



Edmund Scientific

INFORMATION AND INSTRUCTIONS

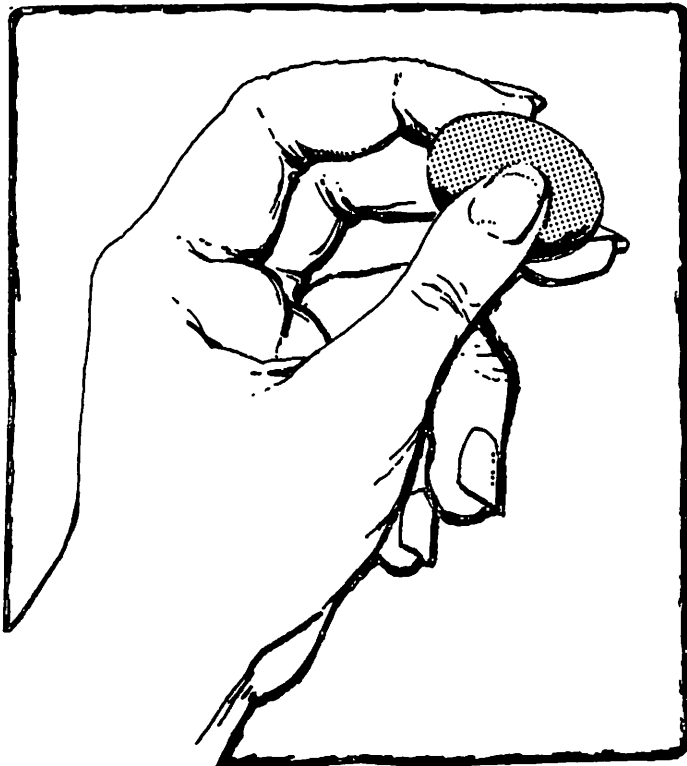
JUMPING DISCS

READ INSTRUCTIONS FIRST OR DISCS WON'T WORK

Have fun—these Jumping Discs will work properly if you take the time to follow these instructions first. When new they will require "breaking-in" as described below. Your patience will be rewarded—it may take a little longer at first, but you'll have plenty of fun with the discs once they are thoroughly "ready."

HOW TO OPERATE YOUR JUMPING DISCS

All new Jumping Discs are stiff and may require a short break-in period. Place the metal side of the disc under your thumb, the printed side resting on your index and second finger. Press in with your thumb against your index and second finger. Apply a little pressure if necessary. There will be a clicking sound. Then release. If the disc does not hold in the depressed position, rotate the disc approximately ¼ turn and repeat pressing and rotating procedure until it does hold this position. When the disc holds the clicked position, place the metal side down on a hard flat surface such as a desk top, counter, or cabinet.



RECOMMENDED SURFACES

Will work on cool ...
Flat dish
Glass Ash Tray
Laminate Table Top
Large Coin
Misc. Flat Metals

Will NOT work on...
Tablecloth
Paper
Cardboard
Book
Misc. Cloth Materials
Warm or Hot Surface

CAUTION: Don't place disc on fine wood furniture that might be scarred by the jumping disc.

REMEMBER: The colder the surface on which you place the disc the faster it will jump for you. If the surface (plate, table top, etc.) is warm the disc will not cool off and consequently will not jump.

WHY JUMPING DISCS WORK

Your Edmund Jumping Disc is a scientific gadget, demonstrating the principle of differential expansion. It is a bimetal, having stainless steel on one side and invar on the other. Invar is a nickel-iron alloy containing 36% nickel. This alloy has a very low co-efficient of linear expansion by comparison with the stainless steel.

Heat causes the bimetal disc to expand and cooling makes it contract. Since the two surfaces expand and contract at highly different rates in response to changes in temperature, the change from warm to cool causes it to change shape suddenly and jump into the air.

The principle behind it—differential expansion—was a scientific innovation which formed the basis for the first automatic, uncomplicated product to control the temperature in your home—the automatic home thermostat.

ADDITIONAL INFORMATION

Special prices are available on large quantities. In lots of 1,000 and over, your own imprint or Company logo can be provided. Write for our Bulletin No. 9898.

Note: If disc fails to jump after you have followed the above instructions, you might have overbent it. To correct this, unclick it and bend it back to the original shape (like a dinner plate).

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20 GAMES USING JUMPING DISCS

1. SOLITAIRE: This game is simply a matter of launching the disc and seeing how many consecutive times you can catch it. You may compete with others, or just try to beat your own record. If this gets too easy, try catching it on the back of your hand...or shutting your eyes until it pops.

2. UP-UP-AND-AWAY: The player who can get this disc to pop the highest wins. (Note: This is not always easy to determine, so there should be an unbiased umpire, if possible.)

3. HIT THE STRING: Tie a string across and about 3 feet above the launching pad. The idea is to use your judgement (and a little guesswork) to determine the exact spot to launch the disc so that it will hit the string. Compete with your friends. The best out of five wins a round.

4. ON TARGET: The player who can land his disc closest to the launching spot (or some other pre-determined spot) wins.

5. FIELD GOAL: Played much like "Hit the String" except that the object is to go over the string (without touching it) to score.

6. BLINK-NOT: Each person has a turn to be positioned level with the disc and one foot away from it. Each player has 3 chances for each turn. The object is not to blink when the disc pops. The other players are judges...and the majority determines whether a player blinked or not.

7. UP FOR GRABS: This is a rough and tumble game (played with no more than 6 people). One person is chosen to launch the disc, then, as it pops, it is "up for grabs". The person who gets it wins. (also good if all players are blind-folded.)

8. TIDDLEY DISCS: Played with concentric circles and a cup (or bowl, pot, etc.) in the middle. Each player gets 3 chances per round. A disc landing in the cup is worth 100 points; in the nearest circle 75 points; next circle 50 points; etc. (disc on line is considered in the higher scoring circle). Note: Disc is launched outside of the concentric circles.

9. SHOWDOWN: At the pop of the disc, two players "draw" cowboy guns on each other. A referee may determine who was first.

10. HECKSAPOPPIN: Each player (equipped with his own discs) sees how many he can launch (actually get to pop) before the first disc that he put down goes off. The first one must go off, however, within one minute or the player gets a point off for every 10 seconds over the one-minute mark (until his score for the round is eliminated).

11. GUESS WHEN: Each player makes a before-hand guess at how many seconds from the time the Jumping Disc is placed on the launching spot to the time when it jumps. The one closest yet under the actual number of seconds wins. (This is a good party game where prizes may be given.)

12. PREDICT-A-SPOT: Every player gathers around the launching spot. The exact launching spot is pre-determined (and never varies). Then each player puts a slip or paper with his name on it anywhere near the disc. The slip that the disc lands closest to wins (a prize).

13. POP'N SWAP: Every player but one places a possession (button, toothpick, penny, etc.) wherever he thinks the disc will land. The extra player is the "launcher". The possession that the disc lands closest to designates the winner (the owner), who takes the possession of the player to his left (players stay in a circle although their possessions may be placed anywhere). (Note: Remember what belongs to whom for each round.) Then

the winner becomes the "launcher", and the players change places (if they want to). Any player, at any time, may request a disc change...or a change of launching spot. Of course, the object of this game is to come away with as many possessions as possible.

14. BATTER UP: Choose up teams (any equal number on each team). Determine launching pad (a tin can stuck in the ground will do). Draw lines (or put strings) in a semi-circle: one 1 foot away; one 2 feet away; one 3 feet away; and one 4 feet away from can. Use a spoon as a bat. Each player may launch his own disc. He is allowed 3 swings at the disc (as it goes up or comes down) and 4 swingless launches ("balls"). A "hit" that lands short of the 1-ft. line is a foul (and is counted as a strike for the first two swings...and it takes four more fouls to get the third strike and be "out". A "hit" across the 1-ft. mark is a "single"; across the 2-ft. mark is a "double"; across the 3-ft. mark is a "triple"; and beyond the 4-ft. mark is a "home run". (a disc landing on or touching the line is considered across it.) Each player should have an identifying marker (preferably with a symbol for each team and the name of the individual player on it...a piece of paper will do). As a hit is made, the player advances his marker to the appropriate scoring semi-circle. He then awaits the performance of the next player ("batter") to advance him...e.g., if the first player hits a "double" and the second player hits a "triple", the first player is advanced from the 2nd semi-circle to "home" and scores a point for his team. The next team is up when the first team strikes (or fouls) out 3 times.

15. CUP-A-PRIZE: An excellent party game where everybody wins. Setup a platform with paper cups from one end to the other (all touching). Each cup has a prize (or pennies); some cups should be more rewarding than others. Each person has a chance to launch a disc until it lands in a cup. The contents of the cup is the prize. (This is also perfect for a carnival booth type of setup where people pay to play. The only modifications would be to put the cups farther apart and to limit the number of tries...e.g., "3 tries for a dime".)

16. MINI SKEET SHOOT: If you are adept at rubberband shooting, this is a game to test your skill. You may launch your own disc or someone else may launch it for you. The object is to hit the disc on its way up or down...the best out of 25 launchings wins. (A Pop-Gun with a cork tied to a string is also a good "weapon" to use.)

17. READY-SET-GO: A Jumping Disc is an excellent starting signal for races off all kinds (especially those played indoors).

18. HEADS UP: Each player takes a turn launching his disc. If it lands "heads up", he's out. Otherwise, he is in the next round. The last person remaining is the winner.

19. RICOCHET: Get a 4" x 5" index card, or any flat surfaced item of that approximate size, to use as a deflector. Set the disc to be launched and then hold the deflector next to and slightly over the disc so that the disc must hit it as it pops. The object is to ricochet the disc to a certain spot, which may change at the others players' discretion (before the launch takes place, of course). You will soon learn the angle at which to hold the deflector to send the disc to various distances.

20. SPIN-THE-BOTTLE...DISC STYLE: Boys and girls gather in a circle. Each one has a disc. Everybody sets theirs for launching. The first two discs that pop (one of a boy and one of a girl) get to kiss each other. Then switch discs around, since some discs take longer to pop than others and everyone will surely want to have a turn.