FNCF NFVS BOOKS



In A MOOD APART, Peter Whybrow examines mood disorder as "an affliction of the self" by exploring the human experience of manic-depressive illness

and rediscovering the person behind the diagnosis.

Whybrow teaches us that we live our lives by systems of regulation and control-a process he calls "emotional homeostasis." The primary goal of treatment, using a combination of psychopharmacology and talk therapy, is to restore to the patient a new understanding of and healthy mastery over

mood disorders, a recovery of the self. 1997, 363 pages, hardcover \$24.00 MoodApartH

THE PINBALL EFFECT takes the reader on many different jour-

neys through the web of knowledge. Knowledge, it turns out, has many unforeseen and surprising effects. Books, for instance, owe their existence to German jeweler Johannes Gutenberg's getting the date wrong one day in the 15th century. Renaissance water gardens made the carburetor possible

James Burke draws upon years of research to examine the intrigues and surprises on the journey through knowledge. The larger picture that emerges has farreaching and important implications for the future, revealing why the fundamental mechanism of change is the way

things come together and connect. The result is a fascinating tour through history's most dramatic innovations.

1996, 310 pages, hardcover, \$23.95 PinballEffH

MEMORY MADNESS

Daytime Phone: (____)_used only for problems with order

This is it! The category game that really jogs your memory. Players alternate, each giving a word or phrase that fits one of over 1,000 categories. But be careful: If you are caught repeating an answer, or cannot remember any more answers, or the category is depleted, you lose valuable points. How many twolegged animals, fruits, female vocalists, or dwarves of the famous seven can you recall quickly? Recommended for age 12 and up. Includes 500 two-sided category cards and scoreboard with markers. \$26.95 MemMadness

EARTHSEARCH is an innovative and exciting book that provides a hands-on approach to geography. Learn about the mundane places on Earth, such as the local dump and what fills it, extraordinary places like Mount St. Helen's and why it erupts, and faraway places like East Africa and what people eat there. The games and puzzles are meant to be played as you explore everything from the tip of your nose out. Recommended for age 8 and up. 1994, 109 pages, hardcover

\$19.95 Earthsearch

BRIAN FAGAN

TIME

DETECTIVES

Grab your (key)board and catch the computer wave with this user-friendly, jam-packed guide and activity book. ONLINE KIDS will get you wired with complete information on the coolest sites online. Where else can you go to talk

hoops with Michael Jordan, E-mail the president, travel to ancient civilizations, or get help with your science homework from a real scientist? 1996, 282 pages, paperback

\$14.95 OnlineKids

NATIONAL GEOGRAPHIC TREASURES OF ANCIENT **CULTURES CURIOSITY KIT**

Junior anthropologists can step back in

time to discover the great civilizations throughout history. To experience the arts and symbols of each culture, children paint an Egyptian

ushabti statue, decorate an Aztec shield, shape an Anasazi pot, and tile a Roman mosaic.

Recommended for age 9 and up

\$19.95 AncCultKit



In TIME DETECTIVES, Brian Fagan takes readers around the

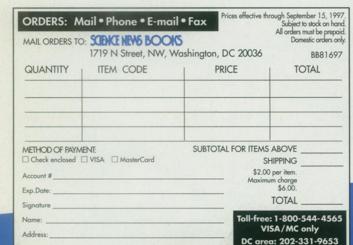
world and through more than 15,000 years of human history, to the sites of some of the most breathtaking and significant finds of recent years. He details:

 How examination of the site of a bison hunt shed light on the life of the Plains Indians

What the excavation of the earliest Bronze Age shipwreck taught scientists and his-

> torians about trade in the eastern Mediterranean

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