

Troubled with Irregularity ?

Many find lack of bulk a cause of constipation. Kellogg's All-Bran is an easy, inexpensive way to restore the natural laxative bulk you need daily for regularity. A delicious cereal food with the flavor of old-time bran muffins. Famous for 40 years as an aid to regularity. Kellogg's—the original, ready-to-eat whole bran cereal. Try it for 10 days. You must be satisfied in every respect or return empty carton and get double your money back.



The flavor best-liked by millions

No Nagging Backache Means a Good Night's Sleep

Nagging backache, headache, or muscular aches and pains may come on with over-exercising, emotional upsets or day to day stress and strain. And folks who eat and drink unwisely sometimes suffer mild bladder irritation with that restless, uncomfortable feeling.

If you are miserable and worn out because of these discomforts, Doan's Pills often help by their pain relieving action, by their soothing effect to ease bladder irritation, and by their mild diuretic action through the kidneys—tending to increase the output of the 15 miles of kidney tubes.

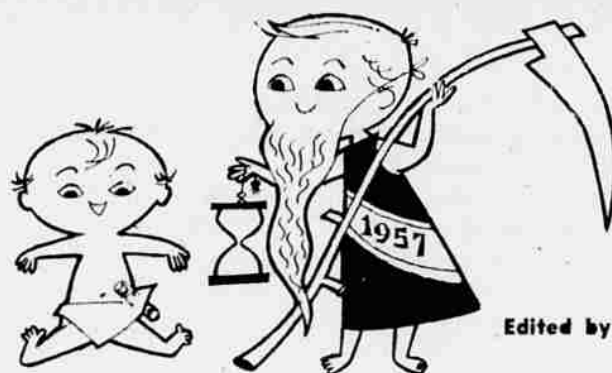
So if nagging backache makes you feel dazed-out, miserable, with restless, sleepless nights, don't wait, try Doan's Pills, get the same happy relief millions have enjoyed for over 60 years. Ask for new, large, economy size and save money. Get Doan's Pills today!

NOW STOP SORE THROAT PAIN!



Read the daily editions of this newspaper for news and price announcements by the local merchants who feature products advertised in

Family Weekly



Junior Treasure Chest

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

Father Old Year Lois Williams Stein

Players line up single file. A Leader faces them. Whatever the Leader does, the Players must do. He starts by chanting, "Father Old Year is going away." Whenever he says this, the others answer, "How is he going, going away?" Leader: "Swinging his pack over his back." He does this, and so do other Players. Now the leader repeats, "Father Old Year is going away" (still keeping his hand up to hold the pack on his back). Players answer: "How is he going, going away?" Leader: "Lifting hand high and waving good-bye" (using other hand). Players follow motions. Again he says: "Father Old Year is going away." And

they answer, "How is he going, going away?"

Leader: "Trudging along, humming a song." (He stoops as though pack is heavy, keeps waving, starts humming and walks slowly.)

Leader: "Father Old Year is going away." Answer: "How is he going, going away?"

This time he says: "Winking his eye to show he's still spry!" Players wink, too, and do not stop other actions.

Then, finally, the Leader says: "Father Old Year is going away." Answer: "How is he going, going away?"

Leader: "Nodding his head, time now for bed." Leader goes through all the motions while others follow.

Then he ends by calling out, "HAPPY NEW YEAR!"

Hello and Goodbye

by John Dukes McKee

Directions for Game

One player is the New Year and the other is the Old Year. Each starts in the corner of the game diagram where his picture is; the object of the game is to travel to the opposite corner.

Before you begin, make the small rocket ships shown below. Then find a penny to use as a counter.

Lay this page on a table or the floor when you're ready to play. Place one ship on the Sun and your partner's ship on the Earth. Take turns tossing the coin.

If the coin comes down "heads," you move ahead two spaces. (Count each star and planet as a space, but don't count small stars.)

If the coin reads "tails," you can move one space.

When a ship lands on a planet—each one of them is named on the diagram—it is safe. But, if it is overtaken by the other player's ship when it is on a star, it must move back one space.

Freeze! Nat Bradford

any boys and girls have fun playing this game outdoors on a wintry day, but it can be played inside, too. One blindfolded player stands in the center of a group of players. The players hurry away as he counts ten. The blindfolded player then calls, "North Wind's blowing. Freeze!" And each player stops suddenly. Each is allowed only three steps to elude the blindfolded player if he gets too near.

