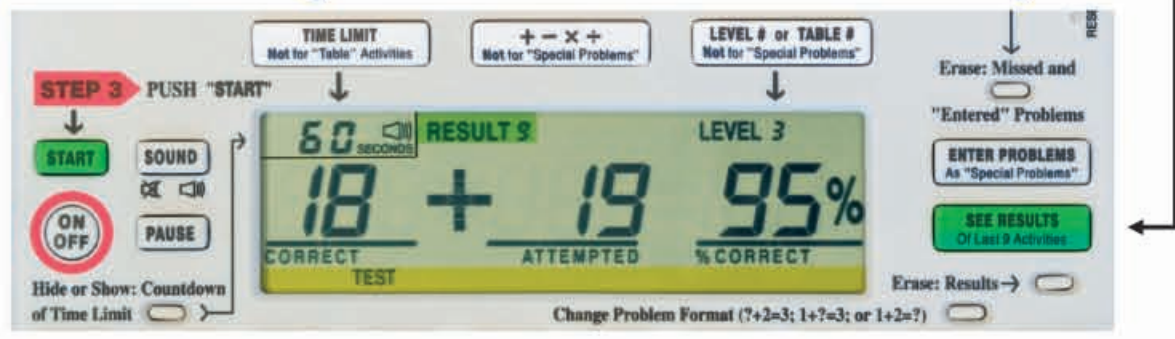




## Teacher or Parent Quickly Evaluates Last 9 Exercises in Detail By Means of "SEE RESULTS" Key

Photograph (➔) of the display and surrounding area of a FlashMaster when displaying the results of the most recently performed "learning activity" (exercise) of 9 such activities whose results are currently stored in memory.



**EXPLANATION:** Result Number: 9 (The results of 8 previously completed exercises can be viewed by pushing "SEE RESULTS" key 8 times.); Learning Activity in Effect when Result Generated: "Test"; Time Taken: 60 Seconds; Arithmetic Operation: +; Level of Difficulty: 3; Problems Answered Correctly: 18; Probs. Attempted: 19; % of Probs. Answered Correctly: 95%.

### Features of the FlashMaster (U.S. Pat. 6,724,355) One-Year Warranty

- ◆ Easy to understand and operate
- ◆ On their own, students master:
  - Addition:  $0+0=0$  through  $9+9=18$
  - Subtraction:  $0-0=0$  through  $18-9=9$
  - Multiplication:  $0\times 0=0$  through  $12\times 12=144$
  - Division:  $0\div 1=0$  through  $144\div 12=12$
- ◆ No more than 10 minutes per day
- ◆ Minimal supervision required (none for practice)
- ◆ "SEE RESULTS" key makes easy (at any time & place) detailed evaluation of 9 latest "activities"
  - type of activity practiced: "Table: In Order"; "Table: No Order"; "Practice"; "Test"; "Flashcards", or "Special Problems"
  - arithmetic operation (+, -, x, or ÷) practiced
  - number of the difficulty "Level" or "Table" from which problems were generated
  - length of the per-activity or per-problem time limit
  - number of problems attempted during activity
  - number & percentage of problems answered correctly
  - the order in which the activities were performed, etc.
- ◆ Student motivated by automatic display of results & by parent or teacher's subsequent ability to review as many as the 9 last exercises
- ◆ Extremely efficient use of student's time:
  - No time wasted by tedious & time-consuming "rewards", distracting computer games, or unnecessary keystrokes
  - Usable anywhere & at any time—the car, the kitchen, the doctor's office, etc.
  - Turns on instantly; useful even during TV commercials



- ◆ 9 "Levels" for each arithmetic operation:
  - User can focus on problems that are currently most appropriate
  - Minimal time wasted on problems that are too easy or too difficult
  - Problems needing more practice presented more often
- ◆ Option to practice solely the 15 problems most recently answered incorrectly by user
- ◆ Option to practice solely 15 problems selected by user or user's parent or teacher
- ◆ Time limits & the display of their "countdown" motivate student to answer rapidly & eventually automatically:
  - 8 alternative per-activity time limits of 30, 45, 60, 75, 90, 120, 150, and 180 seconds
  - 10 alternative per-problem time limits of 9, 7, 5, 4, 3, 2.5, 2.0, 1.6, 1.3, and 1.0 seconds
  - Option of "hiding" from view the counting down of time limits
  - Two introductory "Table" activities are not timed
- ◆ Immediate visual feedback as to accuracy of each answer, but not in "Test" activity
- ◆ Correct answer displayed when problem missed twice in a row, but not in "Test" & "Flashcards" activities
- ◆ 3 "problem formats":  $2X3=?$ ,  $?X3=6$ , and  $2X?=6$
- ◆ All FlashMasters can give the exact same tests
- ◆ Mutable audio feedback

**90-Day 100% Money Back Full-Satisfaction Guarantee**  
applicable to price of first unit bought from Flashmaster LLC and to the \$5 charged for shipping & handling

**TO ORDER OR FOR MORE INFORMATION**  
**\$54.95**

Shipping and handling for 50 United States & Armed Forces addresses: first unit: \$5; second: \$5; each additional: \$2.50.  
Canada: first unit: \$14; second: \$14; each additional \$4. Other International: first unit: \$20; second: \$20; each additional \$4.

Go to: [www.flashmaster.com](http://www.flashmaster.com) to order or for details  
Or call: 1-800-884-3531 (toll free) or 1-307-690-8577 (cell phone of owner, Chuck Resor)  
E-mail: [info@flashmaster.com](mailto:info@flashmaster.com)

Quantity discounts & promotional pricing for schools  
Normal mail: Flashmaster LLC, PO Box 9321, Jackson, WY 83002

+ -  
x ÷

# FLASHMASTER®

[www.flashmaster.com](http://www.flashmaster.com) 800-884-3531



"perfect in every way ... Math Heaven ...  
Get this product! ...  
without a doubt, the best math resource  
I've ever come across."

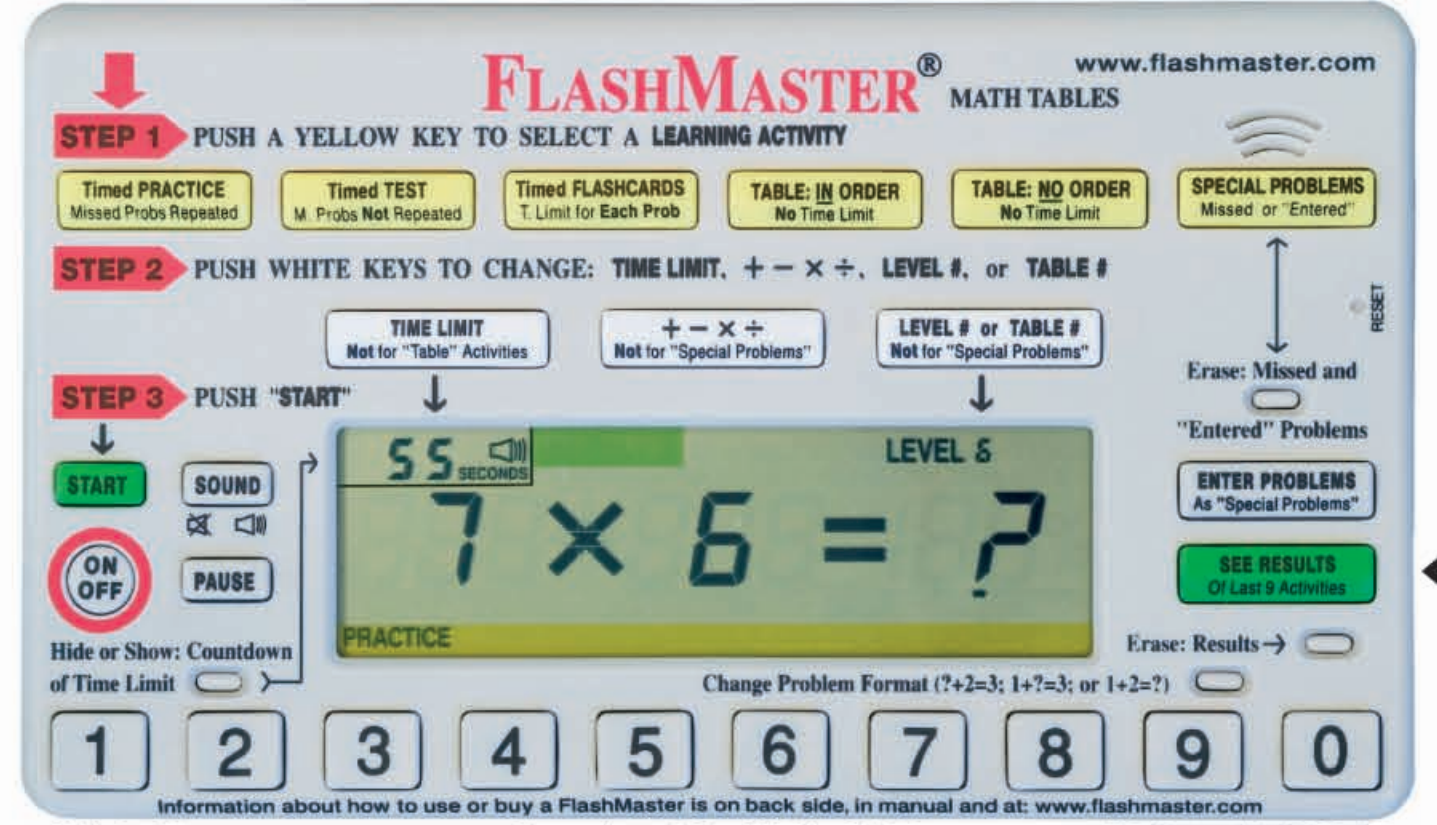
Jenefer Igarashi, Senior Editor, The Old Schoolhouse Magazine

"Kids regard it as a 'GameBoy®,'  
but it is a little computer for practicing basic math facts."

A to Z Home's Cool homeschooling website ([www.gomilpitas.com](http://www.gomilpitas.com))



Appropriate for daily class-wide use in grades 2 to 6  
Widely used in grades 7 to 12 for remediation & special education



Weight: 11 ounces Dimensions: 7.3 in. X 4.3 in. X 0.8 in. U.S. Patent No. 6,724,355

An entire daily assignment done at home or school can (minutes or days) later be reviewed quickly & in detail with the SEE RESULTS key (even if the FlashMaster has been turned off in the meantime)

**\$54.95 Normal Price**  
**Quantity Discounts**  
Prompt shipping & handling:  
First unit: \$5; second: \$5; each additional: \$2.50  
Outside 50 United States: see back page.  
**Promotional Pricing for Schools**  
(purchase orders accepted)



**90-Day 100% Money-Back Full-Satisfaction Guarantee**  
applies to price & to \$5 S&H charged for first unit bought from Flashmaster LLC  
**One-Year Warranty**

Go to: [www.flashmaster.com](http://www.flashmaster.com) to order or for complete details, including more than 30 media reviews & 900 testimonials  
Or call: 1-800-884-3531 (toll free) or 1-307-690-8577 (cell phone of owner, Chuck Resor)  
E-mail: [info@flashmaster.com](mailto:info@flashmaster.com)

Normal mail: Flashmaster LLC, PO Box 9321, Jackson, WY 83002

## The New York Times

If you suspect that all those electronic gadgets for children are only good for wasting time with games, check out the FlashMaster, a digital alternative to flashcards that helps teach basic math skills. ... **Its gamelike attributes make arithmetic surprisingly engaging.** ... At the end of a practice session or a test, the total score is displayed. [Adults] can push a button to see the results of the last nine activities; another button calls up drills in problems that were answered incorrectly.

## PC Magazine

Kids who are learning math basics—addition, subtraction, multiplication, and division—can hone their skills with the FlashMaster, a **simple yet engaging**, handheld computing device. ... practice in several customizable modes ... The FlashMaster gives feedback after each activity and remembers results of the previous nine activities. Surprisingly, it really is **fun to use; none of our testers (age 6 to 16) wanted to relinquish the FlashMaster.**

## The Philadelphia Inquirer

**electronic answer to ... flash cards ...** allows children to work ... by themselves, but retains their work so parents or teachers can review it later.

**Also recommended by:** Detroit Free Press, San Diego Union Tribune, Milwaukee Journal Sentinel, Sacramento Bee, South Florida Sun-Sentinel, Santa Cruz Sentinel, News & Observer, etc.



## Chicago Tribune

a kick start to do basic arithmetic ... a gamelike feel ... to reward or prod the user ... **can be used in the car ... a fine tool**

# Education Magazines

## Mary Pride in Practical Homeschooling

The academic area homeschool kids are worst at...: timed arithmetic drill. ... The Flashmaster is ... a hand-held electronic math drill product that kids can operate on their own. ... Unlike other electronic drill gizmos ..., the FlashMaster is a **serious educational tool. ... Obviously a lot of love and a lot of engineering went into this product!** ... a quick and easy, **highly motivational**, way to speed up those arithmetic skills.

## Children's Software Revue

It's **very easy to use and quite customizable.** You can select from all four operations ... and can zero-in on specific fact families. Progress is recorded in a memory bank that shows the results of the last nine activities. We found the device **very intuitive, well-labeled, and sturdy**, too, with large keys and **easy to read LCD screen.** Sound effects can be turned on and off. In appearance, the device resembles a calculator, which we see as a strength in that older kids won't be put off by a toy-like look.

## Education Update

a **godsend for any parent of a schoolage child ... actually quite addictive...** Education Update recommends that any parent, teacher, or home educator with school-age children allows their child to develop the computational confidence that comes with basic mastery, while hav[ing] a disconcerting amount of fun ...

## Homeschooling Today

**small enough [for] the car or a totebag ...** a most helpful, engaging tool for young mathematicians

**Instructor** (Scholastic, Inc.): Mastery in a flash ... **easy-to-use alternative to traditional flashcards**

## The Old Schoolhouse Magazine

www.theoldhomeschoolhouse.com  
Jenefer Igarashi, Senior Editor

If ... you plan to teach them math, you're going to want the Flashmaster. This may end up sounding more like a commercial than a review; ... It is **perfect in every way. .... It's Math Heaven ...** I love it! ...This is the first math product that I've ever found that I've honestly felt like it was a "must have". ... This is no exaggeration! I am thoroughly impressed, and cannot stop telling every homeschooler I know about it. **Get this product! It is, without a doubt, the best math resource I've ever come across.**

Gena Suarez in "Publisher's Note"

My husband and I are thrilled with FlashMaster. **Never have we found a tool so handy for teaching math drills.** ... we finally feel like our children are getting the timed drills they need on a regular basis. All four of our kids use it daily. **We love it**



## Hoagies' Gifted Education

www.hoagiesgifted.com

A toy, a learning tool... both. ... replaces flash cards ... problems that are missed can be run separately in "missed problems." Change the format of the problems, putting the "variable" in any position. ... a **great tool, that's great fun**, even for our twice exceptional friends...

## Home School with the Web

www.homeschoolwiththeweb.com

All of the children who tested the FlashMaster in our trial were able to figure out approximately 85% of it on their own in under 15 minutes. They reported it as being fun to use, game-like and much more interesting than flash card drills. ... We ... found a better value than Turbo Twist Math by Leap Frog ... **well thought out in design, versatile and very useful.** ... so many features ... they can not be covered in a short review.



## A to Z Home's Cool

www.gomilpitas.com

Kids regard it as a "GameBoy," but it is a little computer for practicing basic math facts: addition, subtraction, multiplication and division.

## Eclectic Homeschool Online

www.eho.org

[M]y nine-year-old son ... **loves it even more than his occasional Gameboy® ...** he can 'bring it anywhere' .... Dubbed as 'The Affordable 11-Ounce Computer That Replaces Flashcards' ..., **Flashmaster** does just that ... [T]his little tool [is] **excitingly simple and convenient. ... extremely easy to use ... handy**

## Christian Homeschooling

www.christianhomeschoolcommunity.com

I have never seen a program for drilling math facts that has ever been this much **fun** and ... this **successful ...** Your children will enjoy ... seeing their scores improve while you enjoy seeing your child's confidence skyrocket. **a five-star resource**



**Dr. Toy** (The Institute for Childhood Resources, San Francisco, CA)  
www.drtoy.org

a fun 11-ounce handheld computer with a large, clear display that helps **children—essentially on their own—master the basic math facts...** It enables the busy parent to check quickly and in detail the work that their child has done. This product comes **highly recommended.** It will help your child to improve their mathematical abilities and gain confidence.

**Selected by Dr. Toy as a: "Best Children's Vacation Product"  
Winner of Children's Software Revue's "All Star Award"**