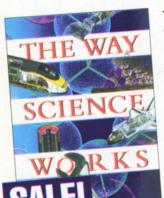
SCIENCE NEWS BOOKS



THE WAY SCIENCE WORKS is an essential reference for anyone who has ever been fascinated by how things work and for anyone-of any age-who wants to learn about science. Full-color anatomical illustrations explore how things work in modern science and technology, from cars and helicopters to holography and gene splicing. Accompanying essays written by experts in each field make all areas of technology, from the everyday to the exotic, accessible to the nonspecialist. This basic words-and-pic-

tures approach brings the reader easily to a confident understanding of the workings of things, whether a spacesuit or a television set, micro-

surgery or beer brewing.

Macmillan, 1995, 288 pages, 8³/₄" x 11⁵/₄", hardcover, \$3 00 WaySciWorksH

WORD SPIN SCRAMBLE[™]

Great for at home or on the road, this action-packed word game is handheld and doesn't require a game board or have a lot of pieces. In fact, the 16 wheels are held together by magnets, allowing you to rearrange the wheels or make the game decks larger or smaller. Spin the magnetic deck

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Recommended for age 7 and up. Includes 16 magnetic wheels, timer, pad, and pencil. \$2.05 WordSpScramb



WHAT ANIMAL IS THAT?

What remains airborne for 2-3 years? What has the largest eyes of any animal? What is a sundew? Test your knowledge by matching hundreds of curious and interesting nature facts with the appropriate animals or plants to build a fascinating pictorial design. Includes a poster-size answer key and 504 large baffling pieces.

\$1965 WhatAnimPuz

XERISCAPE PLANT GUIDE is a fully illustrated reference that offers complete

information on 100 lowwater-use trees and shrubs,

perennials and vines, ground covers, annuals, and shade plants. The plants were chosen for their ability to thrive in tough conditions, for their low water usage, and for their potential to add beauty and diversity to any landscape.

All plants are depicted in full-color photographs throughout the seasons, and several garden design possibilities are shown.

Fulcrum Publishing, 1996, 184 pages 8½" x 10¼", hardcover, \$34**%**5 **XeriscPICdeH**



THE QUEST FOR LIFE IN AMBER

by George Poinar and Roberta Poinar

The Poinars became famous in 1992, when they announced that they had obtained "live" DNA strands from an insect about 40 million years old. Since then, they have successfully extracted preserved DNA strands that are more than 125 million years old. This is the story of their 30-year odyssey to reach these remarkable goals and the importance of their findings. In addition, they sprinkle the text with narratives reminiscent of an Indiana Jones movie as they expose the exotic world of amber and amber collectors. The many photographs

and color plates truly bring these organisms and adventures to life.

Addison-Wesley, 199 219 pages, 6" x 9" paperback, \$16X0

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