

# Want to Play?

Look for these games in January, February and March 2007 in *Googolplex*, on your credit union's web site.

## Construction Conundrum

We're building words. Do you have your hardhat? Wait—forget the hardhat. This construction project requires a thinking cap! Your job is to build words—as many as possible! The Friday whistle blows in three minutes. Good luck...



## Agent 2007

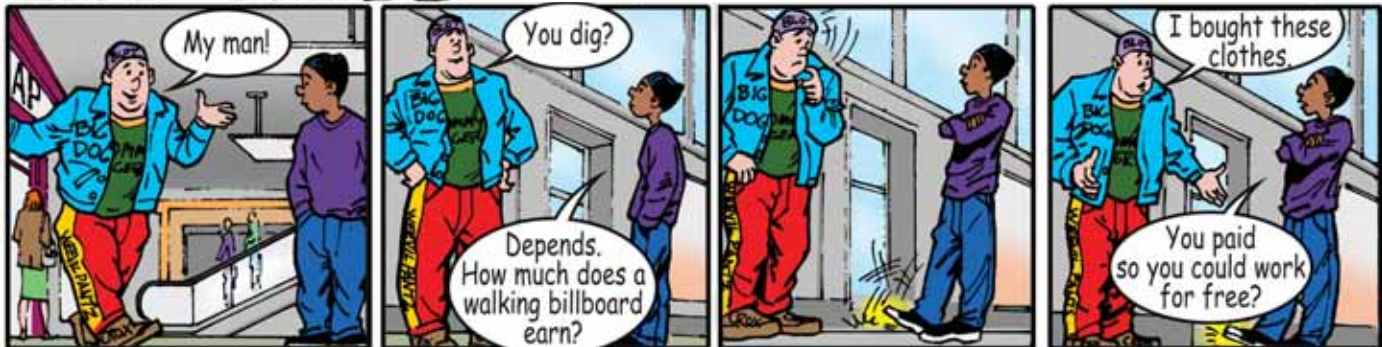
Greetings, Agent 2007. Your mission is to locate the globe-trotting enemy spy known only as "The Steel Weasel." Only you have the wits to track him to his hidden lair. First study the dossiers of his cohorts, the Pink Mink and the Chocolate Ferret...



## Buzzwords

America's favorite game show host Hugh Googol says, "Welcome to Buzzwords!" Think you've got what it takes to take on 50 years of national spelling bee champions? Then you're ready to play!

# KID KRED



## Make a Career in Comics

Love comic books? Want to create them for a living? Great! A lot of students would give just about anything to have a career writing and illustrating comic books. But the competition for jobs is fierce. If you want to succeed, here's what you need to do:

### Make sure you have the talent

Besides having natural ability to write or illus-

trate comics, you must master:

- Human anatomy, including the 23 bones that make up your own hand;
- Basic grammar, spelling, and vocabulary. Nobody takes a writer who misspells words seriously.

### Own your comic

The best way to break into the industry is to create your own comic.

Copy your work cheaply and distribute it to your school and local newspapers.

Joe Casey, the popular writer of *X-Men*, broke in this way.

### Get experience!

You don't have to get paid for your first comics. Putting your work before the public provides you with valuable feedback plus exposure, and is its own reward.



### Learn more:

- Visit your credit union's web site;
- Click on *Googolplex*, then AJ's Mall;
- Click on Information;
- Enter "Comics" in the search bar.