

## Metaphorically Blinking

AS01001



1



### Life Jacket

Life preserver wiggles. When selected, the sound of the sea can be heard, with water and birds.

AS01002



2



### Hand Holding Stop Watch

Hand holding stop watch with the hand moving. When selected, one can hear the ticking.

AS01003



1



### Baseball Being Hit

When selected, the baseball is hit with the crack of the bat. The baseball spins left to right, increasing in size. The crowd cheers and roars with approval.

AS01004



2



### British Flag Flying

British flag, the Union Jack, flaps in the breeze. When selected you can hear the wind whipping through the flag.

AS01005



2



### German Flag Flying

German flag flaps in the breeze. When selected, one can hear it flapping.

AS01006



2



### Canadian Flag Flying

Canadian flag flaps in the breeze. When selected, one can also hear the flapping.

AS01007



2



### American Flag Flying

American flag flaps in the breeze. When selected, one can hear and see the flag flapping.

AS01008



2



### Two Gears Grinding

Two gears are moving together. When selected, one can hear the slow crunching sound of two gears grinding.

AS01009



2



### One Gear Rotating

One gear rotates. When selected, one can hear the grinding noise it makes.

AS01010



2



### Large Tooth Gear

One gear rotates constantly. When selected, one can hear its grinding noise..

## Animation Symbols



Sound



'Roll Over' Triggers Sound



Looping Animation



Number of Variations Included



Animation Sequence







































'Roll Over' Triggers Animation



Click Starts Action

## Metaphorically Blinking

AS01011	  	2
	<b>Two Gears Grinding</b> Two gears grind together. When selected, one can hear the noise they make.	
AS01012	  	2
	<b>Two Gears Grinding</b> When selected, two gears begin to grind together, which one can see and hear.	
AS01013		2
	<b>Mailbox</b> Mailbox opens silently. Flag lowers and rises. Letter slides in and out of the mailbox. No sound.	
AS01014	  	1
	<b>You've Got Mail</b> Mailbox opens with a creak. A voice says "You've got mail." Flag rises. Letter slides out of the mailbox.	
AS01015	  	1
	<b>Rustling Mailbox</b> Mailbox door vibrates and makes a rustling sound.	

AS01016	  	2
	<b>Film Reel</b> Film reel spins. Makes a clicking sound of running film when selected.	
AS01017	  	2
	<b>Traffic Light</b> Traffic light changes from green to yellow to red. Traffic and honking sounds when selected.	
AS01018	 	1
	<b>Movie Camera</b> Movie camera follows the cursor.	
AS01019	  	2
	<b>Exit Sign</b> Exit sign flashes green and buzzes when selected.	
AS01020	  	1
	<b>Power Transformer</b> Power transformer buzzes and emits sparks when selected.	

### Animation Symbols



Sound



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Looping Animation



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Animation Sequence





































'Roll Over' Triggers Animation



Click Starts Action

## Metaphorically Blinking

AS01021	  	1
	<b>Wind Up</b> Winding key turns and makes a grinding noise when selected.	
AS01022	  	1
	<b>Phone Jack</b> A telephone jack makes blue sparks. It beeps and buzzes when selected.	
AS01023		1
	<b>Smoking Cigarette</b> Cigarette emits wisps of smoke. No sound.	
AS01024	  	1
	<b>Thumping Books</b> Leather bound books thump together from right to left.	
AS01025	 	1
	<b>Rubber Chicken</b> Rubber chicken is shaken by hand accompanied by gobbling sound.	

AS01026	 	1
	<b>OK Sign</b> OK hand signal rises and sinks. No sound.	
AS01027	 	1
	<b>Peace Sign</b> Peace sign by caucasian man's hand waving back and forth. No sound.	
AS01028	  	1
	<b>Rabbit in Hat</b> When selected, there is a drum roll and the rabbit pops up out of the hat and moves its ears to the sound of applause.	
AS01029	  	2
	<b>Soup and Spoon</b> When selected, the spoon rises out of the soup, bringing alphabet letters to the surface with a gurgling, or bubbling, sound.	
AS01030	  	2
	<b>Old Fashioned Fan</b> When selected, fan spins and makes gentle whirring noise.	

### Animation Symbols



Sound



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... Number of Variations Included



Animation Sequence








































'Roll Over' Triggers Animation



Click Starts Action

## Metaphorically Blinking

AS01031	  	2
	<b>Cat</b> Cat turns its head. When selected, cat purrs.	
AS01032		4
	<b>Traffic Light</b> When selected, traffic light changes red, yellow, and green in that order. No sound.	
AS01033	  	2
	<b>Yellow Paper</b> Yellow paper, secured by a push pin, blows. When selected, it rustles as if in the wind.	
AS01034	  	1
	<b>Static TV</b> Television static flickers. When selected, static is heard.	
AS01035	  	3
	<b>Golden Retriever</b> Golden Retriever sits with tongue hanging out, panting. When selected, dog pants and barks.	

AS01036	   	2
	<b>Santa Claus Face</b> Santa's nose twitches. When selected, the tinkle of bells is heard and Santa says Ho, ho, ho.	
AS01037	 	2
	<b>Pipe</b> Smoke filters from pipe bowl and disappears. No sound	
AS01038	 	2
	<b>Steaming Coffee</b> Coffee in cup and saucer steams. No sound	
AS01039	  	2
	<b>Boxing Gloves</b> Boxing gloves swing. When selected, starting bell for boxing match rings.	
AS01040	  	2
	<b>Rooster</b> Rooster moves. When selected, he crows.	

### Animation Symbols



Sound



'Roll Over' Triggers Sound



Looping Animation



1 2 3 ... Number of Variations Included



Animation Sequence








































'Roll Over' Triggers Animation



Click Starts Action

## Metaphorically Blinking

AS01041	  	2
	<b>Pig</b> Pig's snout and tail move. When selected, the pig oinks.	
AS01042	  	2
	<b>Pigeon</b> Pigeon moves his head. When selected, the pigeon coos.	
AS01043	  	2
	<b>Lamb</b> Lamb moves its head and, when selected, makes bleating sound.	
AS01044	  	2
	<b>Duck</b> Duck wiggles head and tail and quacks when selected.	
AS01045	 	2
	<b>Snail</b> Snail moves antennae. No sound.	

AS01046	  	2
	<b>Donkey</b> Donkey makes a chewing motion and brays when selected.	
AS01047		1
	<b>Frog on Lily Pad</b> A frog on a lily pad croaks when selected.	
AS01048	  	2
	<b>Cuckoo Clock</b> A cuckoo clock tocks. It chimes when selected.	
AS01049	  	2
	<b>Lava Lamp</b> A lava lamp undulates. It makes a bubbling noise when selected. <i>Lava Lite Lamp and the Lamp Configuration are registered trademarks of Haggerty Enterprises, Inc, Chicago, IL</i>	
AS01050	  	2
	<b>Breaking Hand Mirror</b> A hand mirror breaks with a crashing sound. This repeats when the mirror is selected.	

### Animation Symbols



Sound



'Roll Over' Triggers Sound



Looping Animation



... Number of Variations Included



Animation Sequence







































'Roll Over' Triggers Animation



Click Starts Action

## Metaphorically Blinking

AS01051	  	2
	<b>Red Slippers</b> Red slipper heels tap together three times with a bell sound.	
AS01052	  	2
	<b>Turkey</b> A turkey bobs its head and wing. Gobbling is heard when selected.	
AS01053	  	2
	<b>Hitchhiker</b> A hitchhiker sticks out his thumb for a ride and passing cars are heard when selected.	
AS01054	  	2
	<b>Man with Slow Sign</b> A construction worker waves a "slow" sign and traffic noise is heard when selected.	
AS01055	  	2
	<b>Flapping Fan</b> A fan waves. It makes a flapping sound when selected.	

AS01056	  	2
	<b>Gold Medal</b> A gold medal twinkles. There is a jingling sound when selected.	
AS01057	  	2
	<b>Toy Monkey</b> The toy monkey crashes his cymbals together. The sound of the cymbals is heard when selected.	
AS01058	  	2
	<b>Waving Hand</b> A hand waves. Applause is heard when the object is selected.	
AS01059		2
	<b>Pointing Hand</b> A pointing hand appears and disappears repeatedly from below. No sound.	
AS01060		2
	<b>Pointing Hand</b> A pointing hand appears from the left. No sound.	

### Animation Symbols



Sound



'Roll Over' Triggers Sound



Looping Animation



... Number of Variations Included



Animation Sequence















































'Roll Over' Triggers Animation



Click Starts Action

## Metaphorically Blinking

AS01061		
	<b>Hand with Rose</b> A hand with a rose appears rising upward. No sound.	
AS01062		
	<b>Pointing Finger</b> A hand appears horizontally and remains out, index finger pointing. No sound.	
AS01063		
	<b>Pointing Finger</b> A hand with finger pointing downward appears and disappears from top of frame. No sound.	
AS01064	  	
	<b>Small Broom</b> Small broom sweeps back and forth. When selected, broom makes swishing sound.	
AS01065	  	
	<b>Small Broom Dusting</b> Small broom sweeps up dust. When selected, makes swishing sound of sweeping.	

AS01066	  	
	<b>Golden Goose</b> When selected, goose begins to quack. After a click the goose lays a "Golden Egg" with a magical tinkling sound.	
AS01067	  	
	<b>French Flag</b> French flag waves as if in breeze. When selected, hear the flapping of the flag. <small>Find Additional Flags at AS01004-07 &amp; AS01083-87</small>	
AS01068	  	
	<b>Computer</b> Computer beeps and type appears across screen, then repeats itself.	
AS01069	  	
	<b>Bell</b> Clapper of bell beats the bell. When selected, ringing begins.	
AS01070	  	
	<b>X-ray Glasses</b> Lens of x-ray glasses swirl with vortex spirals. When selected, futuristic sound effect of x-ray is heard.	

### Animation Symbols



Sound



'Roll Over' Triggers Sound



Looping Animation



1 2 3 ... Number of Variations Included



Animation Sequence























'Roll Over' Triggers Animation






Click Starts Action




## Metaphorically Blinking

AS01071		2
	<b>Blooming Rose</b> Rose blooms from bud to full flower. When selected, magical sprinkle sound is heard.	
AS01072		2
	<b>Skull with Clicking Teeth</b> Skull's mouth clicks open and shut. When selected, the clicking can be heard.	
AS01073		2
	<b>Bombs Explosion</b> Bombs fuse is lit. When selected, fuse burns and burns to end when bomb explodes with fiery boom.	
AS01074		2
	<b>Bomb Dud</b> Bombs fuse is lit. When selected, the fuse burns to its end but the bomb sizzles out. A puff of smoke rises and disappears.	
AS01075		2
	<b>Gas Mask</b> Gas mask or respirator's exhalation valve moves. When selected, deep heavy breathing is heard.	

AS01076		2
	<b>Cow Wagging Its Tail</b> Cow stands and wags its tail. When selected, cow moos.	
AS01077		2
	<b>Life Preserver to Help</b> Life preserver wiggles and then shrinks and changes into the word HELP, which flashes three times.	
AS01078		2
	<b>Rising Balloons</b> Must select image in order to see three balloons rise up and float.	
AS01079		5
	<b>Bicycling to Explore</b> Bike rolls across screen from the right as word explore appears in English, French, German, or Japanese. No sound.	
AS01080		2
	<b>Chimpanzee Smoking a Pipe</b> When chimpanzee first appears, takes pipe out of its mouth and rolls its eyes. When selected, repeats this action with grunting.	

### Animation Symbols

-  Sound
-  'Roll Over' Triggers Sound
-  Looping Animation
- 1 2 3 ...** Number of Variations Included

-  Animation Sequence
-  'Roll Over' Triggers Animation
-  Click Starts Action



## Metaphorically Blinking

AS01081



2



### Left or Right Hand Thumbing

Caucasian man's left hand is thumbing or hitchhiking continuously. No sound

AS01082



4



### Yellow Rubber Duck

Yellow rubber duck floats. When selected, splashing bath water can be heard.

AS01083



2



### Japanese Flag

Japanese flag flies in the breeze. When selected, you can hear it rustle.

AS01084



2



### Chinese Flag

Chinese flag flies in the breeze. When selected, you can hear it rustle.

AS01085



2



### Mexican Flag

Mexican flag flies in the breeze. When selected, you can hear it rustle.

\*Find Additional Flags at AS01004-07 & AS01067

AS01086



2



### Australian Flag

Australian flag flies in the breeze. When selected, you can hear it rustle.

AS01087



2



### Italian Flag

Italian flag flies in the breeze. When selected, you can hear it rustle.

AS01088



1



### Moving Antique Photograph

As soon as image opens up, antique photograph of woman moves. She appears to be laughing. It is framed in modern frame. No sound.

AS01089



1



### Man in Photograph Raising His Eyebrow

As soon as image opens up, caucasian man with mustache in gold frame raises his eyebrow while the rest of his face and body twitches. No sound.

AS01090



2



### Goldfish in Bowl

Goldfish swims in circles in fishbowl. When selected, bubbling of water can be heard.

## Animation Symbols



Sound



'Roll Over' Triggers Sound



Looping Animation



Number of Variations Included



Animation Sequence






































'Roll Over' Triggers Animation



Click Starts Action

## Metaphorically Blinking

AS01091		1
	<b>Holding Smoking Cigar</b> Caucasian male hand holds smoking cigar with small puffs of smoke rising and disappearing. No sound.	
AS01092	  	2
	<b>Conductor's Baton</b> Conductor's baton is in motion. When selected, classical music can be heard.	
AS01093	  	2
	<b>Shaking a Tambourine</b> Caucasian man's hand holds and shakes tambourine. When selected, the shaking of the tambourine's jingles can be heard.	
AS01094	  	2
	<b>Savings in Piggy Bank</b> Caucasian male hand appears from the right holding a coin, which is dropped into the piggy bank. When selected, one can hear the clinking of the coin dropping.	
AS01095	 	1
	<b>Sundial</b> When image opens up, sundial appears with its dial in place. When selected, shadow of dial swiftly spins around the sundial to emphasize the passing of time. No sound	

AS01096		1
	<b>Lantern</b> Lantern with flame turning off and on. No sound.	
AS01097	  	1
	<b>Spring</b> When selected, spring springs back and forth. A "boing" sound can be heard.	
AS01098	  	1
	<b>Purring Cat</b> Cat stands with tail wagging and moving head. When selected, cat begins to purr.	
AS01099	  	1
	<b>Kick of Football</b> Football appears in the right. When selected, football is kicked to the roar of the crowd and lands on the left of the screen.	
AS01100	  	2
	<b>Hourglass</b> Sand is running through hourglass. When selected, a magical sound effect is heard which sounds similar to the tinkle of small bells.	

### Animation Symbols



Sound



'Roll Over' Triggers Sound



Looping Animation



Number of Variations Included



Animation Sequence



'Roll Over' Triggers Animation



Click Starts Action