

# SCIENCE NEWS BOOKS

## Holiday Gift Collection 1995



**CAPSELA  
VOICE  
COMMAND™  
3000**

Create your very own voice controlled vehicles! The Voice Command™ 3000 features a voice module with a built-in microphone and encoding system that responds to seven verbal commands. Build a variety of snap-together plastic motorized vehicles. Voice command controls the motion, sound effects, and flashing LED lights. The hands-on, minds-on system makes science visible, understandable, and fun.

Recommended for age 7 and up.  
Includes 50 interlocking parts. Requires four AA batteries, not included.

**\$79.95 Capsela3000**

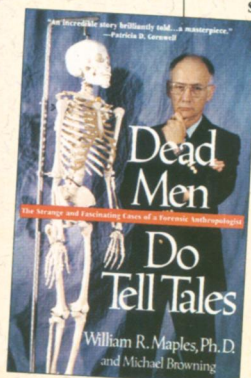
### DEAD MEN DO TELL TALES

The Strange and Fascinating Cases of a Forensic Anthropologist

by William R. Maples and Michael Browning

From a skeleton, a skull, a mere fragment of burnt thighbone, William Maples can deduce the age, sex, and ethnic background of a corpse and the manner in which the victim was dispatched—a gift that has sealed the doom of many killers. In this riveting book, Maples revisits his strangest and most interesting investigations of skeletons, ranging from the family of Czar Nicholas II to Vietnam MIAs to conquistador Francisco Pizarro.

1995, 292 pages,  
6 1/2" x 9 1/4", paperback  
**\$12.95 DeadMenTales**



### PAVLOV'S TROUT

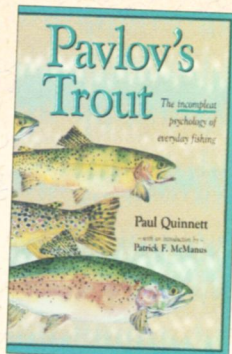
The Incomplete Psychology of Everyday Fishing

by Paul Quinnett

An angler all his life and a psychologist for the past 25 fishing seasons, Paul Quinnett examines the mysteries of sport fishing through the microscope of modern psychology. Anyone who has enjoyed the pleasures of fishing—or merely wondered at the almost primal appeal of the sport—will find *Pavlov's Trout* both illuminating and entertaining.

1994, 211 pages, 5 1/2" x 8 1/2", paperback

**\$12.95 PavlovsTrout**



### ZOMETOOL 3

Zometool 3 takes you to deep hyperspace at warp speed! Build everything from a "squashed" virus to a mathematically correct shadow of the 4-D hypercube! Domes, bridges, pyramids, stars, fractals, and crystals are just a sampling of the limitless possibilities of this toy used by leading scientists around the

world but designed for children. Clear, concise instructions introduce you to the wide realm of Zometool's structural potential.

Recommended for age 6 and up.  
Includes 121 parts, including 25 connectors, 48 blue struts, 30 yellow struts, and 18 red struts.

**\$34.95 Zometool3**

### SCHRÖDINGER'S KITTENS AND THE SEARCH FOR REALITY

Solving the Quantum Mysteries

by John Gribbin

Richard Feynman once said that "nobody understands quantum theory." Now John Gribbin presents exciting new evidence about the nature of light that pulls together quantum theory and relativity theory into a coherent explanation of reality—solving the quantum mysteries. The practical applications raise the serious possibility that quantum theory could eventually be used to develop a Star Trek-style teleportation machine among other exciting new things.

1995, 261 pages,  
6 1/4" x 9 1/2", hardcover

**\$23.95 SchrodKittH**



### MOVING ELEPHANT MASK

Celebrate the wild with this fantastic moving elephant mask! Pull the string and the trunk curls up. It's made of a durable foam construction and has an adjustable velcro strap to fit any size head. Great for imaginative playtime. Recipient of the Best Toy Award from the *Oppenheim Toy Portfolio* in 1994.

Includes an elephant fact sheet.

**\$19.95  
ElephMask**

See Caiman Mask on page 9.



Order by phone for faster service!  
**1-800-544-4565**  
(Visa or MasterCard only)  
In D.C. area call: 202-331-9653



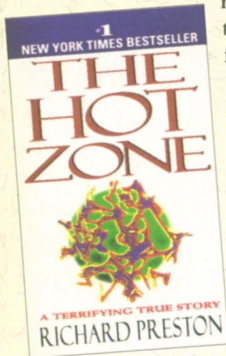


**THE HOT ZONE**

by Richard Preston

The virus kills nine out of ten of its victims so quickly that even biohazard experts are terrified. In the winter of 1989, it took an Army research facility outside Washington, D.C., by storm and required a SWAT team and scientists to quell the outbreak. This hair-raising account of the appearance of a rare and lethal virus details the travel of such viruses from remote jungle caves to this chilling occurrence in Northern Virginia.

1994, 300 pages, 4 1/8" x 6 7/8", paperback \$6.99 HotZone



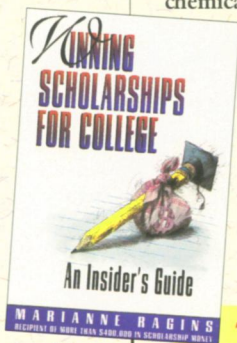
**WINNING SCHOLARSHIPS FOR COLLEGE**

An Insider's Guide

by Marianne Ragins

As a recipient of more than \$400,000 in scholarship funds, Marianne Ragins proves that it's not always the students with the best grades or SAT scores who win scholarships. For the benefit of students of all ages and in many situations, this guide outlines where to search for funds and how to proceed step by step through the application process.

1994, 158 pages, 5 1/2" x 8 1/4", paperback \$10.95 WinScholColl



**THE SURGERY BOOK**

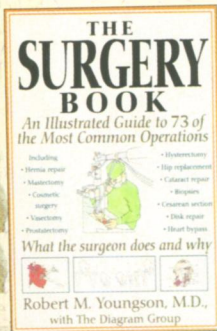
An Illustrated Guide to 73 of the Most Common Operations

by Robert M. Youngson

Dependable and comprehensive, this sourcebook explains the necessity, goals, procedures, lengths, and side effects of the most common operations, from the removal of warts to liver transplants. Robert Youngson also dissects diagnostic and surgical

tests, including angiography, ultrasound, MRI scans, and biopsies, and uses step-by-step illustrations to provide clear answers to common questions.

1993, 448 pages, 6 1/2" x 9 1/2", hardcover \$27.95 SurgeryBookH

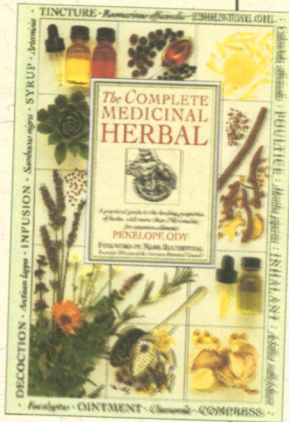


**THE COMPLETE MEDICINAL HERBAL**

by Penelope Ody

This beautiful photographic survey of more than 120 medicinal herbs describes their therapeutic properties and their historical uses. All the parts of the plant that can be used medicinally are shown, and methods of preparing herbal remedies for more than 250 ailments are specified. Each entry details the plant's chemical constituents, its actions, and its therapeutic applications—from exotic *ma huang*, used in China to treat asthma, to cabbage, proven effective in treating stomach ulcers.

1993, 192 pages, 8" x 11 1/4", hardcover \$29.95 ComMedHerbH



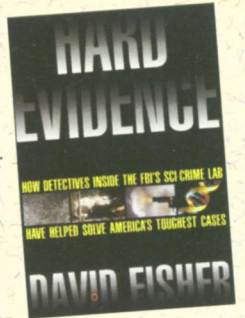
**HARD EVIDENCE**

How Detectives Inside the FBI's Sci-Crime Lab Have Helped Solve America's Toughest Cases

by David Fisher

For the first time, you can see how agents found the World Trade Center bombers, used almost invisible green specks to find the woman who put cyanide in Excedrin, and convicted an accused killer in Atlanta with hair and fibers. Told by the agents themselves, this gripping and fascinating account of the high-tech procedures used in the FBI's sci-crime lab shows how agents are able to foil virtually every "perfect crime."

1995, 316 pages, 6 1/4" x 9 1/4", hardcover \$23.00 HardEvidH



**THE MOTHER TONGUE**

English and How It Got That Way

by Bill Bryson

This engaging jaunt through the quirks and byways of the world's most important and baffling language covers the entire history of language, from the crude murmurings of Neandertal 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.

1990, 270 pages, 5 1/4" x 8", paperback \$12.00 MotherTongue

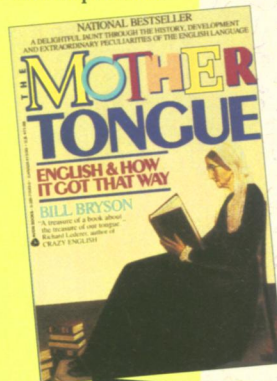
Now available—Bryson's newest release

**MADE IN AMERICA**

An Informal History of the English Language in the United States

Focusing on American English and history, Bryson tells how Hollywood and Chevrolet were named, why Americans drive on the right side of the road, and how a lonesome hamburger stand on Route 66 provided the inspiration for McDonald's, among other anecdotes about how Americans express themselves.

1994, 417 pages, 6 1/4" x 9 1/2", hardcover \$23.00 MadeAmericaH

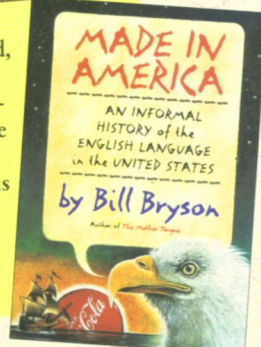
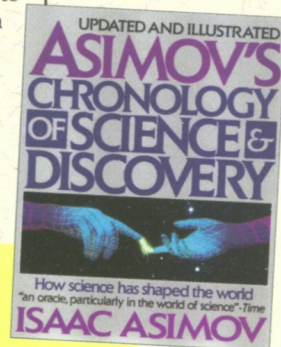


**ASIMOV'S CHRONOLOGY OF SCIENCE & DISCOVERY**

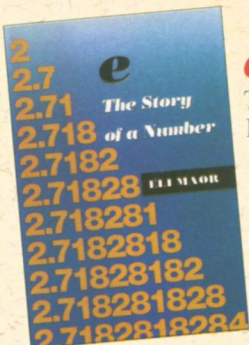
by Isaac Asimov

Illustrated and updated from Asimov's original work by the publisher, this remarkably comprehensive posthumous volume covers the significant events of science from 4 million B.C. to the present. Writing in the simple, everyday language for which Asimov was so well known, he documents and explains the discovery of fire, the planets, and viruses and how steamboats, telescopes, and spaceships were invented. In the process, he recreates the enthusiasm human beings have had for science through the ages.

1994, 790 pages, 7 1/2" x 9 1/2", hardcover \$35.00 ChronSciDisH







**e**  
The Story of a Number

by Eli Maor

Although not as widely known as its close relative  $\pi$ , the number  $e$  has played a central role in mathematics.

Maor describes  $e$  from a historical as well as a mathematical perspective, bringing to life the story of many of the founders of calculus. In addition, he shows how a single number can tie together many different aspects of mathematics—from the principle of compound interest to the art of M.C. Escher.

1994, 223 pages, 6 1/4" x 9 1/2", hardcover  
**\$24.95 eH**

**RAPID MATH TRICKS AND TIPS**

30 Days to Number Power

by Edward H. Julius

Learn how to whiz through common—and some not-so-common—math problems without a calculator. In fact, with the fun, easy-to-learn techniques in this book you'll be able to master arithmetic problems—often in less time than it takes to use a calculator! Figure out the tip in a restaurant in a flash. Tabulate the total in the supermarket checkout line faster than the cash register. A 30-day program for building skills, as well as more than 2,000 sample and practice problems in multiplication, division, addition, and subtraction are included.

1992, 229 pages, 7" x 10", paperback  
**\$14.95 RapidMathTip**

**MATHEMATICS CALENDARS 1996**

Each day offers a new problem—mathematical, of course—and the solutions correspond to the date. Adults can sharpen their skills and children can enrich their abilities. Monthly topics in this year's adult calendar include the Pythagorean theorem and the relationship between mathematics and cubist art. Children learn about palindromes and the geometry of nature and more.

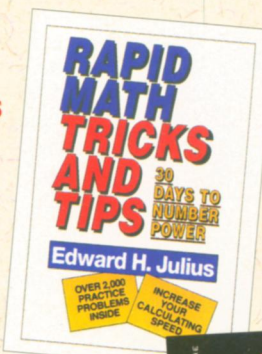
12" x 18"

**\$9.95 MathCal96**

Recommended for ages 6–12

11" x 17"

**\$9.95 ChildCal96**



**CASIO FLIP-TOP DATA BANK WATCH**

Never lose another telephone number! This attractive watch features a three-hand analog face to tell time. And, look what's underneath: a calculator and data bank capable of storing 50 telephone numbers. The watch's face is so slim that no one but you will know that the data bank is there.

**\$59.95 WatchFlipTop**

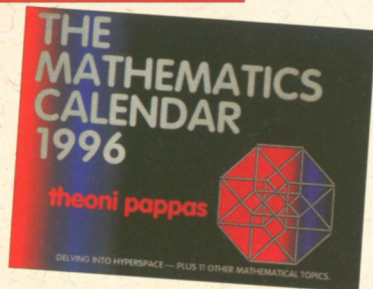
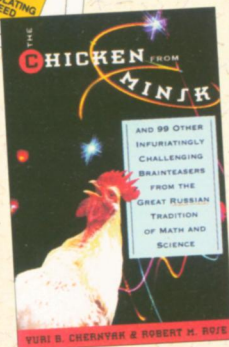
**THE CHICKEN FROM MINSK**

by Yuri B. Chernyak and Robert M. Rose

Now brainteaser buffs can test their wits with this assortment of mathematical and scientific problems that have kept the best Russian students biting their pencils since the days of the czars. Different than SAT-type questions, these problems focus more on how to think rather than what to think. Some puzzles are easy, but tricky; others are excruciatingly hard. Clues and complete answers are included for the stymied.

1995, 191 pages, 5 1/4" x 8", paperback

**\$10.00 ChickenMinsk**



**PLANET DEXTER'S MONEY MADNESS AND CALCULATOR MANIA**

Zany, colorful characters and situations that only a child could appreciate help to impart lessons about counting and numbers in these Planet Dexter Books. Specifically, *Money Madness* is intended to help kids develop a variety of skills—such as simple coin recognition—while providing a unique opportunity to understand key mathematical functions such as probability, addition, subtraction, multiplication, and division. A dollar's worth of small change comes with every book. *Calculator Mania* teaches how to use a calculator through tricks, games, word and numerical problems, and numerical oddities. A battery-operated Planet Dexter calculator comes with each book.

Both books recommended for ages 8–12.  
1995, 64 pages, 9 1/4" x 9 1/4", paperback

**\$14.95 MoneyMad**

**\$14.95 CacMania**

Or buy both, only

**\$26.95**

**SetMonMania**

**MATH SMART<sup>®</sup>**

Have fun with this computing game learning the four mathematical operations: addition, subtraction,

multiplication, and division. Math Smart<sup>®</sup> plays like dominoes only in this game you match incomplete equations with the appropriate answer. Divided into two parts, each card contains an equation on the right and an answer to a different equation on the left. Play alone or in groups.

Recommended for age 5 and up.

**\$19.95 MathSmart**





**MATH IN A BAG™**

Designed by early learning experts, Math in a Bag™ provides a playful setting that encourages children to develop early calculation skills. Colorful rods inspire youngsters to explore sequences, ratios, addition, and multiplication through games and puzzles that use building activities as their base. The imaginatively illustrated, full-color booklet offers fun-filled activities with read-along instructions and parent notes. The set also includes a video featuring fantastic puppets that demonstrate basic play strategies.

*Recommended for ages 4-8. Includes booklet, 36 Cuisenaire rods, video, and nylon storage bag.*  
**\$27.95 MathBag**

**200% OF NOTHING**

An Eye-Opening Tour through the Twists and Turns of Math Abuse and Innumeracy

*by A.K. Dewdney*

This delightfully witty excursion unveils the vast array of ways in which numbers are twisted and statistics are turned in order to fool the public. Schemes used by advertisers, politicians, stockbrokers, car dealers, and just about anybody who tries to impress people with numbers are exposed. Find out why we should be skeptical of four out of five dentists surveyed and when financing through a car dealer is not the best method.

*1993, 182 pages, 6 1/4" x 9 1/4", hardcover*  
**\$22.95 200PerNothH**

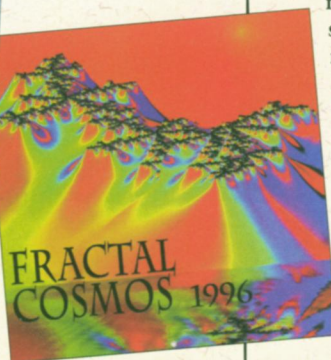
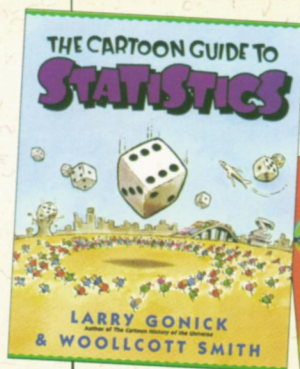


**THE CARTOON GUIDE TO STATISTICS**

*by Larry Gonick and Woollcott Smith*

If you have ever looked for P-values by shopping at P Mart or tried to watch the Bernoulli trials on Court TV, then you need *The Cartoon Guide to Statistics* to put you on the road to statistical literacy. The central ideas of modern statistics are explained in simple, even funny illustrations. Never again will you order the Poisson distribution in a French restaurant.

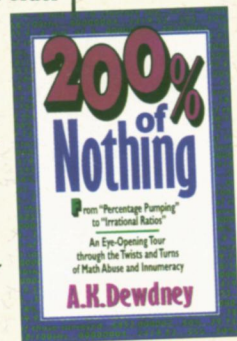
*1993, 230 pages, 7 1/2" x 9 1/4", paperback*  
**\$14.00 CartoonStats**



**FRACTAL COSMOS CALENDAR 1996**

An all new edition of this perennial favorite features 12 glorious fractal images—works of art produced from the union of simple mathematical formulas and modern computer technology.

*11 1/4" x 22 1/2"*  
**\$11.95 FractalCal96**



**TRIOLOGY**

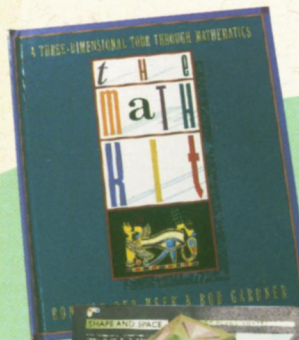
Triology is played like rummy, but that's where the similarity ends and a new level of fun and challenge begins. Players get points by quickly making and laying out SETs. A SET consists of three cards, every feature of which is either the same or different on all three. SETs can be stolen or broken up by your opponent, and they are harder to make than it may seem. The first player to get 100 points wins. Age is no advantage here, so beware of the younger generation.

*Recommended for age 8 and up. Includes 111 playing cards, 10 chips, nine card caddies, and two three-minute timers.*  
**\$17.95 Triology**

**TESSEL-GRAMS™**

With just two different types of triangular foam rubber pieces, this puzzle combines the fascination and beauty of periodic geometric patterns (tessellations) with tangram-like problem solving. Tessel-grams™ appeals to both the mathematically and artistically inclined of all ages.

*Includes 152 pieces and design instructions.*  
**\$10.95 Tesselgrams**

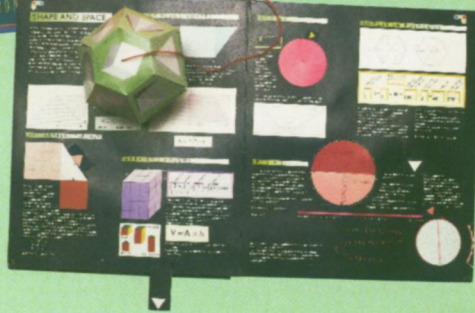


**THE MATH KIT**

*by Ron Van der Meer and Bob Gardner*

An extraordinary collection of pop-ups, interactive mechanics, pullouts, and more, *The Math Kit* is an exploration of the beauty, the power—and the fun—of mathematics. Covering a remarkable breadth of mathematical subjects—arithmetic to plane geometry to trigonometry and simple calculus—this kit is for everyone, from the mathematically challenged to the prodigy. Inside, you will find a calculator for solving simultaneous equations; 3-D models of the Pythagorean theorem and solid polygons; and pullouts for explaining Cartesian coordinates, as well as many games, facts, and a glossary.

*1994, 13 pages plus a 36 page glossary, 10 1/4" x 11 1/4", hardcover*  
**\$35.00 MathKitH**





## PANGAEA MUG

Your favorite mug is back! This "magic" mug is the perfect gift for every coffee, tea, or cocoa drinker on Earth! Watch the ancient supercontinent Pangaea turn into the continents we know today just by adding hot liquid. When the mug cools off, the supercontinent reappears. SCIENCE NEWS is printed in brown on the reverse side of the mug.

11-ounce ceramic mug.

\$7.00 PMug

Or, get a set of four only \$25.00 SetPMug



## SMITHSONIAN TIMELINES OF THE ANCIENT WORLD

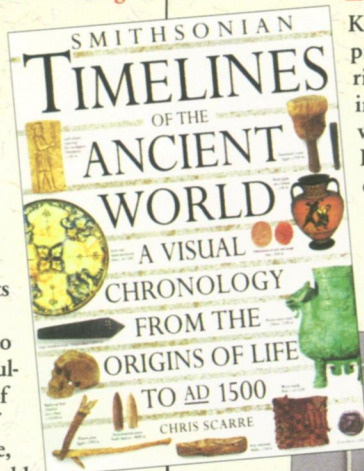
A Visual Chronology from the Origins of Life to AD 1500

by Chris Scarre

These visually arresting charts trace the unfolding of the human story and allow you to see what was happening simultaneously in different parts of the world. From the dawn of prehistory to the Renaissance, look up any region of the world at any period and discover what people ate and their methods of gathering and growing food. Learn how local materials were exploited to construct shelters and make monumental inventions, plus much more.

1993, 256 pages, 10 1/2" x 14 1/2", hardcover

\$49.95 TimeAncWrldH



## KOKOPELLI EARRINGS

Known to bring joy and prosperity, these earrings depict Kokopelli in stunning sterling silver. The story of Kokopelli's origins comes with each pair.

For pierced ears. Sterling silver ornament and books. 1 1/4" tall.

\$24.95 KokoEarrings



## KOKOPELLI

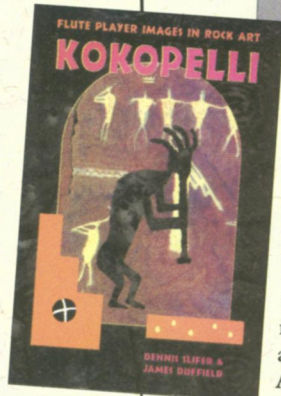
Flute Player Images in Rock Art

by Dennis Slifer and James Duffield

Fertility symbol, rain priest, roving minstrel and trader, hunting magician, and trickster, Kokopelli has been a sacred figure to Native Americans since prehistoric times. The mysterious humpbacked flute player was painted and carved on rock walls and boulders of the Southwest from the time of the Anasazi to the 1700s. Descriptions, locations, and pictures of more than 300 rock art portraits grace these pages and are enhanced by a rich sampling of Native American myths and stories about Kokopelli.

1994, 199 pages, 6" x 9", paperback

\$14.95 Kokopelli



## ROCK ART PAINTING KIT

Create your very own petroglyphs or duplicate the language of the Anasazi on rocks, stones, and slate. The field guide reviews the history of rock art in North America, then illustrates some of the most prevalent ancient images and their supposed meanings. A discussion about how materials for petro-

glyphs were obtained 4,000 years ago is followed by instructions on how to create your own art with the enclosed pigments and brush.

Kit includes field guide, natural nontoxic pigments, and a brush and stick tool. (Rocks and slate shown, not included.)

\$14.50 RockArtKit



## A FIELD MANUAL FOR THE AMATEUR GEOLOGIST

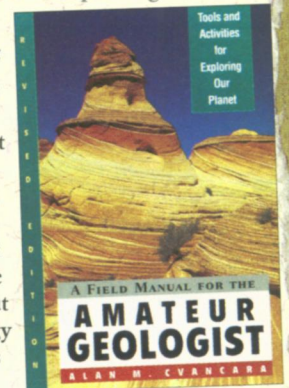
Tools and Activities for Exploring Our Planet

by Alan M. Cavanaugh

This fascinating guide is an important resource you will want to have with you on any outdoor vacation, nature walk, or rock-hunting expedition. It describes not only the science of geology, but also how to do geology in the field. Beginners will learn to identify landforms, minerals, rocks, and fossils, and they will experience firsthand all the excitement of geological discovery. More experienced rockhounds will find the mineral and landform keys easy to use and the chapters on exploring the geology of North America and lists of geological surveys compelling.

1995, 335 pages, 5 1/4" x 7 3/4", paperback

\$14.95 AmateurGeol



## THE MAN IN THE ICE

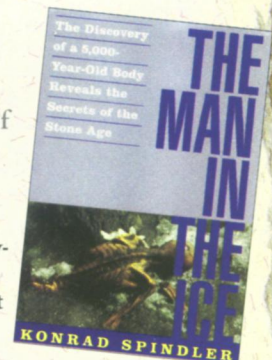
The Discovery of a 5,000-Year-Old Body Reveals the Secrets of the Stone Age

by Konrad Spindler

In 1991, the world was electrified by the discovery of the body of a Neolithic hunter almost perfectly preserved in a glacier for 5,300 years. Spindler led the team investigating the remains and tells what they found; what can now be assumed about the Stone Age way of life from this man's tools, bones, hair, and teeth; and perhaps how this man died.

1994, 304 pages, 6" x 9", hardcover

\$25.00 ManIceH



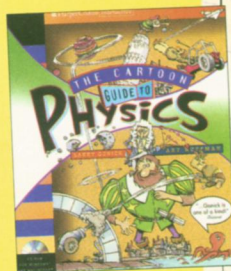
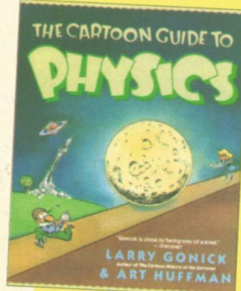


### THE CARTOON GUIDE TO PHYSICS

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, then you need *The Cartoon Guide to Physics*. Using clear and simple illustrations, the authors explain the principles of mechanics, electricity, and magnetism.

1991 (rev. ed.), 212 pages, 7 1/2" x 9 1/4", paperback  
**\$13.00 CartoonPhys**



### THE CARTOON GUIDE TO PHYSICS ON CD-ROM

*The Cartoon Guide to Physics* comes to life! For anyone with a passing interest in physics or with an interest in passing physics, this animated, interactive CD-Rom is for you.

Compatible with both Macintosh® and Windows™. Requirements for Macintosh® are a 25-MHz 68030 processor, System 7, 8MB RAM, 13" 256-color monitor, double-speed CD-Rom drive, and mouse. Windows™ 3.1 users need a 486/33 PC or compatible with hard disk drive, 8MB RAM, 5MB free hard disk space, 256-color or higher graphics card, 14" SVGA monitor, double speed CD-Rom drive, MPC compatible sound card and speakers, and a mouse.

**\$39.95 CartPhysCD**

### MAGNETWORKS

Say what you will—kids are attracted to magnets. Now they can exercise their magnetic curiosity with the help of this army knife-like storage unit full of magnet fun. Housing three pairs of powerful magnets, three vials filled with more than 20 "attractive" play elements, and a user's guide, Magnetworks also has a handy belt ring for traveling.

Recommended for age 8 and up. Includes six magnets; three vials with steel balls, iron filings, and shiny steel rods; a storage pouch; a vertical stand for ring magnets; and a user guide.

**\$10.50 MagnetWorks**



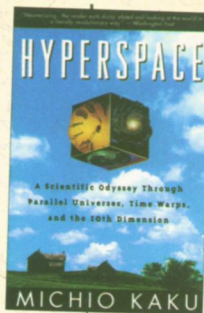
### HYPERSPACE

A Scientific Odyssey Through Parallel Universes, Time Warps, and the 10th Dimension

by Michio Kaku

The theory of hyperspace (higher-dimensional space)—and its newest wrinkle, superstring theory—stands at the center of the most modern work in physics, and its breakthroughs are rocking the physics establishment. Written for the lay reader, Kaku's book paints a vivid portrait of research in the tenth dimension, time warps, black holes, and multiple universes, which may answer some of the most intriguing and fundamental questions about the origins of the universe.

1995, 359 pages, 6" x 9 1/4", paperback  
**\$14.95 Hyperspace**

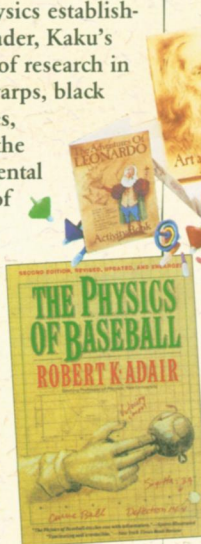


### THE PHYSICS OF BASEBALL

by Robert K. Adair

In 1987, Adair was named "Physicist to the National League" by the late baseball commissioner Bart Giamatti. This edition is expanded and revised from Adair's earlier book, which he wrote about the report he prepared for Giamatti on the elements of baseball that can be described quantitatively. The book reveals such facts as: to hit a ball a maximum distance, the trajectory off the bat should have a 35° angle; there is no such thing in baseball as a rising fastball; and a 400-foot home run will go about six feet farther for every one-inch drop in the barometer.

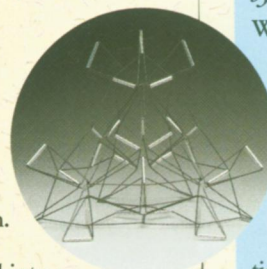
1994, 142 pages, 5 1/4" x 8", paperback  
**\$11.00 PhysBaseball**



### VECTORSPHERE

This geometric kaleidoscope for the hands consists of an intriguing, transformable assembly that models wave motion. Precisely built, the Vectorsphere will expand into a cuboctahedron and collapse into a cube. It can even be disconnected at two joints, folded inside out, and reconnected to form an entirely new transformable object, or completely disassembled and reassembled into various other configurations including chains of linked tetrahedrons.

Recommended for age 10 and up. Comes preassembled from 98 precision-formed, high-carbon steel wires and 36 aluminum tubes.  
**\$29.95 Vectorsphere**



### DOODLETOP ART AND SCIENCE CREATIVITY SET

DoodleTop is a gyroscope for the artist. Following the forces of nature, this spinning, drawing top, with interchangeable colored pens, creates incredible patterns and amazing works of art. In the accompanying

*Adventures of Leonardo* activity book, history's master of art and science introduces some artists and scientists of the ages who reveal their fantastic discoveries and outline a variety of activities children can do with their DoodleTops. DoodleTop ink is washable and nontoxic.

Recommended for age 5 and up. Includes four DoodleTops, eight pens, optical illusion and blank disks, 40 sheets of recycled paper, and the activity book.  
**\$19.95 DoodleTop**



### SCIENCE FOR FUN BOOKS

by Gary Gibson

Written to introduce young children to basic scientific concepts through experimentation, these books guide children in analyzing experiment results. After each outlined experiment, ideas for further activities that reinforce their understanding of the principles are outlined. Enhanced by colorful illustrations, photos, and diagrams, each of the four titles—*Light and Color*, *Hearing Sounds*, *Playing with Magnets*, and *Making Things Float and Sink*—is sure to excite any child about the primary world of science.

Recommended for ages 7–10.  
 1994, 32 pages, 8 1/2" x 10 1/4", paperback  
**\$4.95 SciLightProj \$4.95 SciHearProj**  
**\$4.95 SciMagnProj \$4.95 SciFloatProj**  
**Get all four only \$16.95 SetEasyProj**

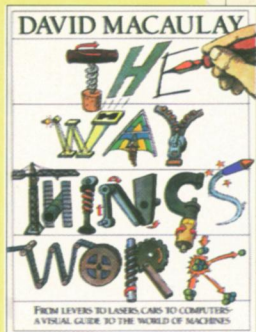




**THE WAY THINGS WORK**

by David Macaulay

Discover how hundreds of machines and devices—holograms, hang gliders, airliners, telephones, parking meters, robots, televisions, can openers, and compact discs—work. And, find out the scientific principles behind each one. Macaulay not only demonstrates how machines do what they do—from the simplest lever to the most sophisticated computer—he also shows how the concept underlying one invention is linked to the concept underlying another.



1988, 384 pages, 11 1/4" x 8 3/4", hardcover  
**\$29.95 WayThingsH**

Now available—

**THE WAY THINGS WORK ON CD-ROM**

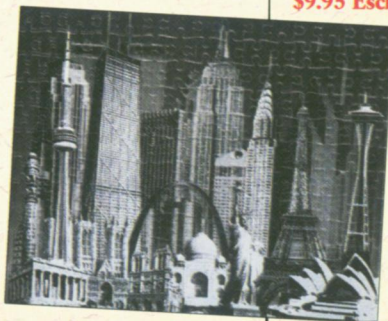
This highly rated multimedia masterpiece describes 200 machines in detail and gives a Who's Who of Inventors on more than 1,500 screens and pop-up windows. More than 280 animations and 20 humorous Mammoth Movies starring the book's famous woolly mammoth, truly bring the material to life.

Available for Windows 3.1 or Mac format. Requires a computer with at least 4 MB RAM, 8- or 16-bit sound card, standard speed CD-ROM drive, SVGA (256 color), and 640 x 480 pixel display.

**\$59.95 WayThCDMac**  
**\$59.95 WayThCDWin**

**3-D PUZZLE ARCHITECTURAL FANTASY**

Imagine the world's greatest buildings gathered together to form one fantasy city! Unstack this jigsaw puzzle's three layers, scramble the 540 soft plastic pieces, and



rebuild this remarkable cityscape. But be prepared: This is known to be the hardest three-layer jigsaw yet. You'll be hard put to figure out whether the piece in your hand is part of the background, middle ground, or foreground. 11 1/4" x 11 3/8".

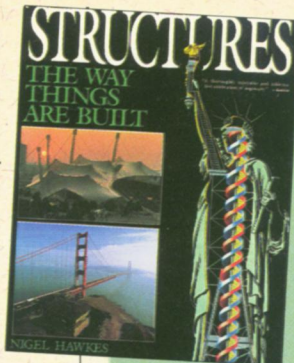
**\$34.95 3DPuzArchFan**

**STRUCTURES**

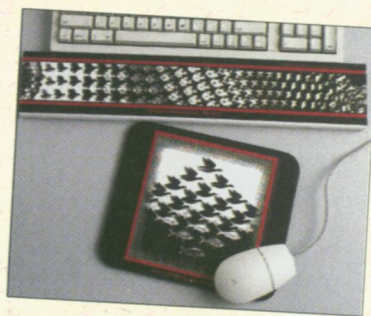
The Way Things Are Built

by Nigel Hawkes

As 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 fill these pages. From the Great Wall of China to the Forbidden Palace, from the Statue of Liberty to the Panama Canal, *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.



1993, 240 pages, 9" x 11 1/2", paperback  
**\$20.00 Structures**



**ESCHER MOUSE PAD AND WRIST REST**

Forget about runaway mice or aching hands with these high-quality computer accessories featuring the transforming and interlocking images created by M.C. Escher. Computer lovers suspect Escher invented computer graphics—before computers even existed! They are fun for work, home, or both.

**\$12.95 EschWristPad**  
**\$9.95 EschMousePad**

Or, buy the set only **\$19.95**  
**SetEschPads**

**LEONARDO DA VINCI T-SHIRT**

This eloquent T-shirt illustrates da Vinci's mastery of his trades: architecture, engineering, painting, and sculpture.

The image on the front repeats on the back of a 100 percent preshrunk cotton T-shirt.

Available in adult sizes Large and X-Large  
**\$19.95 DaVinTShrtL**  
**\$19.95 DaVinTShrtXL**



**SKWISH CLASSIC**

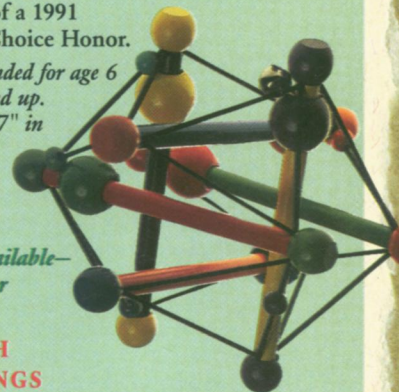
A dazzling attraction for babies, this multidimensional toy is handcrafted with wood beams and balls, smooth elastic bands, and a metal bell. Virtually indestructible, the design allows the toy to be squished flat and bounce back. The textures, sounds, movements,

and bright colors fascinate babies; the unusual design and durability attract adults.

Winner of a 1991 Parents Choice Honor.

Recommended for age 6 months and up. Measures 7" in diameter.

**\$14.95**  
**Skwish**



Now Available—  
**Skwish for adults!**

**SKWISH EARRINGS**

Skwish isn't just for little ones anymore! Everyone will enjoy whimsical Skwish earrings with balls and struts made of high-quality wood. Connectors are made of rubber, producing the same durability and flexibility as a regular Skwish. These Skwish are without bells.

1 1/4" diameter, hypo-allergenic books  
**\$14.95**  
**SkwishEar**



**JUMBO SKWISH**

A great conversation piece for work or home, this Skwish measures a whopping 12" in diameter!

**\$39.95 JumboSkwish**







**GEOSCOPE**

This easy-to-hold microscope goes anywhere in its sturdy holster, so it's always handy when the young explorer needs it! Big 30x magnification has an extra wide field of view. Built-in, high-intensity light is directed right on the subject.

*Recommended for age 6 and up. Includes soft rubber eyecup. Comes in assorted colors. Requires one AA battery, not included.*  
**\$8.95 Geoscope**

**SMITHSONIAN CHEMISTRY SET MICROCHEM XM 5000**

Touted as the safest chemistry set made—there is no glassware, no alcohol burner, no flames! All of the experiments have been developed by leading scientists, and only small amounts of chemicals are used to achieve results. Some of the experiments are qualitative, some are quantitative, offering young chemists an opportunity to find out *how much* of a substance reacts or is present, rather than simply what its general properties are. This set includes 1,500 experiments and procedures, plus a plastic carrying case that opens into a laboratory workstation.

*Recommended for age 10 and up.*  
**\$49.95 MicrochemXM5**

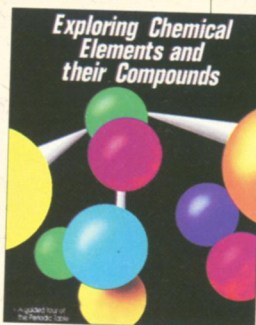


**EXPLORING CHEMICAL ELEMENTS AND THEIR COMPOUNDS**

by David L. Heiserman

This solid introduction to all 107 elements on the periodic table is the perfect guide for anyone who wants to acquire a basic knowledge of the elements. A comprehensive summary includes properties and characteristics, scientific and commercial applications, and a historical background of each element, plus lots of fascinating tidbits of chemical trivia.

*Recommended for age 12 and up.*



1991, 376 pages,  
 7 1/2" x 9 1/4",  
 paperback  
**\$18.95**  
 ExplChemElem

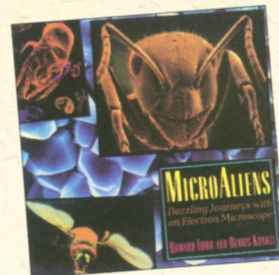
**MICROALIENS**

Dazzling Journeys with an Electron Microscope

by Howard Tomb and Dennis Kunkel

More than 130 dramatic electron-microscope photographs (some enlarged more than 50,000 times actual size) reveal for young scientists the incredible worlds lurking in our everyday surroundings. Crisp and colorful text and spirited line drawings provide a fascinating introduction to the microscopic workings of nature and the human body.

*Recommended for age 10 and up.*  
 1993, 79 pages, 10 1/2" x 10 1/2", hardcover  
**\$16.00 MicroAliensH**



**JANICE VANCLEAVE'S 201 AWESOME, MAGICAL, BIZARRE, & INCREDIBLE EXPERIMENTS**

by Janice VanCleave



What makes a sound loud or soft? How do honeybees find their way home? Discover the awesome answers to these and other fascinating mysteries in biology, chemistry, physics, earth science, and astronomy. Just try any of these 201 fun, safe, low-cost experiments at home or at school. Each experiment includes an illustration and easy-to-follow instructions.

*Recommended for ages 8-12.*  
 1994, 118 pages, 8 1/2" x 11", paperback  
**\$12.95 201AweExper**

**MINI LABS**

Don't let a child's interest in invention and discovery go untapped! Kids 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. Fun to build, fun to use.

*Recommended for age 8 and up. (D battery required for Electro-Magnetix and Electric Motor, not included)*

**ELECTRO-MAGNETIX**

Enter the strange world of magnetic and electromagnetic forces, with more than 30 experiments, magic tricks, and games—plus the simplest, yet most mysterious electro-magnetic motor ever built!

**\$9.50 LabElMagnet**

**ELECTRIC MOTOR**

No tools needed, just curiosity, to make this powerful electric motor. And it's fun to use because it powers its own motorboat!

**\$9.50 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.

**\$9.50 LabCrysRadio**

**MECHANICS KIT**

Acquire the basics of jet propulsion, power transfers, and levers—all integral to basic mechanics. What's more, you'll learn about friction and centrifugal force.

**\$9.50 LabMechanics**

**Buy all four kits only \$33.95 SetMiniLabM**



**QUARKS™**

Abstract and minimally structured, Quarks™ is perfect for children in a wide range of ages. Young ones learn about size, shape, and color. Older kids can use the variety of parts to make architectural and vehicular creations. Quarks™ consists of dowels to connect the other parts, blocks that slide on the dowels, black blocks with one "locking" hole, hubs that spin or slide, rings for spacing, and balls that hold everything together.



*Recommended for age 3 and up. Includes 96 assorted wooden parts, painted with nontoxic paint, and a storage bag.*  
**\$39.95 Quarks**





**BUTTERFLY ALPHABET POSTER**

A butterfly lover's dream! Each letter of the English alphabet and the Arabic numerals on this beautiful poster is a close-up of a butterfly wing. Photographer Kjell Sandved of the Smithsonian Institution spent 20 years searching the world for his butterfly alphabet, and now we bring it to you. A reprint of a SCIENCE NEWS article (June 16, 1990) describing the poster's origin comes with each one.

Poster measures 24" x 18". Shipped in a protective tube.

**\$7.95 PostButAlphH**

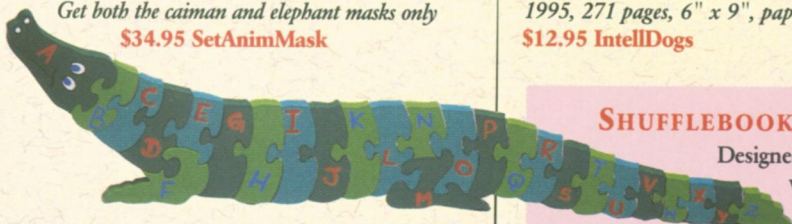
**CAIMAN MASK**

Much like the elephant mask featured on page 1, this mask of the South American crocodile, the caiman, has a string that opens and closes the wide jaws of its mouth. Made of durable foam, this mask also has an adjustable velcro headband. In addition, this caiman walks with the aid of two control posts. Children will have a blast imitating some of their favorite jungle creatures. A fact sheet about the caiman is also included.

Recommended for age 3 and up.

**\$19.95 CaimanMask**

Get both the caiman and elephant masks only **\$34.95 SetAnimMask**



**ABC CROCODILE PUZZLE**

Help youngsters learn their ABCs and 123s with this freestanding wooden crocodile puzzle. Its bright colors make an attractive addition to any child's room, and with the alphabet on one side and numerals on the other this puzzle educates as well as entertains. These puzzles are handcrafted and handpainted.

Recommended for age 3 and up. Finished puzzle measures 27".

**\$26.95 CrocodilePuz**

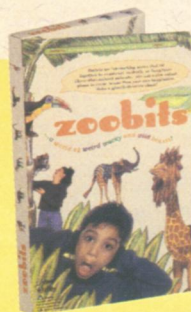
**ZOOBITS**

A wonderful and wacky way to be creative, have fun, and learn about some animals, Zoobits are puzzlelike pieces made of heavy cardboard that fit together to construct realistic 3-D animals. You can also mix and match pieces to create weird and wacky beasts from your own imagination. Fit the tail of a caribou to the body of an alligator with the head of a panda and the legs of a rhinoceros. It's a cari-o-alli-panda-ceros! Descriptions about each animal and the pieces for a toucan and a macaw along with the aforementioned animals are included.

Recommended for age 4 and up.

Includes 56 interchangeable Zoobits.

**\$14.95 EndanZoobits**



Also available!

**DINOBITS**

Detailed descriptions and all the pieces of tyrannosaurus, triceratops, stegosaurus, quetzalcoatlus, diplo-docus, and parasaurotaphus are included. (Not pictured.)

**\$14.95 Dinobits**

Get both Bits only **\$26.95 SetDinoZoo**

**THE INTELLIGENCE OF DOGS**

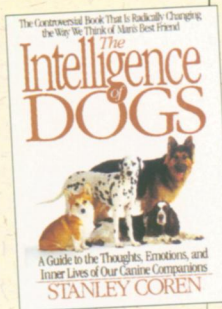
A Guide to the Thoughts, Emotions, and Inner Lives of Our Canine Companions

by Stanley Coren

If you've ever wondered what is really going on inside your dog's head, here is your chance to find out. In this remarkable book, psychologist and dog trainer Coren speculates on dog consciousness, feelings, and communication skills. He tells how to evaluate your own dog's intelligence, how to read its body language, and how to tailor a training program to suit your dog's needs. And, yes, he does rank the intelligence of more than 100 canine breeds. See how your best friend rates!

1995, 271 pages, 6" x 9", paperback

**\$12.95 IntellDogs**



**PAINT THE WILD FROGS**

Frog fans, here's your chance to paint and create your own brilliantly colored poison dart frogs! With different lifelike carvings, you can paint real-life frogs from the illustrations or create your own outrageous species. Make them into magnets, ornaments, or display figurines that will become treasured keepsakes.

Recommended for age 6 and up.

Includes three four-inch woodcarvings, seven nontoxic acrylic paints, varnish, paint brush, magnetic strips, ornament hangers, and an educational pamphlet with instructions.

**\$15.95 PntWildFrogs**

Also available Tropical Fish.

Paint your own mystical sea creatures with this kit.

Inclusions are the same as those for frogs.

**\$15.95 PntWildFish**

Buy both sets!

**\$28.95 SetPaintWild**



**SHUFFLEBOOKS**

Designed for the Metropolitan Museum of Art, these children's classics entertain while teaching reading and storytelling skills. The 52 sturdy cards tell a new story with each shuffle. Each has an illustrated noun phrase on one side and action word on the reverse. The decks can be used singly or combined together. All animal cards identify each animal and discuss its habitat. Dinosaur cards provide help with pronunciation.

Recommended for ages 6-10.

Choose from these three titles:

Dinosaur Shufflebook

**\$10.95 DinoShufbk**

Animals of the Americas Shufflebook

**\$10.95 AnimShufbk**

New Original Shufflebook

**\$10.95 OrigShufbk**

Or buy all three only **\$29.95 SetShufflebk**





*These LEGO® sets are not available in stores.*

### LEGO® TECHNIC I

Hands-on learning of the basic principles of physical science from LEGO® Dacta educational products. For use at home or school, Technic I contains 179 elements, including five types of gear wheels, beams, axles, a universal joint, a piston head, and turntables. This set also includes 20 full-color activity cards with instructions on how to build 52 different models. All elements are easily stored in the handy case provided. Build a windmill, a crane, and much more.

*Recommended for age 7 and up.*

**\$59.95 LegoTech1**



### LEGO® TECHNIC II

This more advanced set contains 278 elements, including a 4.5-volt DC motor, a battery pack, eight types of gear wheels (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 and chain transmissions, motorized pulleys, and much more.

*Recommended for age 9 and up.*

**\$79.95 LegoTech2**



### LEGO® MANUFACTURING

This 282-piece LEGO® set focuses on material-handling and processing. Sixteen instruction cards outline how to build and test models simulating real-life functions in modular systems, including construction techniques for a crane, forklift, stamping press, oscillating fan, and food mixer. Kit includes a 9-volt motor, battery box, gears, differential, cams, axle extenders, crane hook, and a storage workbench.

*Recommended for age 11 and up.*

*Requires six AA batteries, not included.*

**\$84.95 LegoManufact**

### TENSEGRITORY

Appropriate for the serious construction toy aficionado and the intellectually curious, this kit demonstrates advanced principles of structure in engineering, physics, and geometry. Tensegritoy models the distribution of forces in matter by using tensional and compressional materials together to create structures that are flexible, lightweight, and surprisingly strong. You can construct more than 100 different designs that, once complete, can be squeezed, bounced, thrown, and transformed.

*Recommended for age 10 and up.*

*Includes 30 12-inch hardwood dowels with brass-tipped elastic and vinyl caps (extras included) and an illustrated 32-page manual with information for advanced exploration.*

**\$26.95 Tensegritoy**



### TOOBERS&ZOTS

The Large-Scale Construction Toy

Enter the world of Toobers&Zots, where the imagination runs wild! Toobers&Zots is the flexible, holdable, moldable toy that allows children of all ages to make an infinite number of creations. Make spiders and dinosaurs. Butterflies and flowers. Cars and bulldozers. The flexibility, size, and diversity of the pieces allows for limitless creativity.

*Recommended for age 3 and up.*

*Contains 120 pieces.*

**\$29.95 ToobZotsZowy**

Beginners can try Toobers&Zots Starter Kit.

*Contains 50 pieces.*

**\$14.95 ToobZotsZany**

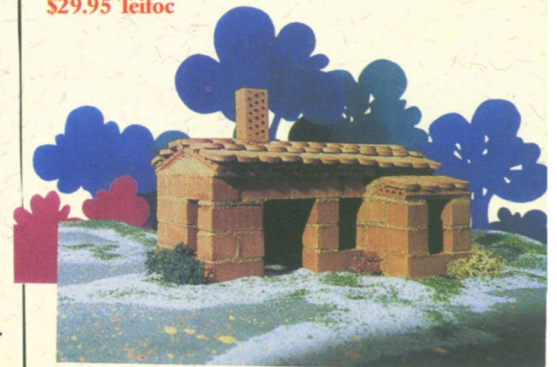
### TEIFOC BRICK BUILDING KIT

With this building kit, you can construct your own houses, using real cement and real, miniature bricks that you lay with a small trowel. But there's one exciting modification: The cement dissolves when soaked in water for a few hours, allowing the bricks to be used again and again. Build and modify your dream house!

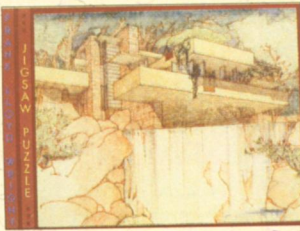
*Recommended for age 6 and up.*

*Includes 53 bricks, 85 shingles, 14 roofing slabs, one foundation board, cement mixture, a cement trowel, and a bowl.*

**\$29.95 Teifoc**







**FRANK LLOYD WRIGHT JIGSAW PUZZLE**

Perfect for the jigsaw enthusiast with an appreciation for architectural mastery, this puzzle depicts one of Wright's greatest designs: Fallingwater. This perspective is in the form of a pencil and colored pencil drawing by Wright's own hand.

Puzzle contains 500 pieces. Finished size is 16" x 20".

**\$13.95 PuzFWright**

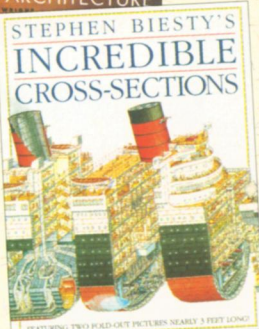
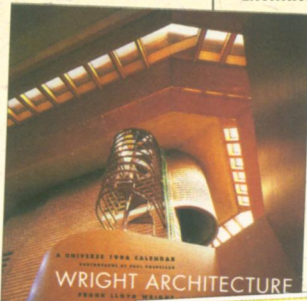
**WRIGHT ARCHITECTURE**

1996 Calendar

This stunning 12-month wall calendar features a collection of interiors and exteriors highlighting some of the legendary buildings by America's master architect. The C. Leigh Stevens House, Wright's home and studio, and Fallingwater are among the images presented.

13" x 26"

**\$11.95 WrightCal96**



**INCREDIBLE CROSS-SECTIONS**

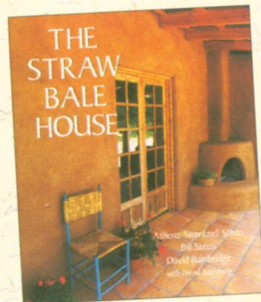
by Richard Platt, illustrated by Stephen Biesty

Children and adults alike will be fascinated by this unique collection of superb cross-sections featuring fantastic color illustrations and foldout pictures. Take a look inside one of the world's largest telescopes, observe what went on inside a medieval castle,

and learn why the first jumbo jet carried a piano.

1992, 48 pages, 10 1/4" x 14", hardcover

**\$22.00 IncredCrossH**



**THE STRAW BALE HOUSE**

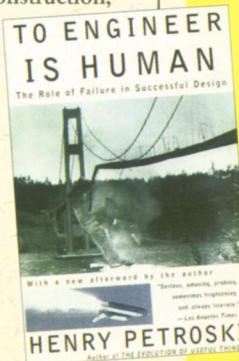
by Athena Swentzell Steen, Bill Steen, David Bainbridge, and David Eisenberg

A house made of straw? Yes!

Whether you build an entire house or something more modest—a home office, studio, or guest cottage—plastered straw bale construction is an exceptionally durable and inexpensive option. What's more, it's fun, because the technique is easy to learn and do yourself. The authors outline the benefits of this construction, such as superinsulation, good air quality, speedy construction, low cost, and resistance to fire, as well as possible designs, how-to sections, and small-scale straw bale projects.

1994, 297 pages, 8" x 10", paperback

**\$30.00 StrawBaleHse**



**TO ENGINEER IS HUMAN**

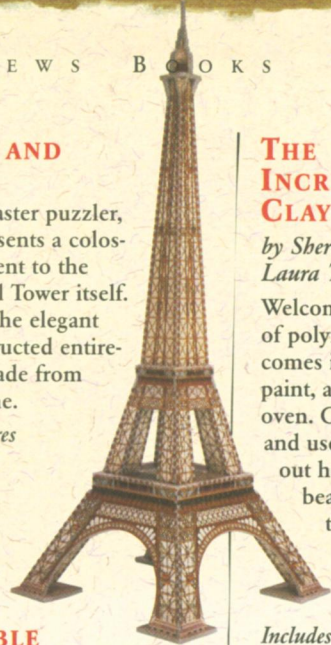
The Role of Failure in Successful Design

by Henry Petroski

How did a simple design error cause one of the great disasters of the 1980s—the collapse of the walkways in the Kansas City Hyatt Regency Hotel? What made the graceful and innovative Tacoma Narrows Bridge twist apart in a mild wind in 1940? These are some of the failures the author examines in this look at progress and perfection.

1992, 251 pages, 5 1/4" x 5 1/4", paperback

**\$11.00 EnginHuman**



**EIFFEL TOWER AND 3-D PUZZLE**

For the invincible master puzzler, this 3-D monster presents a colossal challenge equivalent to the grandeur of the Eiffel Tower itself. This scale model of the elegant Eiffel Tower is constructed entirely of jigsaw pieces made from nontoxic polyethylene.

Finished puzzle measures 15 1/2" x 15 1/2" x 40".

Includes 703 pieces.

**\$32.95 3DPuzEiffel**

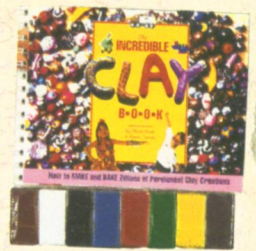
**THE INCREDIBLE CLAY BOOK**

by Sherri Haab and Laura Torres

Welcome to the world of polymer clay! Polymer doesn't air dry, comes in bright colors you don't have to paint, and can be baked in your home oven. Check out this fun Sculpey® clay and use the accompanying book to find out how to make ancient critters, elegant beads, or creepy creatures that illustrate your own wacky story. Ideas and instructions for more than 150 projects are illustrated.

1994, 82 pages, 9" x 7", paperback Includes eight different colors of Sculpey® clay.

**\$18.95 IncredClay**



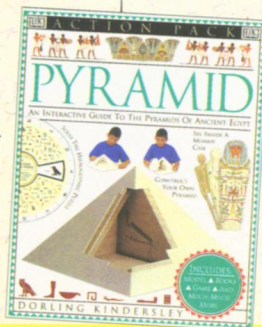
**ACTION PACK—PYRAMID**

More than just a book and better than a game, this Action Pack lets you imagine that you are an archaeologist and guides you through an exploration of the ancient Egyptian pyramids. With the contents of the Action Pack, you can make your own model pyramid, locate the pyramids on a poster-size map, use the viewer to see the relative size of the Sphinx and pyramids

through the temple doors, learn how the pyramids were built, decode a hieroglyphic message with a decoder, and much more.

Includes the contents above and a board game, flipbook, profile cards of pharaohs, bookmarks, and facsimile documents.

**\$16.95 ActPkPyramid**



New from Henry Petroski

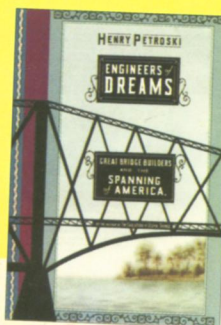
**ENGINEERS OF DREAMS**

Great Bridge Builders and the Spanning of America

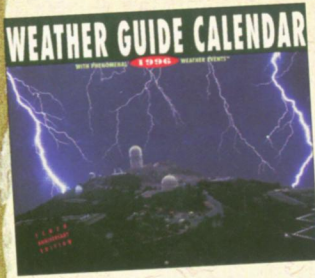
With his usual flair, and enough pictures and plans to satisfy the most voracious bridge lover, Petroski examines the "dry paths" that cut across the rivers and inlets of our cities and countrysides. No less attention is paid to the special breed of engineers who create them—people who are part dreamer, inventor, and entrepreneur, contends Petroski. With special emphasis on the late 19th and early 20th century, when the greatest structures were built, he shows which bridges worked and what was learned from those that didn't.

1995, 512 pages, 6 1/4" x 9 1/2", hardcover

**\$30.00 EnginDreamsH**







### 1996 WEATHER GUIDE CALENDAR

This 12-month wall calendar features stunning

photographs of weather at work and charts the days with historical weather events. An additional 28 pages in full color provide climatic data for cities in the United States and around the globe and the facts behind weather folklore.

13" x 22"

**\$10.95 WeathCal96**

### GALILEA LUNAR CLOCK

Follow the moon phases from full to new moon with this stunning desk clock. This remarkable effect is achieved through the perpetual movement of a matte dark half that revolves around a detailed serigraphy of the moon. A standard quartz-movement clock with hour, minute, and second hands and a calendar that shows the day and month enhance Galilei's use as a functional moving sculpture.

Constructed of matte black polyamide, 4 1/2" x 4 1/2" x 9 1/2"  
One AA battery is required and included.

**\$64.95 LunarClock**



## SCIENCE NEWS BOOKS

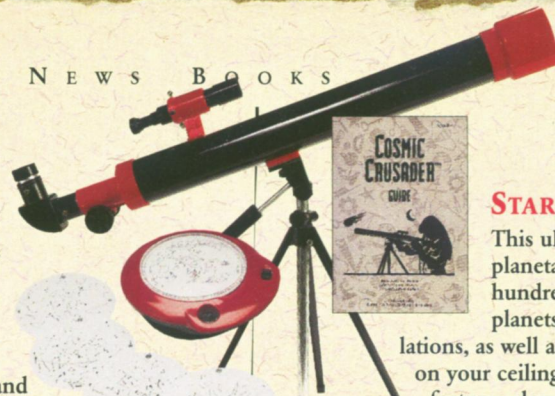
### COSMIC CRUSADER

Marvel at the wonders of your planet and nearby cosmos (out to 3 million light years!) With this 45 mm refractor. The two eyepieces deliver 50x and 100x power, enough to see excruciatingly fine detail on nearby birds or the more distant surface of Earth's moon. The finder scope, rack-and-pinion focuser, tripod, mounting block, and sturdy tabletop tripod with pan-head motion make this quality telescope very easy to use. To help find stars, constellations, planets, and lunar features, the included Cosmic Sourcer—a unique portable, back-lit star disc viewer—excels. A planet-finding chart and user guide complete the set.

Recommended for age 8 and up.

Requires two AA batteries, not included.

**\$41.95 CosCrusader**



### STAR THEATER

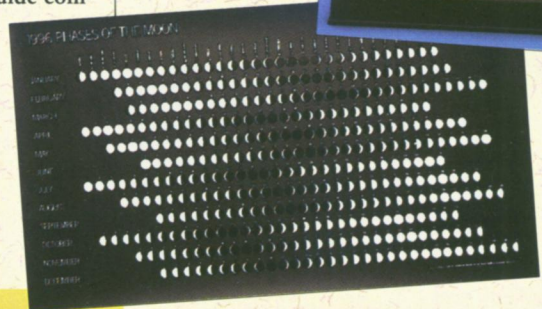
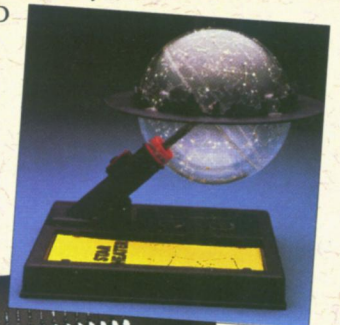
This ultimate home planetarium displays hundreds of stars, planets, and constellations, as well as their names, on your ceiling and walls. It features glow-in-the-dark stars and a horizon ring that displays and projects

realistic shadows of buildings. Includes an exciting 56-minute audio cassette on myths and legends of the night sky and an illustrated activity guide. It may also be used outdoors as a 3-D sky map.

Recommended for age 8 and up.

Requires two AA alkaline batteries, not included.

**\$25.95 StarTheater**



### WHITEWINGS — PIONEERS OF FLIGHT

Designed by Yasuaki Ninomiya

See how the earliest planes in their eras got off the ground, and create your own replicas of these classics. This kit features 15 models—including the Spirit of St. Louis, SST, F-15 Eagle, and Flying Boat. All parts are printed on quality drawing paper, requiring only scissors, a razor blade, and glue to construct these exciting models.

**\$15.95 WhitewingsPF**

Also available

### WHITEWINGS — FUTURE OF FLIGHT

Also designed by Yasuaki Ninomiya, this popular kit features 15 paper models of today's most advanced aircraft including the Stealth Bomber, Ring Wing Canard, and Tailless Plane.

**\$15.95 WhitewingsFu**

Both kits recommended for age 10 and up. Includes 68-page instruction booklet, rubber band, and catapult.



### WHITEWINGS — SCIENCE OF FLIGHT

This one-of-a-kind kit teaches the principles of flight. Six paper gliders, two balsa and paper gliders, two catapults, three rubber bands, and a complete step-by-step guide loaded with scientific facts and practical demonstrations of the theory of flight make it great for beginners.

Recommended for age 8 and up.

**\$13.95 WhitewingsSF**

Buy all three Whitewings kits **\$39.95 SetWhitewing**

### 1996 PHASES OF THE MOON CALENDAR

The progressive phases of the moon graphically chart a shimmering pattern. Designed by Irwin Glusker.

32" x 18" Shipped in a protective tube.

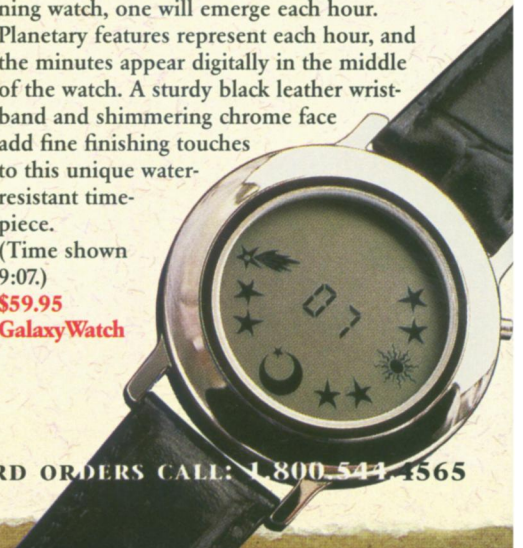
**\$14.95 MoonPhCal96**

### GALAXY WATCH

No need to wait until nighttime to see the stars, moon, and planets—with this stunning watch, one will emerge each hour. Planetary features represent each hour, and the minutes appear digitally in the middle of the watch. A sturdy black leather wristband and shimmering chrome face add fine finishing touches to this unique water-resistant time-piece.

(Time shown 9:07.)

**\$59.95 GalaxyWatch**







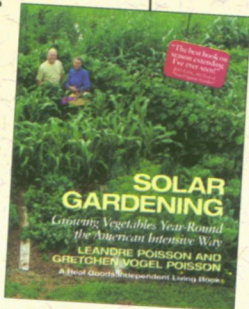
**A-Z OF COMPANION PLANTING**

by Pamela Allardice

Learn the secrets that farmers and gardeners have known for centuries about the benefits of growing particular plants

together. This beautifully illustrated, alphabetical guidebook combines traditional wisdom with the latest scientific findings to show how you can improve the health and growth of fruit, flowers, vegetables, and herbs simply by planting the right combination of plants. Replete with delightful snippets of folklore, herbal remedies, and recipes, this book will enable you to grow a prosperous garden without the use of harmful chemicals.

1993, 208 pages, 7 1/2" x 10 1/2", paperback  
**\$18.00 AZCompanPlnt**



**SOLAR GARDENING**

Growing Vegetables Year-Round the American Intensive Way

by Leandre Poisson and Gretchen Vogel Poisson

Learn how to increase the effects of the sun during the coldest months of the year and how to protect tender plants from the intensity of the scorching sun during the hottest times with the use of solar mini-greenhouses. Instructions for building a variety of solar appliances plus descriptions of more than 90 different crops, with charts showing when to plant and harvest each, make this a very unique gardening book.

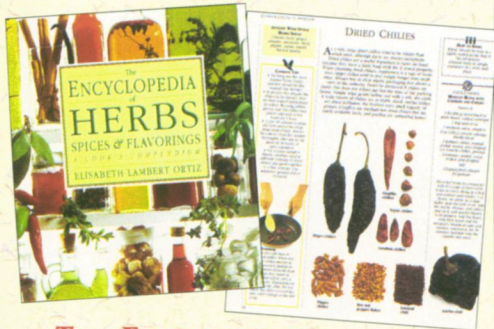
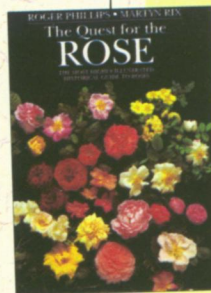
1994, 267 pages, 8 1/2" x 11", paperback  
**\$24.95 SolarGarden**

**THE QUEST FOR THE ROSE**

by Roger Phillips and Martyn Rix

Both a record of the history of the rose and a lavishly illustrated practical reference to over 1,000 roses, *The Quest for the Rose* is bound to have pride of place on every gardener's shelf. Introductory chapters trace the rose from the ancient Middle East to modern China. The main reference provides a photograph of each rose and describes it in detail including practical information about scent, flowering, and height. Finally, there is a list of roses recommended for their availability, health, and ease of cultivation.

1993, 256 pages, 8 1/4" x 11 3/4", hardcover  
**\$35.00 QuestRoseH**

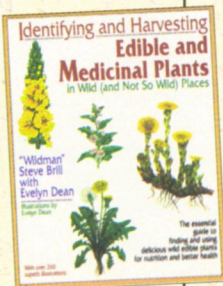


**THE ENCYCLOPEDIA OF HERBS, SPICES, AND FLAVORINGS**

A Cook's Compendium  
 by Elisabeth Lambert Ortiz

This comprehensive sourcebook features information on more than 200 herbs, spices, essences, edible flowers and leaves, aromatics, vinegars, oils, teas, and coffees—virtually every seasoning a cook might want to use. Every entry contains instructions on how to use each ingredient, the ingredient's affinity with other flavorings or foods, special preparation techniques, and decorative uses. More than 750 spectacular full-color photographs show precisely what each ingredient looks like and how to use it effectively.

1992, 288 pages, 9 1/2" x 11 1/4", hardcover  
**\$34.95 EncyHerbsSpH**



**IDENTIFYING AND HARVESTING EDIBLE AND MEDICINAL PLANTS**

In Wild (and Not So Wild) Places

by "Wildman" Steve Brill with Evelyn Dean

Find out how to locate and prepare more than 500 different plants for nutrition and better health, including such common ones as mullein (a tea made from the leaves and flowers suppresses a cough), stinging nettle (the steamed leaves make an iron-rich dish), and wild apricots (an infusion is useful for stomachaches). More than 260 detailed line drawings help readers identify a wide range of plants, and more than 30 recipes help in preparing them.

1994, 317 pages, 8 1/2" x 11", paperback  
**\$17.95 IdHarvEdMed**

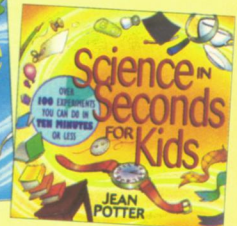
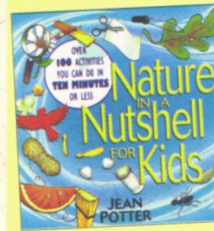
**NATURE IN A NUTSHELL FOR KIDS**

Over 100 Activities You Can Do in Ten Minutes or Less

by Jean Potter

Make bubbles that bounce! Stir up a tornado in a jar! Make elastic from a dandelion! Quick and easy, these activities help kids discover the beauty and wonder of every aspect of nature. Projects are organized by season, and most of the necessary materials are common household items.

1995, 136 pages, 8" x 8 1/4", paperback  
**\$10.95 NatNutshell**



**SCIENCE IN SECONDS FOR KIDS**

Over 100 Experiments You Can Do in Ten Minutes or Less

by Jean Potter

Make lightning in your room! Keep paper dry under water! See colors that are not there! The 108 experiments outlined here cover 12 different subject areas, including air, animals, energy, gravity, and light.

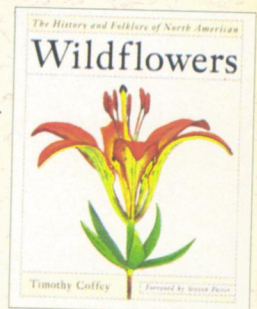
Both books recommended for ages 8-12.  
 1995, 132 pages, 8" x 8 1/4", paperback  
**\$10.95 SciSeconds**  
**Or buy both \$18.95 SetNatSciSec**

**THE HISTORY AND FOLKLORE OF NORTH AMERICAN WILDFLOWERS**

by Timothy Coffey

This important and highly entertaining reference presents the popular lore, social history, and practical uses of nearly 700 native wildflowers. Find out about the role of these plants in food, medicines, cosmetics, poisons, dyes, and fibers. Illustrated with 350 19th-century botanical drawings, and with special attention paid to Native American traditions, this book will be welcomed by botanists, and weekend gardeners alike.

1994, 356 pages, 7 1/2" x 9 1/4", paperback  
**\$14.95 HistNAmWild**







**CONNECTIONS – TRAVEL VERSION**

In this game of wits, you combine offensive and defensive moves to connect a path across the board, while at the same time being aware of blocking your opponent's path. Or you can win by surrounding your opponent's color squares or playing pieces. This is a game for the impatient game player, as it takes only minutes to complete. The plastic, self-contained travel case goes anywhere!

*For two players age 6 and up.*

**\$13.95 ConnectTrav**

*Also available—*

**The original home version of CONNECTIONS!**

The larger, and expanded set allows for play by two to four players. The attractive gameboard measures 14" x 14" and is made of durable, high-quality plastic.

**\$23.95 Connections**



**MINDTRAP**

Cards listing more than 500 classic puzzles, murder mysteries, conundrums, and trick questions, will challenge the way you think. One team reads the questions while the other team solves the puzzle. But the clues are often traps, and the answers are occasionally so obvious that they are impossible. The first one to advance to the end of the optical illusion maze wins.

**\$26.95 Mindtrap**

**TERRACE™**

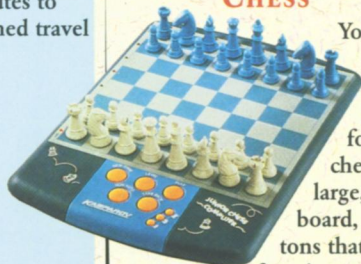
Featured as a permanent prop on Star Trek®: The Next Generation®, this strategy game challenges earthling and maybe even alien minds alike. Four simple rules make it an easy game to learn, yet its infinite complexity will thrill you. Pieces come in four sizes—two alignments allow for two ways of play for two to four players. Capture your opponent's "T" piece or move yours to the lowest square across the board, and you are the winner.

*Recommended for age 8 and up.*

**\$25.95 Terrace**



**KASPAROV JUNIOR CHESS**



Youngsters and novice chess players of all ages become masters with this foolproof computer chess game. Featuring a large, sensory chessboard, and just five buttons that control all major functions, this game allows

only legal moves and lets players take back moves. The computer offers hints and suggestions to help improve a player's game; an accompanying booklet details simple rules. There are 32 levels of play, including eight "fun" levels on which the computer deliberately makes some very human errors, giving beginners a good chance at winning.

*Requires four AA batteries, not included.*

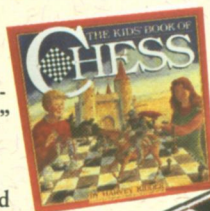
**\$69.95 KasprJrChess**

**KIDS' BOOK OF CHESS**

From "Pawn to King 4" to "checkmate," this kit provides you with everything you need to learn the game of chess! The book covers all the fundamentals, including board setup, strategy, and even the notorious "Blitzkrieg." The set comes complete with chess pieces and a custom-designed board.

*Recommended for age 6 and up.*

**\$14.95 KidsBkChess**



**MEMORY MADNESS**

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 two-legged 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**



**HIJARA**

The name has ancient origins, but Hijara is actually a brand new tactical game that will enchant all who play it. "Hijara" is the Arabic word for stones, and in this game players claim either sun or moon stones as their own. Then, they set out to eclipse their opponent by strategically placing stones in the numbered boxes. To eclipse your opponent, you must place all your stones in one box, sequentially in a row, or in the same number across the board. The player with the most points wins. Will the power of the sun or the mystique of the moon prevail?

*Game comes with a cloth-laminated board that rolls up, two pens, a scorecard, a pouch to hold each set of 35 stones, and rules.*

**\$24.95 Hijara**



**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



**NATIONAL GEOGRAPHIC WORLD JEWELRY CURIOSITY KIT**

Can you explore early cultures through jewelry? Yes! The materials, symbols, and techniques used provide great insight into the past. Create an international collection: African earrings, a Chinese cloisonné bracelet, a Peruvian necklace, Venetian glass earrings, and an Egyptian scarab pin.

Recommended for age 9 and up.  
\$19.95 WldJewelKit  
Buy both Curiosity Kits only  
\$34.95 SetAncWldK



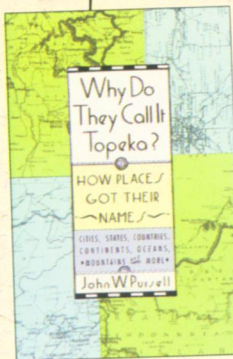
**WHY DO THEY CALL IT TOPEKA?**

How Places Got Their Names

by John W. Pursell

Discover the origins of nearly 1,300 place names throughout the United States and all over the globe—maybe even in your own backyard. This fact-filled book gives you the surprising etymologies, bizarre stories, and little-known legends behind the names of cities, nations, continents, islands, rivers, and mountains from Alabama to Zimbabwe. Bet you didn't know the Canary Islands were named for big dogs, not little birds, or that Massachusetts translates to "great hill" in the Algonquin language?

1995, 241 pages,  
5 1/4" x 8 1/4", paperback  
\$9.95 WhyTopeka



**HARM DE BLIJ'S GEOGRAPHY BOOK**

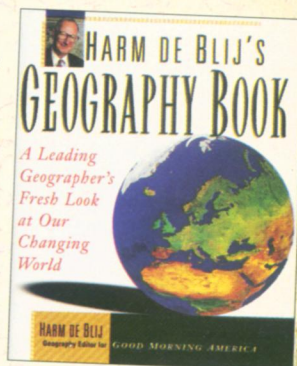
A Leading Geographer's Fresh Look at Our Changing World

by Harm de Blij

Escape to far off places and learn about the complexities of your neighborhood with one of the world's leading geographers. Learn how to use maps, see how the weather changes,

glimpse the remarkable advances in mapping and radar, investigate the functions of political boundaries, and witness the scramble for Earth's last frontiers: the oceans. Richly informative with tons of facts, figures, maps, and illustrations, this is an irresistible antidote to geographic illiteracy.

1995, 336 pages,  
7 3/4" x 8 1/2",  
hardcover  
\$22.95  
BlijGeogrBkH



**EARTH, MOON, STAR STRESS BALLS**

If you feel like the weight of the world is on your shoulders, then put the world in your hand and squeeze your anxiety away. With these stress balls you can take out your frustrations on the moon and a star too! Made from a highly resilient foam, each piece regains its original shape after release. Moon ball even has craters to lose your thoughts in.

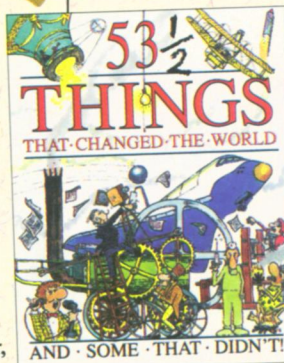
\$9.95 StressBalls



**OUR SPACESHIP EARTH POSTER**

View Earth the way Buckminster Fuller, the 20th century visionary and mathematician, did! This Fuller Projection map is the most accurate 2-D world map in existence. It shows the continents without any distortion in their relative shapes and sizes and without any breaks in the continental contours. The ocean areas even reveal undersea terrain.

37 1/2" x 25"  
Shipped in a protective tube.  
\$15.95  
SpShipEarthP



**53 1/2 THINGS THAT CHANGED THE WORLD AND SOME THAT DIDN'T!**

by David West and Steve Parker

Imagine life without music, buildings, clothes, books, engines, or even speech! This is what the world would be like without the 53 1/2

things that changed the course of history. From primitive discoveries such as fire and the wheel, to modern creations such as the jet and computer—this book contains the history and effects of them all, as well as some disasters.

Recommended for age 9 and up.  
1992, 62 pages,  
8 3/8" x 11 1/8", paperback  
\$6.95 ThingsChWld



**VOYAGERS**

Get ready for a wide-eyed trip around the world! This expedition has five cultural region decks: Asia, Africa, Europe, North America, and South America. Each deck has 80 cards divided into three categories listing more than 1,200 questions and scenarios about people, places, and things. Questions target origins, customs, histories, mythology, governments, and current events, among a variety of other topics. Discover lands and peoples that are as unusual as any you can imagine.

Recommended for age 10 and up.  
\$15.95 Voyagers

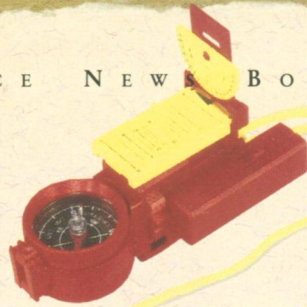
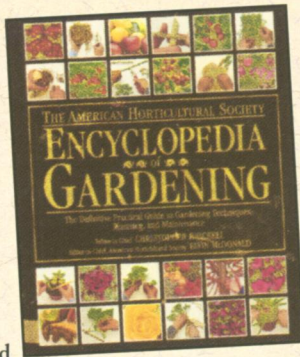


**THE AMERICAN HORTICULTURAL SOCIETY ENCYCLOPEDIA OF GARDENING**

by Christopher Brickell, ed.

Extraordinarily comprehensive and easy to use, this compendium details every aspect of gardening from planning and design to maintenance in various climates around the United States. Chapters dedicated to specific types of gardens such as fruit, vegetable, flower, herb, etc. outline the best growing methods. More than 3,000 stunning full-color photographs aid in detailing procedures step by step, making this an invaluable reference for gardeners.

1993, 648 pages, 9 1/4" x 11 1/4", hardcover  
**\$59.95 AHSEncyGardH**



**SUPER OPTIC WONDER**

This expanded version of the Optic Wonder features a quadrant that measures the angular height of an object in relation

to the horizon, a sundial, a mirror that functions as a heliograph by using the sun's rays to telegraph Morse code (the Morse code is printed right on the Super Optic Wonder), a whistle, and a flashlight (uses one N-type battery, included). Complete instructions and lanyard for wearing this amazing instrument around your neck are also included.

Approximately 4 3/4" long  
**\$10.95 SupOpticWond**

**CURIOSITY KITS**

Take an Egyptian Adventure and Explore Your Human Origins

Experience the adventures of an Egyptologist or sift for authentic African animal and plant fossils with these Curiosity Kits. With the Egyptian kit, you can test the theories of ancient pyramid building by plotting North by the sun and constructing your own wooden pyramid. And use your Field Guide to decipher hieroglyphs, then design, carve, and paint your own hieroglyphic messages. The Human Origins Kit shows how to recreate several archaeological methods, plus how to paint a cave picture and cast a fossilized footprint like the ones paleoanthropologists use.

Recommended for age 10 and up.  
 Egyptology Kit includes wood

base and blocks, glue, ruler, sandpaper, dowel, heavy white string, chalk, balsa foam, carving tool, paint, paintbrush, Field Guide, and cultural poster.

**\$19.95 EgyptAdvKit**

Human Origins Kit includes fossils, sifter, brush, magnifier, shovel, plaster of paris, stone, paint, carving tool, paintbrush, ruler, field guide, and foldout timeline.

**\$19.95 HumanOrigKit**

Buy both kits only **\$32.95 SetAdvOrigK**

**COLLECTOR'S BOX OF ROCKS**

With this collection, young geologists can identify and gather rocks tracing the history of Earth. Each start-up kit provides nine different rocks, specimen tray, and labels.

The guidebook aids in collecting and identifying many types of rocks and learning about their history.

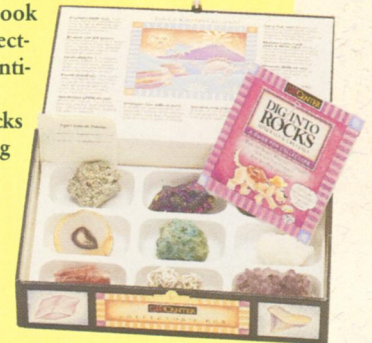
**\$19.95 BoxRocks**

Also available

**COLLECTOR'S BOX OF FOSSILS**

Includes nine specimens and a guide facilitating easy identification and understanding of the enclosed fossils. (Not pictured).

**\$19.95 BoxFossils**  
 Buy both, only **\$33.95 SetRockFossil**



**BIRD ORNAMENTS**

Bring your Christmas tree to life with these unique lifelike reproductions of our feathered friends. Skillfully handcrafted of non-endangered wood and exquisitely painted, you can admire them on your holiday tree or enjoy year round suspended in your favorite window or garden spot. Pictured from top left: ruby-throated hummingbird, American goldfinch, black-capped chickadee, northern cardinal, and blue jay.

Set of all five **\$24.95 BirdOrnSet**

**ESCHER PLAYING CARDS**

These unique playing cards come in a durable box with two decks of cards. Each deck and the box top picture a different version of Escher's interlocking symmetry patterns: birds, fish, and butterflies.

**\$10.95 EschPlayCard**



**KASPAROV GK2000**

State-of-the-art in design and technology, this high-speed computerized chess game for accomplished players, is guaranteed to challenge 98% of all

competitors. The computer thinks in opponent's time and plays at 64 different levels such as Sudden Death, tournament, and beginner. LCD shows time for both sides, takeback, problem solving, main continuation, and how the computer is thinking including intended move and position evaluation. Players may select from one of several

book openings.

Requires four C batteries, not included.

**\$199.95 KaspChessGK2**

