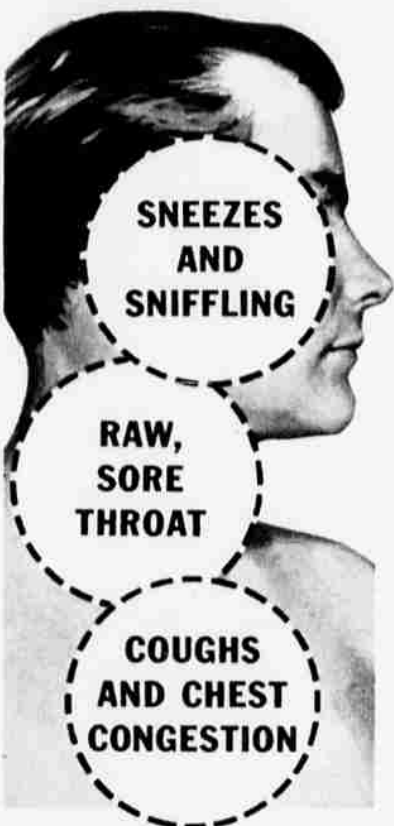


STOP NEGLECTING 3 VIRUS COLD ZONES



SUPER ANAHIST brings relief to 3 zones where aspirin-buffering compounds don't work

• Now, five doctor-prescribed wonder drugs are combined in the exclusive SUPER ANAHIST formula . . . that counteracts virus-released poisons in all 3 zones. So, SUPER ANAHIST does what aspirin-buffering compounds cannot do! Relieves sneezing, sniffing . . . soothes raw, sore throat . . . eases cough and breaks up chest-cold congestion . . . fast! And SUPER ANAHIST reduces fever, relieves that ache-all-over feeling, helps you resist cold's after-effects. Get SUPER ANAHIST COLD TABLETS . . . throughout the U. S. and Canada.



A Development of the
Anahist Research Laboratories.



Which Witch Is Which?

Elizabeth-Allen Long

Do you know a
Hallowe'en
game, JIMMIE?

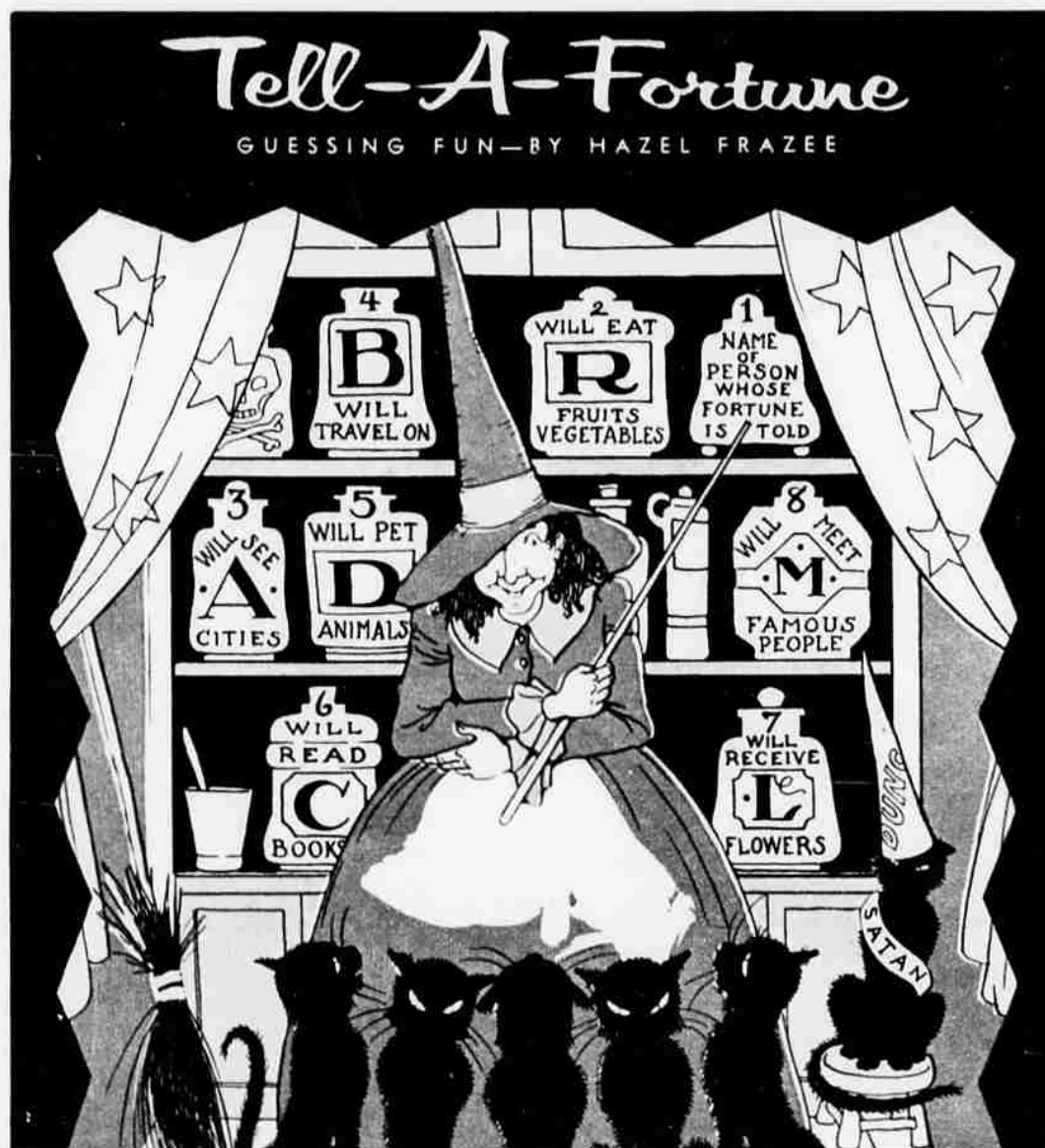


1. Which "witch" is the name of a place in England from which longitude is measured? *The answer is Greenwich. Try to guess these others!*
2. Which "witch" is found in school lunch boxes and at picnics?
3. Which "witch" is in the name of a city in Kansas?
4. Which "witch" is combined with a girl's name and is used as a medicine for sprains and bruises?
5. Which "witch" means to cast a spell?
6. Which "witch" is what a cat sometimes does with his tail?
7. Which "witch" is sometimes used for punishment?

Answers: 2. sandwich, 3. Wichita, 4. witch hazel, 5. bewitch, 6. twitch, 7. switch.

Edited by MARJORIE BARROWS, Editor of The Children's Hour

JUNIOR TREASURE CHEST



DIRECTIONS

Each player needs a large piece of paper and a pencil. Mark the paper off into eight squares and number them one to eight. In the first square, the players follow the instructions on bottle No. 1 in the picture and write the name of the person whose fortune they wish to tell. In square No. 2, write the names of three fruits or vegetables beginning with the letter R which, you see, is marked on bottle No. 2. In 3, write three cities

beginning with A, and so on, following the instructions on each of the eight bottles until your squares are filled. Don't let anyone else see your answers! Allow 15 minutes for this. Then all writing must stop. In turn the players read off their answers or "fortunes" and if one player has chosen something no one else has, he gets 10 points. If two people have the same thing, only five is counted. If more than two, only three points are given.

Let's Draw a Bat

Ann Davidow



The bats at night
Will rise in flight.



On wings with spokes
Like stiffened cloaks.



They gush from caves
In silent waves



Of little jets;
The witches' pets!