3 DIFFERENT EXCITING KITS CREATIVE SCIENTIFIC

PERFECT GIFTS FOR THE BRIGHT YOUNGSTER* WITH THE INQUIRING MIND...& HIS DAD, TOO!

Berkeley Scientific Kits are based on advanced scientific principles . . . are miniaturized, full-performance kits and machines—not toys. They're educational, stimulating, easy and fun to build and fascinating to use. Each kit has all necessary parts and complete manuals by Edmund C. Berkeley describing scores of experiments. These kits were invented and designed by Edmund C. Berkeley, a leader in the computer field, mathematician, actuary, maker and developer of small robots, editor and publisher of the magazine "Computers and Automation," author of numerous books including "Giant Brains" (Wiley, 1949) and "The Computer Revolution" (Doubleday, 1962).



OVER 8.000 KITS SOLD!

COMPUTER

MAKE OVER 70 TEACHING. **REASONING, LEARNING MACHINES**

KIT K33 TEACHING MACHINE AND PRO-GRAMMED LEARNING COMPUTER: You can make over 70 small machines which electrically read punched paper tape, signal correct answers, give rewards out of an automatic chute, keep score, etc., responding to situations in teaching, programmed learning, solving puzzles, playing games, etc. Teaches you how to make programmed learning material and then get machine responses. Works on flashlight batteries-all connections with nuts and bolts only-no soldering required.

A FEW OF THE TEACHING MACHINES YOU CAN MAKE: Pat-on-the-Back Machine; Spelling-the-Sound-F Machine; Answering Machine; Bronx Cheer Machine; Forgive-and-Forget Machine; Infinitely-Rewarding Machine; One-Reward-per-Frame Machine; Automatic Teaching Computer; Scoring Machine for Honorable Student; Scoring Machine for Student with Weak Conscience; Podunk University's Pigeon Rewarding Machine; Answering Machine with 100 Answers; Answering Machine with 540 Answers.

KIT K33 CONTAINS EVERY SPECIAL PART NEEDED TO MAKE: Tape Mechanism which rolls punched paper tape through reading station where it is read electrically • Chute Mechanism which automatically delivers rewards or computes scores . Four Multiple Switches operating electrically • A Flip-Flop operating mechanically and electrically • Pre-punched and pre-labeled Panel Board • Lamps, Buzzer, small Balls for rewards or scoring • Hand Punch for punching your own program tapes • Total of over 400 parts (more than 50 different kinds) • Book "Teaching Machines, Programmed Learning and Automatic Teaching Computers: An Introduction through Experiments" by Edmund C. Berkeley-over 190 pages, over 100 diagrams • 15 illustrative Learning Program Tapes (Skinner style, Pressey style, etc.) totaling over 500 frames on such subjects as: Physics, Geology, Boolean & Elementary Algebra, Geometry, Hamlet's Soliloquy, Chess Strategy, Management, Language, English.

KIT K33—COMPLETE \$18.95



PROBABILITY & STATISTICS KIT

12,000 KITS SOLD! MAKE OVER 60

EXPERIMENTS IN CHANCES, PROBABIL-ITIES AND STATISTICS!

- If a World Series team has won the first two games, what are the chances of its winning the series?
- Are stars in the sky distributed randomly?

THESE ARE JUST A FEW OF THE PROVOCA-TIVE QUESTIONS YOU WILL BE ABLE TO ANSWER WITH PROBABILITY & STATISTICS KIT K22. By means of more than 60 intri-guing, easy-to-perform experiments, you can see for yourself the scientific basis for predicting events—drawing statistical conclusions—making informed estimates in many chance situations—analyzing the patterns of chance happenings. You acquire a firm knowledge of many of the key ideas of probability and statistics through your own experi-

KIT K22 CONTAINS EVERY SPECIAL PART NEEDED TO PERFORM ALL EXPERIMENTS INCLUDING: Variable Coin-Tossing Machine toss coins randomly or predictably or any stage in between • Quincunx (or Hexstat®)—a device for producing many statistical distributions by rolling 300 little steel balls past obstacles into 9 compartments • pass obstacles into 9 compartments • 5 specially-designed Sampling "Urns" and 75 black & 75 white Beads • Disc, Inclined Plane and Scale for producing normal distributions • 30 Fair Dice & 50 Numbered Cards • And many more Parts totaling over 300 • Book "Probability and Statistics: An Introduction through Experiments" by Edmund C. Berkeley, 140 nages—with preface mund C. Berkeley, 140 pages—with preface by Dr. Frederick Mosteller (Prof. of Mathe-matical Statistics, Harvard Univ.) and a chapter by Martin Gardner.

KIT K22—COMPLETE \$18.95

SATISFACTION GUARANTEED OR YOUR MONEY BACK 7-DAY FULL REFUND GUARANTEE

-- MAIL THIS COUPON --BERKELEY ENTERPRISES, INC. 815 Washington St., R511 815 Washington St., R511 Newtonville, Mass. 02160

Please send me at \$18.95 each:

- ☐ K33 Automatic Teaching Computer Kit K22 Probability & Statistics Kit
- ☐ K18 Brainiac Electric Brain Construction Kit (For shipment west of Miss. River, add 80¢; outside U.S., add \$2.10 for each kit.)
- I enclose \$______in full payment. (Returnable in 7 days for full refund if not satisfactory—if in good condition.)

 My name and address are attached.



BRAINIAC® COMPUTER KIT

40,000 KITS SOLD!

BUILD OVER 200 SMALL COMPUTING AND REASONING **ELECTRIC BRAIN MACHINES**

KIT K18 BRAINIAC ELECTRIC BRAIN CON-STRUCTION KIT enables you to build machines which "think", compute, reason and display intelligent behavior. Each one works on a single flashlight battery . . . is easy to make, fun to use and play with and teaches you something new about electrical computing and reasoning circuits. All connections with nuts and bolts—no soldering required. Over 600 parts including 116 improved patented wipers so that all switches work well. The Brainiac Kit gives full specifications for 201 computing, reasoning, arithmetical, logical, puzzle-solving and game-playing machines. It's the result of 12 years of design and development work by Edmund C. Berkeley with miniature mechanical brains as reported on by Life (1956), Scientific American (1950), etc.

WITH THE BRAINIAC KIT YOU CAN MAKE WITH THE BRAINIAC KIT YOU CAN MAKE OVER 200 MACHINES INCLUDING—Logic Machines: Syllogism Prover, Intelligence Test, Boolean Algebra Circuits, Diagnosing Motor Car Trouble, etc. Game-Playing Machines: Tit-Tat-Toe, Nim, Wheeled Bandit, Sundorra 21, etc. Computers: To add, sub-Sundorra 21, etc. Computers: To add, subtract, multiply or divide using decimal or binary numbers, Money-Changing Machine, etc. Cryptographic Machines: Coders, Decoders, Lock with 15,000,000 Combinations, etc. Puzzle-Solving Machines: The Missionaries and the Cannibals, Age-Guessing Machine, Submarine Rescue Chamber, Fox-Hen-Corn & Hired Man, Uranium Space Ship and the Space Pirstes etc. Ouix Machines: and the Space Pirates, etc. Quiz Machines: The Waxing and the Waning Moon, Polar Air Routes, history, geography, etc.

KIT K18 CONTAINS EVERY PART NEEDED: Control Panel, Multiple Switch Discs, Jumpers, Improved Wipers (Pat. # 2,848,568), Bulbs, Sockets, Washers, Wire, Special Tools and other Parts totaling over 600 • Complete Descriptions of 201 experiments and machines in Book of 256 pp. • Over 170 Circuit Diagrams including 13 exact wiring Templates • Manual "Brainiacs—Small Electric Brain Machines — Introduction and Explanation" by E. C. Berkeley; "Introduction to Boolean Algebra for Circuits and Switching" by E. C. Berkeley; "How to Go from Brainiacs to Automatic Computers" by E. C. Berkeley • List of References to Computer Literature. Literature

KIT K18—COMPLETE \$18.95

Save This Ad—It's Our Only One This Year