



Finally, an alternative to
“ # @ % # * ! ”



Introducing Time-Scout™ Monitor.

*Because it's hard to argue
with a box.*

With the new Time-Scout™ Monitor, you set the limits and it does the rest.



The no-hassle way to take control. As a parent, you know how hard it is to control the amount of time your children spend with video games, TV, and the computer. Limiting their use, or telling them it's time to stop often results in begging, pleading, and even all-out battles.

Now there's an easy-to-use product that lets you control their time without having to be the bad guy. With the new Time-Scout Monitor, you set the time limits for each child, and it does the rest. Time-Scout tracks each child's use, and shuts the TV, video game, or computer down when the allotted time is up. It becomes the enforcer, not you.



So easy to implement and use. Time-Scout Monitor is easy for both you and your kids to use. There's no complicated keypad programming or codes to enter. Just plug Time-Scout into the wall, plug the video game player, TV, or computer monitor into Time-Scout, and you're ready to go. Your Time-Scout monitor now becomes the on/off control for your video game player, TV, or computer (controlling the monitor only).





To use Time-Scout, you simply swipe cards like you do with a credit card to add or subtract time from each child's account. For example, swipe the 30-minute card twice to deposit an hour into Account #1, and so on for all accounts.

This can be done on a daily, weekly, or monthly basis. You can also override the allotted time for special occasions, or lock them out completely.

Children swipe their personal cards when they start and stop, and Time-Scout keeps track of their time. For instance, if Sam is given a four-hour allowance of time each week, he swipes his own account card each time he uses the video game, the video game turns on, and the clock starts counting down. When he's finished, he swipes it again and the clock stops. Sam determines how to use his time—not you—but when his time is up, it's up. No ifs, ands, or buts. It's the perfect way to teach the valuable life lesson of time management. Of course, he'll receive warning beeps at the 15-, 5-, and 1-minute time remaining marks, giving him time to finish up or save his game.

Time-Scout Monitor comes with cards for four users. Additional sets of three can be purchased for up to ten different users.



Because children need limits. Our children spend an inordinate amount of time watching TV, playing video games, and using the Internet. Unfortunately, this is often at the expense of other important activities that nurture intellectual and physical well-being.

However, these devices can have a positive effect on a child's life, if controlled and used in moderation. Children just need to have limits which are fair and consistently enforced.

That's the beauty of Time-Scout. It makes it so easy to set and enforce limits. You determine how much time they are allowed, and Time-Scout follows through by tracking the time and shutting down when time is up. No more, "Just five more minutes." Or, "After this game, pleeeeeease?"

When time is assigned as an allowance, children will learn to make better use of the time they have, thus learning time management at an earlier age.

Dr. Harold L. Miller
Ph.D. in Psychology
Harvard University



The statistics tell a scary story

You can also use Time-Scout to reinforce rewards and consequences. Use Time-Scout to reward good behavior with "bonus" time or to subtract time for undesirable behavior.

Time-Scout aids in the development of responsible, healthier kids.

In addition to instilling a little peace in your house, Time-Scout has another important benefit. It introduces and helps teach time management to children. When it comes to something kids truly care about, they learn to use their time well.

Plus, studies have shown that kids who spend less time watching TV, playing video games, or sitting in front of the computer get more physical and intellectual development. They spend more time outside, involved in extracurricular activities, reading, or doing homework.

But perhaps most importantly, Time-Scout makes it easy to set limits and consistently enforce them, teaching children to understand and live in the world around them. As noted Child Psychologist Dr. Harold L. Miller says, "Effective implementation of Time-Scout in the home may rank among parents' most significant contributions to the long-term enhancement of their children's quality of life."

- *Children in America spend more time with the TV than at school.*

- *Only sleep gets a greater share of children's time than TV, video games, and computer.*

- *As electronic device use goes up, physical fitness, reading ability, and homework declines.*

- *In 1999, 13% of children in the United States were overweight. These numbers have nearly tripled in the past 20 years, and can be attributed to inactive lifestyles.*

- *On average, by the time children are 10, they've viewed 8,000 murders and 100,000 violent acts on TV.*

Order your Time-Scout today. To learn more or purchase your Time-Scout Monitor today, visit us at www.time-scout.com or 888-299-8989.

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* Time-Scout: The Cure for a Common Dilemma, Dr. Harold L. Miller, Ph.D.

** The Surgeon General's Call To Action To Prevent and Decrease Overweight and Obesity

