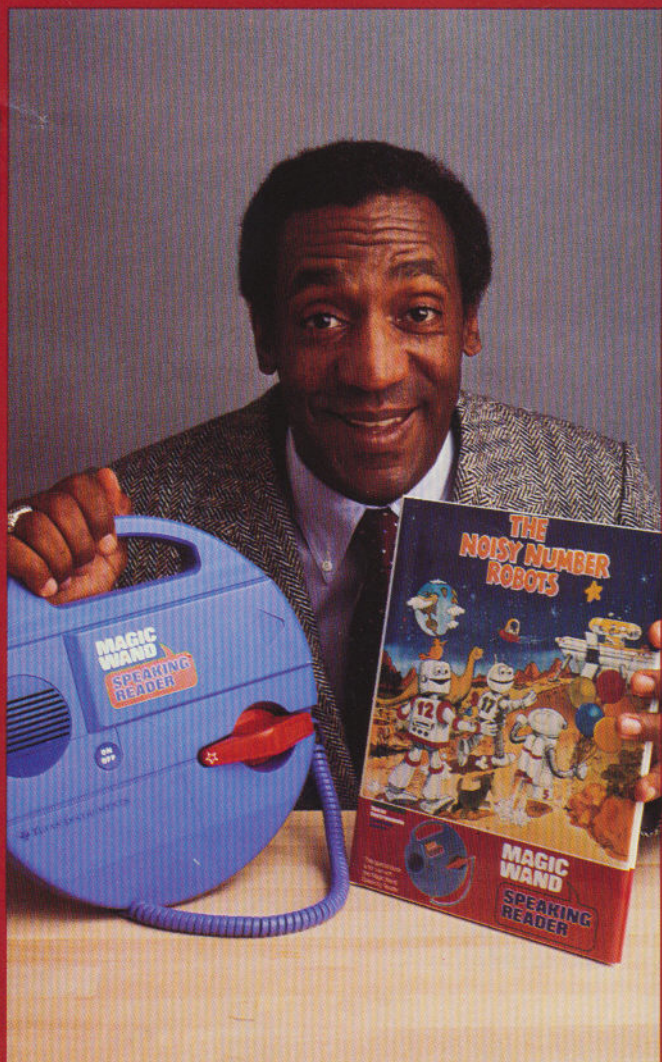


TEXAS INSTRUMENTS MAGIC WAND SPEAKING READER BOOKS

Terrific books
that talk and teach.



The Magic Wand Speaking Reader and Talking Books.



Datamath Calculator Museum

Bright, lively young minds need bright, lively ideas. Ideas that turn learning into child's play. The Magic Wand™ Speaking Reader and Talking Books have been developed to do just that. For children age four and up, the Magic Wand Speaking Reader and Talking Books are the most fascinating educational tools a child can use.

The newest in a long line of TI innovations, Magic Wand Speaking Reader actually reads printed books, posters, cards and games. For the first time, a young child can hear a book read aloud without a parent or teacher. The child simply passes the electronic wand over the Talking Tracks™ bar codes printed beneath the words in the book and individual words, whole phrases and complete sentences are read aloud.

The Magic Wand Talking Library is an educator-developed line of challenging activities and children's literature that has been divided into seven categories: Easy Readers; Letters, Numbers and Words; Favorite Characters and Famous Faces; Information; Fun and Laughter; Classics, Folk Tales and Legends; and Magical Adventures. Within each of these categories are exciting books that cover a range of subjects like reading, spelling, math, language arts, science and music.

Look at the wide selection of books available. With the Magic Wand Speaking Reader and Talking Books, children will find endless fun as they meet the challenge of learning with new enthusiasm.



EASY READERS

The Berenstain Bears™ on the Moon†

Once their spaceship lands, the Bears and a puppy wonder who will be brave and disembark first. Their adventure has them floating around and enjoying themselves, collecting moon rocks and taking notes. Later, back on Earth, they dream about a return trip.

The Droopy Dragon

Follow the growth of a baby dragon from the moment it cracks out of its egg. "Droopy" the dragon finds itself alone in the world and looks for a friend, leading to a variety of adventures. Many amusing sound effects.

Friendly Faces ††

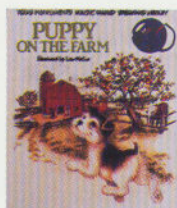
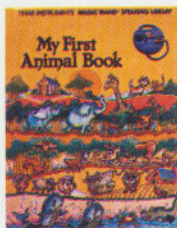
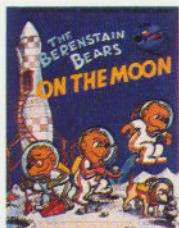
Meet a happy group of friends, family members and workers who are sure to fascinate any child! Each character is described with an interesting, action-filled sentence as well as many humorous sound effects!

Mac's Big Surprise

An animated diesel truck takes the reader through cities and countrysides, developing a riddle along the way. Accompanied by various voices and sounds, concluding with the delightful solution.

My First Animal Book †

A delightful book for young readers. 48 pages, with sections on pets as well as farm, forest, sea and jungle animals. Includes realistic illustrations and sound effects. With seven pages of simplified matching activities.



Puppy on the Farm ††

A frisky puppy is unable to get his animal friends to go walking with him; then meets his mother and brothers and sisters for a walk to dinner. A happy way to discover animal sounds and new words.

We Can, Can You? ††

A collection of verbs depicting many things children can do. Demonstrated by delightful animal friends who can color, count, dust and do much more!

Where, Oh Where, Is Baby Bear? ††

A baby bear plays "Hide and Seek" with his mother, introducing preschool children to words that tell where things are, such as inside, outside, up and down. A favorite among young readers.

The Wonderful Sound Store

Two comical characters, a moose and a raccoon, search for the "perfect sound" for a birthday present. A friendly bear leads them through an endless inventory of sound effects wrapped in brightly colored boxes.

LETTERS, NUMBERS AND WORDS

Addition Magician

An amazing magician uses his wand to make creatures appear, adding to the fun of counting with the Magic Wand™ Speaking Reader. Interesting characters lead the child through an assortment of arithmetic problems.



The Alphabet Zoo

Animals from acrobatic ants to zigzagging zebras introduce children to the alphabet. With sound effects aplenty, this zoo is full of zaniness from A to Z.

The Noisy Number Robots

Robots plan a trip to Earth in a fantasy that introduces numbers from 1 to 20. Reinforcement of number words, numerals and counting occurs throughout the story, which ends with the robots meeting the "Earthlings."

FAVORITE CHARACTERS AND FAMOUS FACES

The Amazing Spider-Man® * in the Skyscraper Caper

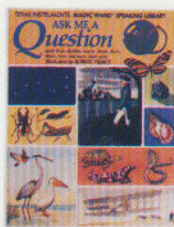
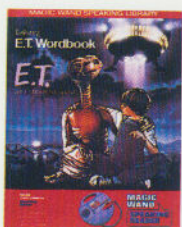
The amazing one joins forces with Texas Instruments in a "high-level" adventure atop a partially constructed skyscraper. Sound effects and character voices add appeal to the proven popularity of the web-spinning Super Hero.

Disney Ghost Chasers Game††Museum

It shrieks, it creaks . . . a haunted house that actually speaks! You play the part of Disney characters and probe your way through a haunted house trying to find the most ghosts. Spooky sounds and haunting messages add fun and surprises.

Talking E.T.™ ** Wordbook

Favorite scenes from the movie are brought to life with E.T.'s voice and special sound effects. Designed to help children capture the wonder and excitement of this favorite film while they learn.



The Sesame Street Letter and Number Games ††

Two ABC-Delightful games of talking letters and numbers. Letters, numbers and familiar words are sounded by the Magic Wand Speaking Reader. Children hear the sounds and match the symbols in simple game activities.

Spider-Man®* and the Disappearing Zoo †

Spider-Man uses his amazing web and danger sensor to solve a baffling mystery. The evil Kraven the Hunter has invented a machine that beams zoo animals into his personal cages! Thrill as Spider-Man foils his foe with exciting sound effects and fast-paced dialogue.

INFORMATION

Ask Me a Question ††

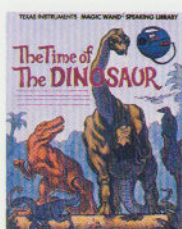
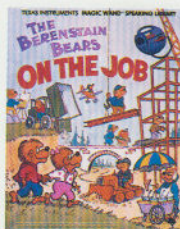
Is the giraffe related to the yak, the okapi or the llama? Choose an answer — and move your Magic Wand™ across the Talking Tracks™ bar codes to hear whether you are right or wrong. Many other fascinating questions — and instant answers.

The Berenstain Bears™ on the Job †

Take a tour of Bear Country and help the Bears decide on their careers. Whether it be firefighting, teaching, or banking, children can explore answers to the question, “What shall we be when we grow up?”

Scooter Computer and Mr. Chips™*††**

Mastering the computer is not only useful, it's fun! Scooter and his computer pal Mr. Chips prove this fact on every page. With games and



activities that highlight the basic concepts of computer literacy, this book is a must for every child of the computer age.

The Time of the Dinosaur ††

See and hear amazing creatures, huge and fierce, in their prehistoric environments. Dinosaurs come alive through lavish illustration and an exciting treasure of great sound effects.

Wings, Wheels and Waves †

Young readers can “sing” traveling songs using the Magic Wand™ Speaking Reader and play games about every type of transportation — from the first wheel to the space shuttle Columbia.

FUN AND LAUGHTER

The Berenstain Bears™ and the Big Road Race †

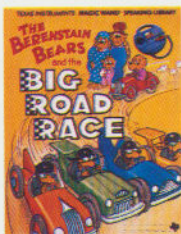
Join the Bears at a suspenseful road rally with five brightly-colored sports cars. Each runs into big trouble as you and the Bears try to guess which one wins the race.

The Berenstain Bears'™ Olympics †

Learn to form and spell adjectives and adverbs by cheering on the Bears at their fun-filled Olympics. Sister is the fastest runner, and Brother jumps farthest, but what does Papa do best? Excitement and sound effects make finding out twice as enjoyable.

Quiz Yourself Silly ††

Chock-full of funny riddles, clever puzzles, and fascinating brain teasers. In case you can't figure them out, just move your wand over the Talking Tracks™ and hear the answers!



Zany Zingers†

Join the fun with tricky tongue-twisters, riddles, jokes and lots of silly sound effects! Includes exciting games and activities sure to captivate the young learner.

CLASSICS, FOLK TALES AND LEGENDS

The Little Red Hen††

While the Little Red Hen is quite industrious, her lazy animal friends provide no help in assisting her in even the smallest way, and she shows them the meaning of “turnabout is fair play” by the story’s end!

MAGICAL ADVENTURES

Crash Landing On Planet Zirkon††

Join two courageous young space scouts in their adventures on the planet Zirkon. Hear, for the first time, Zirkonians speak by moving your special Magic Wand™ across the Talking Tracks™ bar codes. Are they friendly? Listen — and you will see!

The Great Monster Party††

A lively, curious brother and sister and a mysterious mansion at the edge of town are the focus of this exciting story featuring creatures, monsters and “things that go bump in the night.”

Monsters Everywhere††

Graphically treats the common concern of small children: the “monsters” hiding in the friendliest of places. After meeting these “scary” creatures in the form of a garden rose, tree bark and grey clouds, the small child in this story decides, “Imaginary monsters don’t scare me!”



The Sprites' Adventures at the Circus†

The most amusing experience yet for the Sprites from Algol — Galax, Clixon, and Pixel. While Galax and Pixel search for him, Clixon converts to an acrobat, an elephant trainer, a tightrope walker, a lion tamer and a clown.

The Sprites' Adventures on Earth

The Sprites arrive on Earth, where everything is so strange they don't know whether to convert (change shapes) to cars, hamburgers, buildings, or people! Complete with a variety of voices and amusing sound effects.



*The Amazing Spider-Man and the distinctive likeness thereof is a trademark of the Marvel Comics Group, a division of Cadence Industries Corporation, and is used with permission.

**E.T. and the E.T. character are a trademark of and licensed by Universal City Studios, Inc.

***American Broadcasting Companies, Inc.

†Available 2nd quarter

††Available 3rd quarter

More to come.

The preceding list of book titles describes those available, or soon to be available. New books, however, are constantly being added to our library. Be sure to consult your retailer for any new titles that may have been added since publication of this booklet.



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**TEXAS
INSTRUMENTS**

Creating useful products
and services for you.