

Kellogg's

STORY BOOK OF GAMES

BOOK NUMBER TWO

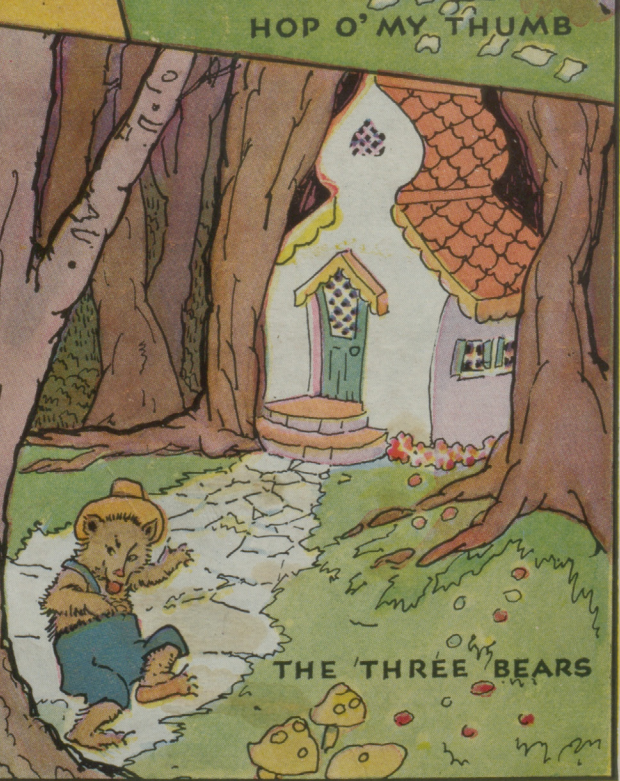
JACK
AND THE
BEANSTALK



RUMPELSTILTSKIN



HOP O' MY THUMB



THE 'THREE' BEARS



How You Can Get All the Kellogg Game Books

Book Number One

Cinderella
The Three Little Pigs,
Hansel and Gretel
Little Black Sambo

Book Number Two

The Three Bears
Jack and the Bean Stalk
Rumpelstiltskin
Hop O' My Thumb

Book Number Three

Jack the Giant Killer
The Sleeping Beauty
The Seven Swans
The Glass Hill

Book Number Four

Little Red Riding Hood
Aladdin
Rapunzelle
The Flying Trunk

Send to the Kellogg Company of Canada, Ltd., London, Ontario, the top from one package of any Kellogg Cereal (Kellogg's Corn Flakes, Pep Bran Flakes, All-Bran, Wheat Krumbles, Rice Krispies and Kellogg's Whole Wheat Biscuit) and 10 cents in coin for any of the three other books in this series of Fairy Story Game Books. Be sure to indicate the number of the book you want (Nos. 1-2-3-4).

Or if you desire an entire series of four books send four tops from packages of Kellogg's Cereals and 30 cents in coin.

Write or print your name and address plainly on your letter and glue coins to the inside of letter to insure safety in mailing. Send your request to Dept. GB, Kellogg Company of Canada, Ltd., London, Ontario.



"The Good Health Fairy"

The *Kellogg's* Fairy Story Games and How to Play Them

The games in this book may all be played by two, three or four players. Fold down the spinner board on the back cover. Punch out the colored round spots (on the spinner board) to use as counters and select your color or "man." To see who plays first, each player takes one spin, the player get-

ting the highest number starts first, next highest plays second and so on. The spinner tells you how far to move your man. When you land on any marked space, follow the instructions printed on that space, as final. Individual directions appear under each game in each book. We hope you like these games.

The Story of **THE THREE BEARS**

AS Goldenlocks was roaming through the woods one day, she saw a queer little house, built in the trunk of a tree. She wondered who lived in this house in the heart of the forest. She approached the house timidly and tried the door. It was unlocked. Slowly she pushed it open and peeked in. She saw no one was there so she walked in.

She saw three chairs. She sat in the first. It was too big. She sat in the middle-sized one. It was not comfortable. Then she sat in the little one. It was just right. She rocked back and forth so hard that she broke the rocker.

Then she went into the next room. There she saw three bowls of cereal on the table. She tasted the cereal in the big bowl. It was too sweet. She tasted some in the middle-sized bowl. It did not have enough sugar. Then she tasted the cereal in the little bowl. It was just right, so she ate it all.

At the end of the room she saw a stairway. She went upstairs. In a room she saw three beds. As she was very tired from wandering in the woods, she climbed into the big bed. It was too hard. Then she lay in the middle-sized bed. It was too soft. She tried the little bed. It was just right, so she snuggled down and went to sleep.

Soon the three bears who lived in the house came home. The Father Bear growled in a deep bass voice, "Someone's been sitting in my chair." Mother Bear said, "Someone's been sitting in my chair." Baby Bear piped, "Someone's been sitting in my chair and broken it all to pieces."

Then they went to the next room. "Someone's been tasting my cereal," growled Father Bear. "Someone's been tasting my cereal," said Mother Bear. "Someone's been tasting my cereal and has eaten it all up," piped Baby Bear.

They started upstairs. Goldenlocks heard them coming and hid under the bed. "Someone's been sleeping in my bed," growled Father Bear. "Someone's been sleeping in my bed," said Mother Bear. "Someone's been sleeping in my bed," said Baby Bear, "and here she is!" he cried as he spied Goldenlocks' foot under the bed.

Goldenlocks scrambled out from under the bed, jumped out the window and ran home as fast as she could.




THE GAME OF THE THREE BEARS

The one who gets to number fifteen first puts a ladder at the window to help Goldenlocks to escape. On number five Goldenlocks breaks the baby bear's chair. Go back to number three. On number eight she stops to eat some Kellogg's Corn Flakes from the baby bear's bowl. She likes them

so well that she eats all of them. Lose a turn. On number ten she goes to the door to see if any one is coming before she takes a nap. Go back to two. On number eleven she sleeps. Lose a turn. On thirteen she hides under bed. Lose a turn.

JACK AND THE BEANSTALK

NCE upon a time there lived a little boy and his mother. They were very poor and had barely enough to eat. The little boy's name was Jack and the poorer his mother became, the lazier Jack got. One day Jack's mother told him to take the cow to market for they had no other way of getting money. On his way Jack met a little old man who told him that he would trade him a handful of bright-colored beans for the cow. Jack, thinking this a good bargain, was very proud when he brought the beans home. His mother scolded him severely and threw the beans out the window.

The next morning when Jack awoke he found a large beanstalk growing outside his window. He decided to climb it and discover where it led. When he came to the top he found a beautiful fairy. She told him that a wicked giant ruled this country and that he had killed Jack's father and stolen all his money. Jack knew that he could never be happy until he had punished the giant. He decided to visit him. When he came to the castle the giant's wife gave him something to eat; but as soon as the giant came home Jack jumped into the oven to hide. After the giant had eaten, he called for his hen that laid the golden eggs. Then he fell asleep. Jack jumped out of the oven, snatched the hen and ran home as fast as he could.

A few days later he went back to the giant's castle, disguising himself so that he could not be recognized. All happened as before. After the giant had finished his supper he called for his money bags. Then he fell asleep after he had counted the money and Jack took the bags and ran home as fast as he could.

He still thought the giant had not been punished enough, so after he had waited a long time, Jack went back to the castle. This time, after he had eaten, the giant called for his magic harp that could play any tune of its own accord. Then when the giant had fallen asleep, Jack seized the harp. But, lo and behold, the harp cried out to its master and awoke the giant. He came tumbling down the beanstalk after Jack but Jack got to the bottom first. He chopped the beanstalk in two and the giant fell with a loud crash.



THE GAME OF JACK AND THE BEANSTALK

In this game you must get to the magic castle, take the magic harp, the hen that laid the golden eggs and get to forty-six to win the game. On number twenty-four you are delayed at castle while Jack gets the magic harp

and hen. Lose one turn. On thirty-eight Jack sees giant coming toward castle. Go back to twenty-four and hide in the oven at the castle until giant sleeps. On number forty-two Jack escapes giant. Go on to number forty-three.

The Story of **RUMPELSTILTSKIN**

THERE once lived a miller who, to make himself important, boasted in the presence of the King that his daughter could spin gold from straw. The King loved gold better than anything else. He ordered the maiden to be brought to a room full of straw. He gave her a spinning-wheel and said, "If this straw has not been spun into gold by morning, you shall go to prison." Locking the door he left her.

She began to weep because she could not spin straw into gold. A queer little man appeared before her and said, "Why are you crying?" She told him. "What will you give me if I do this task for you?" he asked. "My necklace," she answered. He set to work and when all the straw was spun into gold, he disappeared.

The next morning the King came. Thinking he would like more gold, he locked the maiden in a larger room, full of straw. He told her to be sure all the straw was spun into gold before morning. Again she wept and the little man appeared. He spun the roomful of straw into gold. This time the maiden gave him her ring.

The following morning the greedy King, not yet satisfied, put the miller's daughter into a very large room filled with straw. "Spin this straw into gold and you shall be my wife," said he. When the King left the queer little man appeared again. "What will you give me this time if I help you?" "I have nothing left to give," said the maiden. "I will help you but you must give me your first child after you become the queen." So the little old man spun a roomful of gold. The King kept his promise and made the miller's daughter his queen.

Soon after her first child was born, the little man came to claim her baby. The Queen was so unhappy that he said he would leave the child with her if she could guess his name within three days. She guessed Caspar, Melchior, Balthazar, Fritz, Hans, Snubnose, Spindle-Shanks and all the strange names she could think of. Finally a little sprite whispered in her ear, "Try Rumpelstiltskin." The next time the old man came the Queen said, "Is your name 'Rumpelstiltskin'?" "Yes," he said. He was very angry. He stamped his foot so hard it went through the floor and he could never get it free.



THE GAME OF RUMPELSTILTSKIN

If you had been the queen, how long do you think it would have taken to guess the name Rumpelstiltskin? The first one to get to Rumpelstiltskin, which is number fourteen, wins the game. If you get on number one, three, five or seven, which are

blank spaces, you cannot think of a name and so you lose a turn. There were times when the poor desperate queen could not think of a new name and lost many precious minutes. If you get on nine you must start over.

The Story of **HOP O' MY THUMB**

LONG ago there lived a poor woodcutter who had seven children. The youngest was very small. In fact he was no bigger than his father's thumb, so he was called Hop O' My Thumb. His parents became so poor that they could no longer feed their children. One night Hop O' overheard them planning to lose them in the woods so they would be spared the sorrow of seeing their children hungry. He stole out of the house and gathered some white pebbles. As the family walked through the woods the next morning Hop O' dropped the pebbles on the ground. While the children were playing their parents stole home. Guided by the stones Hop O' led his brothers back to their home.

In the meantime their father had found some money and had bought enough food for nine people. The parents were delighted to see the children. They ate a fine dinner and were very gay.

Soon the food was all gone and Hop O' My Thumb heard his parents planning to lose the children again. This time he carried some bread and dropped the crumbs along the path. After their parents had slipped away Hop O' told his brothers to follow him. But alas! The birds had eaten all the crumbs and there was nothing to guide them back home.

They wandered around until they came to a cottage on the edge of the woods. A kind woman admitted them. She told them that her husband was an ogre who did not like children and she could not keep them. While she was preparing some food for the children her husband came and found them. He locked them in a room. While he was sleeping Hop O' helped his brothers to escape from a window.

The next morning when the ogre found the children had escaped he put on his seven-league boots, which could step over mountains, and went after them. After traveling some time he lay down to sleep near a rock where the children were hiding. While he was snoring, Hop O' pulled off his boots and the children ran home. These boots were fairy boots and would fit anyone.

Because of his seven-league boots Hop O' My Thumb became a very valuable man to the King. He was made a great lord and was a very powerful man in the kingdom.



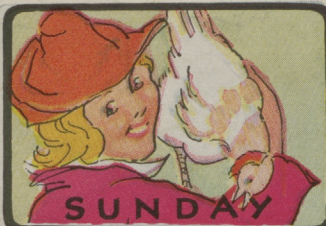
THE GAME OF HOP O' MY THUMB

Which one of you can lead the children past the ogre and home to mother? The one reaching number thirty-two first is Hop O' My Thumb, and wins the game. On number four ogre stirs. Lose a turn. On number seven Hop O' gets the

magic boots and can step over mountains and rivers. Go on to number nine. On number thirteen he stops at ogre's house to get money bags. Lose a turn. On number fourteen he hurries on to number sixteen with the money.



A WEEK OF WELL BALANCED MEALS

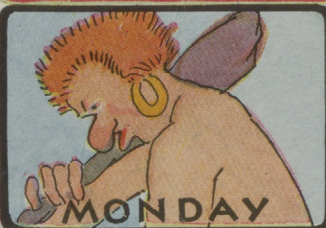


BREAKFAST
Sliced Oranges
Kellogg's Wheat Krumbles
Omelet
Toasted Muffins Milk
Kaffee Hag Coffee

DINNER
Roast Lamb
Mashed Potatoes
Buttered String Beans
Vegetable Salad
Ice Cream

SUPPER
Toasted Cheese Sandwiches
Celery Tea
All-Bran Cookies
Children's Supper
Kellogg's Corn Flakes
Stewed Figs
All-Bran Cookies Milk

Stewed Prunes
Kellogg's Whole Wheat
Biscuit
Bacon
Toast Milk
Kaffee Hag Coffee

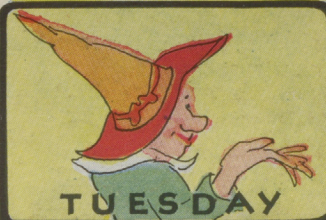


Potato Soup
All-Bran Muffins
Poached Eggs
Braised Carrots
Kellogg's Mock Apple
Strudel

Sliced Lamb Currant Jelly
Browned Potatoes
Lettuce Salad Squash
Caramel Custard
Children's Supper
PEP Bran Flakes
Milk
Jelly Sandwiches
Caramel Custard

Apple Sauce
Kellogg's Corn Flakes
Poached Eggs
Rolls Milk
Kaffee Hag Coffee

Creamed Eggs
Shredded Lettuce
(Adults—French Dressing)
(Children—Fruit Juice)
Sponge Cake
Whipped Cream Milk

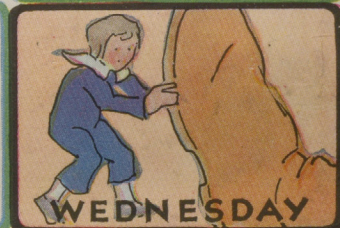


Veal Cutlets
Creamed Potatoes
Spinach Baked Pears
Children's Supper
Creamed Potatoes
Spinach
Baked Pears Milk

Oranges
Kellogg's PEP Bran Flakes
Scrambled Eggs
Toast Milk
Kaffee Hag Coffee

Tomato Toast
Baked Potatoes
Milk
Junket

Pot Roast with Vegetables
Cabbage Salad
Prune Whip
Children's Supper
Kellogg's Corn Flakes
Peanut Butter Sandwiches
Prune Whip Milk



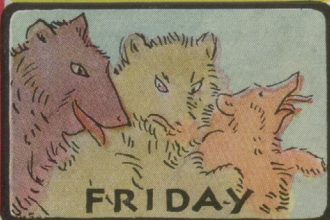
Stewed Apricots
Kellogg's Rice Krispies
Bacon and Eggs
Toast Milk
Kaffee Hag Coffee

Vegetable Soup
All-Bran Muffins
Tapioca Pudding



Cold Beef
Scalloped Tomatoes
Oven-fried Potatoes
Lettuce Salad
Baked Bananas
Children's Supper
Rice Krispies Milk
Cottage Cheese Sandwiches
Baked Bananas

Grape Fruit (adults)
Orange Juice (children)
Kellogg's Corn Flakes
Shirred Eggs
Toast Milk
Kaffee Hag Coffee



Macaroni and Cheese
Scalloped Tomatoes
Milk
Orange Gelatine

Baked Fish Buttered
Creamed Potatoes Carrots
Lettuce and Cucumber Salad
Chocolate Cornstarch Pudding
Children's Supper
Kellogg's Corn Flakes Milk
Lettuce Sandwiches
Chocolate Cornstarch Pudding



Bananas
Kellogg's Rice Krispies
Bacon
Toasted Rolls Milk
Kaffee Hag Coffee

Creamed Fish
All-Bran Muffins
Buttered Carrots
Cornflake Date Cookies
Floating Island
Milk

Broiled Ham Parsley
Potatoes Creamed Cabbage
Cranberry Whip
Children's Supper
Kellogg's Whole Wheat
Biscuit Milk
Creamed Cabbage
Cranberry Whip

The twelve-year-old child may eat almost the same food as the adult. The little children need not have eggs for breakfast if they are used in either of the other meals. Nothing should be served at breakfast to affect the appetite for cereals, which should be the mainstay of breakfast. In planning these menus, allowance has been made for one quart of milk for each child and one pint for each adult, to be used in cooking and as a beverage.