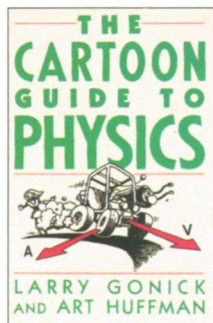


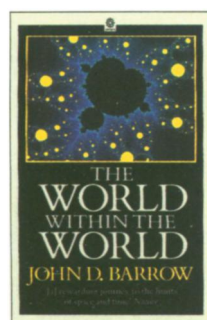
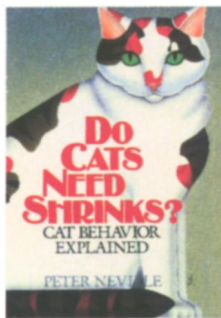
SCIENCE NEWS BOOKS



The Cartoon Guide to Physics, by Larry Gonick and Art Huffman. If you think a negative charge is something that shows up on your credit card bill or that Newtonian mechanics will fix your car, you need the *Cartoon Guide to Physics*. With clear

and simple illustrations, it explains the principles of mechanics, electricity and magnetism. Physics will never be the same! 1991 (rev. ed.), 224 pages, 7¼" x 9¼", paperback, \$9.00. **CartoonPhys**

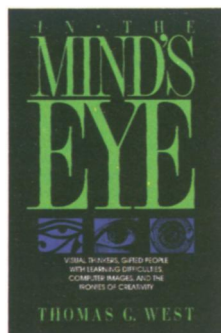
Do Cats Need Shrinks? Cat Behavior Explained, by Peter Neville. What should you do if your cat hates your boyfriend? What's the best way to introduce a new pet to an established family of pets? These are just a few of the feline behavioral quandaries that professional cat psychologist Peter Neville tackles in this entertaining and highly informative casebook. Drawing on the true experiences of his own patients, Neville examines the symptoms and causes of dozens of cat behavior problems—from annoying everyday habits to bizarre psychological fears. 1991, 201 pages, 6¼" x 9¼", hardcover, \$13.95. **CatsShrinksH**



The World Within the World, by John D. Barrow. Do there really exist laws of nature out there waiting to be discovered? Are they the same everywhere? Is it possible that they are an illusion? How does our own existence limit what can be known about the universe? This book presents a wide-ranging study of the evolving concept of laws of nature. From the magical notions of primitive cultures to the latest ideas about chaos, black holes, inflation and superstrings, Barrow traces the gradual development of our concept of what laws of nature are and how we come to know them. 1990, 398 pages, 6" x 9¼", paperback, \$13.95. **WorldWithin**

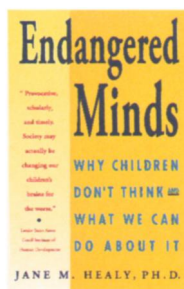
NOVEMBER 23, 1991

Holiday Gifts 1991

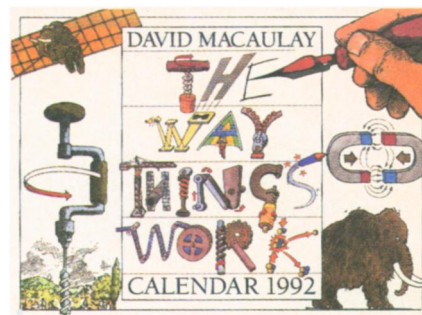


In the Mind's Eye, by Thomas G. West. Some of history's most original intellects relied heavily on visual modes of thought, thinking in terms of images instead of words or numbers; many of these same people also experienced a striking array of verbal learning difficulties. In this challenging exploration of creativity, West cites recent neurological research that shows an association between visual talents and verbal difficulties and summarizes current knowledge about such learning disabilities as dyslexia. He also examines how learning disabilities affected the lives of ten famous visual thinkers, including Albert Einstein and Winston Churchill, and predicts that new developments in computer imagery will encourage innovation by creative visual thinkers. 1991, 359 pages, 6¼" x 9¼", hardcover, \$24.95. **MindsEyeH**

Endangered Minds: Why Children Don't Think and What We Can Do About It, by Jane M. Healy. In this landmark assessment of the roots of the education crisis, Healy examines the reasons why children today are less able to concentrate, less able to absorb and analyze information, less able literally to *think* than the generations that preceded them. She explains how electronic media, fast-paced life styles, unstable family patterns, environmental hazards and educational practices may influence not only the way our children think but also the brain's actual physical structure. These changing brains mean fundamental differences in the way students process information, accounting for decreased attention spans, increased "learning disabilities" and a literacy crisis that has far-reaching implications for future generations. 1990, 382 pages, 6½" x 9½", paperback, \$11.00. **EndanMinds**

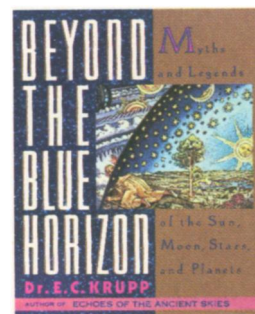


The Way Things Work Calendar 1992. Instructive, entertaining and informative, here is a 12-month introduction to the principles and workings of machines and inventions from the simplest lever to the most sophisticated computer. Based on David Macaulay's best-selling book *The Way Things Work* (see page 5), the calendar is infused with the humor, illustrations and imaginative detail that have made the book so popular. 17" x 25", \$9.95. **WayWorkCal92**



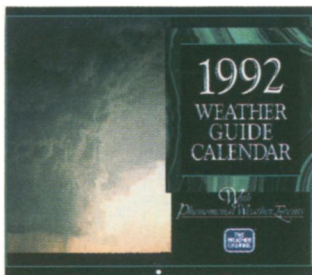
Beyond the Blue Horizon: Myths and Legends of the Sun, Moon, Stars, and Planets, by E.C. Krupp. In *Beyond the Blue Horizon*, E.C. Krupp takes us on a tour of the sky to show how different cultures and civilizations—from the stone age to today—have told myths, legends and stories about the heavens to understand the cosmos. Here you will discover: that our "dog days" of summer originated in Roman times with the appearance of Sirius, the Dog Star; that the Siberians saw the moon's phases as a story of the moon's decline and exhaustion in a failed attempt to kidnap a girl from Earth; that many cultures see a rabbit, not a man, in the moon, and that the moon rabbit became a symbol of sacrifice and spring rebirth, and, eventually, our own Easter Bunny. An epic, entertaining and exhaustively researched volume. 1991, 387 pages, 8½" x 10¼", hardcover, \$35.00. **BeyBlueHorH**

Beyond the Blue Horizon: Myths and Legends of the Sun, Moon, Stars, and Planets, by E.C. Krupp. In *Beyond the Blue Horizon*, E.C. Krupp takes us on a tour of the sky to show how different cultures and civilizations—from the stone age to today—have told myths, legends and stories about the heavens to understand the cosmos. Here you will discover: that our "dog days" of summer originated in Roman times with the appearance of Sirius, the Dog Star; that the Siberians saw the moon's phases as a story of the moon's decline and exhaustion in a failed attempt to kidnap a girl from Earth; that many cultures see a rabbit, not a man, in the moon, and that the moon rabbit became a symbol of sacrifice and spring rebirth, and, eventually, our own Easter Bunny. An epic, entertaining and exhaustively researched volume. 1991, 387 pages, 8½" x 10¼", hardcover, \$35.00. **BeyBlueHorH**

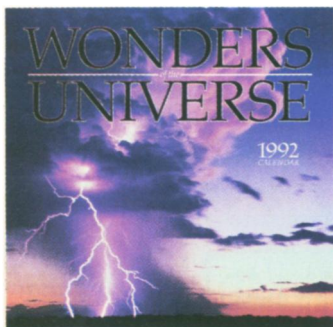


See inside for more books, puzzles, posters, videos, kids' toys, calendars and more!

1992



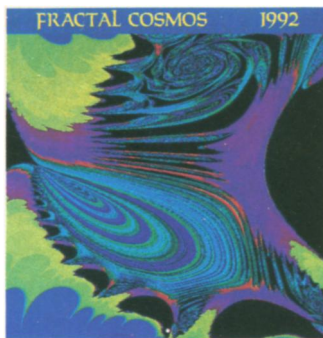
The 1992 Weather Guide Calendar. Each day of this informative, full-color calendar provides weather trivia from that date in history. Each month supplies comparative climatic information for selected U.S. and international locations as well as short essays on climatic topics such as wind-speed scales and the weather on other planets. 13" x 22", \$9.95. **WeathCal92**



Wonders of the Universe. Stunning color images of astronomical wonders, culled from world observatories, NASA and independent photographers, highlight the historical facts and astronomical information given on each day of this 12-month calendar. 12" x 24", \$9.95. **WonUnivCal92**

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

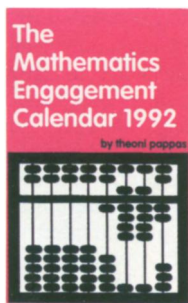
The Children's Mathematics Calendar 1992. Each day's all-new problems and text will develop skills, introduce new concepts, stimulate curiosity and present challenges for ages 6 to 13. In addition to helping in the discovery of new ideas in mathematics, this calendar offers a unique opportunity for young people to work with each other, their parents and teachers in determining how to reach the solution (that day's date) for each problem. 11" x 17", black and white, \$8.95. **ChildCal92**



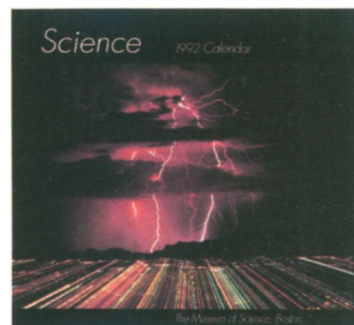
Fractal Cosmos 1992. An all-new edition of our best-selling calendar reveals 16 fantastic fractal images produced from the union of simple mathematical formulas and modern computer technology. 16-month calendar starts in September 1991. 11 3/8" x 23", \$9.95. **FractalCal92** (see greeting cards, page 15).



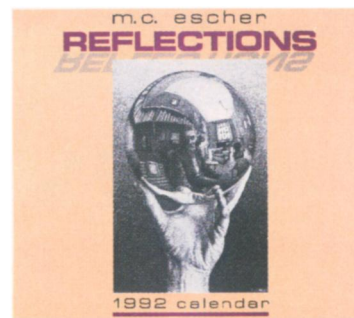
The Mathematics Engagement Calendar 1992. All-new problems appear on each date, and each has as its solution that date. The challenge is discovering how to arrive at the solution. This year's subjects include computers, geometry, and the mathematics of sound. 12" x 18", black & white, \$8.95. **MathCal92**



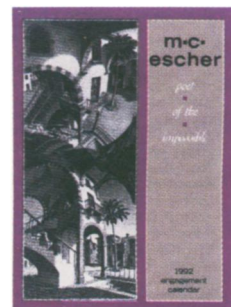
The Mathematics Engagement Calendar 1992. Each week features an interesting new story, such as "The Fractal Controversy," or project, such as "Playing With Polyhexes." Each month features a different numbering system including Babylonian, Maya and binary (in addition to our Arabic numerals). 6" x 9", \$8.95. **MathEngage92**



The 1992 Science Calendar. Each month of this calendar features a different scientific discipline such as astronomy, genetics or electricity, giving on each day interesting scientific trivia and historical milestones relating to that field. 13" x 24", \$10.95. **SciCal92**

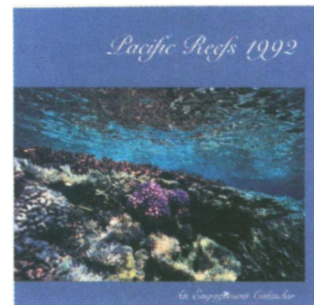


M.C. Escher Reflections. This collection of Escher's remarkable renderings combines 12 lithographs, mezzotints and woodcuts, all containing reflections within them and all executed with Escher's characteristic precision, exquisite detail and imagination. 13" x 24", \$10.95. **EscherCal92**

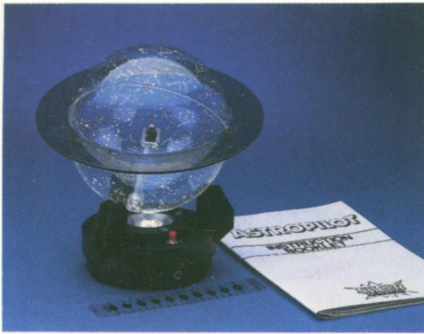


M.C. Escher 1992 Engagement Calendar. Anyone fascinated by Escher's work will love this 52-week engagement diary and its 53 reproductions (color as well as black and white) of his intricate designs. 6 1/2" x 9", \$11.95. **EschEngage92**

Pacific Reefs 1992. This spectacular 52-week engagement calendar features more than 75 color photographs of life on coral reefs along with detailed explanatory captions. The perfect gift for divers and other nature lovers. 8 1/4" x 8 1/2", \$12.95. **PacReefCal92**



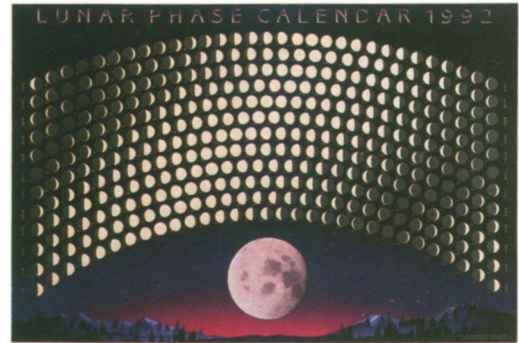
NIGHT SKY



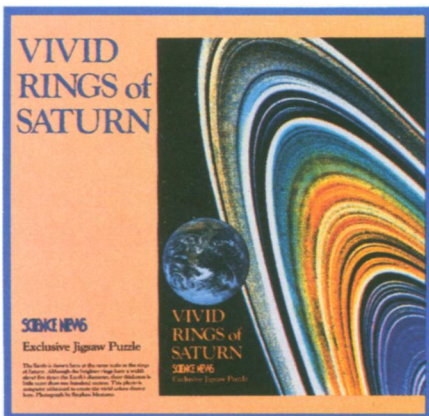
Astropilot. This 5" diameter geocentric celestial sphere features all 88 constellations and 868 naked-eye stars and is astronomically precise and accurate. An inexpensive celestial companion that allows the novice or expert to see the celestial objects above the horizon for any time of day or night anywhere on Earth; track planetary motion; find where to look to see the North Star from the backyard; figure out what stars are overhead at noon or predict the motion of the sun. Battery operated unit lights up for easy viewing (batteries not included). Astropilot is endorsed by The Planetary Society. Recommended for ages 8 and up. \$30.95. **Astropilot**



Our Solar System. This informative poster illustrates and briefly describes the major bodies of our solar system, including each planet, their moons, the asteroids and comets. Describes each planet's temperature, diameter, distance from sun, atmospheric composition and other physical conditions and provides a distance chart of the planets in scale to each other and the Sun. Laminated and durable—an ideal reference for astronomy enthusiasts or classroom use. 23" x 29", \$9.95. **SolarSysPost**



Lunar Phase Calendar 1992. A unique, glow-in-the-dark poster that charts the moon's phase for every day in 1992. Each row represents a month, and next to each image the date and day of the week are indicated, making this a useful calendar as well as an eye-catching addition to any room. 38" x 26", \$15.95. **LunarCal92**

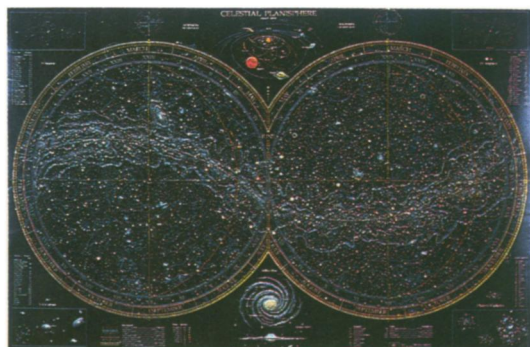


SCIENCE NEWS' exclusive 600-piece jigsaw puzzle **Vivid Rings of Saturn** features Saturn's rings with the Earth superimposed and shown to scale. Assembled size 18" x 24", \$9.95. **PuzSN**. Great holiday gift idea, buy two for \$15.00. **2PuzSN**

Spaced Out® is an action-packed family card game of strategy, skill and chance. You want to play your cards and score as few points as possible, using "attack" cards—Asteroids, Shooting Stars and Black Holes—to cause opponents to draw additional cards or lose turns. You can play out of turn, play several cards in a row, even attack an opponent on the other side of the table. But watch for their "Force Fields" or you may be drawing yourself! For 2 to 8 players, ages 8 to adult. Deck of 108 cards, \$7.95. **SpacedOut**



StellarScope.™ Identify 1,500 stars and 70 constellations anywhere you travel with this pocket planetarium kit, which is complete with lenses for both the Northern and Southern Hemispheres and four latitude adaptors. Features include a pocket key-chain light and a durable, fitted carrying case along with easy-to-understand instructions. \$26.95. **StellarScope**



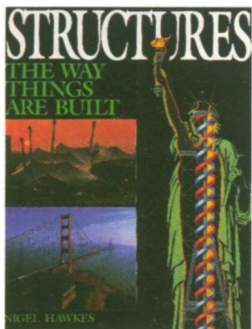
more. Illustrates all 88 constellations recognized by the International Astronomical Union. An attractive and useful learning tool! 24" x 36", \$14.95. **PostCelestPI**. Filsinger's celestial planisphere design is also available as a 1,000-piece, glow-in-the-dark jigsaw puzzle. Assembled size 20" x 27", \$12.95. **PuzCelestPI**

This glow-in-the-dark **Celestial Planisphere** poster was compiled and designed by Tomas J. Filsinger to help us learn about and appreciate the cosmos. The poster is accompanied by an illustrated 28-page manual of notes and tables that explains the Earth and the celestial sphere, the constellations, the nearest and the brightest stars, planets and meteor showers and

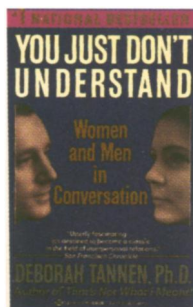


The Grand Tour: Exploring the Planets is a visual voyage of discovery through the major bodies of the solar system, introducing the people, spacecraft and technology that make space exploration possible. This video features an array of stunning computer imagery and mission photography, surveying milestones of space exploration such as the Magellan, Viking, Mariner, Pioneer and Voyager missions as well as looking ahead to mysteries still unanswered. 1990, 60 mins., VHS, \$34.95. **VidGrandTour**

BOOKS



Structures: The Way Things Are Built, by Nigel Hawkes. A tribute to the most awe-inspiring feats of human creation: the largest, longest, highest, most massive and most ambitious structures ever made by human hands. From the Great Wall of China to the Forbidden Palace, from the Statue of Liberty and Mount Rushmore to the Panama Canal and the Trans-Siberian Railway, *Structures* gives fascinating accounts of the origins, design and construction of 43 structures, described in informative, nontechnical text and illuminated with photographs, working diagrams, cutaway drawings and etchings. Don't miss this chance for an inside look at the Sultan of Brunei's \$350 million mansion, in which 1,778 rooms cover a floor area of 50 acres, or at Biosphere II, where two glass-framed domes house an entire ecosystem. 1990, 240 pages, 9" x 12", hardcover, \$39.95. **StructuresH**

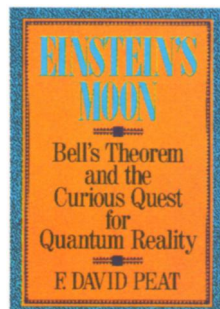


You Just Don't Understand: Women and Men in Conversation, by Deborah Tannen. Why do so many women feel that men don't tell them anything, that they just lecture and criticize? Why do so many men feel that women nag them and never get to the point? In *You Just Don't Understand*, sociolinguist Deborah Tannen offers revolutionary answers to these and others questions that confound women's and men's attempts to communicate with each other. She contends that from early childhood, girls play with a best friend or in a small group and use language to seek confirmation and reinforce intimacy, whereas boys use language to protect their independence and negotiate status in large-group activities. Carrying these styles into adulthood, women and men walk away with completely different impressions of the same conversation. Written in entertaining prose and enlivened by vivid examples and anecdotes, this book offers a new approach to a peace treaty between the sexes. 1990, 330 pages, 5" x 8", paperback, \$10.00. **YouDontUnder**

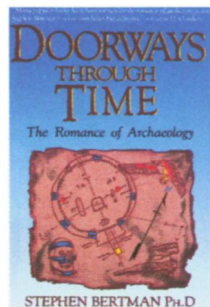
Structures: The Way Things Are Built, by Nigel Hawkes. A tribute to the most awe-inspiring feats of human creation: the largest, longest, highest, most massive and most ambitious structures ever made by human hands. From the Great Wall of China to the Forbidden Palace, from the Statue of Liberty and Mount Rushmore to the Panama Canal and the Trans-Siberian Railway, *Structures* gives fascinating accounts of the origins, design and construction of 43 structures, described in informative, nontechnical text and illuminated with photographs, working diagrams, cutaway drawings and etchings. Don't miss this chance for an inside look at the Sultan of Brunei's \$350 million mansion, in which 1,778 rooms cover a floor area of 50 acres, or at Biosphere II, where two glass-framed domes house an entire ecosystem. 1990, 240 pages, 9" x 12", hardcover, \$39.95. **StructuresH**

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Images and Understanding, by Horace Barlow, Colin Blake-More and Miranda Weston-Smith. How do you paint a picture of infinity? How do you dance about death? *Images and Understanding* explores the human problem of moving facts and ideas from one mind to another—the problems of how we see and communicate using images expressed in pictures, diagrams, words, music and dance. The book is unique in viewing the problems of imagery through the eyes of both science and art; it gives new insight into images and new ideas about understanding. 1990, 401 pages, 6 $\frac{3}{4}$ " x 9 $\frac{3}{4}$ ", paperback, \$24.95. **ImagesUnder**



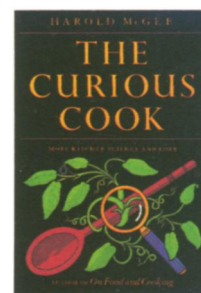
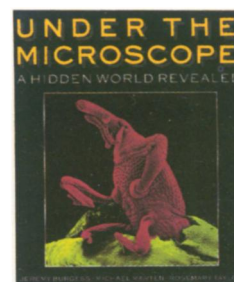
Einstein's Moon: Bell's Theorem and the Curious Quest for Quantum Reality, by F. David Peat. *Einstein's Moon* is the story of the development of the quantum theory and of the philosophical problems it poses. Peat, author of *Superstrings and the Search for the Theory of Everything*, also explains Bell's theorem—developed in 1964 to test the nature of reality—and the experiments conducted to determine whether objective reality, reflected in physical laws, applies to the world of the atom (as argued by Einstein) or whether events on the atomic level "just happen" and are best described by probabilities (as suggested by quantum theory). 1990, 170 pages, 6 $\frac{1}{4}$ " x 9 $\frac{1}{4}$ ", paperback, \$11.95. **EinsteinMoon**



Doorways Through Time: The Romance of Archaeology, by Stephen Bertman. In 26 exciting adventures, Bertman recreates great archaeological discoveries, both recent and classic, and explores the challenges of reconstructing lives from the fragile remains of the past. Your tour guides on this compelling journey include famous personalities from the past—Helen of Troy and Pochontas, King Tut and King Arthur—and their voices murmuring poignantly from the dust weave tales of individual lives lived long ago and of the drama and romance of archaeology. 1986, 265 pages, 5 $\frac{1}{2}$ " x 8 $\frac{1}{4}$ ", paperback, \$10.95. **DoorwaysTime**

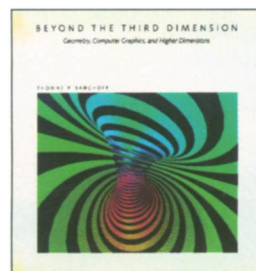
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Under the Microscope: A Hidden World Revealed, by Jeremy Burgess, Michael Marten and Rosemary Taylor. A celebration of the beauty and variety of microscopic imagery. With more than 300 color and black-and-white photographs, ranging from a fruit fly's face magnified 110 times to uranium atoms magnified 120 million times, this book gives an unparalleled view of the microworld that will intrigue and inform readers from all backgrounds. Originally published in hardcover under the title *Microcosmos*. 1987, 208 pages, 9 $\frac{1}{2}$ " x 10 $\frac{1}{2}$ ", paperback, \$19.95. **UnderMicro**

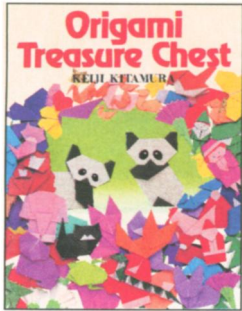


Curious Cook: More Kitchen Science and Lore, by Harold McGee. In this engaging and informative book, the author of *On Food and Cooking* examines many traditional cooking practices and the biochemical nature of common foods, answering such questions as: Is it preferable to clean mushrooms with a moist cloth instead of rinsing them? Does hot water freeze faster than cold? How can I eliminate the threat of salmonella in my mayonnaise, hollandaise and other sauces? He also addresses the dietary controversies surrounding heart disease, cancer and Alzheimer's disease, laying to rest many time-honored myths. 1990, 339 pages, 6 $\frac{1}{4}$ " x 9 $\frac{1}{4}$ ", hardcover, \$19.95. **CuriousCookH**

Beyond the Third Dimension: Geometry, Computer Graphics, and Higher Dimensions, by Thomas F. Banchoff. Living in a world of three-dimensional space, we can hardly conceive of phenomena of higher, or lower, dimension. What would a two-dimensional universe be like? How can we even attempt to picture objects of four . . . five . . . six dimensions? If we can visualize them, does that mean they are real? Such are the concepts explored in *Beyond the Third Dimension*, which investigates ways of picturing and understanding dimensions below and above our own, liberally illustrating these concepts with colorful diagrams, computer images and photographs. 1990, 210 pages, 8 $\frac{3}{4}$ " x 9 $\frac{1}{2}$ ", hardcover, \$32.95. **Bey3rdDimH**



BOOKS

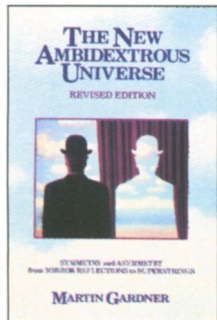
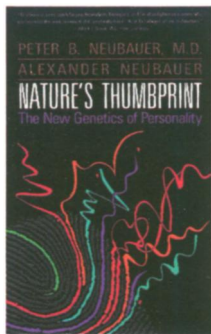


Origami Treasure Chest, by Keiji Kitamura. This rich collection of paper designs will inspire origami lovers of all ages. Here are 86 designs, carefully demonstrated in step-by-step color photographs,

not drawings. The patterns can be made singly or combined to make holiday decorations, seasonal cards, even a whimsical fish mobil. Chapters include Playful Animals, Graceful Birds, Perky Flowers, Useful Containers, Seasonal Designs and more. Comes with a sample packet of 12 origami paper sheets. 1991, 80 pages, 8 1/4" x 10", paperback, \$16.95. **OrigamiTreas**

Nature's Thumbprint: The New Genetics of Personality

by Peter B. Neubauer and Alexander Neubauer. In this extraordinary book, Peter and Alexander Neubauer right the balance in the nature-nurture debate, showing how our genes affect the way we react to and interact with our world. They explore the range of inborn inclinations upon which personality is later built; reasons why some children are more vulnerable to environmental obstacles than others; and why some parents are stymied by children who do not match their expectations, while others respond in positive ways. *Nature's Thumbprint* argues that only when we understand the biological as well as the psychological underpinnings of personality can we come to a genuine understanding of ourselves and our children. 1990, 223 pages, 6" x 9", paperback, \$10.95. **NatThumb**

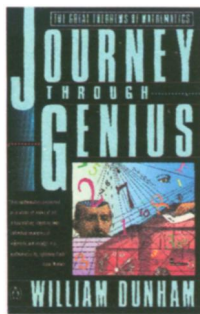
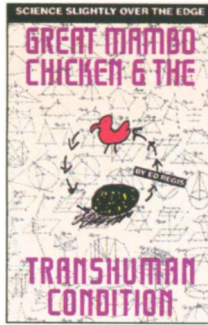


The New Ambidextrous Universe: Symmetry and Asymmetry from Mirror Reflections to Superstrings, by Martin Gardner. Are there lefthanded and righthanded plants? Could the universe have a twin? If time is defined by arrows,

could other universes have arrows pointing the opposite way? Welcome to *The New Ambidextrous Universe*, where Gardner explores and reveals astonishing secrets about symmetry in art, science and nature. Throughout imaginative discussions of the asymmetric DNA double helix and the overthrow of parity in particle physics, Gardner challenges the reader with games and puzzles. 1990, 392 pages, 6 1/8" x 9 1/4", paperback, \$13.95. **NewAmbidex**

Great Mambo Chicken and the Transhuman Condition

by Ed Regis. An entertaining tour through the gray area between science fact and science fiction, this book introduces a network of scientists bent on creating artificial life forms, building time machines and enclosing the solar system in a cosmic eggshell. A zany but insightful peek at science slightly over the cutting edge. 1990, 308 pages, 5 3/8" x 8 1/4", paperback, \$8.95. **GreatMambo**



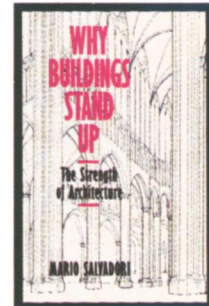
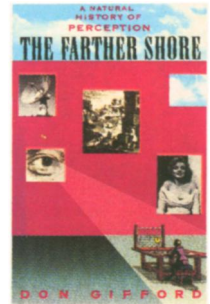
Journey Through Genius: The Great Theorems of Mathematics, by William Dunham. Explores some of the most significant and enduring ideas in mathematics—the great theorems, discoveries of beauty and insight

that stand today as monuments to human intellect. Journey through the intricate reasoning of these masterworks and the often turbulent lives and times of their creators. Enjoy the rare combination of historical, biographical and mathematical—but keep a pencil, paper and straightedge nearby for a deeper understanding and appreciation of these powerful discoveries. 1990, 300 pages, 5" x 7 3/4", paperback, \$10.95. **JournGenius**

The Way Things Work, by David Macauley. *The Way Things Work* is arranged in four sections. Together they provide comprehensive coverage of the workings of hundreds of machines and devices—holograms, hang gliders, airliners, telephones, parking meters, robots, televisions, can openers, compact discs. They also provide explanations of the scientific principles behind each machine—how gears make work easier, why jumbo jets are able to fly, what the computer actually does. David Macauley not only demonstrates how machines do what they do—from the simplest lever to the most sophisticated computer—he also shows how the concept behind one invention is linked to the concept behind another. 1988, 384 pages, 11 3/4" x 8 3/4", hardcover, \$29.95. **WayThingsH**

The Farther Shore: A Natural History of Perception, 1798-1984

by Don Gifford. This extraordinary meditation on human perception demonstrates how inventions such as the television, the microscope and the jet aircraft have radically altered the ways we experience our world. Gifford surveys literature and social history to illustrate how perceptions changed via the Industrial Revolution, cameras, computers, advertising and even John Wayne; he argues, for instance, that our eyes and minds have been transformed by cinematic vision and our sense of time and space foreshortened by instantaneous communication and high-speed travel. A challenging exploration of the premise that *how we perceive creates what we perceive*. 1990, 257 pages, 5 1/4" x 8", paperback, \$11.00. **FarShore**



Why Buildings Stand Up: The Strength of Architecture, by Mario Salvadori. A clear and enthusiastic introduction to building methods from ancient times to the present day, illustrated throughout with line

drawings. Salvadori gives examples of specific structures made possible by each technology and, in a new afterword for this edition, discusses recent advances that have had important effects on the planning and construction of buildings, including the revolutionary changes in architectural and structural design made possible by the computer. 1980, 323 pages, 6" x 9 1/4", paperback, \$9.95. **WhyBuild**



GETTING AROUND



The World Shower Curtain. A shower curtain that encourages your mind to wander. What better time to plan your next trip, pinpoint friends on vacation, or catch up on the geography of world events? Printed in multiple colors on heavy-weight, clear plastic, \$19.95. **WorldShower**

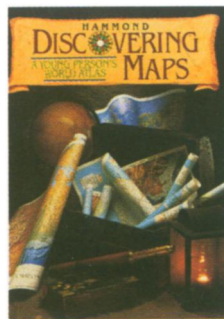


Pangaea Mug. Watch the ancient supercontinent turn into the continents we know today, just by adding hot liquid to this ceramic "magic mug." When the mug cools off, the supercontinent reappears. The 12-ounce mug is beige, and the continents are printed in earthtones accented by a blue ocean background. SCIENCE NEWS is printed in brown on the reverse side of the mug. \$7.00. **PMug**

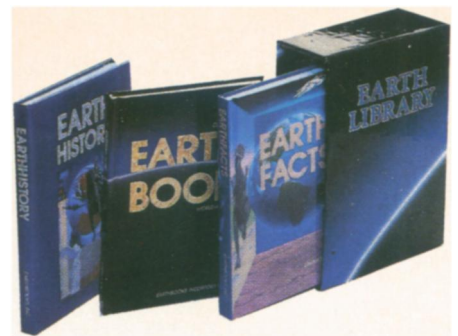
This high-quality, state-of-the-art **United States Map** is printed on heavy-weight TYVEK®, a durable material that looks and feels like rice paper but is water, stain and tear resistant. The brightly colored graphics were created by Sweden's world-renowned Esselte Map Service on a scale of 1:4,000,000. Suitable for mounting or framing, this map is an attractive, useful and almost indestructible addition to den, office, classroom or playroom. 52" x 35", \$20.00. **USMap**



Finally . . . a world where anything goes! These "worldly" tote bags feature brilliantly colored, up-to-date map graphics printed on TYVEK®, a polyethylene material that is water and stain resistant, machine washable and lighter than Nylon. Drawstring top fastens with ball clasp. 1.5 cu ft. capacity, \$13.95. **WorldTote**



Discovering Maps: A Young Person's World Atlas. Introduce your child to the fascinating world of maps and geography with this innovative learning tool. Packed with color illustrations, *Discovering Maps* teaches children ages 8 to 12 important concepts in scale, distance and direction, introduces basic map skills and provides easy-to-read political, physical and special thematic maps of the world, continents, Canada and the United States. The pages are sprinkled with trivia, fun facts and mini-quizzes so kids can challenge themselves as they go. A fun way to tackle geographic illiteracy. 1991, 80 pages, 8½" x 11", hardcover, \$10.95. **DiscovMapsH**



For those who need information at their fingertips, the **Earth Library** provides one of the most complete reference sets about planet Earth. This handsome boxed set includes the *Concise EarthBook World Atlas*, *EarthFacts* and *EarthHistory*, offering geography, natural history and human history in one compact package. Each volume is packed with information and beautifully illustrated in full color. 5¼" x 7¼" x 2", \$48.85. **EarthLibrary**



Now kids can learn the United States piece by piece! This 300-piece puzzle helps develop spatial orientation, dexterity and concentration as well as an understanding of U.S. geography. Printed on heavy-duty card stock. Recommended for ages 6 to 12. Assembled size 14" x 19", \$9.95. **PuzUSMap**

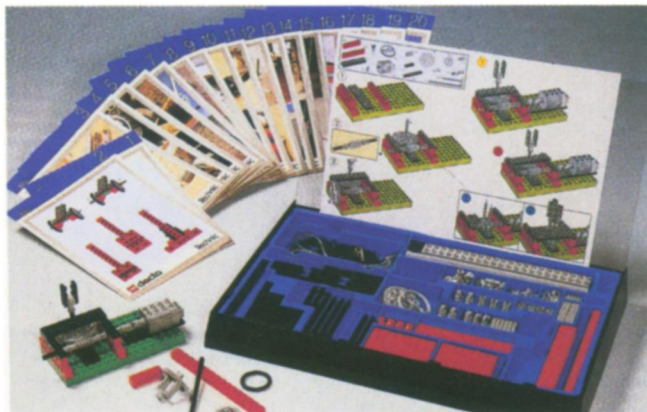


Pangaea T-shirt. Destined to be as popular as our famous Pangaea mug! Front shows the ancient supercontinent Pangaea, and back shows the Earth as we know it today. Ecrú shirt is deluxe quality, 50% cotton-50% polyester and printed in blue and brown. S, M, L, XL, \$8.95. **PanTshirt**

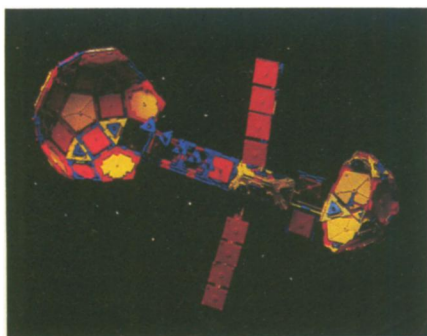
HANDS-ON SCIENCE FUN



LEGO® Technic I. Hands-on learning of the basic principles of physical science from LEGO® Dacta educational products. For use in the home or at school, Technic I contains 179 elements including 5 types of gear wheel, beams, axles, a universal joint, a piston head and turntables, plus 20 full-color activity cards giving instructions on how to build 52 different models. All elements are easily stored in the case. Build a windmill, a crane and much more. *Recommended for ages 8 and up. \$49.00. LegoTech1*



LEGO® Technic II. This more advanced set from LEGO® Dacta educational products contains 278 elements including a 4.5 volt DC motor, a battery pack, 8 kinds of gear wheel (including bevel, crown, worm and differential gears), all the elements from Technic I, plus 20 full-color activity cards. Technic II stresses hands-on problem solving and construction of motorized transmission systems. Learn about belt transmissions, chain transmissions and motorized pulleys, among other things. *Recommended for ages 11 and up. \$66.50. LegoTech2*

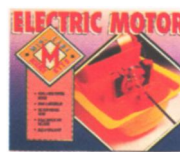


Googolplex® is an easy-to-assemble futuristic building toy. Its architect-designed pieces (pentagons, triangles, squares, wheels and axles) are joined with hinges that allow individual pieces and whole constructions to rotate a full 360°, so projects can range

from simple geometric shapes to complex three-dimensional structures like motorcycles or space stations. Originally marketed as an educational tool for teaching geometry, Googolplex® became so popular that it is now available in home construction kits. *Recommended for ages 9 and up. 348-piece kit, \$59.00. Googol900*



Don't let an interest in invention and discovery go unnoticed! Kids ages 8 and up will love these mini-labs, each of which explores a specific field of science and provides the materials necessary to build a working scientific model. (D batteries not included.) **\$9.50 each. Electro-Magnetix.**



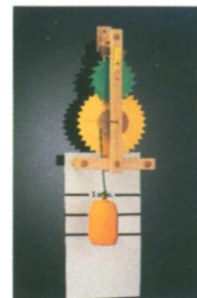
Enter the strange world of magnetic and electro-magnetic forces with more than 30 experiments, magic tricks and games, plus the simplest yet most mysterious electro-magnetic motor ever built! **LabElMagnet. Electric Motor.** No tools needed, just curiosity, to make this powerful electric motor.



And it's fun to use as it powers its own motorboat! **LabElMotor. Crystal Radio.** Remember the golden age of radio? Now you can build your own working crystal radio, pick up radio stations and experiment with radio waves. **LabCrysRadio.**



Electric Bell. An introduction to the basics of electric circuitry. Use this model as a telegraph, or change the circuit and use it as a bell or buzzer. Fun to build, fun to use! **LabElBell.** Buy all four kits and save, just **\$33.95! SetMiniLabs**



These woodcraft kits encourage you to discover the world of physical science while building your own working model. Each kit comes with illustrated, easy-to-follow instructions, and all wooden parts are pre-cut and pre-drilled. All you need to supply are glue, scissors and decorative elements such as paint or crayons. *Recommended for ages 10 and up. \$7.95 each.*



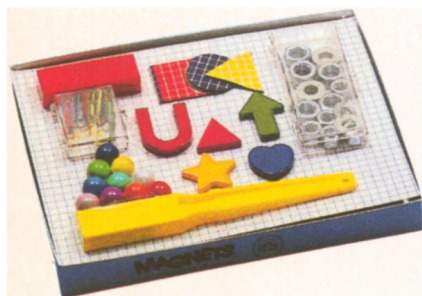
MechScaleKit. Learn how levers are used to measure weight as you build a scale that really works! **Clock Timer Kit.** This timer really measures time, illustrating how gears transfer motion and regulate pace. **ClockTimeKit. Weather Station Kit.** This weather station measures humidity, temperature and wind direction. **Weath-StatKit. Record Player Kit.** Learn about sound and vibration as you construct this finger-powered record player. Includes a recording of various sounds for you to identify on your new player. **RecordPIKit.** Buy all four kits and save, only **\$28.95! SetWoodKits**

STARTER SCIENCE



DUPLO® Mosaics. This super-sized set of DUPLO® Mosaic Blocks from LEGO® contains 190 elements in five colors and eight geometric shapes. Twelve double-sided pattern cards with thematic and mathematic designs encourage hands-on experimentation with patterning, sequencing, symmetry, geometry and fractions. Rounded corners and a lacquer-baked finish mean durability

and years of fun. All DUPLO® mosaic pieces clip onto DUPLO® building plates, and this boxed set includes a coupon for two free 15" x 15" baseplates (a \$20.00 value!). *Recommended for ages 4 to 8. \$64.75. DUPLO1000*



Very First Magnets. Encourage your child to discover the world of magnetism with this brightly colored assortment of more than 20 magnets. Kit includes a metal baseplate, a magnet wand, a block magnet, assorted ceramic magnets, a horseshoe magnet, magnetic marbles, sheeting shape magnets and several washers, nuts and paper clips. *Recommended for ages 4 and up. \$15.95. 1stMagnets*



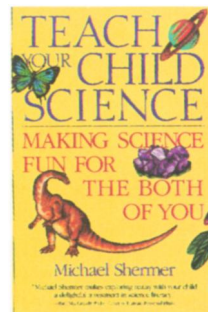
My First Computer Book, by David Schiller and David Rosenbloom. Meet a RAM in its natural habitat. Tell your age in binary code. With Bialosky the Bear at your side—and on your screen—explore this book/software package for a user-friendly introduction to computers. Each of five programs is keyed to text in the cartoon-illustrated book. For IBM and compatible computers with EGA or VGA color monitor, 384K memory and DOS version 2.0 or later. *Recommended for ages 4 to 7. 64 pages and 5.25" disk, \$17.95. 1stComputBk*



If you think a block's a block, think again! **Radical Blox** will let your imagination run wild for hours of creative fun. The secret? Inside these unique wooden blocks are weights strategically placed to create radical gravitational effects. There are four types of block: the green are traditional building blocks; the yellow are featherlight with no inside weight; the blue are weighted at only one end; and the red contain a sliding weight so you can put the force of gravity where you want it. Each set of 12 blocks is handcrafted and brightly colored with non-toxic vegetable dyes. *Recommended for ages 5 and up. \$27.95. RadBlox*

Teach Your Child Science: Making Science Fun for the Both of You, by Michael Shermer.

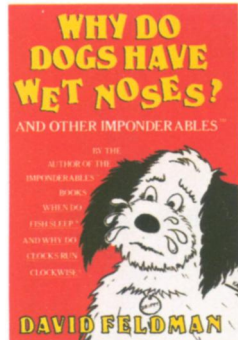
Guides you in teaching children ages 5 and up *how* to think, not *what* to think. First, you learn the concept. Then, you are guided through teaching a child those concepts in a fun way, so you can enjoy figuring out together the answers to universal child-questions such as how do rockets get into space, how do crystals grow, what color is light? 1989, 148 pages, 6" x 9", paperback, \$9.95. *TeachChildSc*



Science Fun With . . ., by Rose Wylar. Activity books for children ages 7 to 13 that will inspire even the laziest couch potato to get up and have some science fun! Try these time-tested projects that are sure to delight and educate at the same time. 48 pages each, 8" x 10", paperback, \$4.95 each. . . **Drums, Bells and Whistles.** Explore the mysteries of sound waves, pitch and volume. **SciFunDrums** . . . **Toy Boats and Planes.** Test amazing principles like buoyancy, center of gravity, lift and jet propulsion. **SciFunToyB** . . . **A Homemade Chemistry Set.** Set up with common household supplies like vinegar and salt—learn how to make glue and the secret of bubble gum. **SciFunHome** . . . **Mud and Dirt.** Prepare the stickiest mud pies, build mud houses and identify animal tracks. **SciFunMud** . . . **Peanuts and Popcorn.** Fun recipes yes, but also simple experiments that are incredible and edible. **SciFunPeanut** . . . **Toy Cars and Trucks.** Experiment with the concepts of force, inertia and friction. **SciFunToyCar.** The entire set of six, \$24.95. *SetSciFun*

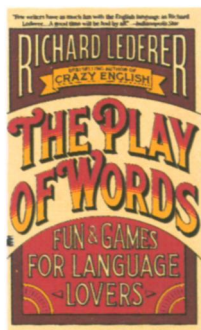
TRIVIA TIME

Do Penguins Have Knees? by David Feldman. The inimitable David Feldman has compiled another trivia-packed collection of questions about everyday life for which encyclopedias, dictionaries and almanacs just don't have the answers: What do mosquitoes do during the day? Why are there holes in saltines? Why were duels fought at dawn? Why does Barbie have nylon hair and Ken have plastic hair? You'll be amazed at how much you never knew you wanted to know! 1991, 272 pages, 5½" x 8¼", hardcover, \$19.00. **PengKneesh**

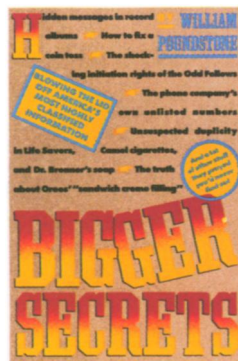


Why Do Dogs Have Wet Noses? ... and other Imponderables,™ by David Feldman. Why do they put floral designs on mattresses? Why do colored soaps yield white suds? Where does the wax go in drippless candles? Why are peaches fuzzy? How do kangaroos clean their pouches? Why do the chinese use chopsticks? Why are blueprints blue? Whether you want to settle arguments or just be a know-it-all amongst your friends, this book is essential to add to or start your collection. 1990, 272 pages, 5½" x 8¼", paperback, \$8.95. **DogsWet**

The Play of Words, by Richard Lederer. In this delightful volume you can horse around with the animal metaphors that make poetry of everyday speech—as well as with the wheezy clichés that are all too conspicuous in our daily prose. Take a jaunt back to the different ages and stages of English, to the roots of words and the origins of phrases. Find out why we say “happy as a clam” and test your knowledge of who’s in a name, for the famous and the forgotten left their traces everywhere. (Who inspired *melba* toast? Why do we call cheap finery *taudry*?) Whether you play alone or with friends, this collection of matchless semantic antics will bring you hours of lexicological pleasure. 1991, 274 pages, 5¼" x 8¼", paperback, \$9.00. **PlayWords**

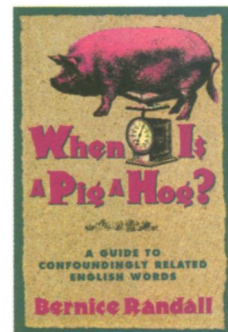
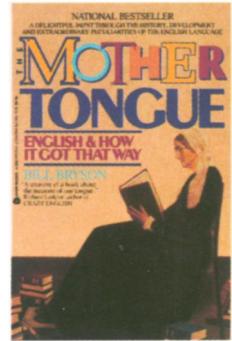


Big Secrets: The Book That Gives the Inside Story on Hundreds of Secrets of American Life, by William Poundstone. Colonel Sanders boasted that Kentucky Fried Chicken's 11 secret herbs and spices “stand on everybody's shelf.” We got a sample of the seasoning mix and sent it to a food chemist for analysis. *Lab results, recipe, page 13.* Feverish rumor has it that Walt Disney's body was frozen and now lies in a secret cryonic vault somewhere beneath the Pirates of the Caribbean exhibit at Disneyland. *Certified stranger-than-fiction truth, page 219.* You are not supposed to know about the secret word on a Visa card. We slashed and mutilated perfectly good credit cards to uncover their secrets. *Confidential findings, page 69.* What bizarre secret ingredients go into Chanel No. 5, Bal à Versailles and Joy perfumes? We tracked down some rogue perfumers willing to talk. *Priceless trade secrets, page 87.* 1983, 228 pages, 6" x 9", paperback, \$10.00. **BigSecrets**



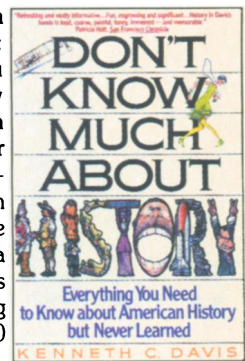
Bigger Secrets: More Than 125 Things They Prayed You'd Never Find Out, by William Poundstone. More secrets of the trade such as the methods behind the Indian rope trick, the composition of the “white stuff” in a Moon Pie, how David Copperfield made the Statue of Liberty disappear, how you can beat the odds at certain casinos, the secret initiation rites for the Rosicrucians, why cocaine is detectable in some U.S. paper money, the 60 words of the Menninger Word Association Test and much more. 1986, 5½" x 8¼", paperback, \$7.95. **BiggerSecret**

The Mother Tongue: English & How It Got That Way, by Bill Bryson. An engaging jaunt through the quirks and byways of the world's most important — and baffling — of languages. Bryson covers the entire history of language, from the first crude murmurings of Neanderthal man to the explosion of English as a global language. We learn why island, freight and colonel are spelled in such unphonetic ways and why four has a “u” in it but forty does not. This is a book that will amuse, delight and occasionally astonish you. 1990, 270 pages, 5¼" x 8", paperback, \$9.95. **MotherTongue**



When Is a Pig a Hog? by Bernice Randall. This book knows the difference between a couch and a sofa; the Peter Principle and Murphy's Law; a second cousin and a first cousin once removed; and a great deal more. Divided into eight sections on people, places, things, ideas, nature, science and more, this delightful work provides easy access to definitions of thousands of related words. A rich, browsable source of information and entertainment, this reference also inspires a deeper appreciation and broader command of our fascinating language. 1991, 328 pages, 6½" x 9½", hardcover, \$19.95. **WhenPigHogH**

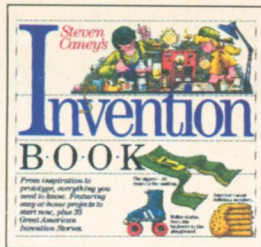
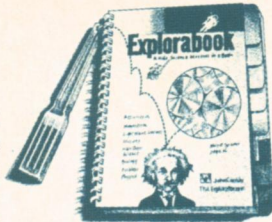
Don't Know Much About History: Everything You Need to Know About American History But Never Learned, by Kenneth C. Davis. From Columbus' voyage to the Iran-Contra affair, Davis takes you for a rollicking ride through 600 years of Americana. With wit, candor and astonishing facts, he explodes long-held myths and misconceptions—revealing the very human side of history that the textbooks neglect. 1990, 462 pages, 5¼" x 8", paperback, \$10.95. **DontKnowHist**



KID STUFF

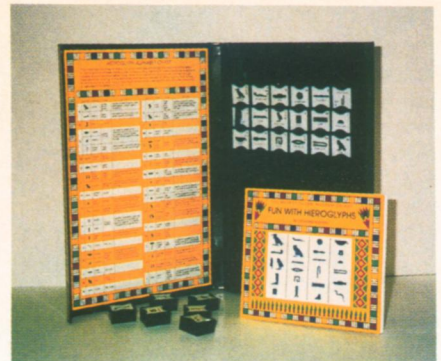
Explorabook: A Kids' Science Museum in a Book

by John Cassidy and the staff of the Exploratorium. Be prepared to do more than read when you pick up this book! Bound into its pages are almost all the tools necessary for dozens of exciting interactive science activities in Magnetism, Light Wave Crazyness, Illusions, Hair Dryer Science, Biology, Magnification and Ouch-less Physics. Printed on heavy-duty cardstock and spiral bound with a mirror, moire spinner, diffraction grating, fresnel lens and a plastic magnetic wand. *Recommended for ages 8 and up.* 1991, 100 pages, 6" x 9", \$16.95. **Explorabook**

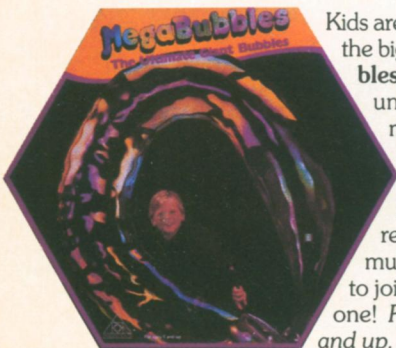


Steven Caney's **Invention Book**, by Steven Caney. Leads kids ages 10 and up directly into

the world of creativity, showing them how to get tinkering on their own and tracing the stories behind products that are now household words, like sneakers, the xerox machine and even the chocolate chip cookie. Features easy, at-home projects like a hammock, a bookend, a bookshelf safe, a bubble-bath bucket and more. 1985, 207 pages, 9" x 8 1/4", paperback, \$8.95. **InventBook**



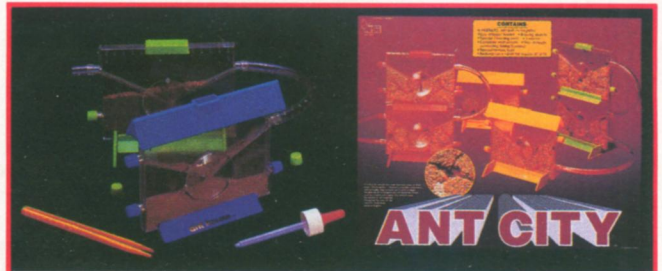
Fun with Hieroglyphs, by Catharine Roehrig. Send secret messages in an ancient and mysterious language! This kit contains a book from the Metropolitan Museum of Art, a key to the hieroglyph alphabet, 24 rubber hieroglyph stamps and an ink pad, so you can design artwork, do school projects and even decode secret messages. The book explains how Egyptian scribes used the symbols and how hieroglyphs were later deciphered and suggests puzzles and word games. All you need is your own papyrus! *Recommended for ages 8 and up.* \$19.95. **FunHierogly**



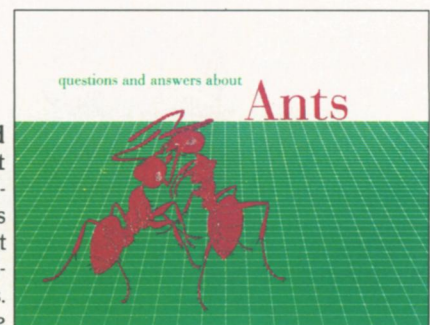
Kids are fascinated by bubbles, and the bigger, the better! **MegaBubbles** makes giant bubbles. The unique megabubbles wand, more than a foot across, comes with a tray, a three-part, concentrated Ultimate Bubble Formula, and recipes for future bubble formulas. Parents may even want to join in; bubbles are for everyone! *Recommended for ages 5 and up.* \$19.95. **Megabubbles**



Whitewings®: The Future of Flight, designed by Yasuaki Nino-miya. One of our most popular items. This kit features 15 models of the most advanced aircraft designs today—the Stealth Bomber, Ring Wing Canard, Multi-Tandem Plane, Tailless Plane and more. All the parts are printed on excellent quality drawing paper so you need only a minimum of tools, such as scissors, razor blade and glue. *Recommended for ages 10 and up.* 1990, 68-page instruction booklet, rubber band, catapult, \$14.95. **WhitewingsFu**



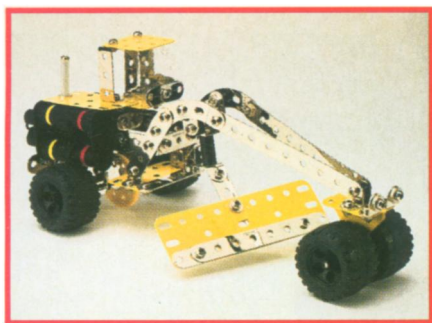
Ant City. Every child enjoys watching ants dig tunnels and build bridges through this insect metropolis. Six modules, each with a built-in magnifier, allow kids to structure their city however they like. Also includes clear connective tubing, stands, food, a feeder, special tunneling sand and a coupon to send for the ants. A great conversation piece in the office, too! *Recommended for ages 8 and up.* Module size 5 1/2" x 4 1/2", \$21.95. **AntCity**



Questions and Answers About Ants. This fully illustrated book is full of facts about nature's most fascinating creatures. Just in case the kids want to know how ants talk to each other, what they can remember or how they delegate tasks. 1987, 72 pages, 8" x 6", paperback, \$3.95. **QuestAns**

Both **Ant City** and book, \$24.90. **SetAntCity**

KID STUFF



Erector sets are back! These high-quality construction sets develop manual dexterity and concentration ability as children build models they can be proud of. Junior Erector Sets, recommended for ages 4 and up, include easy-to-follow illustrations and easy-to-handle plastic parts, which are compatible with the more advanced metal sets. **Set A** contains 63 brightly colored parts with instructions for 24 different models such as an airplane, windmill and tractor. \$24.95. **JuniorErectA**. **Set B** is the same thing on a grander scale, with 112 parts and instructions for 42 models. \$44.95. **JuniorErectB**.

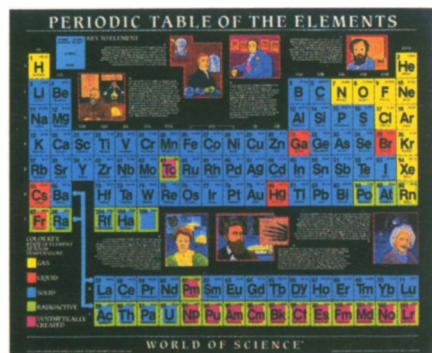
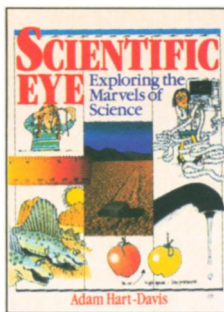


Basic Erector Sets, recommended for ages 7 and up, include 100% steel parts, an allen key wrench system and color coded instruction manuals. Sets 2 through 4 come with a motor (AA batteries not included). **Set 1** includes 203 parts for 15 models, \$34.95. **BasicErect1**. **Set 2** includes 274 parts for 27 models, \$49.95. **BasicErect2**. **Set 3** includes 353 parts for 39 models, \$74.95. **BasicErect3**. **Set 4** includes 452 parts for 51 models and a motor that goes forward and reverse, \$99.95. **BasicErect4**



Electro-tech. An exciting study in practical uses of electricity. This kit includes a lab-style metal console complete with electrical apparatus, safe and simple wiring and an 80-page instruction manual beautifully illustrated for easy use. More than 140 suggested projects include experiments in electrochemistry, static electricity, electrical engineering and electronics. Build a microphone, telephone, receiver, telegraph, strobe light and more! Recommended for ages 12 and up. \$34.95. **Electrotech**

Scientific Eye: Exploring the Marvels of Science, by Adam Hart-Davis. Here's a book packed with science fun (and silliness!). Inside these pages you'll find out about friction from a wet bar of soap, discover how water solutions work by fizzing your Coca-Cola and test the human nervous system by tickling a friend. And you'll do it all with ridiculous riddles and jokes! To uncover the world's amazing mysteries, all you need is a *Scientific Eye!* Recommended for ages 10 and up. 1989, 96 pages, 7½" x 9½", paperback, \$7.95. **ScientifEye**



Periodic Table of the Elements poster. A colorful, easy-to-read table of the elements that makes the science of atom structures interesting and accessible. Elements are color-coded by state at room temperature, and the poster profiles seven scientists fundamental to the development of physics. Laminated, 27¼" x 22", \$9.95. **PeriodPoster**



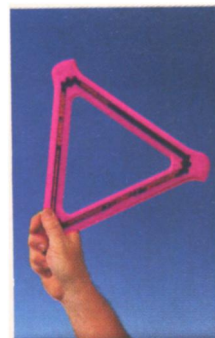
The Book of Classic Board Games, by Klutz Press. This collection of 15 classic games ranging from "simple," such as Hex, Dalmatian Pirates and the Volga Bulgars, and Solitaire, to "trickier than most," such as Backgammon, will delight children and amaze parents who thought these games were forgotten. Each 2-page cardboard spread consists of a game board on the right side and the instructions and history of the game on the left. An attached plastic pouch contains 60 black and white glass counters and a pair of dice used for each game. Make room in the game closet for this one! 1990, 10" x 10", card stock, \$15.95. **BoardGames**



Lunch bags don't have to be boring! These durable, reusable lunch totes are insulated, lined with vinyl for easy cleaning and convenient to fold up and stuff in a backpack after lunch. 7½" x 8" x 3½", \$8.95 each. The **planets tote** has astronomical symbols and a list of the planets' moons on the reverse. **PlanetsTote**. The **United States tote** lists the states with their area rank, union order and mottos on the reverse. **USTote**

Aerobie® Orbiter

is a space-age descendant of the aboriginal boomerang. Though it weighs only two ounces, its advanced aerodynamic design allows it to easily fly a 100-foot-diameter circle and return right to you, while its soft cushion makes it easy to catch. Great fun for one person, or try one of their suggested group games. The Orbiter's inventor, the engineer who created the original Aerobie®, once made 228 consecutive catches. Think you can beat that? It's not as easy as it sounds! Recommended for ages 13 to adult. \$8.95. **AerobieOrbit**

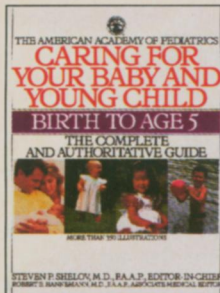


Once this Solar Powered Biplane Model

is assembled, its solar cell captures energy from sunlight or from an incandescent light bulb to power its motor, turning the propeller indefinitely. Easily assembled from snap together wooden parts, this is a terrific educational project to illustrate and experiment with solar energy. Kit comes with all wooden parts, sand paper, a solar cell, a solar motor and a 6-foot cord. Wooden parts can be colored with paint, crayons or markers (not included). Model does not fly. Recommended for ages 5 and up. \$17.95. **SolarBiplane**

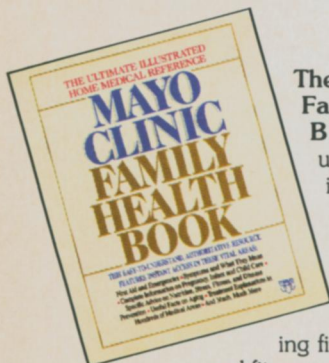


GIFT OF HEALTH



Caring for Your Baby and Young Child, edited by Steven P. Shelov. Now, for the first time, the American Academy of Pediatrics provides the state-of-the-art reference book to address all of your medical and parenting concerns. *Caring for Your Baby and Young Child* is actually two volumes in one. The first half, a comprehensive parenting manual, covers topics ranging from preparing for childbirth to bonding and basic child care. Part Two is an encyclopedic guide to recognizing and treating health problems and emergency situations, from choking or electric shock to chicken pox and scarlet fever. An essential resource for both parents and pediatricians. 1991, 676 pages, 7½" x 9½", hardcover, \$29.95. **CaringBabyH**

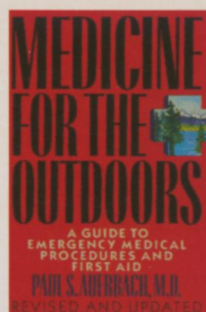
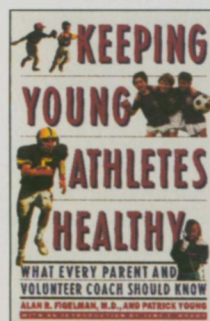
The Stethoscope Book & Kit, by Linda Allison & Tom Ferguson. Explore the sounds of health and fitness with this working stethoscope! The accompanying 64-page booklet suggests more than 60 activities for listening to a human's heart, stomach, throat and lungs as well as to sounds from your dog or cat and explains what you should hear and what those sounds mean. A fun way to listen in on your whole family! *Recommended for ages 7 and up.* 1991, 6¼" x 9½", paperback, \$12.95. **StethoKit**



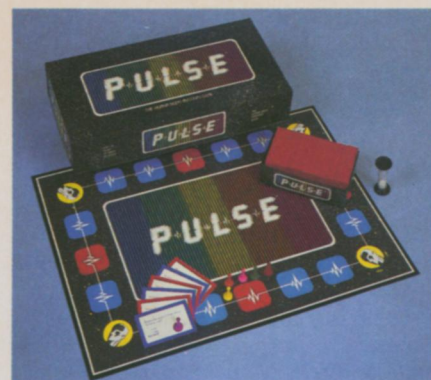
The Mayo Clinic Family Health Book. This unique reference is designed for easy access to vital health information in hundreds of areas including first aid, exercise and fitness, pregnancy, heart disease, infectious diseases and special problems of the elderly. Rated number one among medical reference books by a U.S. NEWS & WORLD REPORT panel. 1990, 1,378 pages, 8¾" x 11", hardcover, \$39.95. **MayoFamHealH**

Medicine for the Outdoors: A Guide to Emergency Medical Procedures and First Aid, by Paul S. Auerbach. This guide offers up-to-date information on how to prevent, recognize and treat illness and accidents in the outdoors. Chapters cover major medical problems such as head injury and fractures; less threatening medical problems such as skin disorders and musculoskeletal injuries; and setting-specific problems such as snakebite and altitude sickness. If you can't bring a doctor on your backcountry travels, at least make room for this book. 1991, 412 pages, 5½" x 8¼", paperback, \$14.95. **MedOutdoors**

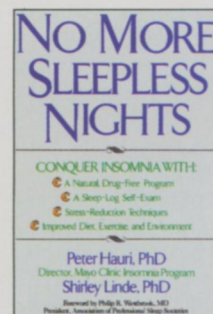
Keeping Young Athletes Healthy, by Alan R. Figelman and Patrick Young. Millions of youngsters nationwide participate in organized sports programs. *Keeping Young Athletes Healthy* covers everything parents need to know to protect their young athletes from sports-related injuries. Figelman, a specialist in adolescent medicine, and Young, the editor of SCIENCE NEWS, provide sport-by-sport information on preventing common injuries in the dozen top participatory sports—including baseball, football, and track and field. They also explain proper nutrition, the dangers of drugs (including alcohol and tobacco), the special needs of young female athletes, and much more. 1991, 319 pages, 6" x 9¼", paperback, \$10.95. **KeepAthlHeal**



Happy Feet, by Frank Murray. A practical guide to preventing and treating foot problems commonly caused by exercise, including how to choose the right shoe; specific suggestions for jogging, racewalking and walking; the role of nutrition; and how to warm up and cool down. Chances are if your feet are killing you, it's actually the other way around—your feet are what you make them. 1990, 182 pages, 6" x 9", paperback, \$11.95. **HappyFeet**

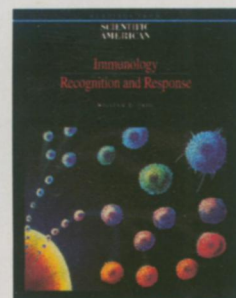


Pulse. Unravel the awe, wonders and mysteries of the world's greatest miracle—the human body. How much air sits on the shoulders of the average person? Which bones are strong enough to bear the weight of a compact car? You work your way around the board by correctly answering a selection of the game's 1,000 fascinating questions. *Recommended for adults.* \$23.95. **Pulse**



No More Sleepless Nights, by Peter Hauri and Shirley Linde. The director of the Mayo Clinic Insomnia Program and an award-winning medical writer outline the drug-free steps necessary to overcome insomnia in an easy-to-read

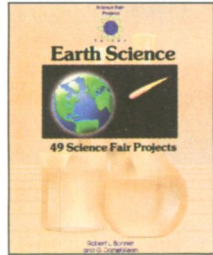
format. Discusses the harmful effects of caffeine, alcohol and nicotine on sleep; the need for a regular sleep cycle; the importance of a comfortable sleeping environment (the mattress, lighting, noise, etc.); techniques for relaxing the mind and body before bedtime; what and when to eat to facilitate healthy sleep patterns; and exercise programs that lead to a good night's sleep. An effective reference for the more than 100 million Americans who lose at least one night's sleep every month. 1990, 262 pages, 6" x 9", paperback, \$10.95. **NoSleepless**



Immunology: Recognition and Response, edited by William E. Paul. Many of the most interesting scientific questions and most important medical advances of this century spring from immunology. This new collection of 12 articles from SCIENTIFIC AMERICAN illustrates key facets of the immune system, providing a striking picture of our defense against infectious agents. The book's five sections discuss both immunological theory and applications in current biomedical research that show promise in treating cancer, diabetes and AIDS. 1991, 168 pages, 7¼" x 9", paperback, \$12.95. **Immunology**

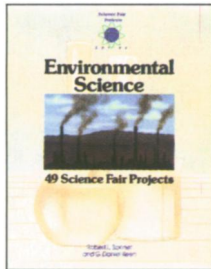
KIDS' BOOKS

The Science Fair Projects Series, by Robert L. Bonnet and G. Daniel Keen. This series provides young scientists ages 8 to 13 with a wealth of innovative home and classroom science projects designed specifically with science fair competitions in mind. Each book contains 49 experiments that will encourage the development of the reasoning skills essential to scientific inquiry; each experiment includes a subject overview, materials list, problem identification, hypothesis, procedures and suggestions for further research. *7 1/4" x 9 1/4"*, paperback, \$9.95



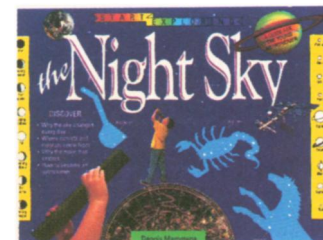
each. **Botany.** Explore plant germination, photosynthesis, hydroponics, plant tropism, plant cells, seedless plants and plant dispersal. 1989, 148 pages.

BotSciFair. Earth Science. Cultivate a better understanding of planet Earth while you experiment with plate tectonics, growing crystals, fossil imprints, shoreline contours, erosion, solar energy and much more. 1989, 146 pages.



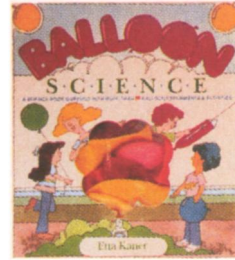
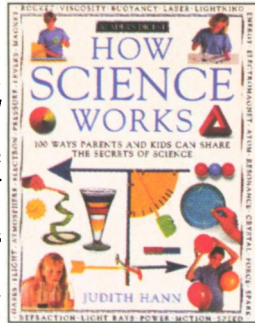
EarthSciFair. Environmental Science. Projects include studies on the greenhouse effect, soil thickness and plant species, animal populations and food supply, the effects of heat and light on insects, water and air pollution, pest control and more. 1990, 124 pages.

EnvirSciFair. Computers. Use a PC to explore science — calculating energy costs, making mathematical conversions, forecasting weather and much more. Completely functional, these programs are designed for students to use as springboards for more sophisticated applications they design themselves. Most projects require a knowledge of BASIC programming and a computer that will support the language. 1990, 174 pages. **CompSciFair.** Buy all four and save, only \$36.95. **SetSciFair**

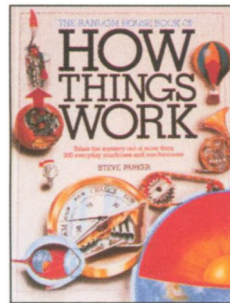


Start Exploring the Night Sky, by Dennis Mammana. What causes the moon's phases? Why are sunsets colorful? Without leaving your own neighborhood, you can soar among the stars. Find out what causes eclipses and meteor showers, and when the next ones will occur. Learn how to locate stars and planets and what some of the legends are behind them. It's a universe of excitement just waiting to be explored! *For ages 8 and up.* 1989, 93 pages, *11" x 8 1/2"*, paperback, \$9.95. **StartExplSky**

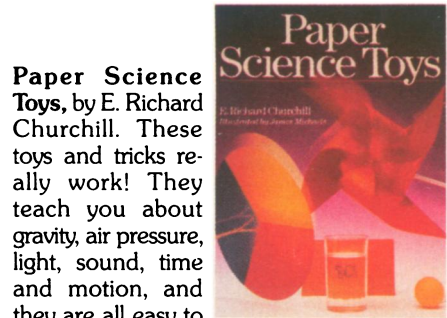
How Science Works, by Judith Hann. Here is an exciting and highly original hands-on introduction to the world of science for the whole family. Lucid explanations of scientific concepts are coupled with practical experiments and fun projects using ingredients that are safe and readily available — many can be found around the home. Color photographs and step by step instructions show clearly how to simulate a volcanic eruption, make your own bath salts, build a hovercraft, and much more! *For ages 5 and up.* 1991, 192 pages, *8 3/4" x 11 1/4"*, hardcover, \$24.00. **HouSciWorksH**



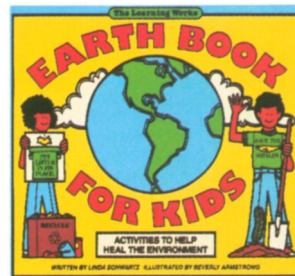
Balloon Science, by Etta Kaner. If you're crazy about balloons, *Balloon Science* will be a blast! This book presents 54 engrossing science experiments for kids ages 7 to 12, all using ordinary balloons and such simple household items as plastic bottles, modeling clay and vanilla extract. Discover why ears pop in a fast elevator; light a fluorescent bulb with static electricity; launch a balloon rocket — each section explains the science behind the projects and suggests many more mysteries for readers to investigate. Ten balloons included. 1989, 96 pages, *8 1/2" x 9 1/2"*, paperback, \$8.95. **BalloonSci**



The Random House Book of How Things Work, by Steve Parker. Takes the mystery out of more than 300 machines, mechanisms and processes — from clocks to car engines and jackhammers to jumbo jets. Hundreds of dramatic, clearly labeled cutaways, illustrations and diagrams take you right inside each machine and show you how the parts move and what goes where. Along the way you'll learn some surprising things about how an ordinary lever keeps you safe at night, how a simple wedge stops your pants from falling down, and much more! *For ages 8 to 12.* 1991, 157 pages, *8 5/8" x 11 1/4"*, paperback, \$14.95. **BookHowWork**

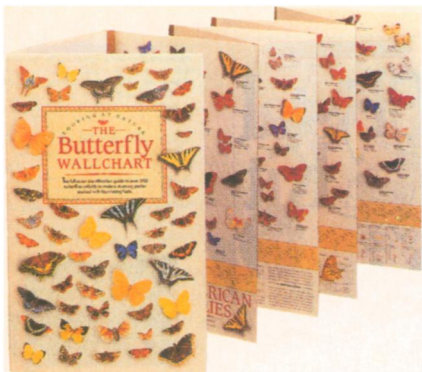


Paper Science Toys, by E. Richard Churchill. These toys and tricks really work! They teach you about gravity, air pressure, light, sound, time and motion, and they are all easy to make. You can make a table-tennis ball float in the air, tell time with the sun and shadows, make a pinhole magnifier and a drinking-straw noisemaker, and much more! Informative "lab notes" briefly explain the science behind the fun. *For ages 8 and up.* 1990, 128 pages, *8 1/4" x 10 1/4"*, paperback, \$7.95. **PaperSciToys**

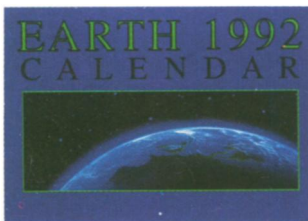


Earth Book for Kids: Activities to Help Heal the Environment, by Linda Schwartz. An exciting collection of earth-friendly activities created especially for kids. Between the covers are fascinating facts and creative ideas for activities to help kids become better acquainted with their environment. Easy-to-follow instructions show kids how to make their own paper, compare phosphate levels in detergents, conduct a recycling survey, redesign a package, measure acidity and much more! *For ages 8 to 12.* 1990, 184 pages, *9" x 8 1/4"*, paperback, \$9.95. **EarthBkKids**

DOWN TO EARTH



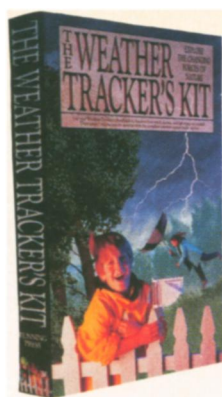
The Butterfly Wall Chart. This spectacular, 8-foot-long wall chart contains basic information about more than 200 of North America's most beautiful butterflies. Each species is illustrated in color—showing significant differences in coloration between males and females—and distribution maps are provided. The chart comes in a protective cover and can be used in book form or unfolded to make a stunning poster. 1991, 12½" x 20¾", \$21.95. **ButWallChart**



Earth 1992 presents environmental mapping for each month of the year. This unique system of satellite enhanced cartography graphically depicts Earth as it really looks, with mountains, deserts and plains vividly portrayed in full-color maps. To help keep Earth as pollution-free as possible, each month offers several easy tips on reducing, recycling and re-using resources. Notes important international civic and religious holidays throughout. 14" x 19", \$12.95. **EarthCal92**



The Optic Wonder is a new and unique instrument with seven different functions: compass, magnifying glass, mirror, binocular, monocular, magnifying mirror and linen counter. When all its attachments are folded down, this convenient tool can easily slip into a pocket. A great companion for hikers or backyard explorers (and a neat stocking stuffer, too!). \$6.00. **OpticWonder**



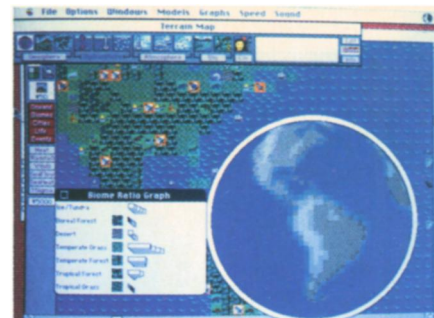
ogists about weather lore and meteorological science. The kit contains a full-color, poster-sized cloud chart and a weather station that includes a wind direction and speed indicator, a rain gauge, a thermometer and a wind chill chart. **Recommended for ages 8 and up.** \$14.95. **WeathTrackKit**



Be part of something big with the **Environmental Detective Kit.** The 80-page Environmental Detective Book explains habitats, the food chain, the water cycle, the ozone layer and recycling and describes projects you can do with your Envirokit to investigate these phenomena: Make rain in your own kitchen; start a mini-composter and learn how garbage is recycled; test for acid rain in your neighborhood, and much more. And if you send in your acid rain sample results, they will be included in a nation-wide survey to be sent to government agencies. Handy carrying kit includes booklet, water tester and tweezers, pH paper, acid rain record and Environmental Detective badge. **Recommended for ages 7 and up.** 1991, kit is 8¼" x 5¼", \$12.95. **EnvDetectKit**



Introduce your family to basic concepts in meteorology with these unique and educational **weather placemats.** Set of four durable and washable vinyl placemats, 17½" x 11¼", \$12.00. **PlmatWeath**

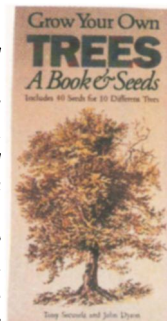


SimEarth: The Living Planet. Take charge of an entire planet from its birth until its death—10 billion years later. In this incredible computer simulation game, you can take over existing planets or create new, randomly generated worlds. You have control over volcanoes, earthquakes, meteors and other natural (and unnatural) powers to reshape your planet. You can influence the evolution of life forms and put various levels of civilization where you want them, guiding intelligent species through the trials of war, pollution, famine, disease and global warming. Steer life from its inception as single-celled microbes to a civilization that can reach for the stars. **For Macintosh computers, minimum of 1 Meg RAM, imagewriter and lasewriter option,** \$69.95. **SimEarth**



A Kid's First Book of Birdwatching, by Scott Weidensaul. Birdwatching is a hobby everyone can enjoy. **A Kid's First Book of Birdwatching** introduces children ages 8 and up to the thrill of identifying local birds by sight and sound. It is a handy guide filled with intriguing facts, identification tips, color photographs and distribution maps. The accompanying bird song cassette helps children identify birds by their songs. A great way to launch a lifetime of birdwatching fun! 1990, 64 pages, 8¾" x 11¼", hardcover, \$17.95. **KidBirdwatchCH**

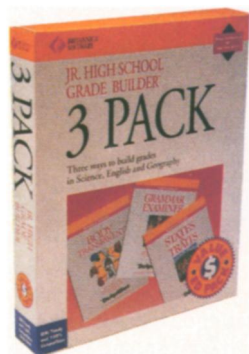
Grow Your Own Trees: A Book & Seeds, by Tony Secuda and John Dyson. Planting trees is one way to help regenerate forest cover and ensure a healthy planet. **Grow Your Own Trees** contains all the information you'll need to germinate and nurture a wide range of tree species; the seed packet contains approximately 40 seeds for ten different tree species that are easy to germinate and can be successfully grown in many areas in North America. Provides clear, concise growing instructions and botanical and historical information on each tree. 1991, 47 pages and seed packet, 5" x 10", paperback, \$12.95. **GrowOwnTrees**



SCIENCE TIME

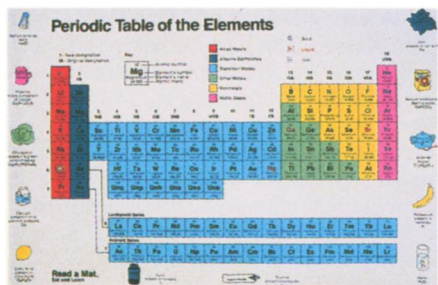


Blocks and Marbles are perfect for classroom, playroom, living room or even office fun. This set of 45 beautifully crafted hardwood blocks and ten glass marbles has millions of different maze combinations that will fascinate and inspire adults as well as children. A Parents' Choice Gold Seal Award Winner, this durable toy exercises creativity and helps develop problem-solving and visualization skills. *Recommended for ages 4 to adult. \$49.95. BlocksMarble*

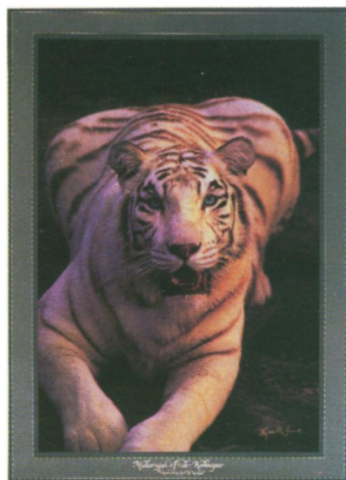


An easy way to build grades in science, english and geography! This **software three-pack** is both a fun study aid and a trio of challenging computer games. "The Body Transpa-

rent" asks you to move bones and other body parts to their correct locations and specify what functions different organs perform. You can choose the male or female body and set a difficulty level. *For one or two players.* In "Grammar Examiner", you start as a cub reporter and work your way up to editor-in-chief by solving hundreds of grammar problems, including punctuation, subject-verb agreement and more. *For one to four players.* On the "States & Traits" cross-country tour, you will learn locations, capitals and landmarks of each state as well as their key attributes. And you can add in your own questions if your homework covers something the software skipped. *For one or two players. Runs on IBM/Tandy or 100% compatible computers; requires two 5.25" floppy drives (or a hard drive), 256K RAM memory and a CGA graphics card. Recommended for ages 9 and up. \$29.95. JrHiBld3Pack*



Encourage stimulating dinner conversation with these colorful **periodic table place-mats**. Learn the original composition of sugar and pepper and what elements are found in bananas, milk and spinach. Food science is a fun way to introduce chemistry to the whole family. *Set of four durable and washable vinyl placemats, 11 1/4" x 17 1/2", \$12.00. PImatPeriod*



Brighten a cat lover's day with this spectacular poster. Staring out with the mesmerizing magnificence characteristic of the kingdom of great cats, this blue-eyed, white Bengal tiger was immortalized by the same photographer who did our best-selling Butterfly Alphabet poster. *17 1/2" x 24", \$10.00. TigerPoster*



Show the world that you're an Escher fan! This eye-catching T-shirt features his famous image "3 Spheres and Spirals" printed in white on a black, 100% preshrunk cotton shirt. Image appears on front only. *Available in L or XL only, \$13.00. EschTShirt*

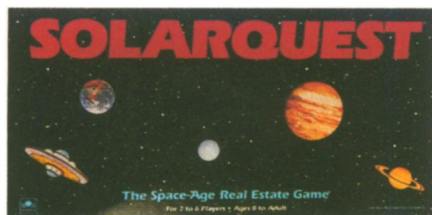


Fractal Greeting Cards. A set of 12 blank cards—six designs from the 1992 Fractal Cosmos Calendar (see page 2) and six from the 1991 calendar—are perfect all-occasion cards for your science-, mathematics-, computer- or art-minded friends. Judging from the popularity of the calendar, these computer-generated images of chaos and order will be best-sellers. *12 cards with white envelopes, \$16.95. FractCards92*



A butterfly lover's dream! The **Butterfly Alphabet** poster reveals the English alphabet and Arabic numerals hidden in the fragile beauty of butterfly wings. The spectacular full-color poster is 18" x 24", printed on heavyweight stock and suitable for framing. We'll include a reprint of a SCIENCE NEWS article (June 16, 1990) describing the poster's origin. *\$10.00. ButAlphPost*

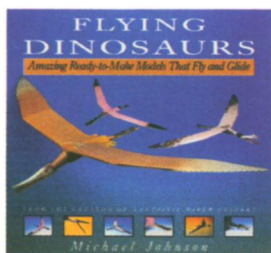
OTHER IDEAS



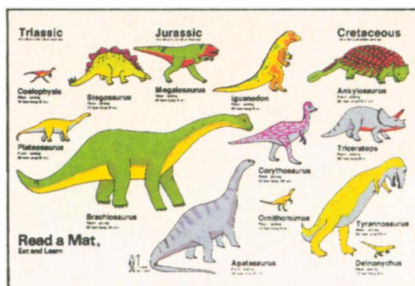
Solarquest. Your mission as an interplanetary real estate magnate is to acquire property (moons and planets), charge rent and build monopolies within planetary systems. Along the way you have to monitor your fuel supply or risk being stranded in space. *Recommended for ages 8 and up. \$16.95.*

Solarquest

Flying Dinosaurs: Amazing Ready-to-Make Models that Fly and Glide, by Michael Johnson. Hundreds of millions of years ago,



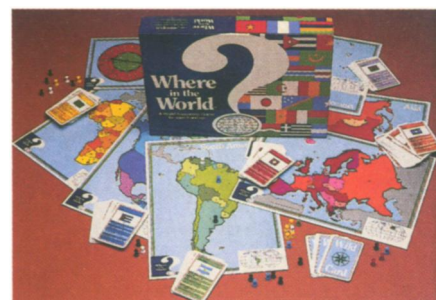
when dinosaurs walked the Earth, there also existed great prehistoric beasts called pterosaurs, which could fly or glide. Now you can make these extraordinary creatures fly again. Here is almost everything you need to construct eight colorful and thrillingly lifelike flying model pterosaurs—from the pterodactyl to the dimorphodon. 1990, approx. 80 pages, 11¼" x 10¼", paperback, \$14.95. **FlyDinos**



Set your table with these unique **dinosaur placemats**. Iguanodon, Stegosaurus and Triceratops are good company at any meal or in the playroom. Set of four durable and washable vinyl placemats. 11¼" x 17½", \$12.00. **PlmatDino**



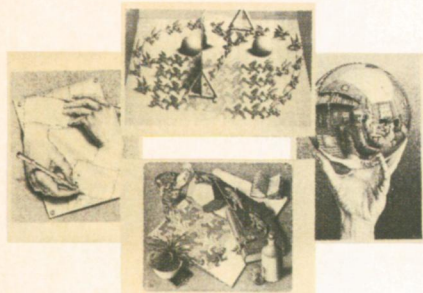
Christmas Tree Mug. When the Season's Greetings mug is cold, the forest-green tree is undecorated, but when you add hot liquid, the tree comes to life with red, blue, white and gold balls. Chemistry under the Christmas tree—a great stocking stuffer! 12-ounce mug is beige. \$7.00. **HMug**



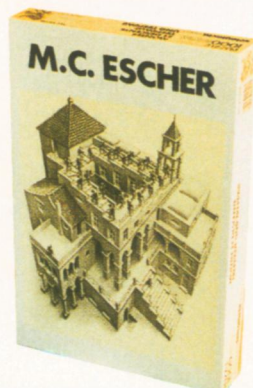
Where in the World? Includes instructions for games at four different challenge levels. Novices and experts can play together and both be challenged. Acquaints game players with geographical locations of as well as cultural and economic information about all the countries of the world. *Recommended for ages 8 and up. \$34.95.* **WhereWorld**



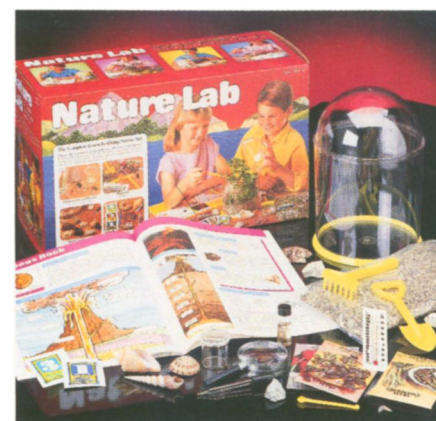
Fuel of the Future Science Kit. Have fun learning the principles of electrochemistry (atoms, electricity, batteries, acids and bases, magnetism, color and light and more!). This 104-piece kit comes with a fully illustrated activity book jam-packed with more than 100 experiments. An excellent—and fun—reusable learning tool for students and hobbyists. *Recommended for ages 12 and up. \$29.95.* **FuelFutKit**



Challenge a friend with Escher's impossible yet mathematically precise alternate worlds. These all-occasion **M.C. Escher greeting cards** illustrate Escher's surreal representations of space and perspective with some of his famous images. Blank inside. Boxed set includes 20 cards (5 each of 4 designs) with envelopes, \$12.95. **CardsEscher**



This 1,000-piece **M.C. Escher jigsaw puzzle**, with its skewed perspective and blended shades of gray, may soon have you doubting your own sanity, and will certainly challenge your patience! The image is Escher's well-known work "Ascending and Descending." Assembled size 24" x 20", \$24.95. **PuzEscher**



The Nature Lab. Explore animal life, geology, plant life and marine biology with more than 50 fascinating activities and experiments. *Nature Lab* includes a specially designed observation lab, fossils, rocks, minerals, sea monkeys, seashells, seeds, planting soil, dioramas, magnifying insect viewer, a full-color, step-by-step, 32-page activity book and much more. *Recommended for ages 9 and up. \$39.95.* **NatLab**