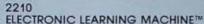
## ING MACH



It's fun to learn, with this very special computer that features over 250 learning activities! There's something for every child ages 4 to 9 - Including general knowledge questions, math problems, spelling and word games, musical lessons and pre-school picture puzzles. The ELECTRONIC LEARNING MACHINE™ features an advanced programming system that's easy enough for young children. The child inserts the programmed card, enters the answer, and that's it! Lights and sounds tell if the answer is right or not! The ELECTRONIC LEARNING MACHINE™ includes the computer, 32 two-sided programmed cards, 2 two-sided keyboard overlays, 1 storage caddy with built-in programmed cartridge, and features an automatic power-off to prevent power drain. Additional activity card sets available.

## Ages 4 to 9

Pack: 6

Weight: 23 lbs.

Cube: 3.6'

Requires 4 "C" cell batteries or #2298 Perma Power™ Battery Eliminator / AC Adapter (neither included)



## ELECTRONIC LEARNING MACHINE™ **ACTIVITY CARD SETS**

Children can enjoy an ever-growing library of learning fun with these additional Activity Card Sets! Each set includes 36 twa-sided Activity Cards with corresponding keyboard overlays—over 200 learning activities in each set, featuring materials developed by leading educational consultants.

Fully illustrated with appealing graphics, the E.L.M. concept and activity cards will educate and entertain children for years

2211 - Set #1 (Preschool to Grade 2)

2212 — Set #2 (Preschool to Grade 2) 2213 — Set #3 (Preschool to Grade 2)

2214 -- Set #4 (Grade 2 to Grade 4)

2215 - Set #5 (Grade 2 to Grade 4) 2216 - Set #6 (Grade 2 to Grade 4) 2222 - Set #7 (Preschool)

2223 – Set #8 (Grade 1) 2224 – Set #9 (Grade 2) 2225 – Set #10 (Grade 2)

2226 - Set #11 (Grade 2)

2227 — Set #12 (Grade 3 to Grade 4) 2228 — Set #13 (Preschool)

2229 -- Set #14 (Grade 1) 2230 -- Set #15 (Grade 2)



WINDSHOP STREET

