A TRIP through SPACE
with Elsie THE COW

SPACE-FUN, GAMES, PUZZLES, CUT-OUTS
Hurry up Beauregard! The supplies are all loaded.

We won't need this any longer - we're ready to blast off!

Supply rocket to moon base under construction.
HOW TO MAKE A MODEL

STEP ROCKET

Take two pieces of cardboard, slit them as shown...

Slits

Then fit one into the other... thus...

To serve as a stand, like this!

Roll a tube of colored paper to form the first "stage" or "step"...

Making it just the right size to fit into upper slits of stand.

Roll a tube of another color for the second "step" fitting snugly in the first

Form a cone from another colored paper (cut out circle, slit, bend around and paste) to represent the third stage...

And place it on top to complete the model rocket!
THE COUNT DOWN IS COMPLETED—
"FIVE - FOUR - THREE -
TWO - ONE -
BLAST OFF!"

THERE GOES THE
FIRST STAGE OF
OUR STEP-ROCKET...

WE DIDN'T EVEN HAVE
TIME FOR LUNCH BEFORE
WE STARTED!

I'LL TAKE
CARE OF
THAT!
Beauregard squeezes his lunch from a tube... which he inserts through a special slot in his space helmet...

Here we are at the moon base! We must hurry and deliver the supplies!

W...ith reverse jets working automatically, the supply rocket comes to a gradual landing on the moon.
Play The MOON BASE GAME

HELP ELsie
Distribute Supplies In THE MOON BASE!

The seven domes of the moon base are connected with tunnels as shown. The game is to start from one dome, go through a tunnel to another... and so on... until you have gone through every tunnel... but only once to leave supplies.

Start where you want and end where you want... but if you miss, try a new start!

Answer on page 15
WOW! LOOK AT ALL THE CARTONS I CAN CARRY!

LAND LOOK! AT THE BIG JUMPS WE CAN TAKE!

THAT'S BECAUSE THE MOON'S GRAVITY IS ONLY ONE-SIXTH THAT OF EARTH.

MILK! ONE OF THE BEST FOODS FOR A SPACE DIET!

I FEEL LIKE THE COW THAT JUMPED OVER THE MOON!
Play The Cow That Jumped Over the Moon with Elsie

Cut out the four colored counters and use them as pieces in the game. Two coins are used to determine the moves from START to FINISH.

Toss one coin and then the other. If both come HEADS, the player moves ONE SQUARE.

If one falls HEADS, the next TAILS, the player moves TWO SQUARES.

If one falls TAILS, the next HEADS, the player moves THREE SQUARES.

START

GO BACK 2

GO AHEAD 2

LOSE 1 TURN

GO AHEAD 3

GO BACK 1

GO AHEAD 3

LOSE 1 TURN

IT TAKES
If both coins fall TAILS, the player moves FOUR SQUARES. After each move, do whatever is told on any square where your man may arrive.

HOWEVER: To jump over the big moon in the center of the board, you must toss TWO HEADS on the way out. On your return, you must toss TWO TAILS to make the jump, as specified in the directions.

Otherwise, you must remain where you are, making another attempt to jump on your next turn.
Beauregard looks through a telescope in the Moon observatory!

How bright those stars look!

Every star is a sun shining with its own light. But you will also see some planets which are worlds like our earth and reflect the glow of our sun.

Heading outward from the sun, we would pass the planets Mercury, Venus, our earth with its moon... and Mars which has two tiny moons.
Millions of miles past Mars, we would find ourselves among the asteroids... thousands of tiny worlds of all shapes and sizes... all following orbits around the sun!

Asteroid Puzzle

Our spaceship has just zoomed past four chunks of space rock that can be cut out and put together to form a perfect star! Try it!

Paste pieces on cardboard before cutting out.

Answer on page 15.
THEN MILLIONS AND MILLIONS OF MORE MILES, PAST THE GIANT PLANET JUPITER WITH 12 KNOWN MOONS, SATURN WITH ITS MYSTERIOUS RINGS AND 9 KNOWN MOONS...

NOTE: DISTANCES AND SIZES OF PLANETS IN THIS BOOK ARE NOT SHOWN IN TRUE PROPORTION BECAUSE OF LIMITATIONS OF PAGE SIZE.

"URANUS WITH 5 MOONS...
NEPTUNE WITH 2 MOONS
AND FINALLY PLUTO WITH NONE SO FAR KNOWN!"
Among the Planets!

The planets have whirled so fast that the letters in each name have become mixed and topsy turvy. Help Beaulogd arrange the letters in each name correctly.

1. EVS
2. WTYR
3. ETAR
4. FNLE
5. ANSWERS ON PAGE 15.
6.  

What if we ran into space pirates on the trip?

Why, we would chase them from one planet to another...

Just turn the page and I'll show you how!
HELP ELSIE CATCH THE SPACE PIRATES!

CUT OUT THE ELSIE MARKER AND PLACE IT ON THE CIRCLE MARKED EARTH! CUT OUT THE PIRATE MARKER AND PUT IT ON THE MOON.

THE GAME IS TO HAVE ELSIE CATCH THE PIRATE THAT LANDED ON THE MOON!

ONE PLAYER MOVES THE ELSIE MARKER TO ANOTHER PLANET (LIKE MARS OR VENUS). THE SECOND PLAYER MOVES THE PIRATE MARKER FROM THE MOON TO ANOTHER PLANET.

PLAYERS TAKE輪S, ONE MOVE AT A TIME AND THE GAME IS OVER WHEN ELSIE CAPTURES THE ROCKET.

SOLUTION ON PAGE 15
AND ON THE FINAL LEG OF OUR JOURNEY WE WOULD COME ALL THE WAY BACK FROM PLUTO TO THE MOON BASE. A WONDERFUL TRIP...

IF WE COULD POSSIBLY MAKE IT! BUT IT WOULD TAKE A LIFETIME TO COVER ALL THOSE BILLIONS OF SPACE MILES!

PUT ON YOUR SPACE SUIT, DEAR. IT'S TIME WE WERE GETTING DOWN TO EARTH

Answer to “Catch the Space Pirate” Puzzle on Page 14:
Move Elsie step by step straight to the Moon, then to either Mercury or Neptune. No matter how the pirate has moved, Elsie has gained the “Jump” and can catch the pirate.

Answer to “Moon Base” Puzzle on Page 6:
Go through domes in this order: 6-7-4-3-1-6-5-1-2-5-7-2-3.

Answer to “Among the Planets” Puzzle on Page 13:
1-Venus; 2-Mercury; 3-Uranus; 4-Earth; 5-Jupiter; 6-Neptune.

Solution to Asteroid Puzzle on Page 11.
BORDEN'S

VERY big on FLAVOR