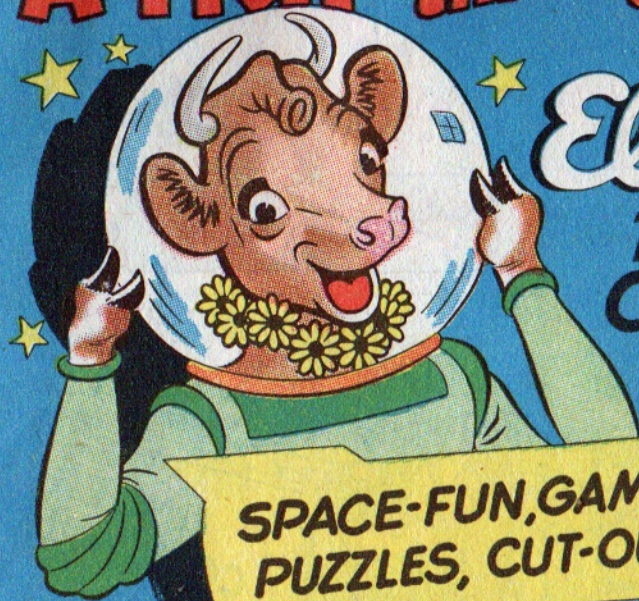


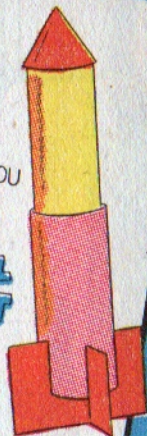
A TRIP *through* SPACE

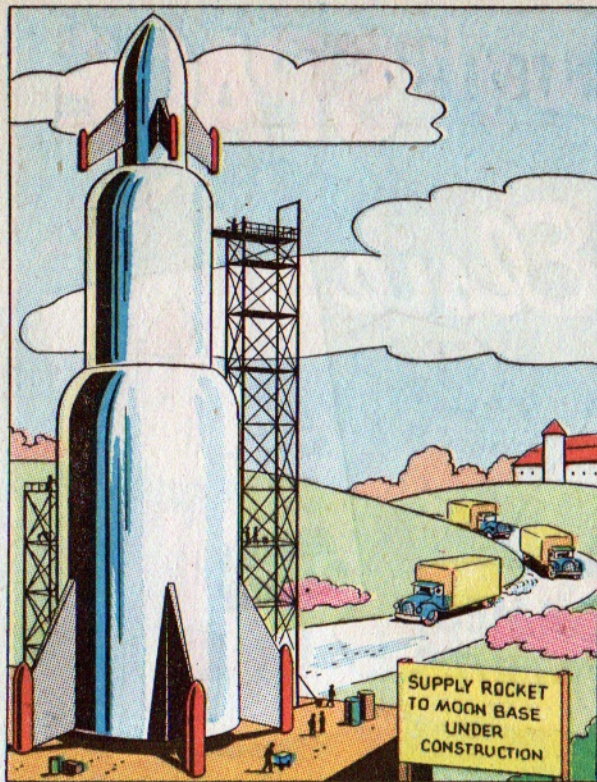
with
Elsie
**THE
COW**



**SPACE-FUN, GAMES,
PUZZLES, CUT-OUTS**

Elsie
SHOWS YOU
HOW TO
MAKE A
**MODEL
ROCKET**





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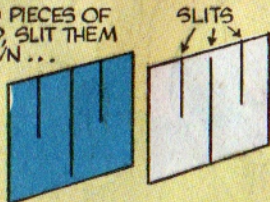


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HOW TO MAKE A MODEL

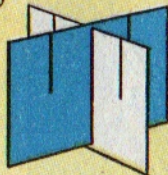
STEP ROCKET

TAKE TWO PIECES OF
CARDBOARD, SLIT THEM
AS SHOWN...



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".

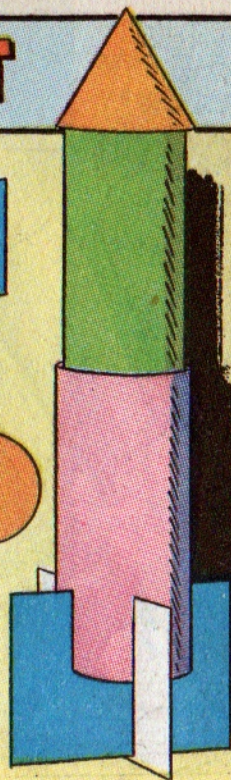
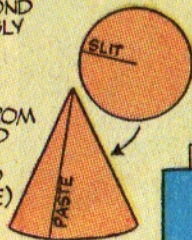
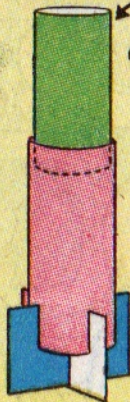
MAKING IT JUST
THE RIGHT SIZE
TO FIT INTO
UPPER SLITS
OF STAND.



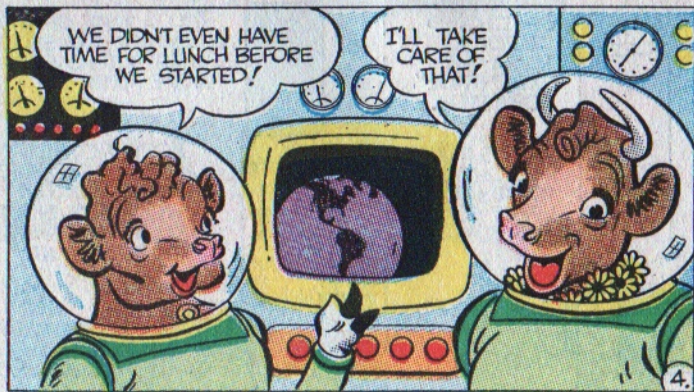
ROLL A TUBE OF ANOTHER
COLOR FOR THE SECOND
"STEP" FITTING SNUGLY
IN THE FIRST

FORM A CONE FROM
ANOTHER COLORED
PAPER (CUT OUT
CIRCLE, SLIT, BEND
AROUND AND PASTE)
TO REPRESENT
THE THIRD
STAGE...

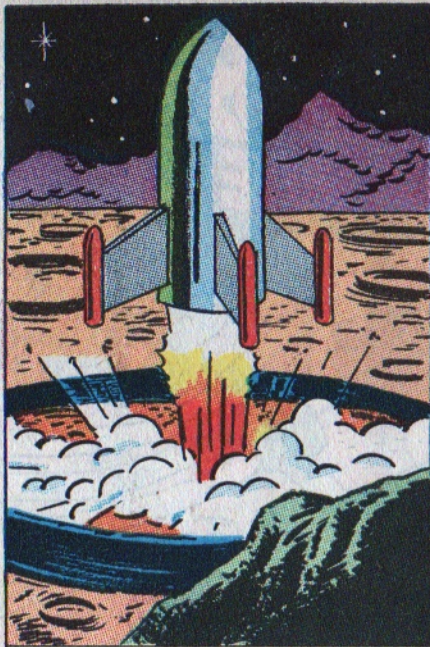
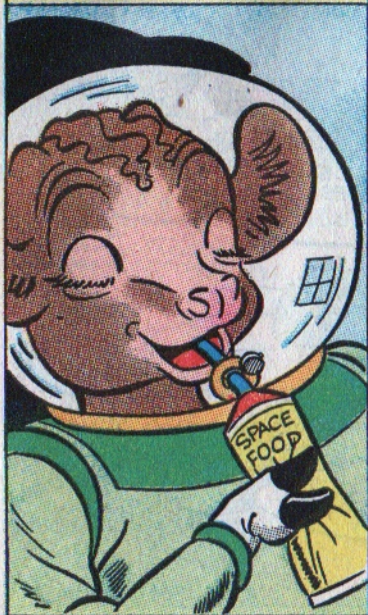
AND PLACE IT ON TOP
TO COMPLETE THE
MODEL ROCKET!



THE COUNT DOWN
IS COMPLETED -
"FIVE - FOUR - THREE -
TWO - ONE -
BLAST OFF!!"

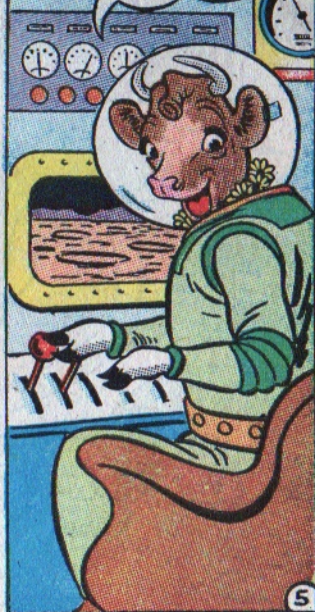


BEAUREGARD SQUEEZES HIS LUNCH FROM A TUBE... WHICH HE INSERTS THROUGH A SPECIAL SLOT IN HIS SPACE HELMET...



WITH REVERSE JETS WORKING AUTOMATICALLY, THE SUPPLY ROCKET COMES TO A GRADUAL LANDING ON THE MOON.

HERE WE ARE AT THE MOON BASE! WE MUST HURRY AND DELIVER THE SUPPLIES!



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



PLAY THE COW THAT JUMPED OVER THE MOON

with Elsie

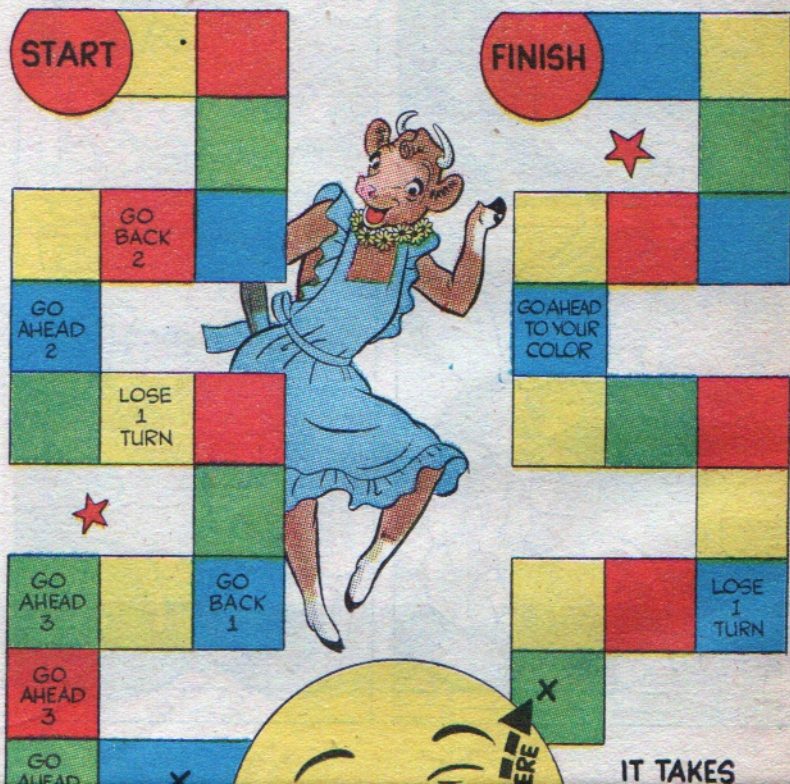


Cut out the four colored counters and use them as pieces in the game. Two coins are used to determine the moves from START to FINISH.

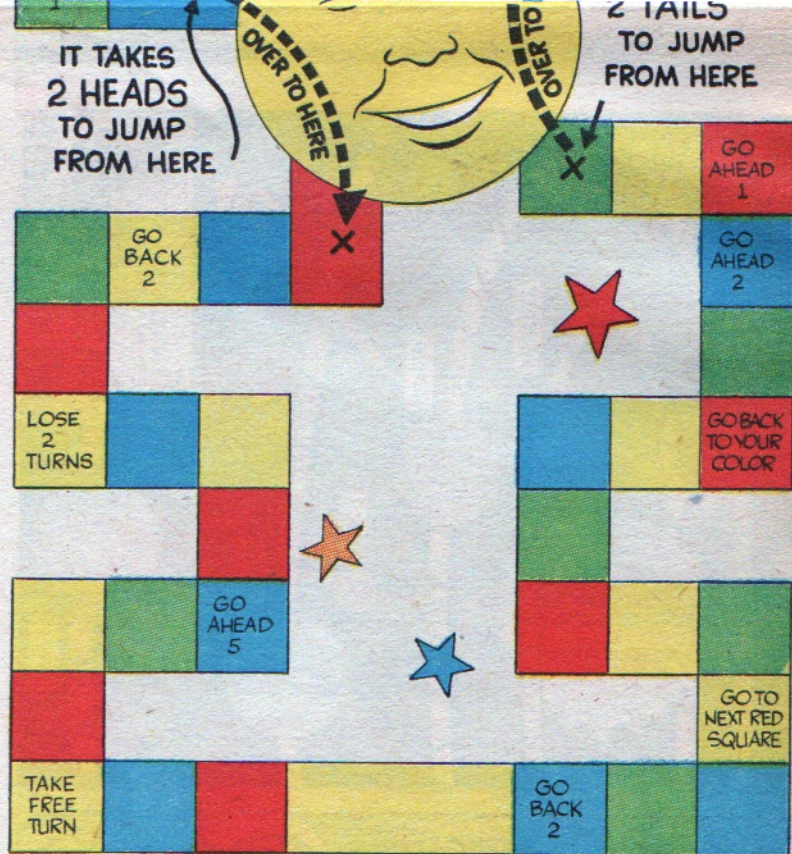
Toss one coin and then the other. If both come HEADS, the player moves ONE SQUARE.

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

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



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.

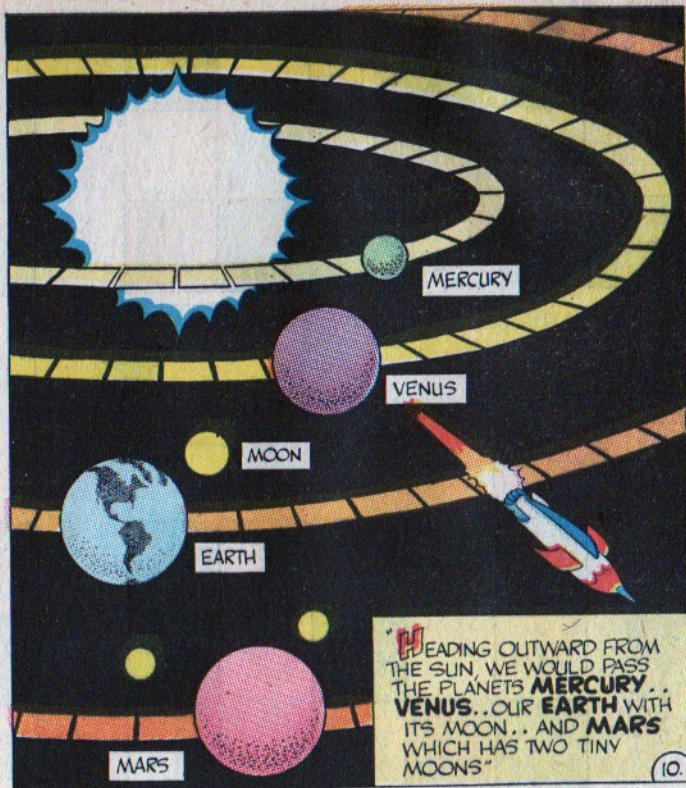
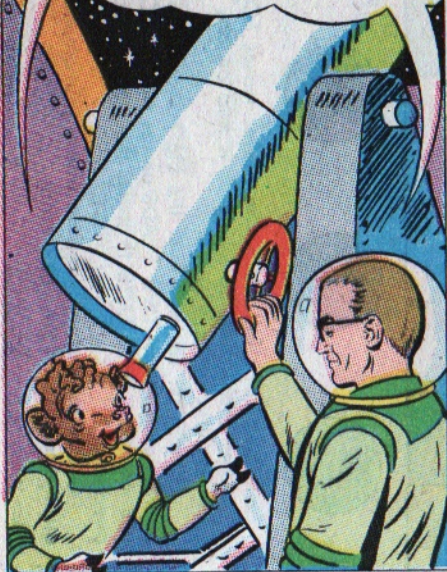
HOWEVER: To jump over the big moon in the center of the board, you must toss TWO HEADS on the way out. On your return, you must toss TWO TAILS to make the jump, as specified in the directions.

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"



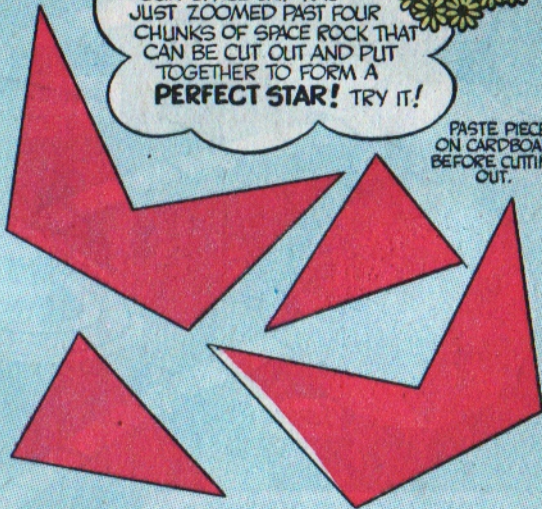
MILLIONS OF MILES PAST MARS,
WE WOULD FIND OURSELVES
AMONG THE ASTEROIDS...
THOUSANDS OF TINY WORLDS
OF ALL SHAPES AND SIZES...
ALL FOLLOWING ORBITS
AROUND THE SUN!

ASTEROID PUZZLE

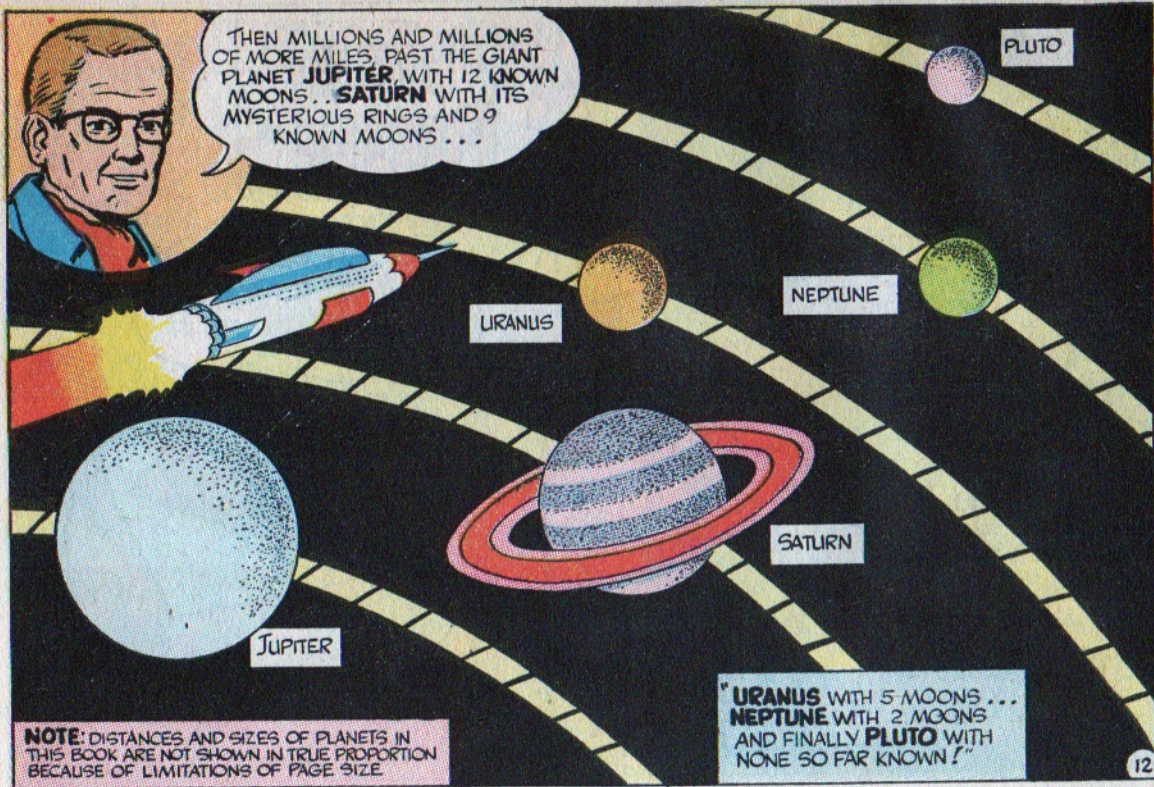


OUR SPACE SHIP HAS
JUST ZOOMED PAST FOUR
CHUNKS OF SPACE ROCK THAT
CAN BE CUT OUT AND PUT
TOGETHER TO FORM A
PERFECT STAR! TRY IT!

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...

URANUS

NEPTUNE

SATURN

JUPITER

PLUTO

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 BEAUREGARD ARRANGE THE LETTERS IN EACH NAME CORRECTLY



1. EVSΛE

2. WYR

3. VZUS

4. ERAH

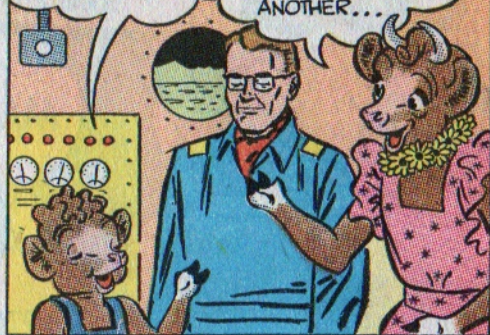
5. TRU

6. UPTNE

ANSWERS ON PAGE 15.

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!



Elsie's SPACE CHASE

HELP ELSIE CATCH THE
SPACE PIRATES!

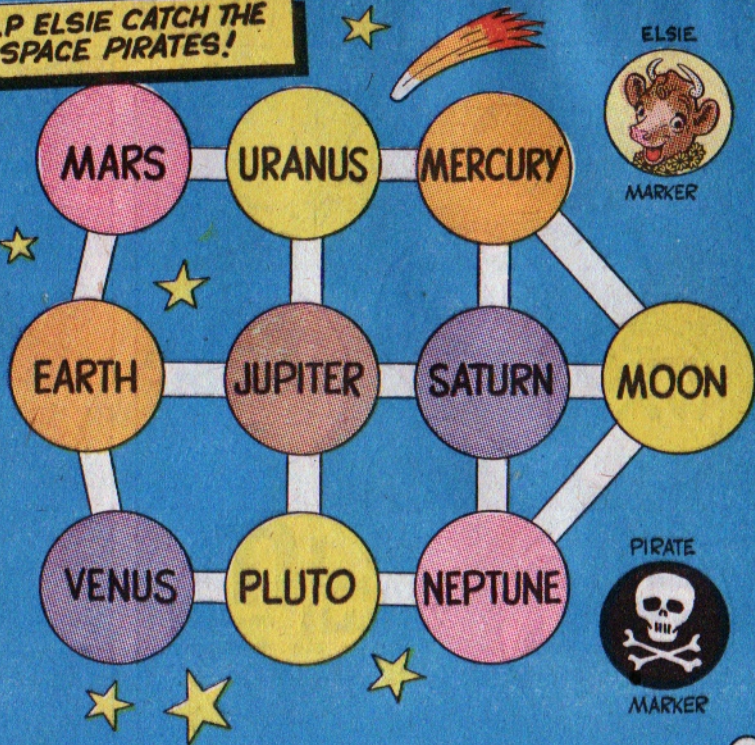
CUT OUT THE ELSIE MARKER AND PLACE IT ON THE CIRCLE MARKED EARTH! CUT OUT THE PIRATE MARKER AND PUT IT ON THE MOON.

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 TURNS, ONE MOVE AT A TIME AND THE GAME IS OVER WHEN ELSIE CAPTURES THE ROCKET.

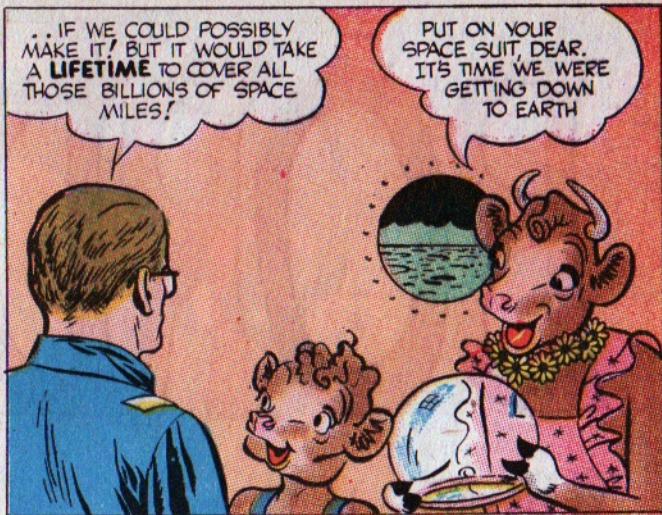
SOLUTION ON PAGE 15





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.



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