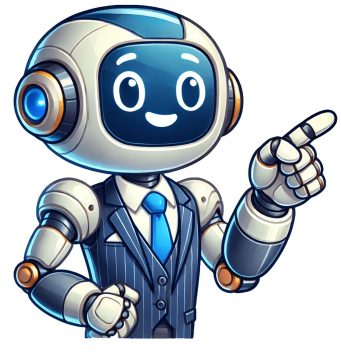


I'm not a robot



ounded in 1916 and headquartered in Munich, Germany, BMW (Bayerische Motoren Werke AG) has grown into a global titan, selling over 2.45 million vehicles in 2024 and generating revenues exceeding \$154 billion. Geographically, China is... An intelligence agency functions as the nervous system of a nation's defense infrastructure. It plays a crucial role in gathering and relaying critical information about potential threats to national security, enabling law enforcement agencies and... A law firm, like any company, is a business entity that provides legal services to its clients, from individuals to corporations and even governments. Law firms can vary in size from sole practitioners to large multinational law firms. Smaller or... Microsoft Windows is the leading operating system for desktop computers and laptops, commanding a market share of approximately 72%. Microsoft Office 365 ranks as the world's second most popular office suite, holding a 30% share. Similarly, Azure... Edge computing is a new and enhanced version of network architecture that surpasses the benefits of conventional cloud computing. The term edge means literal geographic distribution. It is computing that's done at or near the... Computers are very complex machines, yet people operate them without any technical skills. They simply interact with the graphical interface, without knowing what's happening in the background. The... manufacturer in the world (behind Nike), holding a 15.4% share of the global athletic footwear market. It is also among the top 5 apparel brands in the world, with a brand value of \$16.6 billion. This... Financial analytics provide detailed insights into the financial performance of a company. This includes the company's revenue, profits, operational efficiency, liquidity, solvency, and other finance-related transactions. It helps you answer... If you like the idea of working for yourself, this is the best time to experiment with entrepreneurship. While you cannot start a business that makes you rich overnight, you can still earn a decent amount of money by working hard and being smart... With over \$55.7 billion in annual revenue, 160,000+ employees, and 29,000+ consulting experts, Oracle Corporation stands as one of the most dominant and influential enterprise technology giants in the world. Oracles core strength lies in its... Established in 1987 through the merger of Louis Vuitton and Moet Hennessy, LVMH has grown into the worlds largest luxury goods conglomerate, renowned for its prestigious brands and exceptional quality. I have conducted a comprehensive... Download the Testbook APP & Get Pass Pro Max FREE for 7 Days!1000+ Study NotesRealtime Doubt Support71000+ Mock TestsRankers Test Series+ more benefitsDownload App Now The components of a robot are the body/frame, control system, manipulators, and drivetrain. What are the four major components of industrial robots? The four main parts of an industrial robot are the manipulator, the controller, the human interface device, and the power supply. The manipulator is the arm and can move in various different directions. What are the main components of robots? Central Processing Unit. The central processing unit (CPU) acts as the brain of the robot. Sensors. Sensors are the powerhouse of a robots feedback mechanism. Actuators. End-Effectors. Power Supply. A Program. What are the four basic configurations for robots? In terms of robotic movement capabilities, there are several basic configurations for robots. 1) Articulated Robots. 2) Cartesian Robots. 3) SCARA Robots. 4) Delta Robots. 5) Parallel Robots. 6) Redundant Robots. 7) Teleoperated Robots. 8) Telepresence Robots. 9) Telepresence Robots. 10) Telepresence Robots. 11) Telepresence Robots. 12) Telepresence Robots. 13) Telepresence Robots. 14) Telepresence Robots. 15) Telepresence Robots. 16) Telepresence Robots. 17) Telepresence Robots. 18) Telepresence Robots. 19) Telepresence Robots. 20) Telepresence Robots. 21) Telepresence Robots. 22) Telepresence Robots. 23) Telepresence Robots. 24) Telepresence Robots. 25) Telepresence Robots. 26) Telepresence Robots. 27) Telepresence Robots. 28) Telepresence Robots. 29) Telepresence Robots. 30) Telepresence Robots. 31) Telepresence Robots. 32) Telepresence Robots. 33) Telepresence Robots. 34) Telepresence Robots. 35) Telepresence Robots. 36) Telepresence Robots. 37) Telepresence Robots. 38) Telepresence Robots. 39) Telepresence Robots. 40) Telepresence Robots. 41) Telepresence Robots. 42) Telepresence Robots. 43) Telepresence Robots. 44) Telepresence Robots. 45) Telepresence Robots. 46) Telepresence Robots. 47) Telepresence Robots. 48) Telepresence Robots. 49) Telepresence Robots. 50) Telepresence Robots. 51) Telepresence Robots. 52) Telepresence Robots. 53) Telepresence Robots. 54) Telepresence Robots. 55) Telepresence Robots. 56) Telepresence Robots. 57) Telepresence Robots. 58) Telepresence Robots. 59) Telepresence Robots. 60) Telepresence Robots. 61) Telepresence Robots. 62) Telepresence Robots. 63) Telepresence Robots. 64) Telepresence Robots. 65) Telepresence Robots. 66) Telepresence Robots. 67) Telepresence Robots. 68) Telepresence Robots. 69) Telepresence Robots. 70) Telepresence Robots. 71) Telepresence Robots. 72) Telepresence Robots. 73) Telepresence Robots. 74) Telepresence Robots. 75) Telepresence Robots. 76) Telepresence Robots. 77) Telepresence Robots. 78) Telepresence Robots. 79) Telepresence Robots. 80) Telepresence Robots. 81) Telepresence Robots. 82) Telepresence Robots. 83) Telepresence Robots. 84) Telepresence Robots. 85) Telepresence Robots. 86) Telepresence Robots. 87) Telepresence Robots. 88) Telepresence Robots. 89) Telepresence Robots. 90) Telepresence Robots. 91) Telepresence Robots. 92) Telepresence Robots. 93) Telepresence Robots. 94) Telepresence Robots. 95) Telepresence Robots. 96) Telepresence Robots. 97) Telepresence Robots. 98) Telepresence Robots. 99) Telepresence Robots. 100) Telepresence Robots. 101) Telepresence Robots. 102) Telepresence Robots. 103) Telepresence Robots. 104) Telepresence Robots. 105) Telepresence Robots. 106) Telepresence Robots. 107) Telepresence Robots. 108) Telepresence Robots. 109) Telepresence Robots. 110) Telepresence Robots. 111) Telepresence Robots. 112) Telepresence Robots. 113) Telepresence Robots. 114) Telepresence Robots. 115) Telepresence Robots. 116) Telepresence Robots. 117) Telepresence Robots. 118) Telepresence Robots. 119) Telepresence Robots. 120) Telepresence Robots. 121) Telepresence Robots. 122) Telepresence Robots. 123) Telepresence Robots. 124) Telepresence Robots. 125) Telepresence Robots. 126) Telepresence Robots. 127) Telepresence Robots. 128) Telepresence Robots. 129) Telepresence Robots. 130) Telepresence Robots. 131) Telepresence Robots. 132) Telepresence Robots. 133) Telepresence Robots. 134) Telepresence Robots. 135) Telepresence Robots. 136) Telepresence Robots. 137) Telepresence Robots. 138) Telepresence Robots. 139) Telepresence Robots. 140) Telepresence Robots. 141) Telepresence Robots. 142) Telepresence Robots. 143) Telepresence Robots. 144) Telepresence Robots. 145) Telepresence Robots. 146) Telepresence Robots. 147) Telepresence Robots. 148) Telepresence Robots. 149) Telepresence Robots. 150) Telepresence Robots. 151) Telepresence Robots. 152) Telepresence Robots. 153) Telepresence Robots. 154) Telepresence Robots. 155) Telepresence Robots. 156) Telepresence Robots. 157) Telepresence Robots. 158) Telepresence Robots. 159) Telepresence Robots. 160) Telepresence Robots. 161) Telepresence Robots. 162) Telepresence Robots. 163) Telepresence Robots. 164) Telepresence Robots. 165) Telepresence Robots. 166) Telepresence Robots. 167) Telepresence Robots. 168) Telepresence Robots. 169) Telepresence Robots. 170) Telepresence Robots. 171) Telepresence Robots. 172) Telepresence Robots. 173) Telepresence Robots. 174) Telepresence Robots. 175) Telepresence Robots. 176) Telepresence Robots. 177) Telepresence Robots. 178) Telepresence Robots. 179) Telepresence Robots. 180) Telepresence Robots. 181) Telepresence Robots. 182) Telepresence Robots. 183) Telepresence Robots. 184) Telepresence Robots. 185) Telepresence Robots. 186) Telepresence Robots. 187) Telepresence Robots. 188) Telepresence Robots. 189) Telepresence Robots. 190) Telepresence Robots. 191) Telepresence Robots. 192) Telepresence Robots. 193) Telepresence Robots. 194) Telepresence Robots. 195) Telepresence Robots. 196) Telepresence Robots. 197) Telepresence Robots. 198) Telepresence Robots. 199) Telepresence Robots. 200) Telepresence Robots. 201) Telepresence Robots. 202) Telepresence Robots. 203) Telepresence Robots. 204) Telepresence Robots. 205) Telepresence Robots. 206) Telepresence Robots. 207) Telepresence Robots. 208) Telepresence Robots. 209) Telepresence Robots. 210) Telepresence Robots. 211) Telepresence Robots. 212) Telepresence Robots. 213) Telepresence Robots. 214) Telepresence Robots. 215) Telepresence Robots. 216) Telepresence Robots. 217) Telepresence Robots. 218) Telepresence Robots. 219) Telepresence Robots. 220) Telepresence Robots. 221) Telepresence Robots. 222) Telepresence Robots. 223) Telepresence Robots. 224) Telepresence Robots. 225) Telepresence Robots. 226) Telepresence Robots. 227) Telepresence Robots. 228) Telepresence Robots. 229) Telepresence Robots. 230) Telepresence Robots. 231) Telepresence Robots. 232) Telepresence Robots. 233) Telepresence Robots. 234) Telepresence Robots. 235) Telepresence Robots. 236) Telepresence Robots. 237) Telepresence Robots. 238) Telepresence Robots. 239) Telepresence Robots. 240) Telepresence Robots. 241) Telepresence Robots. 242) Telepresence Robots. 243) Telepresence Robots. 244) Telepresence Robots. 245) Telepresence Robots. 246) Telepresence Robots. 247) Telepresence Robots. 248) Telepresence Robots. 249) Telepresence Robots. 250) Telepresence Robots. 251) Telepresence Robots. 252) Telepresence Robots. 253) Telepresence Robots. 254) Telepresence Robots. 255) Telepresence Robots. 256) Telepresence Robots. 257) Telepresence Robots. 258) Telepresence Robots. 259) Telepresence Robots. 260) Telepresence Robots. 261) Telepresence Robots. 262) Telepresence Robots. 263) Telepresence Robots. 264) Telepresence Robots. 265) Telepresence Robots. 266) Telepresence Robots. 267) Telepresence Robots. 268) Telepresence Robots. 269) Telepresence Robots. 270) Telepresence Robots. 271) Telepresence Robots. 272) Telepresence Robots. 273) Telepresence Robots. 274) Telepresence Robots. 275) Telepresence Robots. 276) Telepresence Robots. 277) Telepresence Robots. 278) Telepresence Robots. 279) Telepresence Robots. 280) Telepresence Robots. 281) Telepresence Robots. 282) Telepresence Robots. 283) Telepresence Robots. 284) Telepresence Robots. 285) Telepresence Robots. 286) Telepresence Robots. 287) Telepresence Robots. 288) Telepresence Robots. 289) Telepresence Robots. 290) Telepresence Robots. 291) Telepresence Robots. 292) Telepresence Robots. 293) Telepresence Robots. 294) Telepresence Robots. 295) Telepresence Robots. 296) Telepresence Robots. 297) Telepresence Robots. 298) Telepresence Robots. 299) Telepresence Robots. 300) Telepresence Robots. 301) Telepresence Robots. 302) Telepresence Robots. 303) Telepresence Robots. 304) Telepresence Robots. 305) Telepresence Robots. 306) Telepresence Robots. 307) Telepresence Robots. 308) Telepresence Robots. 309) Telepresence Robots. 310) Telepresence Robots. 311) Telepresence Robots. 312) Telepresence Robots. 313) Telepresence Robots. 314) Telepresence Robots. 315) Telepresence Robots. 316) Telepresence Robots. 317) Telepresence Robots. 318) Telepresence Robots. 319) Telepresence Robots. 320) Telepresence Robots. 321) Telepresence Robots. 322) Telepresence Robots. 323) Telepresence Robots. 324) Telepresence Robots. 325) Telepresence Robots. 326) Telepresence Robots. 327) Telepresence Robots. 328) Telepresence Robots. 329) Telepresence Robots. 330) Telepresence Robots. 331) Telepresence Robots. 332) Telepresence Robots. 333) Telepresence Robots. 334) Telepresence Robots. 335) Telepresence Robots. 336) Telepresence Robots. 337) Telepresence Robots. 338) Telepresence Robots. 339) Telepresence Robots. 340) Telepresence Robots. 341) Telepresence Robots. 342) Telepresence Robots. 343) Telepresence Robots. 344) Telepresence Robots. 345) Telepresence Robots. 346) Telepresence Robots. 347) Telepresence Robots. 348) Telepresence Robots. 349) Telepresence Robots. 350) Telepresence Robots. 351) Telepresence Robots. 352) Telepresence Robots. 353) Telepresence Robots. 354) Telepresence Robots. 355) Telepresence Robots. 356) Telepresence Robots. 357) Telepresence Robots. 358) Telepresence Robots. 359) Telepresence Robots. 360) Telepresence Robots. 361) Telepresence Robots. 362) Telepresence Robots. 363) Telepresence Robots. 364) Telepresence Robots. 365) Telepresence Robots. 366) Telepresence Robots. 367) Telepresence Robots. 368) Telepresence Robots. 369) Telepresence Robots. 370) Telepresence Robots. 371) Telepresence Robots. 372) Telepresence Robots. 373) Telepresence Robots. 374) Telepresence Robots. 375) Telepresence Robots. 376) Telepresence Robots. 377) Telepresence Robots. 378) Telepresence Robots. 379) Telepresence Robots. 380) Telepresence Robots. 381) Telepresence Robots. 382) Telepresence Robots. 383) Telepresence Robots. 384) Telepresence Robots. 385) Telepresence Robots. 386) Telepresence Robots. 387

[illegible]

Rehabilitation Robot For The Severely Disabled". CSUN Center on Disabilities Conference Proceedings. 1999. Proceedings: Session 59. Archived from the original on 5 August 2009. Retrieved 14 August 2010. The early version of the Handy 1 system consisted of a Cyber 310 robotic arm with five degrees of freedom plus a gripper." Jeavans, Christine (29 November 2004). "Welcome to a new ageing future". BBC News. Archived from the original on 16 October 2007. Retrieved 26 September 2007. ^ "Statistical Handbook of Japan". Statistics Bureau & Statistical Research and Training Institute. Archived from the original on 6 September 2013. Retrieved 26 September 2007. ^ "Robotic future of patient care". E-Health Insider. 16 August 2007. Archived from the original on 21 November 2007. Retrieved 26 September 2007. ^ Gebhart, Fred (4 July 2019). "The Future of Pharmacy Automation". Drug Topics Journal. Drug Topics July 2019. 163 (7). Retrieved 16 October 2022. ^ Dolan, Kerry A. "RD22 Has Your Pills". Forbes. Retrieved 20 November 2019. ^ "Nanobots Play Football". Techbirlab. Archived from the original on 3 April 2013. Retrieved 8 February 2014. ^ "KurzwelAI.net". 21 June 2010. Archived from the original on 21 June 2010. Retrieved 5 July 2016. ^ (Eric Drexler 1986) Engines of Creation, The Coming Era of Nanotechnology". E-drexler.com. Archived from the original on 6 September 2014. Retrieved 8 February 2014. ^ Phoenix, Chris (December 2003). "Of Chemistry, Nanobots, and Policy". Center for Responsible Nanotechnology. Archived from the original on 11 October 2007. Retrieved 28 October 2007. ^ "Nanotechnology pioneer slays 'grey goo' myths". ScienceDaily. 9 June 2004. ^ Toth-Fejel, Thamer (May 1996). LEGO(TM)s to the Stars: Active MesoStructures, Kinetic Cellular Automata, and Parallel Nanomachines for Space Applications. 1996 International Space Development Conference. New York City. Archived from the original on 27 September 2007. ^ Fitch, Robert; Butler, Zack; Rus, Daniela. "Reconfiguration Planning for Heterogeneous Self-Reconfiguring Robots" (PDF). Massachusetts Institute of Technology. Archived from the original (PDF) on 19 June 2007. ^ "Researchers build robot scientist that has already discovered a new catalyst". phys.org. Retrieved 16 August 2020. ^ Burger, Benjamin; Maffettone, Phillip M.; Gusev, Vladimir V.; Aitchison, Catherine M.; Bai, Yang; Wang, Xiaoyan; Li, Xiaobo; Alston, Ben M.; Li, Buyi; Clowes, Rob; Rankin, Nicola; Harris, Brandon; Sprick, Reiner Sebastian; Cooper, Andrew I. (July 2020). "A mobile robotic chemist". Nature. 583 (7815): 237241. Bibcode:2020Natur...583..237241. Bibcode:2020Natur...583..237241. doi:10.1038/s41586-020-2442-2. ISSN1476-4687. PMID320420261. Retrieved 16 August 2020. ^ Schwartz, John (27 March 2007). "In the Lab, Robots That Slink and Squirm". The New York Times. Archived from the original on 3 April 2015. Retrieved 22 September 2008. ^ Eschner, Kat (25 March 2019). "Squishy robots now have squishy computers to control them". Popular Science. ^ "The softer side of robotics". May 2019. Retrieved 13 February 2023. ^ "SRU/MobileRobots". actiRobots.com. Archived from the original on 12 February 2009. ^ "Open-source micro-robotic project". Archived from the original on 11 November 2007. Retrieved 28 October 2007. ^ "Swarm". iRobot Corporation. Archived from the original on 27 September 2007. Retrieved 28 October 2007. ^ Knapp, Louise (21 December 2000). "Look, Up in the Sky: Robofly". Wired. Archived from the original on 26 June 2012. Retrieved 25 September 2008. ^ "The Cutting Edge of Haptics". MIT Technology review. Retrieved 25 September 2008. ^ "Artists & Robots Exposition au Grand Palais du 5 avril au 9 juillet 2018". 14 August 2019. Archived from the original on 14 August 2019. Retrieved 3 February 2020. ^ "Comic Potential: Q&A with Director Stephen Cole". Cornell University. Archived from the original on 3 January 2009. Retrieved 21 November 2007. ^ Freedman, Carl, ed. (2005). Conversations with Isaac Asimov (1.ed.). Jackson: Univ. Press of Mississippi. p.viii. ISBN978-1-57806-738-1. Retrieved 4 August 2011... quite possibly the most prolific" Oakes, Elizabeth H. (2004). American writers. New York: Facts on File. p.24. ISBN978-0-8160-5158-8. Retrieved 4 August 2011. most prolific authors asimov. ^ He wrote "over 460 books as well as thousands of articles and reviews", and was the "third most prolific writer of all time [and] one of the founding fathers of modern science fiction". White, Michael (2005). Isaac Asimov: a life of the grand master of science fiction. Carroll & Graf. pp.12. ISBN978-0-7867-1518-3. Archived from the original on 5 December 2016. Retrieved 25 September 2016. ^ R. Clarke. "Asimov's Laws of Robotics Implications for Information Technology". Australian National University/IEEE. Archived from the original on 22 July 2008. Retrieved 25 September 2008. ^ Seller, Edward; Jenkins, John H. (27 June 2008). "Isaac Asimov FAQ". Isaac Asimov Home Page. Archived from the original on 16 July 2012. Retrieved 24 September 2008. ^ White, Michael (2005). Isaac Asimov: A Life of the Grand Master of Science Fiction. Carroll & Graf. p.56. ISBN978-0-7867-1518-3. ^ "Intelligent machines. Call for a ban on robots designed as sex toys". BBC News. 15 September 2015. Archived from the original on 10 June 2018. Retrieved 21 June 2018. ^ Abdollahi, Hojjat; Mollahosseini, Ali; Lame, Josh T.; Mahoor, Mohammad H. (November 2017). A pilot study on using an intelligent life-like robot as a companion for elderly individuals with dementia and depression. 2017 IEEE-RAS 17th International Conference on Humanoid Robotics (Humanoids). pp.541546. arXiv:1712.02881. Bibcode:2017arXiv171202881A. doi:10.1109/humanoids.2017.8246925. ISBN978-1-5386-4678-6. S2CID1962455.Wikipedia has quotations related to Robot,Journal of Field RoboticsRobot at Wikipedia's sister projects:Definitions from WiktionaryMedia from CommonsTextbooks from WikibooksResources from WikiversityRetrieved from "21970s - 1990s Educational ToysThis article is about the toy. For other uses, see XBL2-XLThe 2-XL version with its cassette tapes distributed by Tiger Electronics in 1992. A European version distributed by Tomy is seen here. Other names&2XL Robot, 2XL Robot, 2XLTypeEducational toy robotInvented by Michael J. FreemanCompanyMego Corporation (19781981)Tiger Electronics (19921995)CountryUnited StatesAvailability19781981; 19921995&2XL (2-XL Robot, 2XL Robot, 2-XL Toy) is an educational toy robot that was marketed from 19781981[1] by the Mego Corporation, and from 19921995 by Tiger Electronics. 2-XL was the first "smart-toy" in that it exhibited rudimentary intelligence, memory, gameplay, and responsiveness.[2][3] 2-XL was infused with a "personality" that kept kids focused and challenged as they interacted with the verbal robot. Learning was enhanced via the use of jokes and funny sayings as verbal reinforcements for performance. 2-XL was heralded as an important step in the development of toys, particularly educational ones. 2-XL won many awards, and Playthings, a toy industry magazine, placed 2-XL on its 75th anniversary cover as one of the industry's top-ten toys of all time.[4] [The 2-XL name is a pun of the phrase "To excel".]§The toy was invented and licensed for manufacture by Michael J. Freeman, inventor, Ph.D. and was patented,[6] 2-XL exhibited rudimentary intelligence, memory, gameplay, and responsiveness. Dubbed the "Toy with a Personality", 2-XL could respond verbally to the user depending upon which "input or answer" buttons were chosen.[7] 2-XL during its run was one of the most popular toys in terms of market revenue and was dubbed the Talking Robot with a human face and was voiced by Freeman.[9] using a synthesizer to make his voice a high pitched robot-like sound; it was through this process that by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (1978)Believe This or Not (1978)Games and Puzzles Number 1 (1978)General Information 2 (1978)General Information 3 (1978)Guinness Book of World Records (1978)Interviews with Great People from History (1978)Metric System Education (1978)Monsters, Myths and Legends (1978)Reading, Writing and Arithmetic (1978)Science Fiction (1978)Sports (1978)Sports 2 (1978)Storyland (1978)Storyland: 2-XL and the Time Machine (1978)US Presidents and American History (1978)Exercise with 2-XL (1979)Fairly Tale Quiz (1979)Math and Number Games (1979)Pre-School Facts and Fantasies (1979)Science Fiction 2 (1979)Strange but Is It True (1979)Super Heroes and Comic Books Cavalcade (1979)Talking Calculator and Number Game (1979)Tales from the Cryptkeeper, Jurassic Park, Superman and Batman. These particular 2-XL programs would allow the user to go on an adventure with various characters, deciding their fate by pushing one of the buttons (much like the old Choose Your Own Adventure books). The second version was on the market from 1992 through 1996, and about 45 tapes were released in total. The toy was sold internationally, including in Japan, Germany, Hungary, Italy, France, UK, Ireland, Canada, Brazil (where it was distributed by Nintendo's official local licensor Playtronic) and others. The tapes were translated into many foreign languages, but were not recorded by Freeman.A German Speaking 2-XL Robot ProgramThe toy's success was also the basis for a game show called Pick Your Brain produced by Marc Summers Productions and Summit Media Group. The 2-XL robot in the show served as the assistant of Marc Summers. 2-XL was also a spokesperson for basketball player Michael Jordan and his charitable foundation in 1992 and 1993 and appeared in a number of PSA (public service announcements) with Jordan.[26][27]General Information was included with each toy robot. The remainder programs were each sold separately.'50's and 60's Nostalgia (1978)Adult Games and Puzzles (1978)Animal World (1978)Astronomy: 2-XL in Space (1978)The Basics of ABCs (