# Microzine®

A Computer Learning Library on a Disk™

Featuring:

Voyage to See What's on the Bottom
An adventure above and below the waves

Interactions
Create a balanced ecosystem

Heros & Villains
A data base of fictional personalities

Monitor Mystery
Solve a baffling puzzle

AWARD WINNING
Apple II Plus, IIe, or IIc, 48K; disk drive.
Optional: printer

Scholastic
The Most Trusted Name in Learning®

FUN SKILLS SERIES

Ages 9 and up

Microzine ®

20

Scholastic Inc.   New York Toronto London Auckland Sydney

CONTENTS

Getting Started

Features

Voyage to See What's on the Bottom:

Can you direct Nigel the dolphin to the missing puzzle
pieces in the ocean? If you can, the treasure of Atlantis is
yours!

How many heroes have a secret identity? What is the
special weakness of each villain? Read this data base of
148 fictional personalities to find out.

Choose the predators and prey, and then set them loose
in your own ecosystem. The longer your ecosystem is
balanced, without a species overpopulating or becoming
extinct, the better your score.

Who are Jean and Joan? What is the solution to their
baffling birthday? Use your magnifying glass to search for
clues.

Disk drives, data disks, printers, and sound.

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 || Plus, //e, or ||c

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 wanted to go to the NEXT screen, you would make the hand touch the word NEXT, or the circle in front of NEXT, and then press **RETURN**.

```
                    HELP!


To use this issue of Microzine, move the
hand to point to what you want to do,
and then press RETURN.

Use the arrow keys to move the hand.

Try it now!  Use the -> key to move the
hand so that it is pointing to the word
NEXT.   Then press RETURN.



                        ☞●NEXT   ●EXIT
```
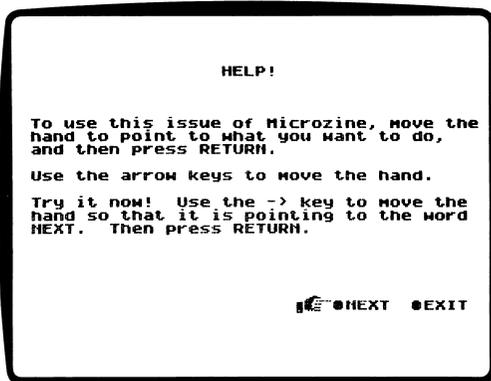
2. Make the hand touch a box that contains a word that describes what you want to do, such as the boxes of the Table of Contents. The hand may touch any part of the box. Make the hand touch the box, and then press **RETURN**.

```
☞
  PROGRAMS  COMPUTER   CREDITS QUIT HELP
            STUFF      LETTERS SURPRISE




     Point to what you want to do.
     Then press RETURN.

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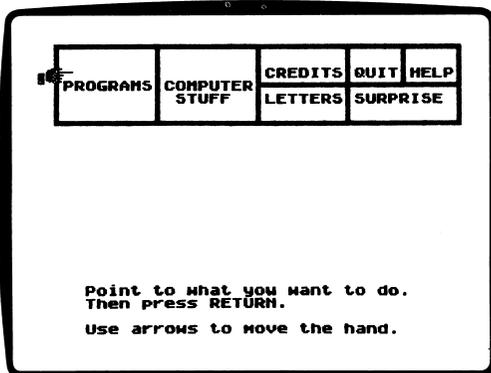
3. **Make the hand move a highlight bar over what you want to do.** Main menus use highlight bars. Make the hand move a highlight bar over what you want to do, and then press **RETURN**.

```
        INTERACTIONS MAIN MENU
.........................................................

        ▣▣▶ PLAY INTERACTIONS

           ▣ SEE SAMPLE INTERACTIONS

           ▣ SEE HIGH SCORES

           ▣ INSTRUCTIONS

           ▣ QUIT


.........................................................
    USE HAND TO CHOOSE, THEN PRESS RETURN.
```
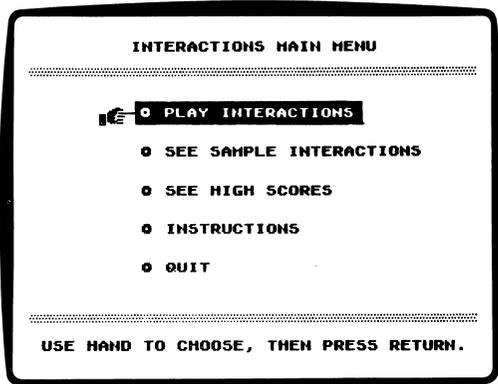
The Table of Contents

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.

Using Microzine

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 29.

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

?

VOYAGE TO SEE WHAT'S ON THE BOTTOM

A Twistaplot ™

What You'll Find
You will search for the treasure of Atlantis with your pal, Nigel the dolphin. You will also learn to speak delphinese, the language of the dolphins.

Moving Nigel
Use the following keys to direct Nigel on the Sonarscope:

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

Answers to the "Brain Drain" Twistaplot (issue 7): Many of you have requested the answers to "Brain Drain." Please use them only if necessary!

1. Friendship
2. Orange-7
3. Dogat
4. CBAB
5. For correct color level: Go to the space port and stay there. Go down the stairs. Wait and see what happens. A Barnacan will come by and open the door. Put a piece of paper up to the screen, draw the shape and mark the color level. When on Octloch, fill the shape to the same level.
6. Prisonworld
7. Budanoy
8. Your name

Sonarscope Hints

Here are a few hints to help you find the Atlantean's treasure:

- Study each screen of the Sonarscope before you tell Nigel to start swimming, so that you can plan the best route for him to follow.

- Press **CTRL-D** to see the Delphinese Dictionary while you are using the Sonarscope. Write down any words you think you might need to know when you talk to Nigel.

- Press **CTRL-X** to learn how to overcome any obstacles you might find underwater.

- Move Nigel over as many oxygen bubbles as possible, so that Nigel doesn't run out of air.
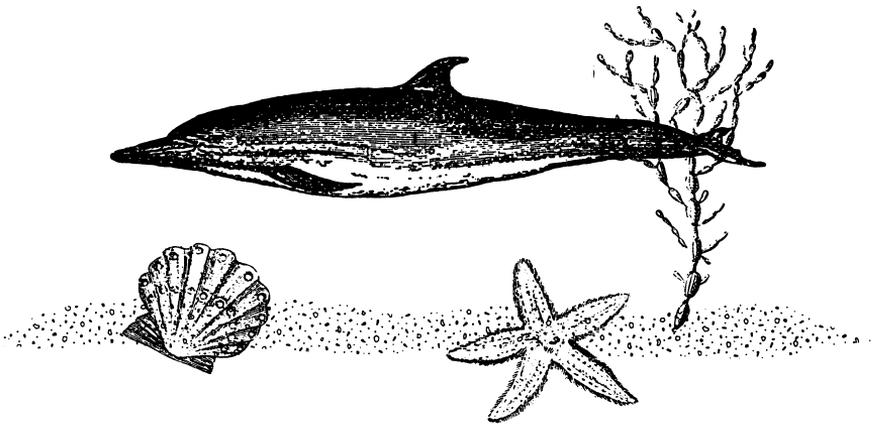
HEROES & VILLAINS

What data base is faster than a speeding Superman? More powerful than the Incredible Hulk? Able to leap tall Godzillas in a single bound? The "Heroes & Villains" data base, compiled by mild-mannered *Microzine* editors who fight a never-ending battle for truth, justice and the *Microzine* way.

What You'll Find

"Heroes & Villains" is a data base of 148 fictional heroes and villains. 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, or IIc.

NOTE: Your printer must be connected to slot 1. See "Computer Stuff," page 29.

"Heroes & Villains" Menu

"Heroes & Villains" 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 heroes and villains. The list of categories will appear on the screen.

Categories

There are eight categories you may use to search through the data base. They are Hero/Villain, Class, Category, Powers, Personal Info, Works, Locations, and Media.

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

Subcategories

There are up to eight subcategories under each category. For example, the subcategories under "Powers" are Strength, Vision, Flight, Speed/Agility, Intelligence, ESP/Magic, Kindness, and Other.

A circle will appear next to each subcategory.

Use the hand to point to the subcategory you want to search under, 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 of the category's subcategories as you want. To choose another subcategory under that category, use the hand to choose 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 14).

To choose another category, use the hand to choose "Choose Category" on the menu and press **RETURN**.

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

Use the hand to choose another category for your search.

How to Search Through the Data Base

You may search through the data base using from one to eight categories.

For example, use the hand to choose "Hero/Villain," and then use the hand to choose the subcategory "Hero." The program will search for all the entries in the data base that are heroes.

Choose "Choose Category" on the menu again, and press **RETURN**. Now choose "Class" and the subcategory "Female." The program will search through the list of heroes to find those who are female.

Choose "Choose Category" again, and press **RETURN**. Then choose "Powers" and the subcategory "Flight." The program will search through the list of female heroes to find those who can fly.

You may search through the data base using more than one subcategory under a category. For example, choose "Choose Category," then choose "Class" again and the subcategory, "Teen/child." The program will search through the list of heroes who are female and can fly to find those who are under 20-years-old.

You may also erase or change a subcategory under a category. For example, choose "Choose Category" from the menu. Choose "Powers," and then choose the subcategory "Flight." The program will clear the "Flight" subcategory from the search. This means the search will now include all female heroes who are under 20-years-old, not just those with the power of flight.

You may also clear an entire category from your search. (See "CLEAR," page 14.)

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.

"HEROES & VILLAINS" Prompt Line

There are eight options on the prompt line at the bottom of the screen:

```
HEROES & VILLAINS    ENTRIES FOUND: 003
●CHOOSE CATEGORIES      ●LOOK AT ENTRIES
●LIST OF ENTRIES

  Invisible Woman
  Mary Poppins
  Supergirl




  ☞
           LIST OF ENTRIES
●UP ●DOWN ●CLEAR ●PRINT ●QUIT ●YES ●NO
USE ARROWS TO CHOOSE THEN PRESS RETURN
```
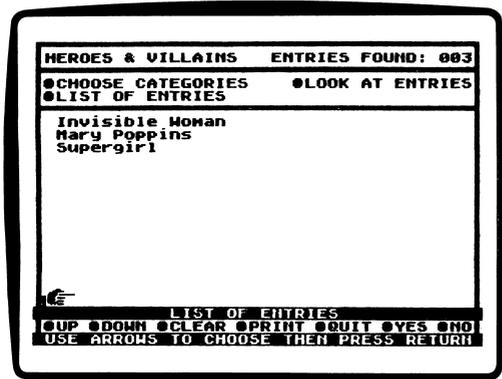
UP: Use this option to move to the top of a list or to see the previous data base entry.

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 clear. 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.

14

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 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.

INTERACTIONS

What You'll Find
In "Interactions" you will try to create a balanced ecosystem. If one of the species in your ecosystem becomes extinct, or overpopulates, the game is over. The object of the game is to keep your ecosystem balanced for as long as possible.

"INTERACTIONS"
"Interactions" has five functions, or things you may do. They are Play Interactions, See Sample Interactions, See High Scores, Instructions, and Quit.

"Interactions" Definitions
Here are definitions of some terms you will use when you play "Interactions."

Ecosystem: a community of plants, animals and their environment.

Predator: an animal that eats other animals.

Prey: an animal that is eaten by another animal.

Producer: a plant that produces food for animals.

Primary Consumer: In this game, primary consumers eat plants and other primary consumers.

Secondary Consumer: a predator. In this game, secondary consumers eat primary consumers and other secondary consumers.

Moving the Hand

See "Using the *Microzine* 'Hand,'" page 5, to learn how to move the hand to set values, choose predators and prey, and choose prompts.

Play Interactions

Choose this function to play "Interactions." You will create an ecosystem by choosing how many of each animal you will start with, their energy level, and how quickly they reproduce. You will also choose each animal's prey.

When the game starts, the animals will "interact" by moving on the screen until they meet another animal or plant. If you have chosen to have one animal prey on another animal, and they meet, the predator will eat its prey. When two animals, or an animal and plant, meet and neither one is supposed to eat the other, nothing will happen.

The game will start on Day 1. Each day equals one movement of each animal on the screen.

Winning the Game

You will "win" the game if your ecosystem lasts long enough to qualify for one of the top 10 scores listed on the High Score Board. See "See High Scores," page 25.

Ending the Game

There are three ways to end the game:

1. The game will end if one species becomes extinct.

2. The game will end if one species overpopulates.

3. You can quit the game before one species becomes extinct or overpopulates.

"Interactions" Animals and Plants

These are the plants and animals you will use in your ecosystem:

Plants

There are three species of plants, or producers, in your ecosystem. They are:

ใใ   ⁊ใ   ₫

Grograss   **Plaingrain**   **Mushmelons**

There will always be 25 of each plant in your ecosystem when the game begins. The plants will always reproduce once every 10 days.

Only primary consumers may eat plants.

Primary Consumers

There are three species of primary consumers in your ecosystem. They are:

ใฟ๊   ๊ใ   ๊ฟ

Dumsnakes   **Mudrats**   **Strollers**

Primary consumers may eat plants and other primary consumers. Secondary consumers may also eat primary consumers.

Secondary Consumers

There are three species of secondary consumers in your ecosystem. They are:

ฝฝ   ✤   ฬฬ

Gorzillas   **Pantholds**   **Sandiclaws**

Secondary consumers may eat primary consumers and other secondary consumers.

Options

These are the options on the bottom of each screen that you will use.

Interactions

Choose this option to go to the Game Screen.

?

Choose this options to read "help" screens. The screens will describe the species of animals, the Values Screen and the Prey Screen.

Prey

Choose this option to go to the Prey Screen.

Before the Game Begins: You may change the predator-prey relationships on the Prey Screen as often as you want before you start the game.

During a Game: Once you set the predator-prey relationships and then start the game, you may not change those relationships.

When you start a second game, the predator-prey relationships you chose for the previous game will still be on the Prey Screen. In this way, you may choose to experiment with the game by changing only the predator-prey relationships you want to change. See "Game Strategies," page 26.

Values

Choose this option to go to the Values Screen.

Before the Game Begins: You may change the values on the Values Screen as often as you want before you start the game.

During the Game: Once you set the values and then start the game, you may not change those values.

When you start a second game, the values you set for the previous game will still be on the Values Screen. In this way, you may choose to experiment with the game by changing only the values you want to change. See "Game Strategies," page 26.

You will see two indicators for each value. The arrow indicator shows where you set each value at the beginning of the game. The dot indicator shows the current value.

For example, if you set the Species Number of dumsnakes at 60 at the beginning of the game, the arrow would point to the 60 mark. If there were now only 20 dumsnakes in the game, the dot indicator would point to the 20 mark.
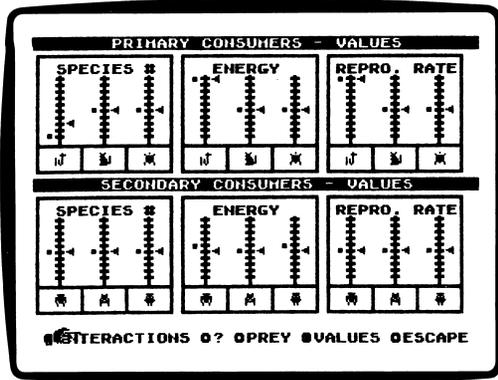
Start
Choose this option to start the game.

IMPORTANT: Once you start the game, you may not change any of the values or predatory-prey relationships you chose on the Values and Prey Screens.

Pause
Choose this option to pause, or stop, the game. You may want to pause the game to study the animals and plants closely, and predict what will happen next.

20

You may also pause the game at any time to check the Values
Screen or the Prey Screen.

Escape
Choose this option to quit the game.

If you had started a game of "Interactions" and had received
one of the 10 best scores, the program will ask you to add
your initials to the High Score Screen. See "See High
Scores," page 25.

If you had not started a game of "Interactions," you will return
to the main menu.

Values Screen
Use this screen to determine the values for each species of
animal in your ecosystem. The values are the Species
Number, Energy Level and Reproduction Rate.

Species Number
Use the hand to move the arrow to set the number of each
species of animal in your ecosystem. You may have up to 200
of each species. Each mark on the meter equals 20 animals.

For example, if you move the arrow to the sixth mark on the
meter, your ecosystem would have 120 of that species of
animal at the beginning of the game.
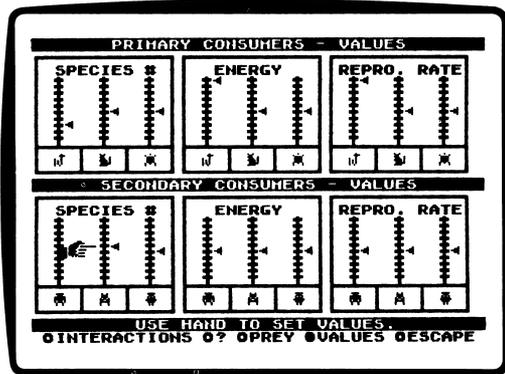
When the Species Number of any species falls to zero, that
species is extinct, and the game is over.

Energy Level
Use the hand to set the energy level of each species of animal
in your ecosystem. The energy level determines the strength
of the animal.

Each animal may have an energy level up to 50 units. Each
mark on the meter equals 5 units. For example, if you move
the arrow for the dumsnakes to the seventh mark on the meter,
the dumsnakes would have an energy level of 35 for the
game.
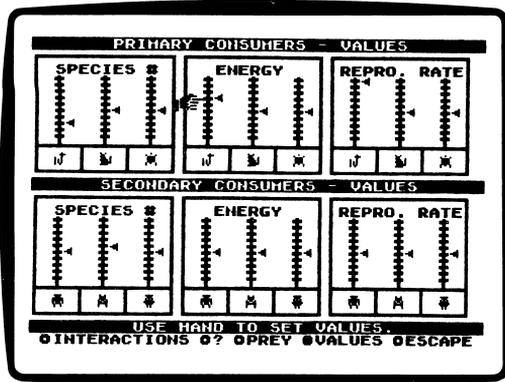
When an animal eats another animal, it gains the other
animal's energy. For example, if a panthoid with an energy
level of 25 eats a stroller with an energy level of 10, the
panthoid's energy level will go up to 35.

When an animal is at, or above, its energy level it will
reproduce at the rate you set on the Values Screen. If an
animal does not eat anything during one day -- if it does not
"interact" with its prey -- its energy level falls by 1 unit.

When one species' energy level falls to zero, that species is
extinct, and the game is over.

Repro. Rate

Use the hand to set the reproduction rate of each species of animal in your ecosystem. Each animal may reproduce once every 0-30 days. Each mark on the meter equals 3 days. The higher you set the arrow indicator, the more slowly that animal will reproduce.

For example, if you move the arrow for the dumsnakes to the sixth mark on the meter, the dumsnakes would reproduce once every 18 days (6 x 3 = 18) when they are at, or above, their energy level. An animal will only reproduce when it is at, or above, its energy level.
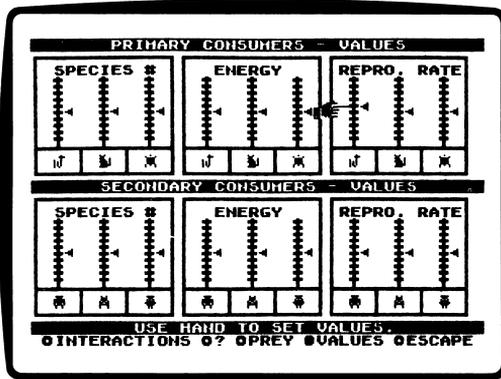
Choose the values, then move the hand to the "Prey" option, and press **RETURN**.

You will go to the Prey Screen.

Prey Screen

Use this screen to choose the prey for the primary and secondary consumers in your ecosystem.

The Prey Screen has two grids, one for the primary consumers and one for the secondary consumers. Each row is assigned to a predator. Each column is assigned to prey.

Use the hand to choose the prey for each predator. For example, if you wanted the dumsnakes to eat strollers and mudrats, you would first move the hand to the intersection of the dumsnakes' row and the strollers' column. Press **RETURN**. A check mark will appear in the box, showing that dumsnakes will prey upon, or eat, strollers.

Then move the hand to the intersection of the dumsnakes row and the mudrats column. Press **RETURN**. A check mark will appear in the box, showing that dumsnakes will prey upon, or eat, mudrats.

You may choose to have each predator eat up to six different types of prey.

Choose the prey for the predators, then move the hand to the "Interactions" option, and press **RETURN**.

You will go to the "Interactions" Game Screen.

Game Screen
Use this screen to watch your ecosystem interact.

The different species of animals and plants will appear on the screen. The plants and animals are placed randomly by the computer.

The game will be "paused" when you first see this screen. The hand will be pointing to the "Start" option. To start the game, press **RETURN**.

See Sample Interactions
Choose this function to see sample interactions. Use the hand to choose the sample you want to see, and then press **RETURN**. There are three sample interactions.

Sample #1: A Balanced Ecosystem

Choose this option to see a sample of a balanced ecosystem. The animals and plants are placed randomly on the screen each game, so the sample game may last longer sometimes than others.

Sample #2: A Species Becomes Extinct

Choose this option to see a sample of an ecosystem in which one species of plant or animal becomes extinct. The animals and plants are placed randomly on the screen each game, so the sample game may last longer sometimes than others.

Sample #3: A Species Overpopulates

Choose this option to see a sample of an ecosystem in which one species of plant or animal overpopulates. The animals and plants are placed randomly on the screen each game, so the sample game may last longer sometimes than others.

See High Scores

Choose this function to see the initials and scores of the top 10 players of "Interactions".

Adding Your Name to the High Score Board

When your ecosystem has lasted long enough to qualify for the High Score Board, the program will ask you to add your initials to the High Score Board when you quit the game or when the game ends.

A screen with three "initial boxes" will appear.

Move the hand to the first box on the screen. Press **RETURN** until your first initial appears.

For example, if your first name was Emily, you would press **RETURN** until the letter "E" appeared in the first box.

Move the hand to the second box and press **RETURN** until your second initial appears.

Move the hand to the third box and press **RETURN** until your third initial appears. If you accidentally pass one of your initials, just keep pressing **RETURN**. You will move through the entire alphabet, and then you may start over.

When your initials appear correctly, move the hand to the "Escape" option and then press **RETURN**. You will return to the main menu.

Choose "See High Scores" to see your name on the High Score Board.

Instructions

Choose this function to learn more about "Interactions."

Move the hand to the "Next" option and then press **RETURN** to read the next screen of instructions.

Move the hand to the "Escape" option and then press **RETURN** to return to the main menu.

Quit

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

Game Strategies

Here are some strategies for creating a balanced ecosystem:

- Experiment with your ecosystem by changing one value or one predator-prey relationship at a time. In this way, you can see how each factor affects your ecosystem.

- Study the Sample Interactions. What values cause one species to overpopulate or become extinct? Figure out what values and predator-prey relationships work and don't work in the samples.

- "Pause" your games frequently. Go back and check the Values Screen. Figure out what you did right or wrong for that game.

MONITOR MYSTERY

The Case of the Baffling Birthday

What You'll Find
You will read a story, look at a picture, and then answer questions to solve "The Case of the Baffling Birthday."

"MONITOR MYSTERY" MAIN MENU
"Monitor Mystery" has two functions, or things you may do. They are Instructions, and The Case of the Baffling Birthday.

Instructions
Choose this function to learn how to solve "The Case of the Baffling Birthday."

The Case of the Baffling Birthday
Choose this function to solve "The Case of the Baffling Birthday." "The Case of the Baffling Birthday" is divided into three parts: the Story, the Picture, and the Questions.

The Story
Read the Story to learn the facts you will need to solve the mystery. Type **P** to see the Picture. Type **Q** to answer the Questions.

The Picture
Study the Picture and search for clues. Type **S** to read the Story. Type **Q** to answer 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	Apple IIe/IIc
I to move up	I or ↑ to move up
J to move left	J or ← to move left
K to move right	K or → to move right
M to move down	M or ↓ to move down

The Questions

Answer the questions to solve "The Case of the Baffling Birthday." Your Sherlock 221B computer will ask you eight questions about the case.

When you finish answering the questions, your Sherlock 221B computer will tell you if your deductions are correct.

If one or more of your deductions are wrong, your Sherlock 221B computer will ask you to type in the number of the answer you would like to change.

When all of your answers are correct, your Sherlock 221B computer will ask you one final question.

Final Question

Answer the final question to solve the mystery.

If your answer is wrong, your Sherlock 221B computer will ask you if you want to try the final question again. Type Y for yes or N for no.

When you answer the final question correctly, your Sherlock 221B computer will ask if you want to compare your deductions with it. Type Y for yes or N for no.

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 set-up.

Disk Drives

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

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, 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. On 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, then 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.

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 "Heroes &
Villains," 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.

Microzine ®

QUESTIONNAIRE

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

Photocopy this questionnaire and give it to another Microzine user!

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

____ Voyage to See What's on the Bottom   ____ Interactions

____ Heroes & Villains   ____ Monitor Mystery

1. If you had a pet dolphin, what would you name it?

2. What was your favorite creature in "Interactions"? Why?

3. If you could add one more hero and one more villain to the data base, who would you add? Why?

MY COMMENTS AND OPINIONS (write on the back, too):

What do you think of the Microzine "hand" on the screen? Do you like moving it around and pointing to menus and prompts?

USE THE SPACES BELOW TO WRITE YOUR COMMENTS.
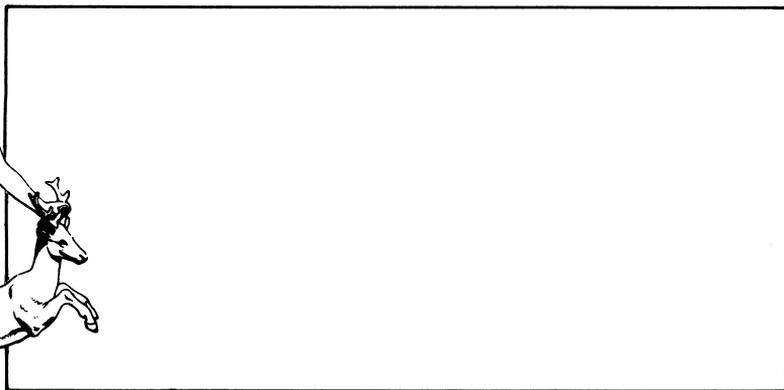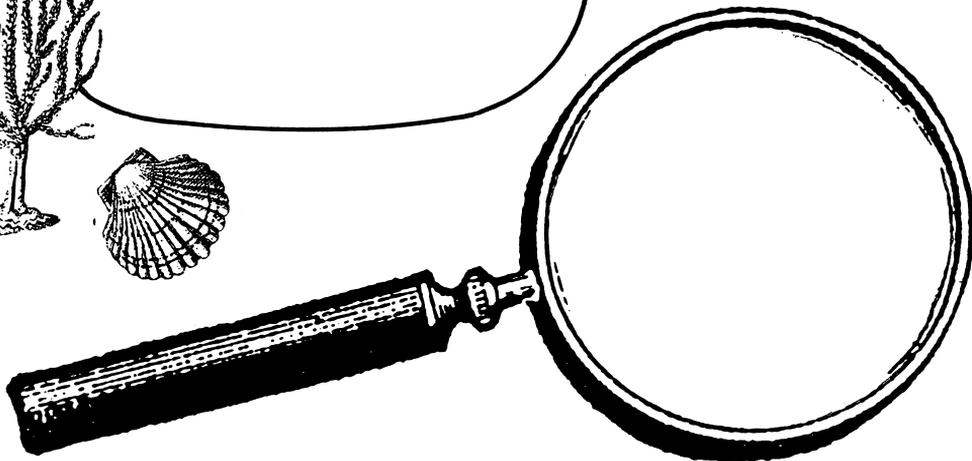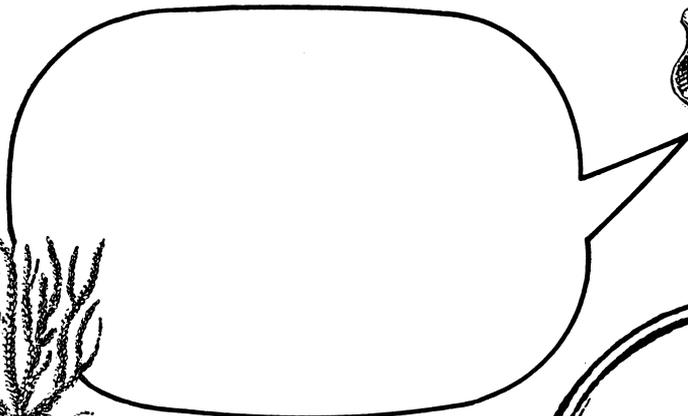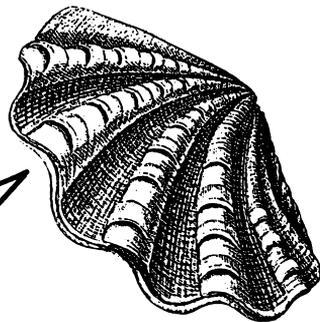
SPECIAL KEYS

Press this key on the Apple IIe		Press this key on the Apple II or II Plus

MENU KEYS

MOVE the cursor:

↑ (up arrow)	up a line	← (left arrow)
↓ (down arrow)	down a line	→ (right arrow)
F (Forward)	to next screen	F (Forward)
B (Back)	to last screen	B (Back)
RETURN	SELECT choice at cursor	RETURN
ESC	ESCAPE back to last menu	ESC

WORD PROCESSING KEYS

MOVE the cursor:

→ (right arrow)	right	→ (right arrow)
← (left arrow)	left	← (left arrow)
↑ (up arrow)	up	CTRL-B (Back)
↓ (down arrow)	down	CTRL-F (Forward)
SHIFT	SHIFT (capitalize)	CTRL-S
	DELETE the character:	
DELETE	left of the cursor	CTRL-D
CONTROL-X	at the cursor	CTRL-X
CONTROL-P	New PARAGRAPH or line	CTRL-P
RETURN	ACCEPT everything as shown	RETURN
ESC	ESCAPE or back up	ESC

Notes

- To type "control" keys (such as CONTROL-S or CTRL-S), hold down the key marked CONTROL on the Apple IIe and CTRL on the Apple II or II Plus. Then type the letter key.

- The SHIFT key will work on your Apple II or II Plus if you have made the so-called "one-wire SHIFT key modification."

◼️ Scholastic

Voyage to See What's on the Bottom

Interactions

Heros & Villains

Monitor Mystery

Microzine® *A Computer Learning Library on a Disk*™

On this disk:

Voyage to See What's on the Bottom

You've discovered the lost continent of Atlantis, and the Atlanteans have a treasure for you! You'll guide your pal Nigel the dolphin to the treasure. But beware! Lurking beneath the waves are giant clams, sea monsters, nets, and whirlpools. All of the decisions, and risks, are yours in this interactive adventure.

Interactions

You choose the predators, you choose the prey, and then watch your ecosystem interact! If a species overpopulates, or becomes extinct, the game is over. The challenge is to keep your ecosystem balanced for as long as possible.

Heros & Villains

Was Achilles a hero or a villain? Is flight one of Smaug the dragon's special powers? This data base of 148 fictional heros and villains has the answers. You can print out any or all of the entries in the data base.

Monitor Mystery

When the police inspector invites you to his home, you find a baffling mystery. Can you solve it? Use your magnifying glass to search the scene for clues. Then answer a series of questions to determine if you know the solution to "The Case of the Baffling Birthday."

Learning Opportunities: Reading for detail and comprehension, logic and strategy, science, math, literature, deductive reasoning, computer literacy.

Contents: 1 two-sided disk, 1 back-up disk, 1 handbook, 1 teacher's guide, 1 questionnaire

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