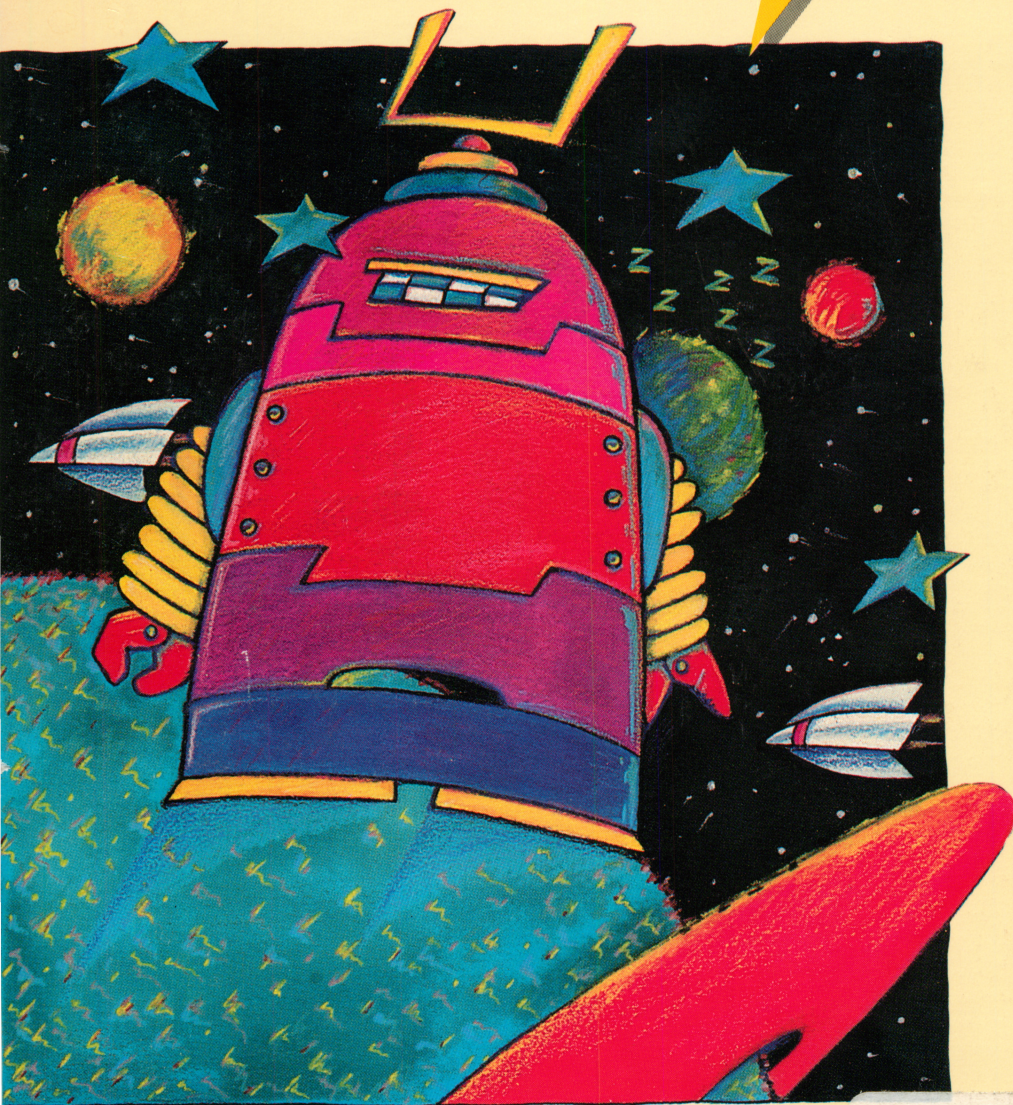


Microzine[®]



**A Computer
Learning
Library
on a Disk[™]**
Featuring:

Robot Rescue
*An out-of-this-
world adventure*

**Fill in the
Blanks**
*Create stories for
your friends to
complete*

**Fabulous
Kids**
*A data base of real
and imaginary kids*

**Monitor
Mystery**
*Solve a timely
mystery*

AWARD WINNING

Apple[®] II Plus, IIe, or IIc,
48K; disk drive; data disk.
Optional: printer

FUN SKILLS SERIES

 **Scholastic**
The Most Trusted Name in Learning[®]

Ages 9 and up

21

Microzine[®]



 **Scholastic**
The Most Trusted Name in Learning[®]

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New York Toronto London Auckland Sydney

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GETTING STARTED

Read this handbook for clear instructions on how to use each *Microzine* feature.

Equipment You Need

1. Monitor or TV
2. 48K Apple® II Plus, //e, IIc, or IIGS
3. Disk drive

Apple® is a registered trademark of Apple Computer, Inc.

How to Load *Microzine*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. Insert the disk slowly with the label facing up.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

NOTE: Never remove or insert a disk while the disk drive's red light is on.

If *Microzine* does not appear on the screen:

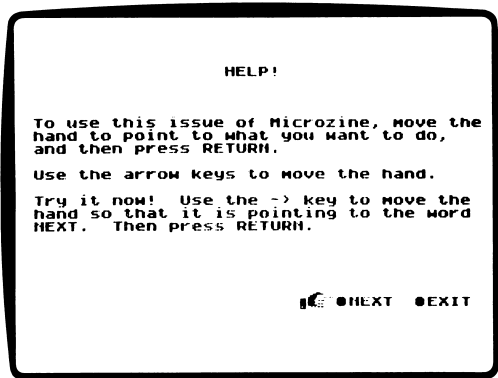
- Turn the computer off. Turn it back on and try again.
- Make sure the disk drive door is closed.
- Check to see if the disk drive is hooked up correctly.

Using the *Microzine* Hand

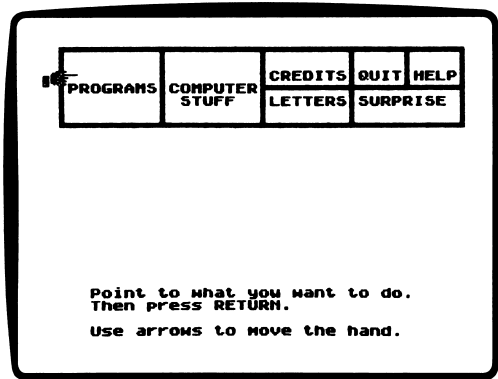
You will use the *Microzine* Hand icon in most of the programs and features in this issue of *Microzine*. Use the Arrow keys, or the I, J, K, M keys to move the hand.

Use the Hand to point to what you want to do, and then press **RETURN**. There are three different ways to point to what you want to do:

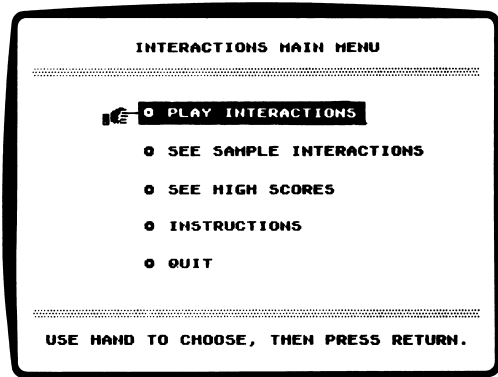
1. Make the Hand touch some part of the word that describes what you want to do. If you want to quit, you would make the Hand touch the word, "Quit," or the circle in front of "Quit," and then press **RETURN**.



2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. The Hand may touch any part of the box. Make the Hand touch the box, and then press **RETURN**.



3. Make the Hand move a highlight bar over what you want to do, and then press **RETURN**. Main menus will use highlight bars.



The Table of Contents

The Table of Contents lists the *Microzine* features in a collection of boxes at the top of the screen. Each box is labeled.

Use the Hand icon to point to the box that describes what you want to do. For example, to read the credits, use the Hand to point to the box labeled "Credits," and then press **RETURN**.

A list of items "inside" that box will appear. Use the Hand again to point to what you want to do. For example, if you point to the box labeled "Programs," and press **RETURN**, a list of the programs in this issue of *Microzine* will appear. Use the Hand to point to the program you want to use, and then press **RETURN**. If the program you select is on the other side of the disk, you will be told to turn the disk over.

To choose another box from the Table of Contents, point to the word, "Exit" at the bottom of the list, and press **RETURN**. Now you may choose another box from the Table of Contents.

Programs

Use the Hand to point to "Programs" on the Table of Contents, and then press **RETURN**, to see a list of the programs in this issue of *Microzine*.

Computer Stuff

Use the Hand to point to "Computer Stuff" on the Table of Contents, and then press **RETURN**, to see list of the functions in "Computer Stuff." (See "Computer Stuff," page 28.)

Credits

Use the Hand to point to "Credits" on the Table of Contents, and then press **RETURN**, to see the credits for this issue of *Microzine*.

Quit

Use the Hand to point to "Quit" on the Table of Contents, and then press **RETURN**, to quit using *Microzine*.

Help

Use the Hand to point to "Help" on the Table of Contents, and then press **RETURN**, to learn how to use the *Microzine* Hand. (Also, see "Using the *Microzine* Hand," page 5.)

Letters

Use the Hand to point to "Letters" on the Table of Contents, and then press **RETURN**, to read letters from the *Microzine* Editor and Programmer, and from *Microzine* readers.

Surprise

?

ROBOT RESCUE

A Twistaplot™ Adventure

What You Will Find

You will search the galaxy for your robot pal, EZ-4U. The evil Pnowo-Ledge has robot-napped EZ and only you can rescue him. Good luck, Star Scout!

"ROBOT RESCUE" MAIN MENU

"Robot Rescue" has four functions, or things you may do. They are Start Your Mission, Read Your Star Scout Diary, Go to a Star Scout Briefing, and Quit.

Start Your Mission

Choose this function to start your mission. The program will ask if you want Start your Mission from the Beginning, or Continue a Mission.

Start Your Mission from the Beginning

Choose this to start your mission from the beginning.

Continue a Mission

Choose this to continue a mission you started earlier. The program will ask you for your password. Type in your password and then press **RETURN**. You will continue your mission from the point where you saved it. (See "Save," page 11.)

The Star Scout Icon

In this story, "you" are represented by an icon of a Star Scout.



You will use this icon to move on the planet maps, choose options, and choose items from your inventory.

Moving the Star Scout Icon

Use these keys to move your Star Scout icon:

Apple II Plus

; to move up
/ to move down
→ to move right
← to move left

Apple IIe, IIc, IIGS

; or ↑ to move up
/ or ↓ to move down
→ to move right
← to move left

The Mission Screen

The Mission screen is divided into six sections: Options, Inventory, Maps, Portraits, Text, and Messages.



Options

The options are things you may do on your mission. Move the head of the Star Scout icon over an option, and then press **RETURN**.

You may choose these options at any time during your mission.

Up Text

Choose this to move text down the screen, one "page" at a time. Use this option to reread text.

Down Text

Choose this to move text up the screen, one "page" at a time. Use this option to "turn the page" on the screen. Some of the life-forms you will meet are more talkative than others, and you will need to choose Down Text to read everything they have to say.

Messages

Choose this to read messages from EZ.

Data Base

Choose this to read files on the life-forms you may meet, the planets you may visit, and more.

Help

Choose this to learn information that will help you on your mission.

Save

Choose this to save your position in the story.

The program will give you a password. Remember your password!

When you want to start your mission again later, choose Start Your Mission from the MAIN MENU. Then choose Continue a Mission. The program will ask you to enter your password.

Type your password, and then press **RETURN**. You will continue your mission on the map of the solar system. You will still have every item in your inventory, and every data base file you collected.

Inventory

The Inventory is a list of the items you are carrying and that you may use on your mission.

To use an item in your Inventory, move the head of the Star Scout icon over the item you want, and then press **RETURN**.

You may use any item in your Inventory at any time. Sometimes an item will be useful, and sometimes it will not.

Maps

Whenever you are flying through the galaxy, a map of the galaxy will appear. Pilot your ship to a planet. (See "Piloting Your Space Ship," page 13.)

When you land on a planet, a map of that planet will appear. The Star Scout icon will appear just outside of your space ship.

Move the icon to different areas on the planet, and then press **RETURN**, to explore the planet surface and meet life-forms.

Portraits

Whenever you meet a life-form, a portrait of that life-form will appear in the picture frame on the screen.

Text

The story will appear in the Text section on the screen.

Use the Up Text and Down Text options to move the text up and down on the screen, so that you can read and reread the story.

Messages

Whenever you talk to a life-form, your part of the dialogue will appear in the Message section.

Correcting Mistakes

Use **CTRL-D** to correct typing mistakes on the Apple II Plus. Use **CTRL-D** or the **DELETE** key to correct typing mistakes on the Apple IIe, IIc or IIGS.

Piloting and Landing Your Space Ship

Use these keys to pilot your space ship:

Apple II Plus

; to thrust forward
← to thrust right
→ to thrust left

Apple IIe, IIc, IIGS

↑ to thrust forward
← to thrust right
→ to thrust left

When you thrust forward, your ship will move forward in the direction that it is pointing. For example, if your space ship is pointing down, and you press the ; or the ↑ key, the ship will move down the screen faster.

When you thrust left, the end of your space ship will move to the right. When you thrust right, the end of your space ship will move to the left.

Avoid all obstacles in a planet's atmosphere when you are landing your space ship.

When you are landing your space ship and when you are flying through the solar system, "gravity" is in effect. So, if you do not thrust your space ship forward often enough, the ship will "sink" towards the bottom of the screen.

You may land your space ship on the landing pad in any way you choose. For example, you may land nose first, or land with the nose of the ship pointing upwards, or in any other way you choose.

Blasting Off

When you are ready to leave a planet and blast off, move your Star Scout icon inside your space ship and then press **RETURN**.

Read Your Star Scout Diary

Choose this function to read your Star Scout diary. It contains a description of your last mission in which you and EZ-4U defeated Pnowo-Ledge's evil plan to drain the brains of every scientist and artist in the universe (*Microzine #7*, "Brain Drain").

Go to a Star Scout Briefing

Choose this function to go to a Star Scout briefing. You will learn information that will help you on your mission.

Quit

Choose this function to quit and return to the *Microzine* Table of Contents.

Helpful Hints

Here are some hints to help you accomplish your mission:

- Read your data base! It contains information you will need on the different planets you will visit. Some life-forms may give you additional files to put in your data base. Be sure to read these new files.
- Talk to every life-form you meet. Remember, good manners are valued on other planets, as well as on Earth.
- Read the messages from EZ after you visit each planet. EZ will send you several messages during your mission.
- When you are piloting your space ship, press the ← and → keys as little as possible to get your ship pointed in the right direction. Then use the ; or ↑ key to move forward.

FILL IN THE BLANKS

Welcome! (EXCLA) We hope (VERB) you like this *Microzine* program (NOUN). Can you guess (VERB) what it is about?

What You Will Find

With "Fill in the Blanks," you will read and write stories with missing words, or blanks. Every time the blanks are filled in, you get a new, and possibly very strange, story. You may fill in the blanks of *Microzine* stories, or you may write your own stories with blanks, and then have your friends or your *Microzine* Mystery Partner fill them in.

Data Disk

To use "Fill in the Blanks," you will need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk. (See page 30.)

Printer

To print your stories, you will need a printer that is compatible with the Apple II Plus, //e, IIc, or IIGS.

NOTE: Your printer must be connected to Slot 1. (See "Computer Stuff," page 28.)

"Fill In The Blanks" MAIN MENU

"Fill in the Blanks" has seven functions, or things you may do. They are Make or Edit a "Fill in the Blanks," Complete a "Fill in the Blanks," Read a "Fill in the Blanks," Erase a "Fill in the Blanks," Mystery Partner, Instructions, and Quit.

Using the Star

Use the star (*) to choose items from menus or the Options line.

The star is also your cursor when you make, edit or complete a "Fill In the Blanks" story.

Use these keys to move the star:

Apple II Plus

CTRL-T to move up
CTRL-F or ← to move left
CTRL-G or → to move right
CTRL-V to move down

Apple //e, IIc, IIGS

↑ to move up
← to move left
→ to move right
↓ to move down

Message Line

The Message line at the bottom of your screen displays questions and error messages.

For example, sometimes the program will ask a yes-or-no question on the Message line. To answer "yes," move the star over the word, "Yes" and press **RETURN**. To answer "no," move the star over the word, "No" and press **RETURN**.

Options Line

The Options line has five options, or things you may do. They are Up, Down, Save, Print, and Escape.

Up

Use this option to move text down the screen, one "page" at a time.

Down

Use this option to move text up the screen, one "page" at a time.

Save

Use this option to save a "Fill in the Blanks" story on your data disk.

The program will ask you for a file name. Type in the file name and press **RETURN**. The file name may be up to 20 characters long.

The program will ask, "Are you sure?" Choose Yes if the file name you typed is correct. Choose No if you want to type a different name.

If you type a file name that is listed on your data disk, the program will ask, "Overwrite old file?" Choose Yes if you want to replace the old file. Choose No if you do not want to replace the old file.

Print

Use this option to print a "Fill in the Blanks."

Escape

Use this option to escape from a function.

NOTE: If you escape from Make or Edit a "Fill in the Blanks" or Complete a "Fill in the Blanks," the program will return you to the MAIN MENU without saving your current file.

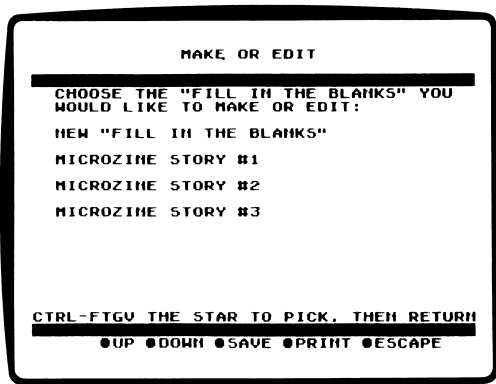
Parts of Speech

You will use different parts of speech as blanks when you make, edit and complete stories with "Fill in the Blanks." They are:

NOUN	A person, place or thing, such as "Mr. O'Hara," "Omaha," or "orangutan."
NOUN-PL.	A plural noun, such as "neighbors," "cities," or "animals."
ADJ.	An adjective is a word that describes a noun, such as "handsome," "busy," or "hungry." For example: "the <u>handsome</u> neighbor," "the <u>busy</u> city," or "the <u>hungry</u> ape."
ADVERB	An adverb describes a verb, and often ends in "ly." In the phrase, "he sang softly," the word, "softly" is an adverb.
VERB-ED	Any verb used in the past tense, such as "began" or "started."
VERB-ING	This refers to a verb that ends in "ing," such as "rollerskating" or "inventing."
EXCLA.	An exclamation, such as "Oh my!" or "Yippee!"
NAME	Someone's name, such as "George" or "R2-D2."
COLOR	A color, such as "aqua," "clear," or "shocking pink."
PLACE	A place, such as "Nebraska" or "the basement."
NUMBER	Any number, such as "fourteen thousand" or "14,000."

Make or Edit a "Fill in the Blanks" Story

Choose this function to make a new "Fill in the Blanks" or to edit a "Fill in the Blanks" saved on a data disk. The program will list the stories you have saved on the data disk, plus several *Microzine* stories and a file named, New "Fill in the Blanks."



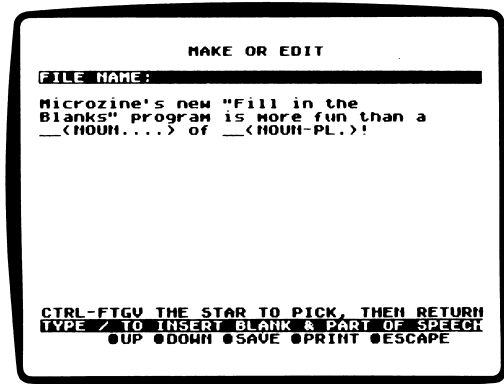
Choose New "Fill in the Blanks" if you want to make a new "Fill in the Blanks" story. The *Microzine* stories were written for you by the *Microzine* staff.

Making a New "Fill in the Blanks" Story

To make a new "Fill in the Blanks" story, choose New "Fill in the Blanks," and press **RETURN**.

When you make a "Fill in the Blanks," you write a story and leave blanks to be filled in. You insert a blank that is labeled with a part of speech, such as a noun, verb, or adjective.

The Message line will say, "Type / to insert blank & part of speech." When you type /, the program will display a blank labeled with a part of speech.



Press / to cycle through the parts of speech until you find the one you want. Then press the **SPACE BAR**. The blank and part-of-speech label will be inserted and your star-cursor will move to the next character space. You may use up to 100 parts of speech in your stories.

Correcting Mistakes

To delete a character, move the star over the character you want to delete. Press **DELETE** on the Apple IIe, IIc, or IIGS. Press **CONTROL-D** on the Apple II Plus.

To change a part-of-speech blank, move the star over the blank, and delete it. Then use the / key to insert the new part of speech you want.

Editing a "Fill in the Blanks" Story

To edit a "Fill in the Blanks" story, use the star to choose the story you want, and press **RETURN**.

Edit the story the same way you wrote the story.

Complete a "Fill in the Blanks" Story

Choose this function to fill in the blanks of a story saved on a data disk.

Use the star to choose the story you want, and press **RETURN**.

The program will display the parts of speech from the story. For each blank, type in a word (or words), and press **RETURN**. The word(s) may be up to 20 characters long.

The star cursor will move to the next blank.

When you have filled in all the blanks, move the star over "Save" and press **RETURN**.

The program will ask you for a file name. Type in a new file name.

NOTE: If you use the old file name, you will replace the original story's blanks with the words you used to fill them in. So, for example, if you have filled in the blanks for a story named Mr. O'Hara, you might save the new file as Mr. O'Hara's Ape. Then you will have Mr. O'Hara as a story form to use over and over.

Read a "Fill in the Blanks" Story

Choose this function to read a "Fill in the Blanks" story saved on a data disk.

Use the star to choose the story you want and press **RETURN**.

Erase a "Fill in the Blanks" Story

Choose this function to erase a "Fill in the Blanks" story from a data disk.

Use the star to choose the story you want to erase, and press **RETURN**.

Mystery Partner

Choose this function to have your *Microzine* Mystery Partner fill in the blanks of a story. The results will truly astound you!

Use the star to choose the story you want, and press **RETURN**. The disk drive will whirr as your Mystery Partner fills in the blanks. The program will say, "ENTER NAME, THEN READ PARTNER'S WORK" and display the prompt "FILE NAME:" on the Message line. Type in a new file name for your Mystery Partner's story and press **RETURN**.

To read the story your Mystery Partner completed, press **ESC** to go to the "FILL IN THE BLANKS" MAIN MENU. Then choose Read.

Instructions

Choose this to read instructions about "Fill in the Blanks."

Quit

Choose Quit to return to the *Microzine* Table of Contents.

Error Messages

When you save your stories on a data disk, you may get an error message if your file is too long, or if your disk is full.

If Your File Is Too Long

If your file is too long, the program will display this message: "THERE IS NO MORE ROOM IN THIS FILE." Delete a few lines from your story and try to save it again.

WARNING: We recommend that you keep your stories down to about 125 lines, or ten full screens. If you exceed that limit, you may lose the last lines of your story.

If Your Disk Is Full

If your disk is full, the program will display this message: "DISK FULL." You will need a second data disk initialized by the "Computer Stuff" feature in *Microzine*. Save your file on the second disk.

FABULOUS KIDS

What You Will Find

"Fabulous Kids" is a data base of 143 real and fictional children. You may look through the entire data base, or find lists of entries by choosing specific categories to search under. You may also print the data base.

Printer

To print the data base, you will need a printer that is compatible with the Apple II Plus, IIe, IIc, or IIGS.

NOTE: Your printer must be connected to slot 1. (See "Computer Stuff," page 28.)

"FABULOUS KIDS" MENU

"Fabulous Kids" has three functions, or things you may do. They are Choose Categories, List of Entries, and Look at Entries.

Moving the Hand

See "Using the *Microzine* Hand," page 5, to learn how to move the hand to choose functions from the menu and to choose prompts.

Choose Categories

Choose this function to search through the data base for specific categories of fabulous kids. The list of categories will appear on the screen.

Categories

There are seven categories you may use to search through the data base. They are Male/Female, Real/Fictional, Timeline, Age, Location, Accomplishments, and Personal Info.

Use the Hand to choose a category and press **RETURN**. The screen will display a list of subcategories to search.

Subcategories

There are up to seven subcategories under each category. For example, the subcategories under Personal Info are Revolutionary War Hero, World War II Hero, Youngest Record Holder, Famous As An Adult, Braved the Wilderness, Solves a Mystery, and Other.

A circle will appear next to each subcategory.

Use the Hand to point to the subcategory you want to search, and press **RETURN**. The center of that subcategory's circle will fill in. This tells you that the subcategory has been used in the search.

The number of entries found in the search will appear in the upper-right corner of the screen.

You may choose as many subcategories as you want. To choose another subcategory under a category, use the Hand to point to the subcategory, and press **RETURN**.

NOTE: If there are no entries found in your search, the number of entries found will be zero.

You must then clear at least one subcategory from your search, and choose a different subcategory. (See "Clear," page 25.)

To choose another category, use the Hand to choose Choose Categories on the menu and press **RETURN**.

The circle next to the category you just chose will fill in. This tells you that the category has been used in the search.

Use the Hand to choose another category for your search.

List of Entries

Choose this function to see a list of all the entries in the data base in alphabetical order, or a list of the entries found in a search.

Look at Entries

Choose this function to look at all of the entries in the data base in alphabetical order, or the entries found in a search.

"Fabulous Kids" Prompt Line

There are several options on the Prompt line at the bottom of the screen. They are:

Up

Use this option to move to the top of a list or to see the previous data base entry.

Down

Use this option to move to the bottom of a list or to see the next data base entry.

Clear

Use this option to clear all of the categories or subcategories used in a search.

To clear a subcategory, use the Hand to choose that subcategory and press **RETURN**. The center of the circle next to that subcategory will be cleared. This tells you that the subcategory has been cleared from the search.

To clear a category, use the Hand to choose Clear and press **RETURN**. The center of the circle next to that category will clear. This tells you that the entire category has been cleared from the search.

If you want to start a new search, you must clear all categories where a subcategory has been chosen.

To clear all categories, use the Hand to choose Choose Categories from the menu. Then move the Hand to "Clear" and press **RETURN**. All of the categories will be cleared. You may now begin a new search.

Print

Use this option to print the entire data base or just the entries found in a search. You can also use this option to print a list of all the entries in the data base or a list of the entries found in a search.

To print the list of entries found in a search, choose List of Entries from the menu, and then choose Print. Press **ESC** to stop printing.

To print all the entries in the data base, or the entries found in your search, choose Look at Entries from the menu, and then choose Print.

The program will ask if you want to print all of the entries.

Use the Hand to choose Yes to print all of the entries.

Use the Hand to choose No if you want to only print the entry that appears on the screen.

Press **ESC** to stop printing.

Quit

Use this option to quit using the data base and return to the *Microzine* Table of Contents.

Yes

Use this option to answer "yes" to yes-or-no questions.

No

Use this option to answer "no" to yes-or-no questions.

MONITOR MYSTERY

"Keeping Track of Time"

What You Will Find

You will read a story, look at a picture, and then answer questions to solve "Keeping Track of Time."

"MONITOR MYSTERY" MAIN MENU

"Monitor Mystery" has two functions, or things you may do. They are Instructions and Keeping Track of Time.

Instructions

Choose this function to learn how to solve "Keeping Track of Time."

Keeping Track of Time

Choose this function to solve "Keeping Track of Time."

"Keeping Track of Time" is divided into three parts: the Story, the Picture, and the Questions.

C for Clues

Type C to search for clues in the picture. A magnifying glass will appear. Move the magnifying glass over each object in the picture, and then press **RETURN**.

Clues will appear at the bottom of the screen.

Use these keys to move the magnifying glass.

Apple II Plus

I to move up
J to move left
K to move right
M to move down

Apple IIe/IIc/IIIGS

I or ↑ to move up
J or ← to move left
K or → to move right
M or ↓ to move down

COMPUTER STUFF

Welcome to "Computer Stuff"!

Moving the Hand

See "Using the *Microzine* Hand," page 5, to learn how to move the hand to choose functions and options.

Use the Hand to choose "Computer Stuff" from the *Microzine* Table of Contents, and then press **RETURN**. The list of the "Computer Stuff" functions will appear.

What You Will Find

"Computer Stuff" has three functions, or things you may do. They are Options, Initialize Disk, and Exit.

Options

Use the Hand to choose Options, and then press **RETURN**. The Options screen will appear.

Use the Hand to choose the correct options for your computer setup.

Disk Drives

Microzine assumes you have one disk drive. If you have two disk drives, use the Hand to point to "Disk Drives," and then press **RETURN**. The "1" will change to "2."

The advantage of having two drives is that when you need to use a data disk, you will be able to put it in the second drive. You will not have to take the *Microzine* disk out of its drive.

You don't have to change the number of drives each time you use *Microzine*—it remembers.

NOTE: You will only be able to use one disk drive with "Fill in the Blanks."

Printer

Microzine assumes that you do not have a printer. If you do have a printer, then use the Hand to point to "Printer," and then press **RETURN**. The "No" will change to "Yes."

You don't have to tell *Microzine* that you have a printer each time you use *Microzine*—it remembers.

Printer Setup

If you have a printer, then *Microzine* assumes that you also have a standard parallel interface card. If you have a different interface card, then use the Hand to point to "Printer Setup," and then press **RETURN**.

Each time you press **RETURN**, a different interface card will appear. Press **RETURN** until the interface card that is in your computer appears.

The interface cards are:

Standard parallel interface card: This card is usually used with printers like the Epson printer.

Serial card: This card is usually used with the Imagewriter or Scribe printer. (If you have an Apple IIc, choose the "Serial card" option. In the IIc, the printer card is built-in.)

Pkaso card™: Choose this if you have a Pkaso card in your computer.

Grappler +™: Choose this if you have a Grappler+ card in your computer.

Silentype card™: Choose this if you have a Silentype card in your computer. (Silentype cards are usually used with a Silentype printer.)

If you do not know what interface card you have, ask someone who does know, or do not choose the Printer Setup option. *Microzine* will then assume that your computer has a standard parallel interface card.

You don't have to change the printer setup each time you use *Microzine*—it remembers.

Printer Slot

Your printer must be connected to Slot 1 to print material from this issue. Future issues of *Microzine* will allow you to have your printer connected to any slot you choose.

Sound

Microzine assumes that you want to hear the sound effects in each program. If you do not want to hear the sound effects, use the Hand to point to "Sound," and then press **RETURN**. The "Yes" will change to "No."

You don't have to turn the sound effects off each time you use *Microzine*—it remembers.

Line Feed

Microzine assumes that you do not have a printer, and so you do not want the line feed option turned on. If you do want this option turned on, use the hand to point to "Line Feed," and then press **RETURN**. The "NO" will change to "YES."

"Line Feed" moves the paper through your printer one line at a time. Some hardware (printers, or printer cards, for example) automatically moves the paper through the printer one line at a time and so you will want the line feed option turned off ("NO").

Some hardware does not automatically move the paper through the printer one line at a time and so you will want the line feed option turned on ("YES").

To test whether you need the line feed option turned on or off, print a graphic or text.

If the graphic or text appears as one solid black line, you need to have the line feed option turned on ("YES").

If the graphic or text appears with white line spaces between lines of the graphic or text, you need to turn the line feed option off ("NO").

You don't have to turn the line feed option on each time you use *Microzine*. It remembers.

Exit

Use the Hand to point to "Exit," and then press **RETURN**, to go back to the list of "Computer Stuff" functions.

Initialize Disk

A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*.

Initializing a disk gets it ready to save your data for *Microzine*. The computer sets up a filing system by dividing the disk into sections, called tracks and sectors. Each brand of computer uses its own filing system. For instance, a disk initialized by your Apple may only be used on Apple computers.

To initialize a data disk, use the Hand to choose Initialize Disk and then press **RETURN**.

The program will tell you that you need a blank disk, or one you don't mind erasing. The Hand will be pointing to "Next." Press **RETURN**.

The program will tell you to put the disk into Drive 1. The program will tell you that the disk will be erased. It will ask, "Do you want to go ahead?" Use the Hand to point to "Yes" or "No," and then press **RETURN**.

The program will initialize the disk. Then the "Computer Stuff" list of functions will appear.

You now have a data disk. You may use it for "Fill in the Blanks," or for any other *Microzine* feature that requires a data disk.

Exit

Choose this function to clear the "Computer Stuff" list of functions from the *Microzine* Table of Contents.



Welcome to the May 1987 edition of "Direct Access." We received many excellent entries. Thank you, one and all! The winning entries for this edition are reprinted in part below. We think you'll find the ideas original and stimulating.

Winner #1 is Sara Gondwe, a Chapter I reading specialist for the Hoffman Homes for Youth, Gettysburg, PA.

"For adolescents who find reading aversive due to disabilities, disadvantages, and emotional problems, how encouraging to observe students experience the thrill of designing their own pictures and seeing the pride they feel for their own work. 'City Blocks' (*Microzine* #7) is a perfect motivator for a language-experience story and serves to supplement and enhance the goals already established within the reading program. 'Brain Drain' (*Microzine* #7) also became a hot item!"

Winner #2 is Jill Anton, a teacher in McDermitt, NV.

"We live in an isolated rural community on the Nevada-Oregon border with a student population of 275. Our K-12 student population comes from the rich cultural backgrounds of Paiute Indian, Basque, White, and Mexican. A common learning problem is the ability to recognize words without understanding what is read. Using the 10 computers in our lab, we have found that the Twistaplots™ have forced the students to read for comprehension and context, because they need to know what they are reading to understand what is happening in the stories. When a new *Microzine* arrives, it is given to the high school computer-literacy class. The first thing they evaluate is the Twistaplot™. The students make recommendations as to the appropriate grade level and degree of difficulty."

Winner #3 is Lynn Ellis, a computer education teacher in Pompano Beach, FL.

"I use Microzines as motivational tools. I have the disks available for the students to use when they have finished their regular work. This may seem to favor the fast workers, but it actually works in reverse. My usually slow workers will put forth an extra effort in order to get done before a 'faster' student. *Microzines* also promote interpersonal relationships."

Winner #4 is Arlene K. Carlson, a Chapter I reading teacher in Marysville, WA.

"I especially like the *Microzine* Twistaplot™ stories. By using these in my program, the students can practice reading orally and silently; following directions; drawing conclusions; predicting outcomes; determining facts and opinions; and problem-solving. 'Zazoo Come Home' (*Microzine* #8) uses the cloze technique in its story plot. 'Haunted House' (*Microzine* #1) and 'Northwoods Adventure' (*Microzine* #2) are nice because the students can do them independently, and in one day. 'Mystery at Pinecrest Manor' (*Microzine* #3) involves a lot of prediction and discussion."

Microzine® A Computer Learning Library on a Disk™

On this disk:

Robot Rescue

Pnowo-Ledge, that arch-intergalactic-villain, is at it again. In this sequel to the popular "Brain Drain," Pnowo has stolen EZ-4U, your robot and best pal. Your search for EZ will take you to the strangest and darkest planets of the galaxy. All of the decisions, and risks, are yours in this interactive adventure.

Fill in the Blanks

Create (VERB) your own stories (NOUN-PL.) and leave several well-chosen (ADJ.) blanks in it. Then let a friend or the computer complete your story by filling in the missing parts of speech. You'll be surprised at the results! You can print your stories with, or without, the blanks filled in.

Fabulous Kids

How many fabulous kids, besides yourself, can you name? This data base will introduce you to real kids like Anne Frank and Sybil Ludington, and fictional kids like Arthur Bobowicz and Julie of the Wolves. Print any or all of the entries.

Monitor Mystery

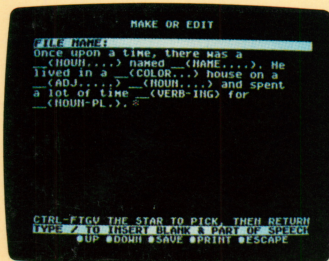
Clox Chronus' gold pocketwatch has been stolen, and it's up to you to catch the thief. Use your magnifying glass to search the scene of the crime for clues. Then answer a series of questions to determine if you know the solution to "Keeping Track of Time."

Learning Opportunities: Reading for detail and comprehension, creative writing, deductive reasoning, data base management, computer literacy.

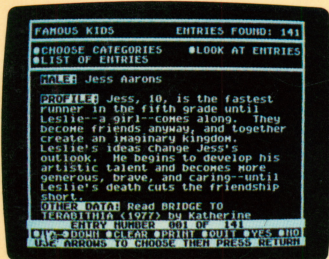
Art Director: Linda Gottfried Cover Art: Ellen Goldberg
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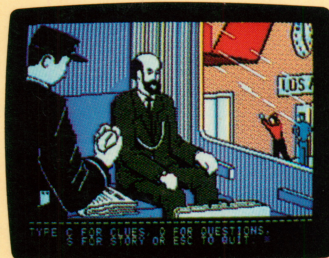
Robot Rescue



Fill in the Blanks



Fabulous Kids



Monitor Mystery

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Scholastic Guarantee

This computer program has been thoroughly tested by **Scholastic** among teachers and children and is designed to challenge, stimulate and entertain your child. It reflects Scholastic's more than 65 years of experience in developing young minds.