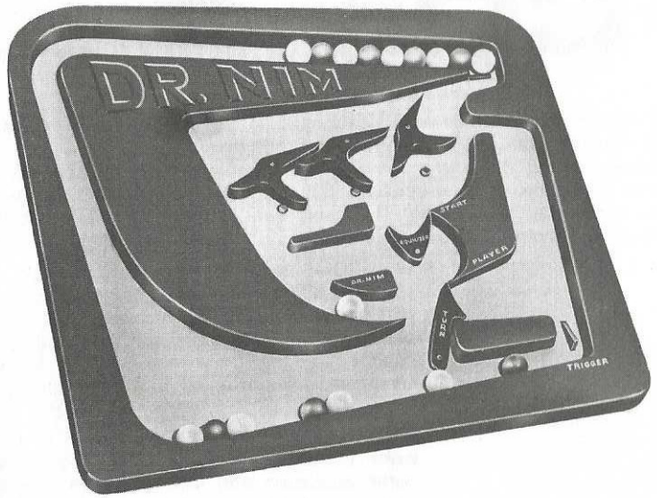
The Amazing DR. NIM®

For Ages 6 to Adult



WHO is DR. NIM? He is a fascinating, challenging plastic digital computer, ingeniously designed and simply made so that all can play against him. Less than a minute is needed to learn the rules of play.

If you can count, you can play DR. NIM. Or, if you wish, you may try to work out the mathematical formulas for beating him at the ancient game of NIM. This game, played for thousands of years, really comes to life with DR. NIM.

The instruction booklet that comes with DR. NIM not only describes the extremely simple rules of play, BUT it also presents a detailed write-up of DR. NIM as a COMPUTER. INCLUDED are discussions of the mathematics and the programming of computers. An intriguing discussion of the philosophy of computers as "Thinking Machines" is included.

DR. NIM was invented by a computer genius. That is why he is so simple to operate and yet so intriguing to play by both young and old.

Many variations on the basic game of DR. NIM are possible. You can even make DR. NIM play against himself or you can use DR. NIM to play against another person.

Match your wits against DR. NIM . . . He has been fully tested with children and adults. Guaranteed to perform . . . Guaranteed to please.

SUGGESTED RETAIL $3.50

THiNKaDOT®

For Ages 3 to Adult



This remarkable color pattern game uses a plastic digital computer that changes colors of its spots (Flip-Flops) by dropping marbles into the three holes on top. THINK-A-DOT is the utmost in simplicity (a 2-year-old can operate it) and yet it will fascinate a Ph.D. in computers.

Here are the basic instructions . . . "Tilt THINK-A-DOT on its side . . . now stand it up again . . . now, drop a marble into any of the three holes on top over and over again until you have made all the color spots (Flip-Flops) blue . . . or yellow."

That's all there is to the basic game. Then you can start playing hundreds of variations . . . program special patterns.

THINK-A-DOT can be played by one or two players.

The instruction booklet compares THINK-A-DOT to electronic computers and discusses its basic computer structure (it is made of 8 plastic Flip-Flops ingeniously connected by OR gates!). The interested person can thus work out a flow chart for programming THINK-A-DOT.

THINK-A-DOT will find a place in your home, your office and your children's playroom.

Get several. You'll be delighted with this imaginative game in the form of a plastic digital computer. Fully tested and fully guaranteed to delight.

SUGGESTED RETAIL $2.50

a word about E.S.R., Inc.

E.S.R., Inc. was founded several years ago by three scientists and engineers who wanted to provide toys and educational devices that would have those qualities that lead children and adults to fuller and more successful lives — and yet bring enjoyment to all. Their first attempt, DIGI-COMP I, was an instant success. Today, tens of thousands of youngsters and adults in America and Canada have enjoyed DIGI-COMP and now have been introduced to the computer field. Over a thousand public and private schools have used DIGI-COMP for classroom demonstrations. New textbooks in Science and Mathematics are including a discussion of DIGI-COMP. With the new advanced manual now available for DIGI-COMP a very thorough examination of computer math and fundamentals is now a reality for all.

With the success of DIGI-COMP, E.S.R., Inc. is continuing in the same direction, providing toys with a purpose. The Amazing DR. NIM is uncanny in its simplicity and skill. Although completely different than DIGI-COMP I, it is still a real binary digital computer entirely in plastic which can provide an insight and understanding into the "thinking" ability of man-made machines. THINK-A-DOT is again in the same theme, a binary digital computer entirely in plastic, but uniquely different in its structure. Here is a case of a computer that provides unending fun (even a two-year-old is fascinated), but also challenges the skill of a computer expert.

The recently introduced DIGI-COMP II provides a larger computational capacity than its predecessor DIGI-COMP I. It has a readout capable of handling large numbers, yet is exceptionally simple to program. It is a worthy member of the growing family of E.S.R. computers for fun and education.

The scientists at E.S.R. have proven that devices that actually operate on basic engineering principles provide in reality far greater pleasure than pseudo or fake gadgets that insult the intelligence. They have shown that you, the American public, want and in fact prefer the real thing and want to learn while you play. This is the objective of E.S.R. — to provide toys with a purpose.

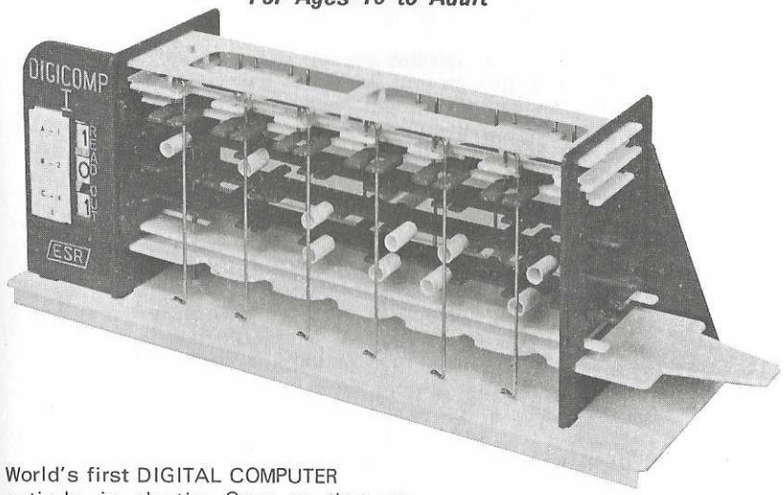
"IT'S MORE FUN THAN YOU THINK — WHEN YOU THINK FOR FUN"

E.S.R. **COMPUTER ACTION GAMES**

E.S.R., INC., 34 LABEL STREET, MONTCLAIR, N. J. 07042

DIGI-COMP®1

For Ages 10 to Adult



World's first DIGITAL COMPUTER entirely in plastic. Open so that you can see computer actions usually hidden in electronic circuits. DIGI-COMP is entirely mechanical.

The remarkable 28-page Instruction Manual includes a simple explanation of binary arithmetic and computer fundamentals of operation and programming. Assembling DIGI-COMP permits first hand observation of its components.

WATCH DIGI-COMP

Add Multiply	***Countdown Answer Riddles***	***Program Set***	***Sequence Shift***

A total of 15 experiments are described.

DIGI-COMP operates entirely in the binary mode, right before your eyes. That is why it is so simple to understand.

DIGI-COMP teaches you to think and reason logically . . . A perfect math or science project . . . and have fun all the time.

Acclaimed by Educators and Scientists and Engineers . . . Tens of thousands have already been delighted by the now-famous DIGI-COMP.

An advanced instruction manual is now available that presents the programming of each experiment in Computer Math (Boolean Algebra) and Flow Diagrams.

SUGGESTED RETAIL $6.00
ADVANCED INSTRUCTION MANUAL 1.00

A PERFECT INTRODUCTION TO COMPUTERS FOR CHILDREN . . .

DIGI-COMP® II



A CHALLENGE TO ADULTS!

NO BATTERIES OR ELECTRICITY!

SUGGESTED RETAIL $16.00

DIGI-COMP II is another completely mechanical binary digital computer. It is, however, entirely different in concept than DIGI-COMP I. By means of balls rolling down through its computer mechanisms, the electric current impulses of an electronic computer are VISUALLY simulated in slow motion by DIGI-COMP II. Thus, you can actually see computer actions and events as they occur! The action is fascinating to watch.

DIGI-COMP II is so simple to operate that you will be programming simple problems in just a few minutes. Yet because it is a complete digital computer, an entire computer course can be built around this amazing machine. Countless problems may be programmed.

DIGI-COMP II represents a major step forward in making the understanding of computer operation and use available to everyone. The Instruction Book starts with the simple fundamentals so that you can operate DIGI-COMP II almost immediately.

The unique construction of the machine leads you into the use of binary arithmetic without effort. You will easily come to understand the definition and use of computer elements and terms such as —

accumulator	memory register	gates
flip-flops	overflow	clear
complement	clock	bit

Because DIGI-COMP II can perform many of the operations that its electronic counterparts can, you will be able to program problems in Science, Mathematics, Accounting, Engineering, Statistics, Banking and many others . . . you can literally PROCESS DATA!

This is the first mechanical computer with automatic switch action . . . binary operation is simple . . . you can grasp logic patterns creatively.

No batteries or electricity required. The Instruction Manual leads you from addition, subtraction, multiplication, division, clearing, complementing through simple and then detailed programming.

Set your own pace at using and enjoying DIGI-COMP II.