90 pounds.

Five-way machine is absolutely automatic. Pays from tubes. same as "Owl"—no runways to get clogged up.

Automatic register shows coins above dial which remain in view until next play

Pays from 10c to $1.00 in nickels
Has improved "Coin Detector"
The Mills Dewey Triplet

Consists of three different machines; but they're all alike in their ability to get the money from your customers.

Seventeen Slots—For Nickels—For Quarters—For Half Dollars.

Seventeen can play. Three can win at one time.

This handsome combination is made up of three of our famous Dewey machines. Gives all the plays that the three separate machines would, and has the additional advantage that it is MORE IMPOSING and SAVES SPACE.

Nickel machine pays 10¢ to $2; quarter machine pays 50¢ to $10; half dollar machine pays $1 to $10.

Finish—Oak or mahogany cabinet; nickel, silver or oxidized copper trimmings. Dimensions, 85x79x27 inches. Gross weight, 950 pounds.

Mills Owl and Judge Twins

TEN SLOTS

Without Music

Dimensions, 70x52x19 inches.

Gross weight, 125 pounds.

Read the description of the Owl on page 18 and you will understand this combination machine.

Made up of either a 5¢ Judge and a 25¢ Owl, or a 5¢ Owl and 25¢ Judge: handsomer, and gets more play than the separate machines.

Takes Single Machine License.

Ten Can Play.

Two can win at once.
“LITTLE, BUT OH, MY”
That's what they all say after trying
MILLS LITTLE
MONTE CARLO

Slot Plates can be changed in a second.

Can be used as a straight trade stimulator when necessary

Operates with nickels or pennies.

Dimensions, 8x11x13 inches.
Shipping weight, 25 pounds.

This is Our Improved Combination Machine.
It's a Perfect Miniature Roulette.

Has two slot-plates. Five-slot plate permits five to play at once, but only one can win.
Wheel has 25 pockets and shows 5 colors. Winning color is designated by pocket ball drops in.
When one-slot plate is used, player gets cigar for each coin played, and has a chance to get from one to four more if ball drops in any one of five pockets.
Machine has two balls and six different reward cards permitting all kinds of combinations and greatly increasing play.
Two outside slots can be closed, leaving center one open, and the Monte Carlo is then not a chance machine. Cigars are given with each play.
Penny reward cards are furnished when machine is to be operated with pennies.

ON THE SQUARE

Is an open and fair machine that lives right up to its name—without forgetting to make a good profit for the house. It has

FIVE SLOTS and is made for either

NICKELS, QUARTERS OR TRADE CHECKS

CAN ALSO BE HAD WITH OR WITHOUT MUSIC

Ratchet wheel and stop arm are on front of dial where player can see them, showing the machine is absolutely “on the square.”

Has improvements which put it entirely out of the class of all others of its kind.

Will get from ten to fifty per cent more play than any other five-way machines manufactured outside our factory.

Operates either as a plain money machine or as a trade check machine; holds 500 checks.

Handsomely finished in antique oak with hand carved ornaments, and further embellished with nickel or oxidized metal trimmings.

Dimensions, 69x33x22 inches.
Gross weight, 270 pounds.
YOUR TRADE IS WAITING FOR
THE MILLS
CHECK BOY

This is That Famous "Lidville" Machine That Can be Operated Anywhere.

SIX WAY. Six can play at one time.

2.00 IN TRADE
1.00 IN TRADE
50c IN TRADE

Amount won shown on flag over winning color when win is made.

No lid is tight enough and no player is smart enough to put a MILLS CHECK BOY out of business. If you've had trouble with other machines, try a Check Boy. It's guaranteed to take in as much money as a regular Dewey.

1000 checks are furnished with each machine. Checks numbered same as machine. "Good for 5¢ in trade" on reverse. Special wordings, $2.50 per 1000.

Pays accurately whether checks or nickels played. Tubes emptied uniformly by being paid from in succession.

Self winding device automatically winds pay out magazine.

Cheating detected by shownig last coin played in under color played. Magazine locks after each play.

Easily loaded by simply throwing nickels or checks in hopper and shaking down.

Should a player try to slam the handle down hard it will lock automatically, and release when played properly.

Handsome metal cabinet nickel or oxidized finish. Interchangeable throughout, and all parts numbered to facilitate ordering repairs if needed.

Easily accessible. Mechanism mounted on track, slides out of case by simply loosening thumb screws.

THE MILLS
CHECK BOY
OR MINIATURE DEWEY

The Check Boy Would Get Money Out of a Wooden Indian.

PAYS FROM
10c to $2.00 in checks or nickels.

Fifty spaces on reel—1 blue, 2 yellow, 4 white, 9 green, 17 red, 17 black.

An operator in Denver got one of these machines in place of a Dewey that was annoying some busybodies, and found that it TOOK IN MORE MONEY than the Dewey did. The Check Boy is attractive, and it gets the play.

Either nickels or checks can be loaded into magazine, and will pay out accordingly, no matter what is played in.

Six can play at the same time.

Little joker allows machine to be adjusted seven days a week, so it will suit both player and owner and increase both play and profit.

Equipped with Yale locks. All parts are interchangeable. SIZE 18 3/4 x 14 x 15 1/2 inches. WEIGHT, boxed for shipment, 84 pounds.
The Imperial Puritan

Is that "something different" you have been looking for?

Amuses your patrons
Awards premiums
Sells pools

Stimulates trade
Vends merchandise
Operates anywhere

Looks like a cash register—and is one. It registers every coin.

Doesn’t look like a card machine—but is just as good as one

Get the coin out of sports and "puritans" alike.

Revolving discs bear numbers 0 to 9 on different colored backgrounds. Revolves independently. Show three colors and three figures after each play.

Special Reward Cards can be changed frequently to keep up the interest.

Jack Pot is accumulated by every seventh nickel automatically going into separate money box. This can be given as a prize for special combinations.

Safety Coin Chute, Red Flag Indicator, Special Coin Detector, Mirror Reflector, etc., are all on this machine.

Machine is ALL METAL, nickelflaked, chased and beautifully ornamented. All working parts stamped steel and malleable iron.

Dimensions, 11x8x8½ inches.
Gross weight, 25 pounds.

It Rattles the Bones

And rattles the coin into your till

It is "On The Level"
The Hottest Proposition Yet

SIX SLOTS

Shoot 25c on the field...pays 50c
Shoot 10c on 7 or 11...pays 40c
Shoot 10c on field...pays 25c
Shoot 5c on 7 or 11...pays 20c
Shoot 5c on over 7...pays 10c
Shoot 5c on under 7...pays 10c

They can’t resist it
Good for $50.00 a day

Eight Inches Square.

Facsimile of telegram from Larkin, after receiving first one hundred.

Hustle along the balance of my order. If we don’t have another earthquake, will clean up the fifty thousand I lost in the first. It is the greatest money getter you ever produced.
(Signed) M. A. LARKIN.

Facsimile of paragraph from letter received from Larkin several days later:

"In consideration of my giving you the idea and purchasing 1,000 of those machines, I was given the right for California. Mills, it was the greatest investment I ever made. The people have gone "nuts" over it. You are a "sucker" if you don’t operate a bunch. $50.00 a day is an average, play on each machine. Nothing like it. You know the percentage."

What’s good for Larkin, is good for you. Send in your order today.
RING OUT THE OLD
Machines, and get a Liberty Bell—It is the
Most Marvelous
Card Machine ever manufactured

Four machines in one—FIRST, can be operated with a 5¢ coin or check, and will pay rewards automatically in five cent checks. SECOND, can be operated with five cent coins exclusively, and will pay rewards automatically in five cent coins exclusively. THIRD, can be operated with 5¢ checks exclusively, and will pay its rewards automatically in 5¢ checks exclusively. FOURTH, can be operated as a plain trade card machine by simply closing up the pay-out tube.

THE LIBERTY BELL

These Tests Tell the Story
“I have six Liberty Bells going. They bring me $167.50 a week.”
J. B. Keeney, Huron, S. D.
“Liberty Bells work O. K. Send me two more by express.”
Oshkosh Novelty Co.,
Oshkosh, Wis.
“The Liberty Bell is all you claim for it. Ship another at once.”
Hutson Bros.,
Welch, W. Va.
“The Liberty Bell runs like a clock. It has taken off as much money in 15 days as our old one did in three months.”
Russell & Heinlein,
East Grand Forks, Minn.

RING IN THE NEW
Hundreds of men have found Liberty Bell a big Money Maker
and you will find it so too, if you give it a trial
CAN BE ADJUSTED to meet all requirements in your town. You can change it at will from one style of machine to another. In the twinkling of an eye it becomes a Trade Stimulator, a Money Machine or a Check Machine.

THE CONSTRUCTION is the same as all MILLS Machines. Every part is durable and carefully made and the finished machine is an ornament to any counter.

The Liberty Bell
Dimensions, 22x13x12 inches
Gross weight, 118 pounds

Wins $1.00 In Trade
Wins 80¢ In Trade
Wins 60¢ In Trade
Wins 40¢ In Trade
Wins 20¢ In Trade
Wins 10¢ In Trade

MILLS NOVELTY CO. CHICAGO, U. S. A.
Make Money Automatically by Shaking Dice Automatically with

THE PIPPIN

It has all the old dice boxes and all the old dice machines beaten to a standstill. You can use it to shake with your customers, or they can play it as a straight game machine. A big money maker, and here's why:

Size, 10¾ inches wide, 8 inches deep, 14 inches high.
Shipping weight, 36 pounds.

Dice in separate tubes—one flop insures a fair and honest shake—two sets of reward cards for one and five cent play—good percentage to house—reward shown on both front and back of machine—exposes last coin played in—plays any game from "Indian dice" to shooting craps—can be used anywhere regardless of restrictions—the most popular machine wherever used.

THE LITTLE GEM

"A Perfect Card Machine, and them some"

Note these trade stimulation features: Cash register; premium awarding feature; safety coin chute; red flag indicator; special coin detector; mirror reflector.

NOTE THE SIZE—Only 11¼ x 10 x 8½ inches.
Shipping weight, 30 pounds

Will take in more than its cost in one day in a good location.
Records every coin played in and tells business done at end of day.
Every seventh nickel drops in a separate cash drawer, contents of which may be offered as additional prizes for drawing special hands. This Jack Pot feature makes a big hit.
Red flag shows through glass in back of machine; disappears when machine is tampered with. Cheating absolutely prevented.
Coin detector always shows last coin played in.
Safety chute takes only one coin at a time, and throws out all wrong coins.
Mirror reflector enables proprietor to see the hand from back of counter.
Mechanism is easily accessible by opening door in back of case.
A durable, handsome and profitable little machine.
The Hy-Lo is entirely different from all other draw poker machines.

Player has option of taking his chance on one spin, or may draw to fill by paying an extra coin for each card drawn.

Machine has six slots—Coin placed in slot at right allows all reels to spin when handle is depressed. To fill hand, player must place additional coin in individual slot over each reel he wishes to spin.

Player has only one chance to fill, but may "draw" as many cards as he wishes by playing in a coin on each. If first spin shows aces on reels, 1, 3 and 5, player may try for full house or four of a kind by dropping coins in slots 2 and 4 and depressing handle again, when only reels 2 and 4 will spin.

This feature makes the play fast and furious, and puts the Hy-Lo entirely out of the class of the machines that allow the player an unlimited number of draws.

All coins played in show in plain sight under their respective slots.

Slot which actuates all reels locks automatically, while other slots are being used in drawing.

Cards line up perfectly, and have finest spin of any card machine made. Spins noiselessly.

One lever operates all reels, both on first play and "draw."

Manipulation impossible—A wide bar shows across face of cards until operating lever has been given full stroke.

Mechanism simple and positive—Won't get out of order and can't be tampered with. All parts numbered for easy identification.

The HY-LO is beautifully finished, in oak, cabinet with metal trimmings, and may be had either WITH OR WITHOUT STAND.

Fine for Operators, because it gets quick steady play and can't be tampered with. Many players will try for four aces to fill a hand. Machine gets one to four extra coins every play, and this is why it takes in six to twelve times as much money as any other card machine made.

WRITE FOR INFORMATION and let us show you what some of your neighbors are doing with this machine.
The picture above shows a popular POOR MAN'S CLUB in a thriving Illinois town.

It is the best patronized and by far the most profitable place in the neighborhood.

Its principal feature is the bar, the same as in ordinary saloons, but it is a real CLUB for the poor man because it enables him to pass an hour or an evening just as pleasantly as the rich man can do it in his club.

It is a place where a man can drop in any time, and find something that will amuse and interest him as long as he cares to stay.

Patrons of this club don't feel they have to take a drink every few minutes—and the proprietor doesn't care whether they do or not. There are plenty of other things to do—and they pay the house just as well.

Patrons can try their luck on various games of chance.
They can “take a whirl at the wheel.”
They can get exercise by punching the bag.
They can weigh themselves.
They can test their strength and prowess in various ways.
They can see the latest pictures and hear the latest vocal and instrumental hits from the plays and operas.

They can buy gum, candy, chocolate, etc., to take home to the kids, or for their own consumption.

These attractions get this club the steady patronage of all the sociable men in the community, bringing in many who would not ordinarilv patronize a saloon, and greatly increasing the business of the bar—yet the running expense is not a cent more than when the place was an ordinary saloon.

It is a case of “Everything coming in and nothing going out,” simply because the proprietor of this club has learned THE ART OF MAKING MONEY AUTOMATICALLY.

You can make your place an equally popular and profitable "Poor Man's Club," and every page of this book contains a suggestion for doing it.

With MILLS' AUTOMATIC MONEY MAKERS you can give your patrons all the “Club” advantages mentioned above, and at the same time make more money than it will ever be possible for you to take in over the bar.

These machines occupy little space on your floor, require no attention, enable each patron to buy the kind of fun he wants without disturbing anybody else, and each will pay for itself many times over in the course of a year.

NO MATTER WHAT YOUR BUSINESS
the probabilities are that you can make it enough of a “Club” to bring in a great deal more money than you are making now.

MILLS' AUTOMATIC MONEY MAKERS make big money in Cigar Stores, Billiard and Pool Rooms, Bowling Alleys, Barber Shops, Skating Rinks, Restaurants, Hotel Lobbies, etc., just as surely as they do in saloons.

WRITE ME if you are interested, giving particulars in regard to your place, and I will be glad to give you my opinion as to how you can get into the “Poor Man's Club” game the best way.

I have had seventeen years of experience in the operation as well as the manufacture of coin-operated machines, and I will be glad to give you the full benefit of this experience if you will address me personally.

H. S. MILLS, President,
The Mills Novelty Co.,
Chicago, Ill.
The Mills Improved Special

Is the Machine that gets the boys into your place and then gets the dollars into your till.

IT IS ENTIRELY AUTOMATIC; TAKES CARE OF ITSELF; RINGS A BELL WHEN A PRIZE IS WON. IMPOSSIBLE TO CHEAT IT. CHECKS CASHED IN WHEN CONVENIENT. FROM ONE TO FIVE CAN PLAY AT THE SAME TIME. ALWAYS BUSY; ALWAYS MAKING MONEY.

Each machine contains 365 checks, divided as follows:
2 tubes containing 100 each of the 10¢ checks;
1 tube containing 65 25¢ checks;
1 tube containing 50 50¢ checks;
1 tube containing 50 $1.00 checks.

It's a world beater. It's the machine you want to make your customers happy—and your pocket book fat.

The Mills Improved Special Operates Anywhere

It's classed as a trade stimulator by the authorities, and that's what it is; but it will give your customers all the fun they want. Little Joker allows it to be adjusted seven days a week, increasing the profits and keeping up the interest. Note its features and YOU'LL KNOW THE REST.

Five cent play.
Fortune told with every play.
Trade check automatically paid on every win.
Number of machine is on each check.
Percentage can be changed instantly.
Repeating absolutely prevented.
Bell rings when prizes won.
Manipulation of handle impossible.

Size 13¾x13½x12 inches
Shipping Weight, 65 pounds

The Mills' Special is made entirely of iron, nickeled or oxidized, with handsomely chased relief designs. Mechanism is simple, with nothing to get out of order, and all wearing parts are made of best hardened tool steel.

YOUR CHOICE OF REELS—card, spot or flag.
THE EAGLE
“Always Screaming for More Play”

Plays quarters only. Five can play at one time.
Pays from 50c to $5.00 in trade, as shown by reproduction of spot reel herewith.

Spots on reel are as follows: 9 diamond; 9 spade; 4 club; 2 heart; 1 double eagle.

Checks free with machine to fill pay-out tubes as follows:
Three hundred 50c checks; seventy-five $1.25 checks;
fifty-five $2.50 checks; forty-five $5.00 checks.

SPOT REEL

1 Eagle Paying $5.00 in Trade
2 Heart Paying $2.50 in Trade
4 Clubs Paying $1.25 in Trade
9 Spades Paying 50c in Trade
9 Diamonds Paying 50c in Trade

Size, 15x12x11½ in. Shipping weight, 58 lbs.

Same as the Pilot in all other respects, except as described above. See description of Pilot on opposite page.

THE PILOT
“It Steers the Money Safely to Your Till”

Plays nickels only. Six can play.
Choice of two styles of Reels.
Pays rewards in checks. Can be operated anywhere.

Bell Rings when player wins, so proprietor always knows when a check is paid out.

Amount of Check Paid is shown in opening at top of machine. Players cannot claim an error has been made.

Either style of reel as shown in accompanying illustration may be had without extra cost.

Slug Detector shows last coins played in and makes cheating impossible.

Six Tubes Contain three hundred 10c checks; seventy-five 25c checks; fifty-five 50c checks; forty-five $1 checks; twenty-five $2 checks. These checks are furnished FREE with the machine.

Appearance of Machine is same as “Eagle” illustrated on opposite page. Case is all metal, nickel or oxidized finish. All working parts made of hardened steel, and can’t be put out of order by rough usage.

One of the handsomest and most profitable counter machines ever made.

Unquestionably the greatest card machine ever made. Keeps its own book; delivers its own awards, and GETS THE MONEY better than any machine ever before made.

This cut shows the obverse and reverse sides of the card automatically printed and delivered by the Mills Superior Card Machine. This card PREVENTS DISPUTES, and DOES AWAY WITH INTERFERENCE. Player can get something for his money every time. Impossible for either house or operator to be imposed upon.

Cannot make a mistake in prizes won.
An absolute check.
Business done is all down in figures and must be right.
Does its own bookkeeping.
Value of goods given out may be rung up on cash register.
Requires no attention whatsoever.
Each card bears a number same as the number of the machine.
Cards are on a roll and are numbered consecutively.
Cards are printed from rubber type, automatically inked.
Each machine is supplied with five rolls of cards, 1,000 to the roll, or sufficient to provide for about 25,000 winning plays.
Operates in partnership with your cash register.
Cannot be manipulated.
Reels have best spin of any machine made.
Cards line up perfectly.
Cash box separate from mechanism.
Shows last coin played in.
Has an automatic register which shows number of times machine has been played.
Will get more play than any card machine ever put on the market.
Owner can always tell where he is at.
Player always gets his money's worth.

If you want to do away with all the trouble you have using an ordinary card machine and get double the money at the same time, this is the machine to put in. WRITE FOR OUR SPECIAL WEEK'S FREE TRIAL proposition, and let the machine prove to you at our expense what it will do.
Mills’ Commercial is one of our latest products, and by many of our friends is regarded as THE FINEST LITTLE CARD MACHINE EVER PRODUCED. 10,000 of them are in use in the State of California alone, and every owner is highly pleased.

THE COMMERCIAL

Has five reels.
Ten Cards on each reel.
50 Cards on the Machine.
Shows last coin played, and makes it easy to detect use of slugs or coins of wrong denomination.
Registers every coin played in, and can therefore be used by Operators where ordinary machines would be impossible.
Made of highest grade materials throughout, and will stand severe play without getting out of order.
Takes small space, is beautiful in appearance and no one can resist playing it.
Order one today and watch the coin roll in.

Size, $11\frac{1}{2} \times 9\frac{3}{4} \times 9\frac{1}{4}$ inches. Weight, 35 pounds.

MILLS’ DRAW POKER OPERATES ANYWHERE, and it takes in big money wherever it operates. It also registers every coin it takes in, which makes it a big thing for operators. E. R. Nixon of Houghton, Mich., bought one recently, and he writes as follows: “I have had my Draw Poker Machine about three months and it has taken in over twelve hundred dollars. Had no trouble with same.” You can do as well, or better, with the

MILLS DRAW POKER

Gives two plays for one nickel.
First Play, spins all reels and shows five-card hand.
To fill or strengthen hand, player pushes down buttons over cards he desires to draw to, and de-presses handle a second time.
This spins only the reels not held by push buttons.
Any combination or number of cards may be held on second play.
Coin Detector shows coin played in after second play, and prevents cheating.
Last coin played in shows plainly under glass in front of machine.
Regular Prize List is shown on cut of machine but owner or operator may arrange his own if desired.

Size, $19\frac{1}{2} \times 12\frac{1}{4} \times 9\frac{1}{2}$ in. Shipping weight, 55 lbs.
MILLS
Jumbo Success
One slot card machine
for nickels or pennies.
The best built and most reliable card
machine on the market.
Top of machine is hinged, permitting
easy access to mechanism.
All wearing parts made of hardened steel.
Cards easily removable.

JUMBO
SUCCESS, JR.
The same as the Jumbo, but fitted
with handsome base
for counter use.
Size, 24x14½x12½ inches. Shipping
weight, 90 pounds.

These machines are
not only the best
machines you can
get at the price. They
are absolutely the
best straight card-
machines you can get
at any price. No
other manufacturer
has anything to equal them.

MILL’S SUCCESS
Is exactly the same machine as
our Jumbo Success, but a trifle
smaller and not quite so attrac-
tive in appearance.

Mills New Idea Cigar Machine

Size 13x13x4½ inches. Shipping weight, 12 pounds.


A handsome, small, compact machine, quickly folded up to look like sample case. Coin is placed on colors or numbers, and if wheel stops on numbers or color played, machine pays prize stipulated.

Can Be Operated Anywhere.

Mills Ben Franklin
Sells Gum.

One card Slot Machine and Vending Machine combined. Delivers a piece of high grade gum with each play, which makes it legitimate anywhere. Detector shows last coin played in.

Is solidly and carefully constructed and cannot be manipulated.
MILLS
LITTLE PERFECTION
CARD MACHINE

A little machine that pays big.

It is the lightest made.

Instantly adjustable for nickels or pennies.

Cabinet is polished oak with curved glass front and nickel trimmings. Rubber rests prevent scratching counter.

Size, 10½x8½x5 inches. Weight, 15 pounds.

Nicks or Pennies.
One Slot. Adjustable Reel. Slug Detectors.

MILLS
PEERLESS

Five Slots for Nickels
FIVE CAN PLAY, TWO CAN WIN

Each slot pays different reward, as follows:
1—25 cigars for full hand, flush or straight.
2—7 cigars for 3 of a kind.
3—5 cigars for 2 pair.
4—4 cigars for pair of aces.
5—Pays rewards as per schedule at top of machine.

Operated by dropping coin in any one or all slots and pressing plunger; reels then revolve and stop, showing five-card poker hand.

Each coin played shows behind glass under slot player.
Size, 19¼x11¼x9½ inches. Shipping weight, 40 pounds.

MILLS
JOCKEY

For Nickels or Pennies
THREE SLOTS

3 may play and 3 may win Shows three complete hands.
Each player can play for a different hand.
Makes the game exciting (and profitable) by allowing two or three players to play against each other.
Changed for nickels or pennies by moving a lever.
Size, 15x16½x12 inches. Shipping weight, 50 lbs.
"It's No Idle Dream"

It's always Busy.

It's never Interfered with.

You get a lot for a little when you buy it and the same when you operate it.

**MILLS LITTLE DREAM**

Absolutely lawful; entitles player to at least a piece of gum with every cent played, or a five cent package when played with nickels.

Gives bigger prizes when coins go in certain compartments, and that's what makes them play it.

Players are after big prizes and usually don't take the gum they win.

Good for operation because every coin played in and every cash prize paid out are accurately registered.

Will take in from $12 to $20 per week, with net profits of from $6 to $12.

First class gum is furnished by us at $4.00 per 1,000.

Handsomely finished in quartered oak, and a high-grade machine in every way, notwithstanding its very low price.

For operation in stores and where game machines are not permitted it cannot be beaten.

**MILLS MONEY CHANGERS**

Are designed to expedite the counting of quantities of nickels or pennies. You should have one if you operate slot machines, or if you handle many small coins.

Will pay for itself quickly in the time it saves.

**Combination Changer** shown at left, is made for nickels or pennies. Nickel machine has two levers. Left hand lever drops two nickels; right hand lever drops five nickels. Penny machine has only one lever, which drops five pennies each time it is pressed.

**Upright Changer** shown at right, is made for nickels or pennies. Each stroke of the lever counts out five coins.

Changers are easily filled by simply throwing loose coins into hoppers at top and shaking down.

Gross weight of each machine, 10 pounds.
Four Unrivaled Entertainers

"They Keep Them Coming And They Get Them Going"

The way to keep your patrons from going out after they've got what they came after is to provide some really first-class entertainment for them. You can do this and make money at it. You can make yours the most popular place in town by making it known as the place where they can hear for a penny or nickel the same singers that get $3,000 a night on the operatic stage.

Mills' New Automatic Phonograph uses disc records and reproduces perfectly the singing of grand opera stars, music of bands, comic songs, recitations, etc.—the best of everything. 150 tunes without changing needles. Use horn to play for crowd, or tubes to play for single person for coin in slot. Will play and repeat without attention, or will automatically stop at end of each piece. Same machine can also be had to play cylinder records.

Mills' Illustrated Song Machine sings a song and illustrates it by showing 12 beautiful views. Uses cylinder records, including 6 inch size. Operated by electric motor, with regulator insuring absolutely uniform speed. Perfectly automatic and always ready.

Mills' Auto Stereoscope shows fifteen beautiful views, magnified to life size, each time a coin is dropped. Has powerful springs that run 175 times without rewinding. Easy to wind. Lenses easily cleaned. Special non-breakable electric connections. Thousands of interesting pictures to choose from, keeping it always new. Operated on electric light circuit or with dry batteries.

Disc Illustrated Song Machine. Similar to above machine, but uses disc records. Absolutely automatic in operation, and can be made to operate with any coin.

Write for prices and further particulars if interested.
Mills Latest is The Reward Paying Punching Bag
AN AMUSEMENT MACHINE

The man doesn't live who doesn't like to punch the bag; and the place doesn't exist where The Mills Reward Paying Punching Bag won't make big money. It's a GAME as well as an exercise. Patrons have the fun of punching; they also have the satisfaction of getting a REWARD if they punch exactly right.

When two of the boys disagree they can "have it out" on this machine. The pointer will PROVE which is the better man. Better than punching each other; makes more money for the operator.

PAYS REWARDS AUTOMATICALLY

Magazine holds 200 brass checks. One of these is paid out when player strikes bag just hard enough to drive pointer around to one of the winning points on the dial as shown by reward card.

PENNIES OR NICKELS

If operated with pennies, the value of each check is 5¢ in trade; if with nickels, each check is worth 25¢ in trade.

AN EXTRA PRIZE

to boost the game may be arranged by putting one or two 25¢ checks in payout tube if machine is operated with pennies; if operated with nickels the extra prize should be worth a dollar in trade.

WINNING NUMBERS

Machines leave factory arranged to pay on even hundreds from 200 to 1,100; but can be made to pay on units of tens from 10 to 1,100 if desired. Or the machine may be regulated to pay only one good prize on one number.

With Bag up, before coin has been dropped in slot
We also make this bag without the reward-paying feature

Reward Paying Punching Bag
A Great Trade Stimulator

A GAME OF SKILL

The Mills Reward Paying Punching Bag operates ANYWHERE, ANY TIME, without interference. It Cannot be classed as gambling, as the winning of the rewards depends entirely upon the skill of the player.

ALL INSIDE LOCATIONS ARE good for this machine. It's a big moneymaker and trade stimulator in Billiard Rooms, Bowling Alleys, Saloons, Hotel lars, Skating Rinks, etc.

WHERE THE LID IS ON

many old operators are making big money running one of these Reward Paying Punching Bags in places where they had to take out money and card machines. This not only keeps the cash coming in, but it also keeps them in touch with the proprietors against the return of better times.

INCREASES BUSINESS

all round by getting money from the customers you already have; and by bringing in many new customers who want to try their skill.

HERE'S WHAT AN OPERATOR SAYS:

"I am now operating one hundred of your bag punching machines in saloons, billiard halls and resorts, and will say that I never handled a better money getter, or a machine that gave me so little trouble to take care of as your Bag Puncher, and I have been ten years at the business. I DUKE'S, Chicago."

AND HERE'S ANOTHER:

"Your Reward Bag Puncher has paid for itself in fifteen days. On top of that it has boosted my trade amazingly. I am opening another place and want another Bag Puncher at once. Send it by express, C. O. D. C. HEFFRON, Oskaloosa, 1a." Shipping weight, 365 lbs.

We also make this bag without the reward-paying feature
Any Place that's Crowded
Is a Good Place for these Machines

The four machines shown on this page and the following page are tried and proven profit makers. One or more of them should be in every place that caters to the public. If you have a crowded place, these machines will get THE MONEY out of it. And if you haven't a crowd, they will draw one. Each of these machines is good for a lot of fun and amusement. And each of them is good for frequent plays at a penny or a nickel in any good place.

Electric Shock Machine. Your patrons can use it to get electric treatments for rheumatism, etc., as well as to see "what they can stand." A handsome machine, made of quartered oak, hand carved and richly finished, with plate glass front. Pointer at top indicates volume of electricity being endured.

Lifting Machine. Strong people get on the job with this machine and find out just how husky they really are. The pointer tells them, and the rivalry of your patrons fills the cash-box.

Dumb-bell, Lifting and Grip Machine. Some people are not strong one way but think they are another. This machine tells them which way they are strongest. Upper bar for back and shoulders; lower handles for arms and wrist.

Pneumatic Punching Machine. Everybody's "there with the punch" when you set up this machine. Good punches ring the bell; all punches bring in money. Made entirely of iron and lasts a lifetime.

Any Place Not Crowded

Can be made so with these Machines

Full particulars and prices of these machines will be furnished on application. Tell us the machine you want and let us show you what it has made in your kind of place.
The Greatest Musical Wonder Ever Built
Is fully illustrated in a beautiful art catalogue which we will send you FREE if you write us that you are interested in

![Image of the Mills Virtuosa machine](image)

The machine selected by the United States Government as one of the greatest triumphs of inventive genius in America.

A Piano and Violin playing together and executing the most difficult music the same as human performers.

Used in public concerts in Europe and has been played before Royalty.

Plays from a roll. Absolutely automatic. Uses any electric current.

Wonderful to look at, and beautiful to hear. As good as a string quartette.

Violin can also be had without piano—plays its own accompaniment.

All the world's best music and all the latest hits can be played on it any time. A big revenue producer at a nickel a play.

If you want to know more about it,

WRITE TODAY FOR THE ART CATALOGUE

---

WONDERFUL VIOLIN PLAYER

Mr. H. C. Armstrong of the United States patent office, is in Chicago arranging for the government patent office exhibit at the Alaska-Yukon exposition, to be held at Seattle this year.

Mr. Armstrong was authorized by the government to select from among the millions of registered patents such ones as in his mature judgment represented the most meritorious ideas of the last decade. The conditions imposed were that the ideas as chosen must illustrate not only industrial progress, but should also typify the greatest strides made by the industrial arts and sciences for the benefit of mankind. This list, as finally determined upon, is as follows:

- The steam turbine principle of power transmission.
- The modern system of light generation and distribution.
- The Ives Kromskop and the Ives Calorimeter, each of which further the art of color photography.
- The Parallax Stereogram, which is a projector of stereoscopic photography.
- The Telepost, a system of great telegraphic importance.
- The International harvesting machinery for modern farming, which will be shown in a panoramic manner.
- The Mills Pianova-Virtuosa, an electrical violin player with automatic piano accompaniment.

Mr. Armstrong is enthusiastic in his eulogiums for the two Chicago items in the above list, which are the two last named. Himself a lover of music, he names the automatic violin as the most wonderful of the list. Said he, "Consider the intricacy of the subject and imagine the mass of technical details to be overcome to enable an automatic violin device to reproduce the compositions of Chopin, Brahms, Liszt, Beethoven, Mascagni and all the world's master musicians with the tonal certainty and precision technique. It is a marvelous instrument."
There's money in it when you have the goods as well as the sign.
You can get the money by installing or operating

**Mills Coin Operated Fairbanks Scale**

The greatest machine ever produced for making money automatically.

A combination of the world-standard Fairbanks beam-balance scale and the world-standard Mills coin-operating mechanism.

**Earning capacity** 100 per cent greater than any other type of automatic scale, although even the poorest of them will earn from $2 to $25 per week. Takes in big money because everybody patronizes it, and every cent taken in is clear profit. No operation expenses.

Business men with suitable locations are always glad to have a good scale placed in on percentage.

**Operated** by depositing coin in slot and pulling down lever. This drops curtain over beam and connects weights with worm so they may be moved by means of knobs at right. When pointer shows beam in balance a button is pressed which throws curtain up, allowing weight to be read, and at the same time disconnects weights from knobs.

Weight cannot be read until this button is pushed, and scale cannot be used after it is pushed until another coin is deposited. Impossible for more than one person to get weighed for a single coin. All working parts protected by heavy plate glass.

**Makes money anywhere.** Railway stations, platforms, in front of stores, hotel lobbies, department stores, parks, arcades—anywhere there are people.

**No work and no worry, nothing to do** but set out the machines and collect the profits. Requires no attention and cannot be tampered with.

**WRITE FOR BOOKLET**, which gives full particulars regarding this wonderful moneymaker.

---

**Illustration of Earnings**

**Possible with the Mills Coin Operated Fairbanks Scales**

The following figures are based on 20 machines at an average of $4 per week each, which is very conservative. In many locations receipts will be much greater:

<table>
<thead>
<tr>
<th>Income per week at $4.00 each</th>
<th>80.00</th>
<th>Net profit per month of 4 weeks</th>
<th>240.00</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less 25 per cent to locations</td>
<td>20.00</td>
<td>Net profit per year of 52 weeks</td>
<td>3,120.00</td>
</tr>
<tr>
<td>Net profit per week</td>
<td>60.00</td>
<td>Or 156 per cent on the investment.</td>
<td></td>
</tr>
</tbody>
</table>

We also make the
Best Spring SCALES

While spring scales cannot be depended upon to remain absolutely accurate, and while they will not take in the money the Mills coin operated Fairbanks scale does, they are nevertheless very popular and big profit makers.

Before the introduction of our beam-balance Fairbanks scale, in fact, these spring weighing machines were the most widely used and the most profitable for general operation of any coin-operated machine on the market.

Mills perfect weighing machine at left, is the best spring type scale ever constructed. Easily regulated, and has a proportionate weight table which stimulates play. The handsomest scale ever made.

**Mills Weighing Machine** shown at right, is a smaller scale, but equally well made and will pay for itself many times over in a few weeks operation.

$59 per week can easily be made by purchasing a few of these machines and putting them out in good locations.
Candy, gum and other things to eat are also profitable when you sell them automatically with

Mills Vending Machines

You can sell peanuts, candy, gum, chocolate, matches, etc., without giving a minute of your time to the business, and yet make a bigger margin of profit than any ordinary storekeeper can make on the same goods. These handsome machines occupy but little space in your place, and they make good money for you while you are attending to your regular duties. They also keep your customers from going out when they want to purchase these articles. Why let the confectioner (or some outside slot machine) get the money when it is just as easy to have it in your own till?

No. 1

No. 2

Our new Peanut Machine (No. 2) is the only successful sanitary Peanut Machine ever made, and each of the other machines here illustrated is the best of its kind. These machines are

Standard the World Over

No. 1. Glass Globe Peanut Vending Machine gets 35 cents per pound for peanuts that cost 6c to 12c. Net profit on one machine, $4 to $10 per week.
No. 2. Our new Sanitary Peanut Machine, filled from top; dust-proof sanitary cup; mechanism absolutely protected against salt.
Nos. 3 and 4. Two-slot and one-slot machines for either gum, chocolate or matches. Ask any operator what these machines make.
No. 5. A novel machine for selling mixed candy. The Mills Windmill Candy Machine. Arms of windmill revolve when coin is deposited, pick up candy and throw it out through chute. Sells peanuts also. Takes in as high as $10 per day.
MILLS TRADE CHECKS

Are as good as money for your customers, and a good deal better for you, because they have to be spent in your place. They are one of the most effective trade stimulators you can use.

We make checks of all shapes and sizes with any design and lettering wanted. Being the largest makers of trade checks, we can not only guarantee you better checks for less money, but can also guarantee prompt delivery of any quantity wanted, whether a stock order or a special design.

STOCK CHECKS

Which can be used in machines or for payng out are size of five-cent piece or penny, made of brass or aluminum. Have wording, "Good for 5 cents in trade," "Good for one Cigar," "Good for 5 cents at the bar," etc., on one side; special wording (furnished by you) on the other side. These checks are sold at the following prices:

<table>
<thead>
<tr>
<th>Quantities</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>50</td>
<td>$1.00</td>
</tr>
<tr>
<td>100</td>
<td>1.20</td>
</tr>
<tr>
<td>200</td>
<td>2.25</td>
</tr>
<tr>
<td>300</td>
<td>3.25</td>
</tr>
<tr>
<td>400</td>
<td>4.00</td>
</tr>
<tr>
<td>500</td>
<td>4.40</td>
</tr>
<tr>
<td>1,000 to 2,000</td>
<td>8.00</td>
</tr>
<tr>
<td>2,000 to 5,000</td>
<td>7.60</td>
</tr>
<tr>
<td>5,000 and over</td>
<td>7.40</td>
</tr>
</tbody>
</table>

Special prices for larger quantities.

Brass or aluminum checks, the size of a 25-cent piece, 20 per cent more than the above prices.

Brass or aluminum checks, having special wording on both sides, 75c per lot extra for the special die required.

German Silver Checks (perforated) furnished at an advance of 80 per cent over above prices.

SPECIAL CHECKS

We make checks to order in any size or shape desired, and with special wording or designs on both sides. No matter what you want the check for, and no matter what you want it made of, we can turn your order out promptly, and at the lowest price that is consistent with the quality of our work. Send in your sketch, or tell us about what you want, and we will be glad to quote you prices.
Some Sample Installations

Any person with a little sporting instinct will take to any MILLS' Machine like a duck takes to water, so it comes pretty near being true that ANY of them will make money ANY-WHERE. But like everything else, you get the best results when you select the machines that are best adapted to the character of your place and patrons. The following suggestions will aid you in doing this. The arrangements are not arbitrary, and to a great extent you will, of course, have to use your own judgment. We will gladly furnish any additional information along these lines if you will write us concerning your problem.

FOR A SALOON—One or more Class A or Class B machines, according to conditions; one or more Class C machines; one or more Class D machines; one or more Class E machines.

FOR A CIGAR STAND—Class D machines most suitable; others can be used according to conditions.

FOR A RESTAURANT—Class C machines on cigar case; Class D machines used according to conditions.

FOR A BOWLING ALLEY—Class C and E machines best; others can be used in some places.

FOR A POOL PARLOR—Same as bowling alley.

FOR A BARBER SHOP—Class A, B and C machines, according to conditions.

FOR GENERAL OPERATION—Each class contains machines which are suitable for general operation. It is better to have a number of machines of the same kind than a lot of different kinds, although this will depend a great deal upon conditions. See page 3.

OUR TERMS AND INSTRUCTIONS FOR ORDERING

OUR prices are as low as is consistent with the high class and unequaled quality of our goods, and our terms are therefore cash.

Remit the amount of your order by bank draft (Chicago or New York Exchange), which you can obtain at any bank, or certified check, Post Office Money Order or Express Money Order.

We ship goods by either Express or Freight, but we advise in all cases that you order by Express. It is the quickest mode of transportation, and if sent by freight the time lost in transit would cause you a much greater loss than the additional cost of the express over the freight rate. Or, if you prefer, you may deposit the amount of your order with your Express Agent, having him telegraph us to that effect, and we will ship your order the same day, which will save the time it would take a letter to reach us.

We will send goods C. O. D. by Express or Freight, if desired, when one-third of the amount of the order is sent us. When sent C. O. D. by Express they are subject to examination, but when sent C. O. D. by Freight the R. R. Co. does not allow an examination before payment. Also, when sent in this way you are subject to an additional cost for the return of the money to us, which charge is made by the R. R. or Express Co.

IF ANY MACHINE SHIPPED YOU BY US IS NOT ABSOLUTELY AS REPRESENTED, YOU MAY RETURN SAME AT OUR EXPENSE AND WE WILL IMMEDIATELY REFUND YOU YOUR MONEY together with the amount you paid for transportation charges. This we guarantee to do, and our guarantee is good. See Bradstreet's or Dun's Commercial Reports as to our responsibility.

Nothing could be more fair than this offer. We are thoroughly reliable and responsible. You take no chances in remitting with order, and as it is much quicker and saves you the expense of return charges on the money, we strongly recommend it.