Microzine®

A Computer Learning Library on a Disk™

Featuring:

The Frog and the Fables
A magical story

The Secret of the Sphinx
A text adventure

Who's Who in Outer Space
A data base of real and imaginary personalities

Back Page
A comic strip, puzzles, and more

Scholastic
The Most Trusted Name in Learning™

FUN SKILLS SERIES

Ages 9 and up

Microzine®

A Computer Learning Library on a Disk™

Scholastic Inc.   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. Then try everything. Experiment! You can't break the programs, so have fun. If you have any problems, come on back. You'll probably find the answers in this handbook.

Equipment You Need
1. TV or monitor (Black-and-white will work, but color is better.)

2. 48K Apple® II Plus, *IIe*, or IIc

3. Disk drive

Apple is a registered trademark of Apple Computers, 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.

● have someone who knows how to hook up the drive check to see if it's hooked up correctly.

Using the Table of Contents

The Table of Contents is a list of programs, or features, in *Microzine.* Use this list to select the feature you want.

To get this list, follow the instructions on the opening *Microzine* screen to press any key. When the Table of Contents appears on your screen, you'll notice that the first feature is highlighted.

Use the arrow keys to highlight each feature. When the feature you want is highlighted, press **RETURN**. (If the feature you select is on the other side of the disk, you will be told to turn the disk over and press **RETURN**.)

Using Microzine

Menus

When you are given a menu, or list of choices, use the arrow keys to highlight the choice you want. Then press **RETURN**. If the menu has numbers, type the number of your choice, and then press **RETURN**.

(Y/N)

When you see (Y/N) at the end of a question, it means the computer is waiting for you to answer "yes" or "no." Type Y for yes or N for no and press **RETURN**.

Entering Information
Whenever you are asked to enter information, type it in and press **RETURN**.

If you make a mistake while typing, use the ← (left arrow) key to move back, then retype correctly.

Control (CTRL) Keys
Sometimes you will have to press the **CONTROL (CTRL)** key and another key at the same time. This will be written as **CTRL-(the key)**. For example, if you see **CTRL-N**, it means press the **CONTROL** key and the **N** key at the same time.

ESC to Quit
Press **ESC** to quit what you are doing.

Apple IIe/IIc
To use *Microzine* on the Apple *II*e or IIc, press **CAPS LOCK** down.

THE FROG AND THE FABLES

A Twistaplot™ Adventure

Once there was a frog who always threw away his *Microzine* handbook. One day he was using the exciting Twistaplot "The Frog and the Fables" when the evil wizard Oxon suddenly appeared. The frog was so flustered he forgot which computer keys to press. The frog searched in vain for his *Microzine* handbook, but it was too late. Oxon turned him into a green data disk.

MORAL: Never throw away your handbook, even if you are a frog.

What You'll Find

You will travel through a forest and search a palace for fables. The sun, the animals in the forest, and the statues in the palace will help you in your search.

You must match the fables to the correct morals before the sand in your magical hourglass runs out.

Moving Your Figure
In this Twistaplot, you are the figure below.
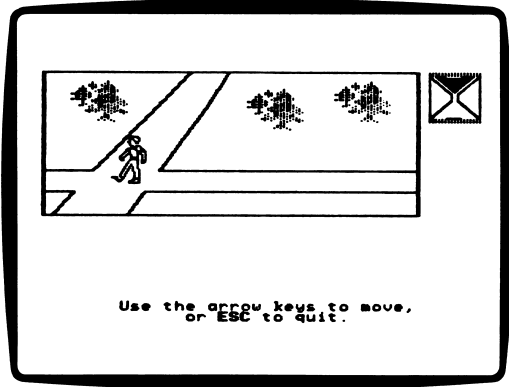
Use these keys to move through the forest and the king's palace.

Apple II Plus		Apple IIe/IIc	
I	to move up	↑	to move up
M	to move down	↓	to move down
J	to move left	←	to move left
K	to move right	→	to move right

Magical Hourglass
The frog king will ask you if you want to take his magical hourglass.

If you type Y for yes, the magical hourglass will appear in the upper right-hand corner of the screen.

As long as there is sand in the top of the hourglass you will be safe from Oxon. You must find the fables and match them to the morals before the sand runs out.

NOTE: When you are matching the morals and the fables, the sand in the hourglass will stop falling.

Searching the Palace
You will search the palace for hidden fables. The fables are in rooms that have statues of the king's courtiers. By listening to the statues, you will know whether or not there is a fable in the room. If you think there is a fable hidden in the room, type S to search.

If a statue uses correct grammer, it is telling the truth. For example, if a statue says, "There is no fable behind the curtain so don't waste your time," you will know that there really is no fable hidden behind the curtain because the statue used correct grammer.

If a statue uses incorrect grammer you will know that it is really Oxon in disguise. Oxon will lie to you to make you waste time, or to trick you into not searching a room that really has a fable. Always do the opposite of what he says.

For example, if a statue says, "Don't looking in the wood or fireplace for a fable," you will know that the "statue" is really Oxon because the "statue" used incorrect grammer. You should search the room because there really is a fable hidden in the fireplace.

If you search a room where there is no fable you will waste valuable time.

Matching a Moral to a Fable

When you find a fable, press **RETURN** to place it in the Book of Fables.

The first page of the fable will appear in the top half of the screen. Type P to go to the next page of the fable. Read the fable.

```
        TWO FRIENDS AND A PURSE      ▓▓▓▓▓▓▓
    Two friends were walking along a ▐▚▞▌
dusty road. One of them saw a purse ▐▞▚▌
lying on the ground and grabbed it. Upon
opening  it,  she  cried, "I'm rich. I'm
rich!"
─────────────────────────────────────────
             P for next page.
▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓
   WHICH MORAL?  _    ─➤ for next moral.
MORAL A: Beware of flattery.
─────────────────────────────────────────
RETURN to match/unmatch, or ESC to quit.
```
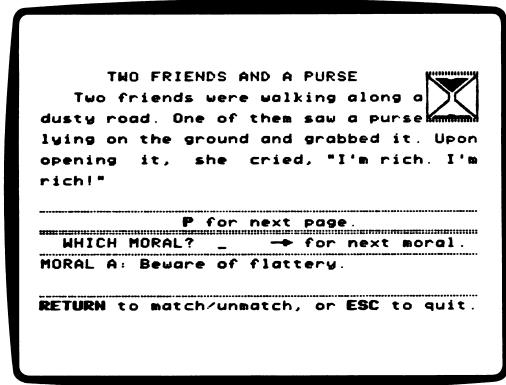
The first of the four possible morals for that fable will appear at the bottom of the screen. Press the → (right arrow) key to page to the next moral. Read all the morals.

Matching or Unmatching a Fable

When you find the moral that matches the fable, press **RETURN.**
The words "WHICH MORAL?" will change to "MORAL
CHOSEN." The letter of the moral you chose will appear after it.
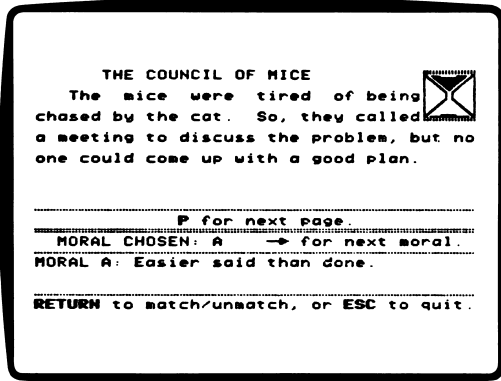
If you change your mind, press **RETURN** to "unmatch" the moral
to the fable. Then choose a different moral.

Each fable has only one correct moral. You can use each moral
only once. For example, you can't match Moral A to two fables.

Press **ESC** to return to the king's palace.

Book of Fables

Type B to go to the Book of Fables. You must find at least one
fable to open the book.

Next Fable

If you have found two or more fables, the book screen will have
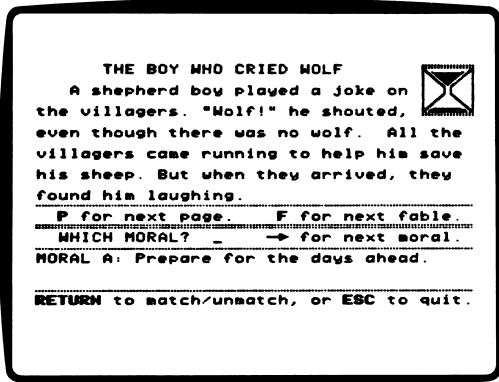this extra command: F for next fable.

```
        THE BOY WHO CRIED WOLF
     A shepherd boy played a joke on
  the villagers. "Wolf!" he shouted,
  even though there was no wolf.  All the
  villagers came running to help him save
  his sheep. But when they arrived, they
  found him laughing.
     P for next page.      F for next fable.
     WHICH MORAL? _      → for next moral.
  MORAL A: Prepare for the days ahead.

  RETURN to match/unmatch, or ESC to quit.
```

Type F to page ahead to the next fable.

If you match a moral to a fable and then change your mind, you
must first "unmatch" the moral, and then match it to the correct
fable.

For example, if you matched Moral A to "The Hen and the Jewel"
fable and then decided that Moral A really belongs to "The Dog
and the Bone" fable, type F to page to "The Hen and the Jewel."
Press **RETURN** to unmatch Moral A. Then type F to page to "The
Dog and the Bone." Press **RETURN** to match Moral A to "The
Dog and the Bone."

Four Versions

There are four versions of this Twistaplot. In each version, the animals are in different parts of the forest, and the king's study and wizard's workshop are in different rooms in the palace.

Four of the 14 fables in this Twistaplot will appear randomly in the different versions.

When you finish the Twistaplot, or if you press **ESC**, you can choose to read the same version of the story again (with the same map and the same fables) or choose a new version of the story (with a different map and up to four different fables).

Helpful Hints

Here is a mini-guide for playing ''The Frog and the Fables.''

1. Take the hourglass from the frog king.

2. Talk to all of the animals in the forest and write down what they tell you.

3. Find the animal with the morals.

4. Go into the king's palace. Search the rooms for the fables, using the statues to guide you.

5. When you find a fable, read it and match the correct moral to the fable.

6. When you find all four fables and match morals to them, leave the palace and take the Book of Fables back to the king.

Read the instructions in the ''The Frog and the Fables'' for more information.

THE SECRET OF THE SPHINX

Welcome to the mysterious Pyramid of Oris! Journey through its secret passageways as you try to discover the secret of the pyramid's sphinx. But beware! The path is difficult, and dangers await you!

What You'll Find

"The Secret of the Sphinx" is a text adventure. You will use commands to examine underground passageways, pick up and drop mysterious objects, and perhaps discover the secret of the sphinx!

A Text Adventure

Text adventures have no pictures or graphics. They use only words to describe different scenes and situations.

For example, imagine that your eyes are closed and you are holding the hand of your best friend. Your best friend's eyes are open and so it is his job to take you wherever you want to go and to describe everything he sees. When you walk into a room, he might say, "You are in a large room with a big table in the center. A wizard is sitting at the table reading a book."

All you know about the room is what your friend has just told you.

You can now tell your friend what you want to do next. For example, you might say, "read the book," and your friend would tell you what the book says. You might also say, "go east," and your best friend would lead you into the room to the east.

Text adventures are just like this, except the computer plays the part of your friend. You tell the computer what you want to do by typing in commands, and you can only "see" where you are by reading whatever the computer prints on the screen.

"The Secret of the Sphinx" Main Menu

"The Secret of the Sphinx" has two functions, or things you can do. They are Play the Text Adventure and Instructions.

Play the Text Adventure

Choose this function to play "The Secret of the Sphinx." To play the game, you will type commands.

Commands, Actions, and Objects

A command is an instruction you give to the computer. In text adventures, a command is made up of an action and an object.

An action is a verb, such as *get, wake up,* or *unwrap.*

An object is a noun, such as *book, mummy,* or *skeleton.*

A command using an action and object from above might be *Get the book.* By typing this, you would "pick up" the book.

The computer only understands the actions and objects that the author of the text adventure programmed into the game.
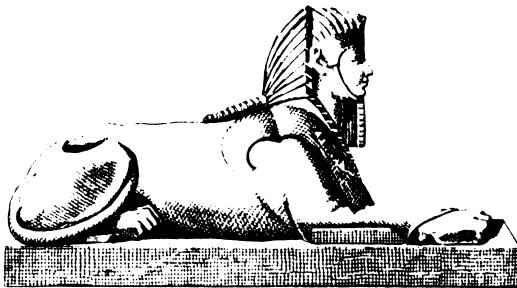
Some of the actions included in "The Secret of the Sphinx" are:

READ
WAKE UP
OPEN
UNWRAP
EXAMINE
GET
UNLOCK

Some of the objects included in "The Secret of the Sphinx" are:

VASE
MUMMY
BOOK
SKELETON
DOOR
SPHINX

NOTE: Unless the action and object are both only one word long, you must type THE between the action and the object.

For example, you may type UNLOCK DOOR. But you must type WAKE UP THE SKELETON, because the action "WAKE UP" is two words.
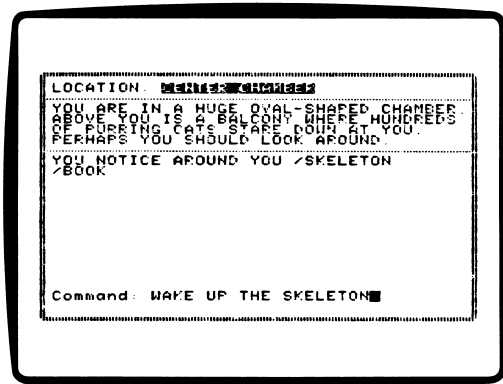
There are some special commands in "The Secret of the Sphinx" that do not require both an action and an object. They are LOOK, I (or INVENTORY), N (or NORTH), S (or SOUTH), E (or EAST), and W (or WEST).

LOOK
This command tells the computer to list all the objects that are visible in the current scene or location. The computer will respond "YOU SEE ABOUT YOU," and then it will list each object with a slash mark ("/") between them.

For example, if you are in the North Chamber and you type LOOK, the computer might respond:
YOU SEE ABOUT YOU/VASE /STATUE.

I (or INVENTORY)
This command tells the computer to list all the objects that you, the player, have picked up and are carrying. The computer will respond "YOU ARE CARRYING," and then it will list each object in your possession.

For example, if you typed I, or INVENTORY, the computer might say: YOU ARE CARRYING /CANDLE /BOOK.

Special Commands
Four special commands are used to tell the computer what direction you want to travel. They are N (North), S (South), E (East), and W (West).
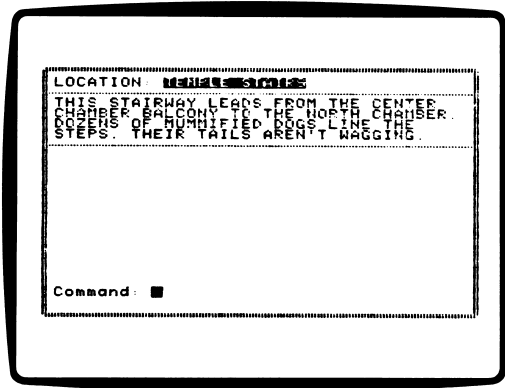
● N (or NORTH): This command moves you north of the current scene.

● S (or SOUTH): This command moves you south of the current scene.

● E (or EAST): This command moves you east of the current scene.

● W (or WEST): This command moves you west of the current scene.

SCENE DESCRIPTIONS

During the game, the computer will help you by giving you three types of information: (1) the name of your current location, (2) a description of your current location, and (3) a description of the effects (if any) of your last command.

Current Location

At the top of the screen, you will see the name of your current location inside the pyramid. For example, it might say, "EAST CHAMBER," or "TEMPLE STAIRS."

```
┌─────────────────────────────────────────────────┐
│ LOCATION:  TEMPLE STAIRS                         │
│ THIS STAIRWAY LEADS FROM THE CENTER              │
│ CHAMBER BALCONY TO THE NORTH CHAMBER.            │
│ DOZENS OF MUMMIFIED DOGS LINE THE                │
│ STEPS. THEIR TAILS AREN'T WAGGING.               │
│                                                  │
│                                                  │
│                                                  │
│                                                  │
│ Command: ■                                       │
└─────────────────────────────────────────────────┘
```

Location Description

Below the name of the current location, you will see a description of that location. Read this carefully, because it may offer clues for what you should do next. For example, it might say:

THE ROOM IS LONG AND THIN. THERE IS A BOX IN THE CENTER OF THE ROOM. PERHAPS YOU SHOULD EXAMINE THE BOX.

Effects of Last Command

Below the location's description, you will see the computer's responses to your commands.

For example, after you type "READ THE BOOK," the computer might respond:
THE BOOK TELLS YOU THE HISTORY OF MICROZINE.

Sometimes the computer's response can tell you whether or not an action or object is "allowed" in the game. The table below shows you what you might learn from the computer's response to various commands.

COMMAND	COMPUTER RESPONSE	MEANING
FEED THE MUMMY	I DON'T UNDER-STAND "FEED"	FEED has not been pro-grammed into the game, so the game doesn't "under-stand" it.
PAT THE MUMMY	I'M SORRY, BUT YOU CAN'T DO THAT RIGHT NOW.	PAT has been programmed into the game, but you can't use it with MUMMY now.
PAT THE BAT	I DON'T SEE THAT HERE.	PAT has been programmed into the game, but there is no BAT in the cur-rent room.

Winning the Game

You can win ''The Secret of the Sphinx'' by moving through the pyramid and finding the sphinx. Learn the sphinx's secret, and a timely victory is yours.

Instructions

Choose this function for helpful instructions about how to play ''The Secret of the Sphinx.''

Helpful Hints

Here are some hints and a map that you might find helpful as you play ''The Secret of the Sphinx.''

● Always LOOK when you go into a new room. This will tell you what objects are in the room that you may want to GET or use.

● EXAMINE every object that you find. For example, it might be wise to EXAMINE THE MUMMY before you UNWRAP THE MUMMY.

Map

Here is a map drawn by an archeologist who vanished in the Pyramid of Oris over fifty years ago.

Good luck, and good adventuring!
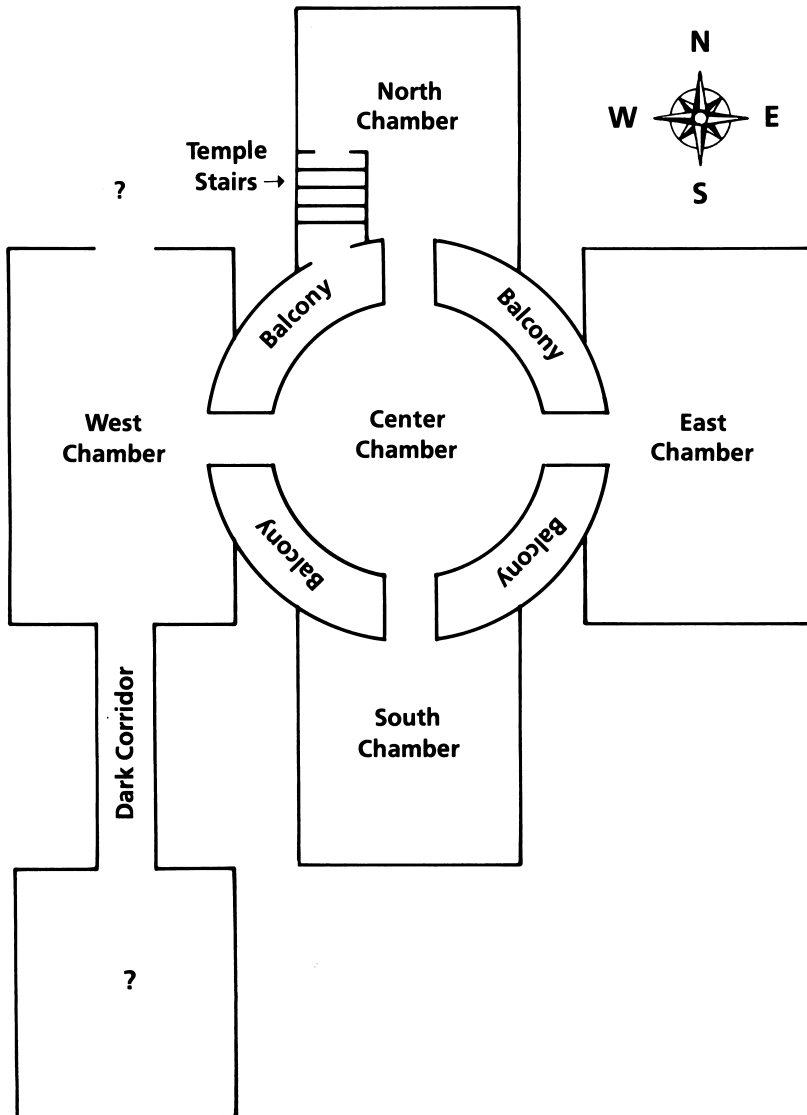
WHO'S WHO IN OUTER SPACE

Here is a data base that explores strange new worlds . . . seeks out new life, new civilizations . . . a data base that boldly stores what no data base has stored before!

What You'll Find

"Who's Who In Outer Space" is a data base of 200 real and imaginary personalities. You can look through the entire data base, or find lists of personalities by choosing categories to search under.
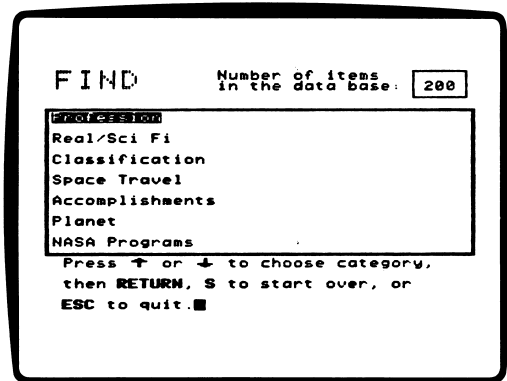
"Who's Who In Outer Space" Menu

"Who's Who In Outer Space" has three functions or things you can do. They are Find, Browse, and Instructions.

Find

Choose this function to search through the data base for specific personalities.
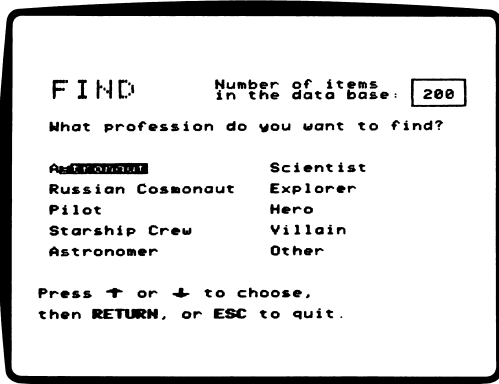
Fields

There are seven fields you can search under. They are Profession, Real/Sci Fi, Classification, Space Travel, Accomplishments, Planet, and NASA Programs.
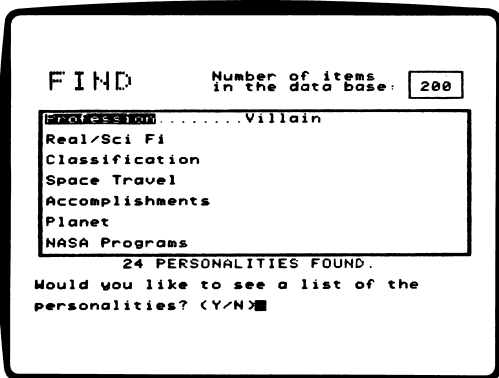


```
FIND        Number of items
            in the data base:  200

Profession
Real/Sci Fi
Classification
Space Travel
Accomplishments
Planet
NASA Programs

  Press ↑ or ↓ to choose category,
  then RETURN, S to start over, or
  ESC to quit.■
```

Press the arrow keys to choose a field, and then press **RETURN**. The screen will display a list of categories to search under.

Categories

There are up to ten categories under each field. For example, the categories under "Profession" are Astronaut, Russian Cosmonaut, Pilot, Starship Crew, Astronomer, Scientist, Explorer, Hero, Villain, and Other.


```
FIND        Number of items
            in the data base:  200

What profession do you want to find?

Astronaut            Scientist
Russian Cosmonaut    Explorer
Pilot                Hero
Starship Crew        Villain
Astronomer           Other

Press ↑ or ↓ to choose,
then RETURN, or ESC to quit.
```

Press the arrow keys to choose a category, and then press **RETURN**. The field screen will be displayed, and the category will appear next to its field.


```
FIND        Number of items
            in the data base:  200

Profession.......Villain
Real/Sci Fi
Classification
Space Travel
Accomplishments
Planet
NASA Programs
       24 PERSONALITIES FOUND.
Would you like to see a list of the
personalities? (Y/N)█
```

The computer will search through the data base to find the personalities in that category, and then it will display the number of personalities that were found.

The computer will ask, "Would you like to see a list of the personalities? (Y/N)."

Type N for no if you want to add another field to your search. Type Y for yes to see the list of personalities. Press **RETURN** to see each of the entries. After the last entry appears, the computer will ask, "Would you like to see the list again? (Y/N)."
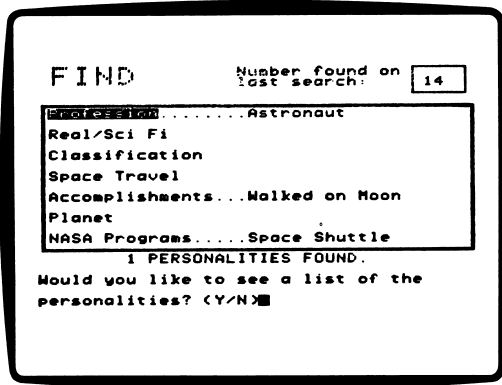
Type Y for yes to see the list again. Type N for no to add another field to your search, or to start a new search.

How to Search for Personalities
You can search through the data base using from one to seven fields. Each time the computer finishes a search under one field, you can add another category under a different field. You can only search under one category per field.

For example, choose the field "Profession" and the category "Astronaut." The program will search for all astronauts in the data base. Then choose the field "Accomplishments" and the category "Walked on Moon." The computer will search through the list of astronauts to find those astronauts who have walked on the moon. Then choose the "NASA Programs" field and the "Space

Shuttle" category. The computer will search through the list to find those astronauts who have walked on the moon and also flown in the space shuttle.


```
FIND          Number found on  ┌────┐
              last search:     │ 14 │
                               └────┘
┌─────────────────────────────────────┐
│Profession........Astronaut          │
│Real/Sci Fi                          │
│Classification                       │
│Space Travel                         │
│Accomplishments...Walked on Moon     │
│Planet            .                  │
│NASA Programs.....Space Shuttle      │
└─────────────────────────────────────┘
        1 PERSONALITIES FOUND.
Would you like to see a list of the
personalities? (Y/N)■
```

Empty Category
If you choose a category in which there are no entries, the computer will display this message: CATEGORY EMPTY, CHOOSE ANOTHER.

For example, if you choose profession "Astronaut" and then choose classification "Alien (Plant)," the computer will display the "Category Empty" message. That means there are no astronauts who are also alien plants.

Starting Over
To clear the field screen of all the categories you've chosen, type S. The computer will clear the screen and you can begin a new search.

Browse
Choose this function to look through all the personalities in the date base in alphabetical order.

Instructions
Choose this function to learn useful facts about using this data base.

BACK PAGE

Last but not least, here is "Back Page"! You'll find letters, a math puzzle, and an electronic comic strip in this issue.

Back Page Menu

You will find these options: Letters to the Editor, The Frog and the Well, and Micro-Toon™.

Letters to the Editor

Choose Letters to the Editor from the menu. Read letters from fellow *Microzine* readers across the country.

The Frog and the Well

Choose The Frog and the Well from the menu. Read the story carefully to solve the puzzle. The solution is at the bottom of the page.

Micro-Toon

Choose Micro-Toon from the menu. Press **RETURN** to change the speech balloons for Red, Dudley the robot, and Einstein the computer.
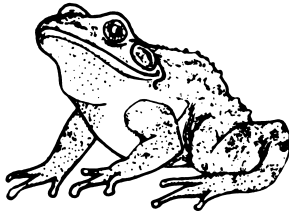
Solution: 28 days. Remember, on the last day, the frog jumped three feet up — and out — of the well!

COMPUTER STUFF

"Computer Stuff" has two functions, or things you can do. They are Change Disk Drive/Printer Setup, and Initialize a Data Disk.

Changing Number of Disk Drives

Microzine assumes you have one disk drive. If you have two, choose Change Disk Drive/Printer Setup. Then follow the instructions given.

If you do not know what slot number your drive is connected to, ask somebody who does know, or just press **RETURN**. The computer will then assume the answer is slot 6.

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.

If *Microzine* has been changed to assume two drives and you have only one, choose Change Disk Drive/Printer Setup and change back to one drive. You don't have to change the number of drives each time you use *Microzine* — it remembers.

Changing Printer Setup

Microzine assumes that you do not have a printer. If you have a printer, *Microzine* assumes it is connected to slot 1.

If you have a printer, choose Change Disk Drive/Printer Setup. Then follow the instructions given.

If you do not know what slot number your printer is connected to, ask somebody who does know, or just press **RETURN**. The computer will then assume the answer is slot 1. You don't have to change the printer setup each time you use *Microzine* — it remembers.

Initializing a Data 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 can only be used on Apple computers.

To initialize the disk, choose the second function on the main menu. The computer will tell you that you need a blank disk, or one you don't mind erasing. Press **RETURN** and the computer will tell you to put the disk in the drive. If you're set up for one drive, take the *Microzine* disk out of the drive and put in your disk. If you're set up for two drives, just put your disk in the second drive. Then press **RETURN**.

The computer will tell you that the disk will be erased. It asks, "Do you want to go ahead? (Y/N)." Type Y if you do and press **RETURN**. Type N and press **RETURN** if you don't want to go ahead.

The computer will tell you when the disk has been initialized. Press **RETURN** and then put *Microzine* back in the drive. Press **RETURN** again and you will be sent back to the menu. Press **ESC** to get back to the *Microzine* Table of Contents.

You now have a data disk. You can use it for any *Microzine* feature that requires a data disk.

NOTE: You will not need a data disk to use this issue of Microzine.

FUNSTUFF

The Frog and the Fables

"Fable-ous" Stories

The frog king waited for years for you to rescue him. What must it have been like? Write a story about being turned into a frog by the evil wizard Oxon. Explain how Ms. Bear found the missing morals, and why the dog guards the entrance to the palace.

Write Your Own Fables

Here are some ideas for fables to write:

- Write a fable starring the Invisible Man, with the moral: "A fool may disguise himself, but his words will give him away."

- Write a fable about a video game champ who only has one quarter, with the moral: "If you really want something, keep trying for it even though it may seem hopeless."

- Write a fable starring a superhero and a talking cricket, with the moral: "Sometimes the weak may help the strong."

- Write a fable about a rock musician and a classical pianist shopping together in a record store, with the moral: "What is useless to one person may be valuable to another."

The Secret of the Sphinx

Be Adventurous

Create your own text adventures for your friends to play. Draw pictures of the rooms in your game. Cut out and color figures to represent the player and all the objects and people in your game. As a friend reads your adventure game, move the pieces from room to room.

Here are some ideas for some text-adventure games you can write:

- Write a game that takes place in a vampire's castle, with two coffins in the castle. Inside one is a vampire, and if you open it, you lose! Inside the other coffin is a secret passage that leads you to freedom, and you win!

- Write a game about a world-famous stallion who has been ''horse-napped'' and hidden in a secret room inside a mysterious stable.

- Write an underwater adventure about a treasure chest full of doubloons hidden inside a sunken pirate ship.

- Write a game based on a favorite book or movie.

Who's Who in Outer Space

What is Real?

Write a play that uses both real and science-fiction personalities from this data base. What might happen if Neil Armstrong met Luke Skywalker? Would Dr. Who and Chuck Yeager be best friends? Have some of your friends play the different roles and put on the play for your class.

Interplanetary Puzzles

Use "Who's Who in Outer Space" to answer these questions. When you've finished, check your results with the answers at end of "Funstuff." (Don't peek unless you have to!)

1. How many Texans have walked on the moon? Name them.
2. Which Influential Thinker was a Non-Humanoid Alien?
3. A Russian robot has walked on the moon. True or false?
4. Kathryn Sullivan was the first American woman to walk in space. True or false?
5. In this data base, all alien plants are villains. True or false?
6. How many human girls were born on Mars? Name them.
7. What Earthling discovered the rings of Saturn?
8. What animal(s) has traveled through space using time travel?
9. Which Influential Thinker was also a member of a Starship Crew?
10. How many teenagers have been to Ganymede (one of Jupiter's moons)?

Answers:

1. Three: Alan Bean, Edgar Mitchell, and David Scott.
2. Yoda.
3. True.
4. True.
5. True.
6. Poddy Fries.
7. Christiann Huggens.
8. K–9 (the robot dog), and Mrs. Whatsit.
9. Mr. Spock.
10. Two: George Lerner and Paul Simpson.

Microzine

QUESTIONNAIRE
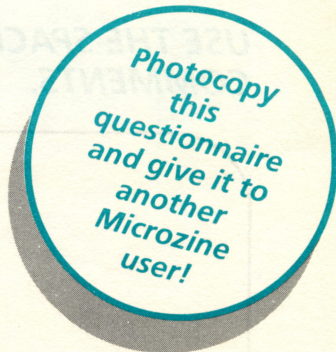
Send this questionnaire to: **Microzine**
Scholastic Inc.
730 Broadway
NY, NY 10003

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Where do you get *Microzine?* Home _____ School _____

⭐ RATE EACH PROGRAM IN THIS ISSUE.

1 = Terrific! **2** = Good **3** = Okay **4** = Not So Hot

_____The Frog and the Fables _____The Secret of the Sphinx
_____Who's Who in Outer Space _____Back Page

1. What was your favorite fable in "The Frog and the Fables"?

2. What was your favorite part in "The Secret of the Sphinx"?

3. "Who's Who in Outer Space" is a data base of real and imaginary space personalties. Would you like data bases on other subjects? What should the data bases be about?
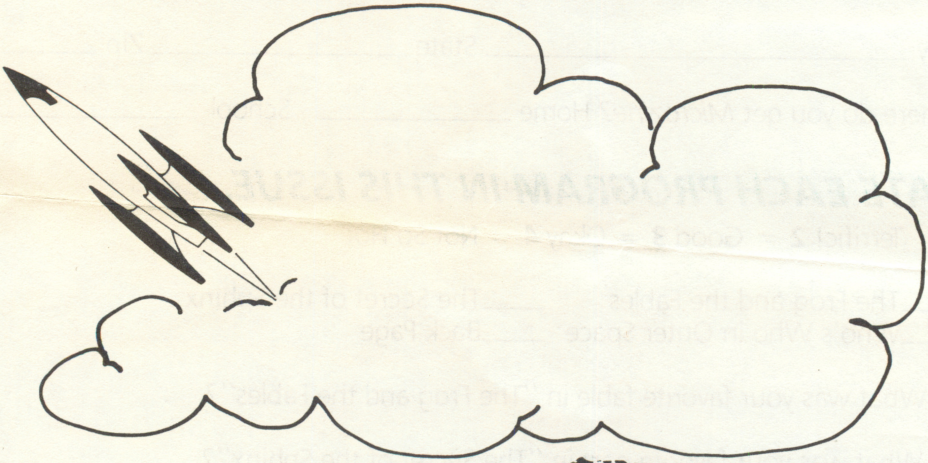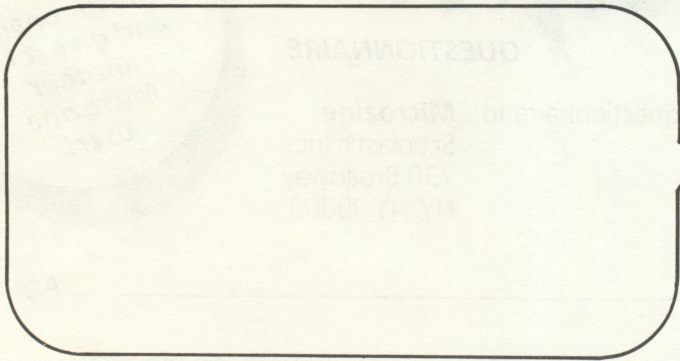
❞ MY COMMENTS AND OPINIONS (write on the back, too):

❓ Can you guess what the "hieroglyphics" on "The Secret of the Sphinx" title screen mean? Write and tell us your guesses!

■\ *Scholastic*

USE THE SPACES BELOW TO WRITE YOUR COMMENTS.
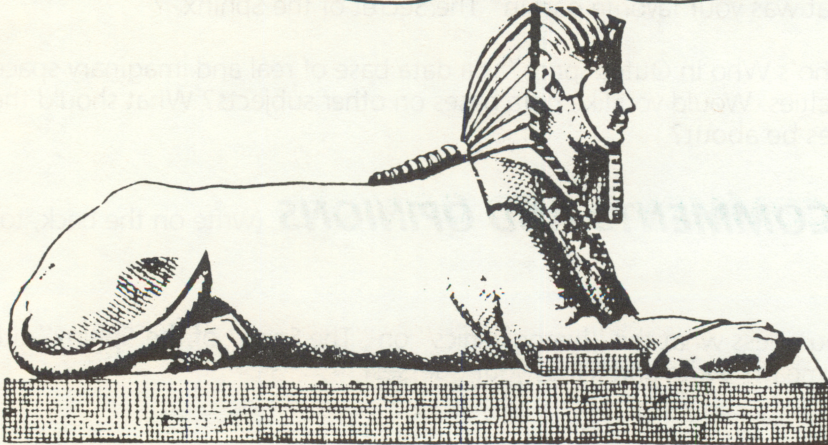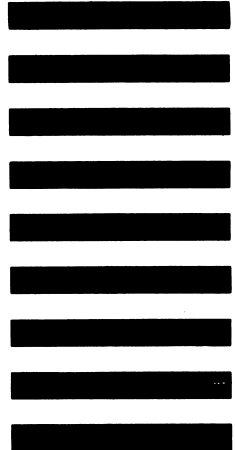
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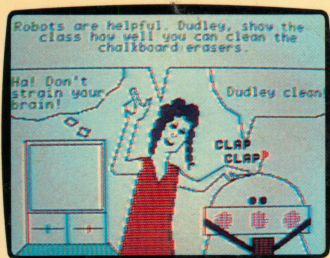   —your return address

The Frog and the Fables

The Secret of the Sphinx

Who's Who
in Outer Space

Back Page

Microzine® A Computer Learning Library on a Disk™

On this disk:

The Frog and the Fables

The good king has been turned into a frog. Only you can rescue him, and time is running out. You'll have to search through a forest and the king's palace for the missing fables and morals. Match the correct moral to each fable, and you'll defeat the evil wizard, rescue the king, and save the day! All the decisions are yours in this interactive adventure.

The Secret of the Sphinx

Explore an ancient pyramid and chat with three mummies to learn the secret of the sphinx. Move through the pyramid by entering the correct directions. Search for clues by entering the proper commands. You'll be surprised at what you find!

Who's Who in Outer Space

Who was the first woman in space? Is Tatooine the home planet of Yoda? Find out the answers to these questions, and more, in this interplanetary data base. You'll find entries on 200 real and imaginery space personalities.

Back Page

Scroll through the Letters to the Editor section to learn what kids are thinking and asking about *Microzine*. Then try the challenging math puzzle, and laugh along with Einstein, Red, and Dudley in Micro-Toon™—*Microzine*'s electronic comic strip.

Learning Opportunities: Computer literacy, language arts, creative writing, map skills, data base management, decision making, strategy and problem solving, history, science, math skills.

Contents: 1 two-sided disk, 1 handbook, 1 questionnaire

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