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# Microzine<sup>®</sup>

A Computer Learning Library on a Disk<sup>™</sup>



**Featuring:**

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A fantasy-adventure story

**Secret Journal**

A writing tool

**Drawing Board**

A high-resolution graphics program

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A comic strip, puzzles, and more

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IIc; disk drive;  
printer (optional);  
data disk

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**Ages 9 and up**



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# Microzine<sup>®</sup>



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<b>Software Design and Development</b>	Information Technology Design Associates Inc. Northfield, Minnesota
<b>Producer, Editor</b>	Dan Klassen
<b>Software Designers and Programmers</b>	Peter Berger, Al Borchers, Tom Hansen, Gary Johnson, Karen Klassen, David G. Olmon, Richard Rathe, Dave Updegraff, Neal Vaughn
<b>Computer Illustrators</b>	Sandi Young/Steve Sullivan/David A. Bowman
<b>Publisher</b>	Scholastic Inc.
<b>Creative Director</b>	Deborah Kovacs
<b>Project Manager</b>	Maryellen Kohn
<b>Senior Project Editor</b>	Jeffrey Siegel
<b>Project Editor</b>	Amy McKinley
<b>Contributing Editors</b>	Andrew Ragan/David A. Bowman
<b>Art Director</b>	Sandi Young
<b>Art Production</b>	Dennis Niswander/Malcolm Kirton
<b>Production</b>	Barbara Kellogg, Director/Lydia Buechler, Manager/Kirin Nielsen, Editor
<b>Manufacturing</b>	Debbie Honig, Multimedia Specialist



**Scholastic Inc.**

New York Toronto London Auckland Sydney Tokyo

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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

*NOTE: To save your journal entries in "Secret Journal" and your pictures in "Drawing Board," you will need a blank disk. (See Initializing a Data Disk, page 30.)*

## **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 to see 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**.)

The feature will soon appear on the screen. Take a look at Using *Microzine* on page 5. Then turn to the feature in this handbook.

Go ahead and choose the feature.

## ***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 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, simply type it in and press **RETURN**.

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

### ***ESC to Quit***

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

### ***Apple IIe/IIc***

To use *Microzine* on the Apple IIe or IIc, press **CAPS LOCK** so that it is locked down.

# ZAZOO COME HOME

## **A Twistaventure™**

You've just written a story for your creative writing class about a fantastic character named Zazoo. But your story is swiped by Anwee, the Evil Dullard. Now it's up to you to rescue your story . . . and Zazoo!

You'll get help from many famous characters, like Long John Silver, the Cheshire Cat, and Cinderella. But watch out! If you bump into Anwee or one of his guards, you'll be a prisoner of the Dullards for all eternity!

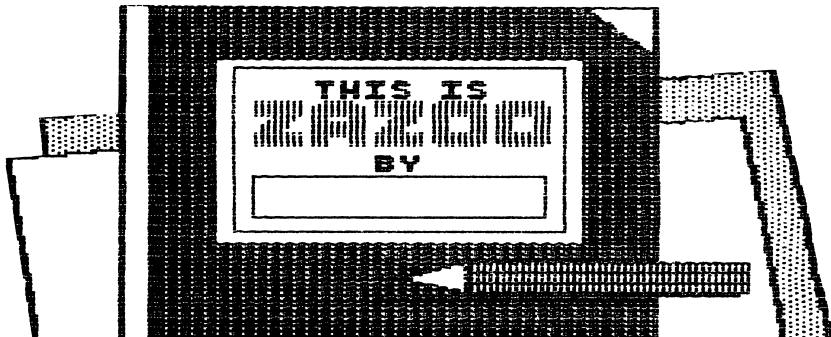
## **What You'll Find**

As you go through this Twistaventure you will uncover information that will help you rescue Zazoo.

## **Rescuing Zazoo**

Anwee has erased the parts of your story that describe Zazoo. It's up to you to fill in the missing words by discovering what Zazoo looks like.

Your story is five pages (screens) long. If you insert a word that is incorrect, you will be sent back to Anwee's kingdom. You must correctly complete one screen before you can try the next screen.





# **SECRET JOURNAL**

“Secret Journal” is a special tool to help you write about and record your experiences. Remember last summer when you hit that homer and your softball team won the big game? Remember how you felt when your best friend moved away? These are things you can write about and save in your journal. You can read your journal anytime, and relive your adventures and experiences.

## **What You'll Find**

The entries you write will be saved under different categories and headings.

When you write and read from the journal, you'll meet the “Secret Journal” critter. Use this little creature to point to the categories and headings you wish to use.

“Secret Journal” also has “sentence-starters,” which will give you writing ideas if you need help starting an entry.

## **Data Disk**

To use “Secret Journal,” you'll 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 journal you will need a printer that is compatible with the Apple II Plus, IIe or IIc.

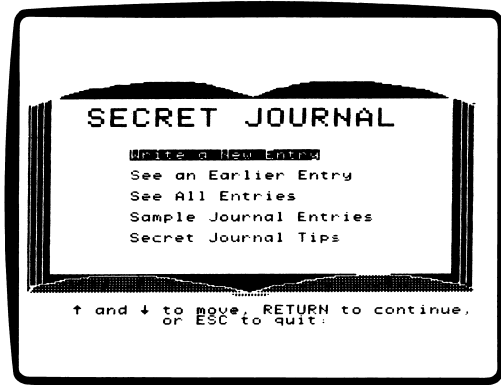
The computer will ask if you have a printer. To print your journal, you must type Y for yes.

## **Printer Slot**

Type in the number of the computer slot that the printer is plugged into. (Most printers are plugged into slot number 1.)

## **"Secret Journal" Menu**

"Secret Journal" has five functions, or things you can do. They are: Write A New Entry; See an Earlier Entry; See All Entries; Sample Journal Entries; and Secret Journal Tips.



## **Secret Password**

"Lock" your journal by giving it a secret password. Choose a password that you will remember. If you think you might forget it, write it down.

If you forget your password, the computer will give you three chances to enter your password correctly. If you fail on the fourth try, the computer will give you the first two letters as a hint.

If you still can't remember your password, you will be unable to read or add to your journal. Start a new journal with a password you will remember.

**IMPORTANT:** Use the same name and password each time you write in your journal. If you don't, each entry will be saved under the different names and passwords.

To read journal entries saved under different names and passwords, quit "Secret Journal" and begin again for each new name.



## Write A New Entry

To write in "Secret Journal," choose "Write A New Entry" from the main menu.

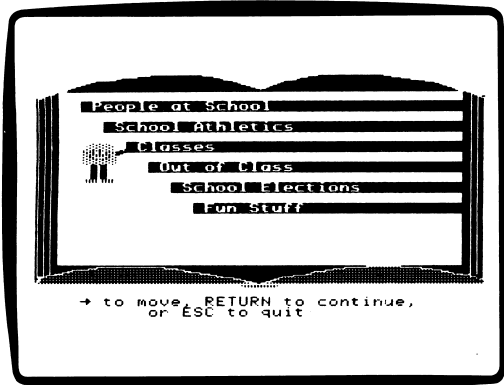
### Categories

You have a choice of five categories: School; Friends & Family; Spare Time; Secrets; and Your Own Category.

Use the → (right arrow) key to move the critter to the category you want to write about, and press **RETURN**.

### Subjects

Each of the categories (except Your Own Category) has five or six subjects you can choose to write about. For example, under the category "School" you will find the following subjects:



Choose the subject you want to write about and press **RETURN**.

*NOTE: Your Own Category lets you create your own subjects. See Your Own Category on page 11.*

## ***Sentence-Starters***

After you choose a subject from any category (except "Your Own Category"), you will be asked if you want to see some sentence-starters.

If you don't want help beginning your entry, type N for no.

If you do want help beginning your journal entry, type Y for yes.

You will be given a choice of four or five sentence-starters. For example, the sentence-starters under "People at School" are:

Today in school . . .

Today, a classmate . . .

I am writing about one of my teachers because . . .

My class was visited by . . .

Choose the sentence-starter you want and press **RETURN**. That sentence-starter will appear at the top of your journal page (after you type in the date). Complete the sentence, and continue to write your journal entry.

If you do not want to use any of the sentence-starters listed, press **ESC**. The main menu will appear, and you can start over.



### **Your Own Category**

If you choose Your Own Category from the menu of categories, the computer will ask you to enter your name. It will tell you to insert a data disk in the drive, and then enter your secret password.

If you do not want a secret password, just press **RETURN**.

The computer will ask if you have a printer. Type Y for yes or N for no.

**IMPORTANT:** You must type Y if you plan to print an entry during this use of the program. If you type N, and then decide you want to print an entry, go back to the *Microzine* Table of Contents and choose "Secret Journal" again.

If you know that you only want to *read* your journal entries and not print them, type N when the computer asks if you have a printer. You won't have to type N between each entry when the computer asks if you want to print the entry.

### **Your Own Category Subjects**

After you choose Your Own Category, the computer will ask what you want to name the subject. The name can be up to 19 characters long. Type in the name and press **RETURN**.

If you already have subjects on your data disk, the computer will ask if you want to create a new subject. Type Y for yes, then type in the new subject and press **RETURN**. The new subject will appear on the menu.

If you do not want to create a new subject, type N and press **RETURN** to see a menu of the subjects already on your data disk. Choose the subject you want to write about.

You can have up to seven subjects on each data disk.

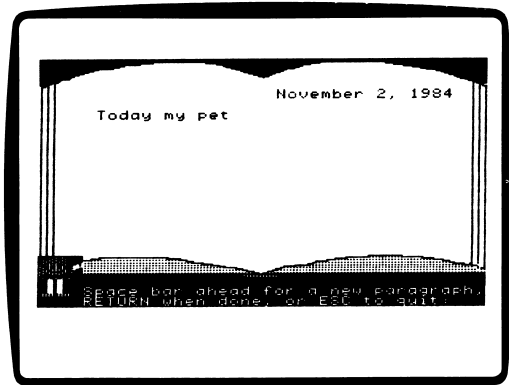
**IMPORTANT:** You will not be able to change the name of a subject once it is on your data disk.

## ***Entering the Date***

After you have chosen a subject and/or a sentence-starter, a blank page will appear.

At the top right-hand corner of the page will be a flashing cursor. Type in the date and press **RETURN**.

After you have entered the date, the cursor will move to the top left-hand corner of the page. If you chose a sentence-starter, it will appear. You are now ready to write.



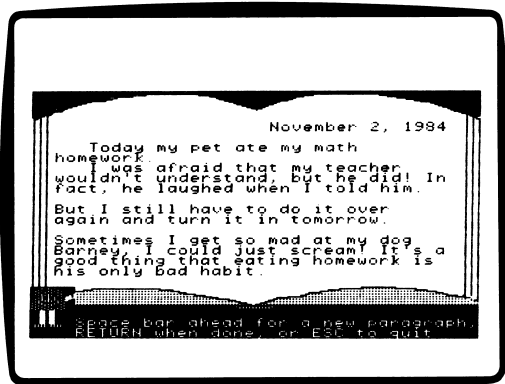
## ***New Paragraph***

To begin a new paragraph, press the **SPACE BAR** to move the cursor to where you want to begin the paragraph.

Do not press the **RETURN** key to start a new paragraph in "Secret Journal." (See "**RETURN** When Done" on page 14.)



HINT: Indent five characters at the start of each paragraph. That way you won't lose characters by having to leave an extra blank line between paragraphs.



### **Capitalizing Letters**

Apple II Plus

- All of the characters will always be capitalized.

Apple IIe/IIc

- Press the **SHIFT** key while typing a character to capitalize the character.
- Lock the **CAPS LOCK** key down to capitalize all characters until the key is unlocked.

### **Entry Length**

Each entry can be approximately 28 lines, or 1700 characters, long. When you have used up the space for one entry, the computer will beep, and you won't be able to type further. Press **RETURN**.

If you run out of space for an entry before you are done writing, save the entry. Then choose the same category and subject, type in the same date, and continue writing.

### **RETURN When Done**

Press **RETURN** only when you are finished writing your entry. Whenever you press **RETURN**, the computer will ask if you want to edit what you have written. Type Y for yes or N for no.

*NOTE: If you accidentally press **RETURN** before you have finished writing, type Y when the computer asks, "Do you want to edit what you have written?" Then continue writing your entry.*

### **Editing Your Entry**

After you finish writing an entry and press **RETURN**, the computer will ask if you want to edit what you have written. If you type Y for yes, the date will appear with the cursor at the end of the date. If you want to edit the date, use the arrow key to backspace over the date, and retype it correctly. Then press **RETURN**.

After you press **RETURN**, your entry will scroll onto the screen. The cursor will appear after the last character.

Use the ← or → (left or right arrow) keys to move the cursor to the word or letter you want to edit.

To replace a character, type over it. To delete a character, space over it.

**IMPORTANT:** Once you save an entry, you cannot go back to edit it. Make sure your entry is just the way you want it before you save it.

Press **RETURN** when you have finished editing your entry.

Type N for no when the computer asks again if you want to edit your entry.

## ***Saving Your Entry***

After you have finished editing your entry, the computer will ask if you want to save your entry.

If you do not save your entry now, it will be erased. Type N if you do not want to save your entry. The main menu will appear. Your entry will be erased.

If you want to save your entry, type Y. If your entry is under "Your Own Category," the disk drive will whirl, and your entry will be saved.

If you have not yet entered your name and password (during this use of "Secret Journal"), the computer will ask you to type in your name. Your name can be up to 15 characters long.

The computer will check to see that your data disk is in the drive. If it is not, the computer will ask you to insert your data disk into the drive.

Then the computer will ask you to type in your secret password. Your password can be up to eight characters long. After you press **RETURN**, the main menu will appear.

Remember: once you save an entry, you cannot go back to edit it.



## ***See an Earlier Entry***

Choose this option to see an entry you saved under a certain category and subject. (If you can't remember which category you saved an entry under, choose "See All Entries.")

If you have not yet entered your name and password during this use of "Secret Journal," the computer will ask you to type in your name.

After you enter your name, insert your data disk into the drive and enter your password. The computer will show the menu of categories.

Choose the category and subject that contain the entry or entries you want to see. Press **RETURN**.

The first 10 lines of your entry will appear. Keep pressing **RETURN** to read the rest of the entry.

If you have a printer, the computer will ask if you want to print out an entry when you are finished reading it.

If you do not want to print out the entry, type N, and the next entry under that category and subject will appear.

## ***See All Entries***

Choose this option to see all the entries you have saved on the data disk.

If you have not yet entered your name and password during this use of "Secret Journal," the computer will ask you to type in your name. Then you will be asked to insert the data disk and enter your password. The computer will show the first entry in the first subject of the first category you saved your entries under.

For example, if you saved entries under "Spare Time" and "Secrets," the computer will show you the entries under "Spare Time" first.

As you press **RETURN**, each of the entries under that subject will appear in the order it was entered.

If you have a printer, the computer will ask if you want to print out your entry when you are finished making the entry.

If you do not want to print out the entry, type N, and the next entry under that category and subject will appear.

## **Sample Journal Entries**

Choose **Sample Journal Entries** on the main menu to read excerpts from journals written by the explorers Lewis and Clark, the inventor Orville Wright, and authors Beatrix Potter and Anne Frank.

To read more from these journals, find these books in your school or local library:

Captain Meriwether Lewis. *The Journals of Lewis & Clark*; edited by Bernard DeVoto; Houghton Mifflin Co.; Boston, 1953.

Orville Wright. *The Papers of Wilbur & Orville Wright*, Vol. One 1899-1905; Marvin W. McFarland, Editor; McGraw-Hill Book Company, Inc., 1953.

Beatrix Potter. *The Journal of Beatrix Potter*; edited by Leslie Linder; Frederick Warne & Co. Ltd; New York, 1966.

Anne Frank. *Anne Frank: The Diary of a Young Girl*; trans. by B. M. Mooyaart-Doubleday; Doubleday & Company, Inc., 1967.

## **Secret Journal Tips**

This section contains useful information about sentence-starters, secret passwords, and more.

# DRAWING BOARD

Create beautiful, high-resolution color graphics on your computer! Save your computer graphics and give an art show for your friends. Print out your drawings and make your own computerized comic book. Before you know it, you'll be a "high-res" Rembrandt!

## What You'll Find

You will create graphics by using the keyboard or other input devices. Draw freehand, or use special commands to draw lines, circles, or boxes.

## Data Disk

To use "Drawing Board," you'll 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

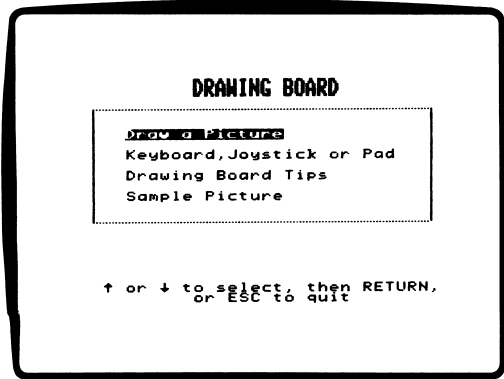
To print your drawings, you'll need a printer that is compatible with the Apple II Plus, IIe or IIc.

## Input Devices

There are four input devices you can draw with. They are: the keyboard, a joystick, paddles, or KoalaPad™. (See page 24 to learn how to choose your input device.)

## Drawing Board Menu

"Drawing Board" has four functions or things you can do. They are: Draw a Picture; Keyboard, Joystick, or Pad; Drawing Board Tips; and Sample Picture.

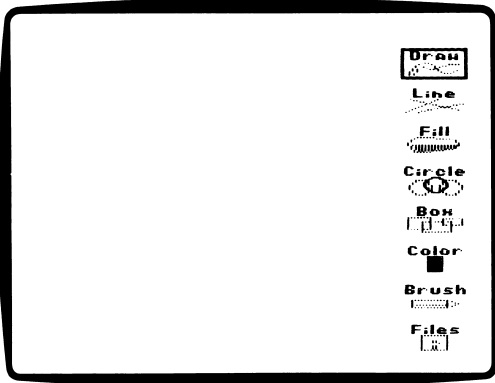


## **Draw a Picture**

Choose this option to create pictures on "Drawing Board." There are eight commands. They are: Draw; Line; Fill; Circle; Box; Color; Brush; and Files.

### **Choosing a Command**

Each command is represented by a little picture on the right side of the screen. These pictures are called *icons*.



To choose a command, use the arrow keys to move the white box over the icon you want. Then press **RETURN**.

Press **ESC** to quit the command.

### **Draw**

This command allows you to draw freehand, using the cursor as your brush. If you are using the keyboard, press the **SPACE BAR** to start drawing. To move the cursor without drawing, press the **SPACE BAR** again.

If you are using another input device, hold the button down to draw. Release the button to move the cursor without drawing.



## ***Erasing***

“Blank” allows you to erase part of your drawing by changing the brush color to match the background color.

Move the cursor to the part of the drawing you want to erase. Then press **CTRL-B**. Now move the cursor over the drawing to erase.

Press **ESC** to quit “Blank” and return to “Draw.”

## ***Line***

Use this command to draw straight lines. Move the cursor to the beginning point of the line you wish to draw. Press the **SPACE BAR** (if you are using the keyboard), or the button. A cross mark will appear.

Move the cursor to where you want the end point of the line to be. Press the **SPACE BAR**, or button, again. A line will connect the two points.

If you set the first point of the line and change your mind, press **ESC**. The cross mark will disappear and you can start over.

## ***Fill***

Use this to fill an enclosed area of your drawing with color.

Move the cursor to the area you wish to fill with color. Press the **SPACE BAR** (if you are using the keyboard), or the button. The area will fill with color.

You can only fill over a black or white background. Once you fill an area with color you cannot fill another color over it.

**IMPORTANT:** You can only fill a shape that is completely enclosed by a line; otherwise, the color will leak out.

## Circle

Use this command to make circles. Move the cursor to the center point of the circle you wish to draw. Press the **SPACE BAR** (if you are using the keyboard), or the button. A cross mark will appear.

Move the cursor to where you want the edge of the circle to be. Press the **SPACE BAR**, or the button, again. A circle will appear.

If you set the center of your circle and change your mind, press **ESC**. The cross mark will disappear and you can start over.

## Box

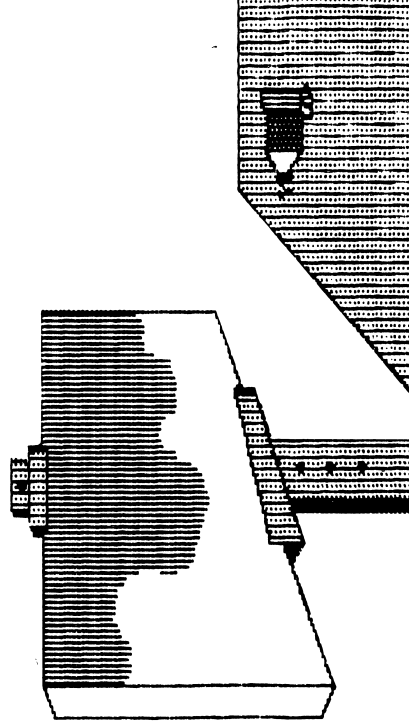
Use this command to draw boxes. Move the cursor to one corner of the box you wish to draw. Press the **SPACE BAR** (if you are using the keyboard), or the button. A cross mark will appear. Move the cursor to where you want the diagonal corner of your box to be. Press the **SPACE BAR**, or button, again. A box will appear.

If you set the first corner point of your box and change your mind, press **ESC**. The cross mark will disappear and you can start over.

## Color

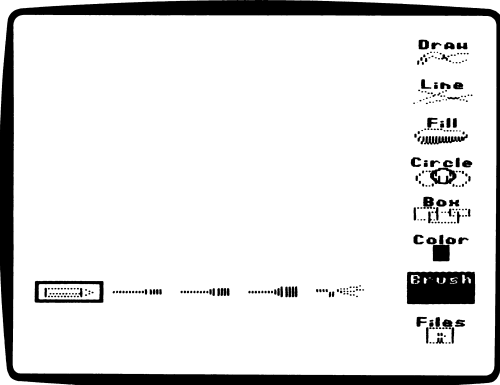
Use this command to choose from the 16 different colors in "Drawing Board." Use the ← or → (left or right arrow) keys to move the white box over your color choice. Press **RETURN**.

Your current color choice will always appear in the "Color" icon.



## **Brush**

Use this command to choose the style of the brush you wish to draw with. The five styles are:



Use the ← or → (left or right arrow) keys to move the white box over the brush style you want. Press **RETURN**.

Your current brush choice will always appear in the "Brush" icon.

## **Files**

The "Files" command has five functions, or things you can do. They are: Save; Load; Erase; Print; and Cat. Use the ← or → (left or right arrow) keys to move the white box over the command you wish to use.

- **SAVE:** To save your drawing, move the white box over SAVE and press **RETURN**. The computer will tell you to insert a data disk.

Type in the name of your drawing. The name can be up to 10 characters long. Press **RETURN**.

You can save up to 14 drawings on a data disk.

*IMPORTANT:* If you give a new drawing the same name as a drawing already saved on a disk, the new drawing will erase the old one. Use a new name if you don't want to lose the old drawing.

- **LOAD:** To load a drawing saved on a data disk, move the white box over **LOAD** and press **RETURN**. The computer will tell you to insert a data disk.

Insert the data disk that has the drawing you want to load. Type in the name of the drawing you wish to load and press **RETURN**. The drawing will appear on your monitor.

**IMPORTANT:** Loading a drawing will erase any drawing you have on the screen. If you don't want to lose your current drawing, save it before loading another drawing.

- **ERASE:** To erase a drawing on your data disk, move the white box to **ERASE** and press **RETURN**. The computer will tell you to insert your data disk.

Insert the data disk with the drawing you want to erase. Type the name of the drawing you wish to erase and press **RETURN**.

- **PRINT:** To print a picture, get the picture you want to print on the screen. Turn your printer on. Move the white box to **PRINT** and press **RETURN**. The printer will print your drawing.
- **CAT:** To see a list of the drawings you've saved on your data disk, move the white box to **CAT** ("CATalog") and press **RETURN**. A catalog of all the files on your data disk will appear. All of your "Drawing Board" pictures will have ".PIX" after their names. Press **RETURN** to return to the drawing screen.

*NOTE: Cataloging the data disk will not erase a drawing you have on the screen.*

## **Other Commands**

- **REVERSE THE BACKGROUND COLOR:** You can choose a white or black background in "Drawing Board." To change the background, choose any of these commands: Draw, Line, Fill, Circle, Box, or Files.

Press **CTRL-R**. The computer will say, "Reverse background? (Y/N)." Type Y for yes or N for no.

If you type Y, the background will change from black to white, or white to black.

**IMPORTANT:** Changing the background color will erase your picture. Choose a background color before you start to draw.

- **CLEARING THE SCREEN:** Press **CTRL-G** to clear the screen. The computer will ask: "Clear screen? (Y/N)." Type Y for yes or N for no.

## **? (Help)**

Press the **?** key to see instructions for each command.

If you press the **?** key before you select a specific command, you will see information on moving the cursor. Then press **RETURN** to see information on selecting commands, clearing the screen, and reversing the background. Press **RETURN** again to return to the command menu.

If you press **?** after you select a command, you will see information on the command you are currently using.

For example, if you are in the "Brush" command and press the **?** key, you will see a list of the different keys and commands to change the brush style.



## **Keyboard, Joystick, or Pad**

Choose this option from the main menu to select one of the four input devices.

“Drawing Board” assumes you wish to draw with the keyboard unless you choose another input device.

**IMPORTANT:** Disconnect the paddles if you are going to use the joystick or KoalaPad, and vice-versa.

### **Keyboard**

Use these keys to move the cursor:

Q	W	E	
↖	↑	↗	
A	←	S →	D
↙	↓	↘	
Z	X	C	

*NOTE: The S key moves the cursor to the “home” position (middle of the screen).*

To begin drawing, press the **SPACE BAR**. The “Draw” icon on the right side of the screen will say “ON.” When you move the cursor it will draw.

To turn “Draw” off, press the **SPACE BAR** again. You can once again move the cursor without drawing. (See “Draw a Picture,” page 20.)

To move the cursor more quickly, press **CTRL** plus a key from the diagram above.

### **Joystick**

Move the cursor in any direction with the joystick handle. Press the button to start and stop drawing.

## **Paddles**

Use the "0" paddle to move the cursor right and left. Use the "1" paddle to move the cursor up and down. Turn both paddles at once to move diagonally. Press either button to start and stop drawing.

## **KoalaPad**

Move the cursor in any direction by moving your finger or a stylus across the surface of the pad. Press either button on the pad to start and stop drawing.

## **"Drawing Board" Tips**

This option contains useful information about data disks, printers, plus a complete list of all the "Drawing Board" commands.

## **Sample Picture**

Choose this option to see a sample "Drawing Board" picture. You cannot edit or change this picture, but it will illustrate some of the fun things you can do with this program.

## **Helpful Hints**

- When you are drawing pictures on "Drawing Board," you might find it useful to save what you are working on in different stages.

For example, if you are going to draw an animal and then color it in, draw the animal first. Before you use the "Fill" command, save the work you have done.

Then go to the "Fill" command and color your drawing. If you do not like the color, you can load your original drawing back into the computer and fill it with a different color.

- You can use more than one input device to draw your pictures. For example, you could sketch using the joystick and then use the keyboard for more detailed drawing.

*NOTE: Remember to save the drawing you are working on before you choose a different input device. Returning to the main menu will erase your screen.*

## **BACK PAGE**

Last, but not least, here is "Back Page!" You'll find letters, puzzles, and an electronic comic strip in this feature. There will be a different "Back Page" in each issue of *Microzine*.

### **"Back Page" Menu**

You will find these options: Letters to the Editor, Friends in Hiding, and Micro-Toon™.

### **Letters to the Editor**

Choose "Letters to the Editor" from the menu. Read letters from *Microzine* readers across the country. Maybe yours is included!

### **Friends in Hiding**

Choose "Friends in Hiding" from the menu. Read the sentences. Find the famous characters that are hidden as "sound alike" words.

#### **ANSWERS:**

**Dr. Watson:** "Turn the lights off and save a **watt, son,**" said Sherlock Holmes to the boy.

**Friar Tuck:** Robin Hood fried the fish in the **fryer.** "**Tuck** in your napkin," he said. "We're ready to eat."

**The Prince:** As Cinderella waited for her photos, she sang, "Someday, my **prints** will come."

**Knights of the Round Table:** King Arthur said, "I've spent all of my **nights,** working '**round** the clock, making a **table** graph with 'Survey Taker.'"

**Huck Finn:** "That **huckster** tried to sell me a Cadillac with only one **fin,**" Sawyer complained.

### **Micro-Toon™**

Choose "Micro-Toon" on the menu. Press RETURN to change the speech balloons for Red, Dudley the robot, and Einstein the computer.

# **COMPUTER STUFF**

## **Changing Number of Disk Drives**

*Microzine* assumes you have one disk drive. If you have two, choose CHANGE DISK DRIVE 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 (in "Secret Journal," for example) 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 SETUP and change back to one drive. You don't have to change the number of drives each time you use *Microzine* — it remembers.

## **Initializing A Data Disk**

To use "Secret Journal" or "Drawing Board" you need a data disk. A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*.

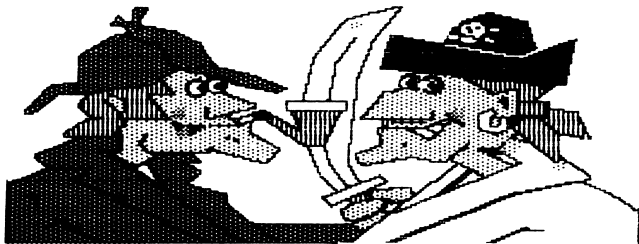
Initializing a disk gets it ready to save your data for *Microzine*. The computer sets up a filing system by dividing the disk into sections, called tracks and sectors. Each brand of computer has its own filing system. For instance, a disk initialized by your Apple can only be used on Apple computers.

To initialize the disk, take the second choice on the Computer Stuff 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 using one drive, take the *Microzine* disk out of the drive and put in your disk. If you're using two drives, just put your disk in the second drive. Then press **RETURN**.

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

The computer tells you when the disk has been initialized. Press **RETURN**, then put *Microzine* back in the drive. Press **RETURN** again and you will be sent back to the menu.

You now have a data disk. You can use it for "Secret Journal," "Drawing Board," or for any *Microzine* features that require a data disk.



# **FUNSTUFF**

## **Zazoo Come Home**

### **Zazoo's Fancy Duds**

Once you discover what Zazoo looks like, draw pictures of her wearing different costumes. Imagine Zazoo in a tuxedo, or a baseball uniform. Try using the "Drawing Board" program to draw the "new" Zazoo.

### **Are You Zazoo?**

Rewrite the story of "Zazoo Come Home" — but this time, Zazoo is looking for *you*. What hints would Robin Hood and Cinderella give Zazoo when they describe what you look like?

### **Rescue Robin & Co.**

It's up to you to rescue Zazoo's friends by reading about them! Here are some of the books you'll need (if Anwee hasn't gotten into your library!):

- Meet Mowgli the Jungle Boy in *The Jungle Book* by Rudyard Kipling.
- Follow the footprints of the world's greatest detective in *The Adventures of Sherlock Holmes* by Arthur Conan Doyle.
- Long John Silver hunts for buried treasure in Robert Louis Stevenson's *Treasure Island*.
- Steal away with *The Merry Adventures of Robin Hood* by Howard Pyle.
- The Red Queen and the Cheshire Cat are just a few of the topsy-turvy characters in *Alice's Adventures in Wonderland* by Lewis Carroll.
- Round off your reading with *Stories of King Arthur And His Knights of the Round Table* by B.K. Picard.



- There are many books in which the magical characters of the “Land of Three’s” appear. A few of them are: *The Green Fairy Book* collected by Andrew Lang, *The Three Bears & Fifteen Other Stories* by Anne Rockwell, *Grimm’s Fairy Tales* by Jacob Grimm, and *The Arthur Rackham Fairy Book*.

## **Secret Journal**

### **Martian Diaries**

Many famous books, like *Dracula* and *Robinson Crusoe*, are written in journal form. Here are some ideas for fictional journals you might keep:

- You are the first Earthling to land on Mars. Keep a daily record of your experiences on the “Red Planet.”
- You are the youngest president in history. Describe how you solve the world’s problems each day.
- You run a ranch and train horses. Describe the horses you own and their daily training progress.
- You are the famous spy “Dublo Seven.” Record your dangerous missions and narrow escapes from enemy agents.

## **Drawing Board**

### **Master of Disguise**

Create the “Master of Disguise”! Draw a simple face and store it. Then load the picture and draw a disguise on your character — a beard, a mustache, sunglasses, etc. Store this new drawing with a new file name. Load your original drawing back into the computer and draw a different disguise on the face. Save this new picture with another file name. Do this as many times as you want.

When you finish you will have many portraits of your character in disguise.

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# Microzine™

Teaching Guide



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# **MICROZINE**

## **SCOPE AND SEQUENCE CHART**

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	<b>ZAZOO COME HOME</b>	<b>SECRET JOURNAL</b>	<b>DRAWING BOARD</b>	<b>BACK PAGE</b>
<b>I COMPUTER LITERACY</b>				
A) Computer Fundamentals				
1) Vocabulary			●	
2) Capabilities	●	●	●	
3) Limitations		●		
B) How Computers Work				
1) Computer Parts				
a) Components			●	
b) Hardware			●	
2) Memory				
a) Storage: Disks		●		
3) Using the Computer				
a) Input: The Keyboard	●	●	●	●
b) Storage		●	●	
c) Output		●	●	
C) Programming				
1) Structure				
a) Flow Charts	●			
b) Problem-Solving				
2) Languages				
a) Structure				
b) Command				
c) Function				
d) Editing		●		

**ZAZOO  
COME  
HOME**
     
 **SECRET  
JOURNAL**
     
 **DRAWING  
BOARD**
     
 **BACK  
PAGE**

D) How Computers Are Used				
1) Application Areas				
a) Simulations				
b) Games				●
c) Tools		●	●	
d) Branching Stories	●			
2) Why People Use Computers				
a) Useful Features		●	●	
b) Graphics			●	
c) Answer – Judging	●			
d) Data Storage/Retrieval		●	●	
E) Developing Computer Skills				
1) Interacting with Computers	●	●	●	●
2) Programming			●	

**II OTHER CURRICULUM AREAS**

A) Language Arts	●			●
B) Social Studies		●		
C) Science			●	
D) Math			●	
E) Thinking Skills	●	●	●	●
F) Fine Arts		●	●	

All of the curriculum areas listed in this chart will be addressed in successive issues of *Microzine*.

# **ZAZOO COME HOME**

## **A Twistaventure™**

### **Extension Activities**

**VOCABULARY PREVIEW:** dullard, villain, banish, embarrassed, slumped, dodging, eternity, enthusiastic, ornament, shimmer, slouch, savage, rustle.

**READING FOR DETAIL:** As your students read the Twistaventure™, have them write down the details (actions and/or characteristics) that help them identify each storybook character. (For example: Cinderella is wearing glass slippers; Tom Sawyer whitewashed the Evil Dullard's fence.)

**COMPUTER SKILLS:** Create a class data base of your students' favorite characters from books, movies, poems, or legends, using the format on page 7 of this guide. Have each student enter information on his or her character into any data-base management program (such as "Secret Files," Microzine, Volume I, No. 1). If you don't have a data-base program, use 3" x 5" cards.

Encourage students to experiment with manipulating the character information in the data base. How might they group their characters (e.g., the Land of Threes) by searching for different keywords?

**WRITING:** Write a class play that uses all of the favorite characters in your class's data base. Choose a topic such as the first day of school, or a Thanksgiving dinner, and have students imagine how their characters might behave and interact in this situation.

Design the plot around predictable actions of the characters. Each student can then play the role of his or her character.

# **SECRET JOURNAL**

## **Extension Activities**

**VOCABULARY PREVIEW:** journal, entry, diary, expedition, uproar, aquarium, circumstances, prowling, anxiously, vengeance, hazards.

**WRITING:** Ask students to think of new journal categories and subjects. Have them challenge their classmates to write down as many sentence-starters as they can think of for each subject.

**SOCIAL STUDIES:** During your next social studies unit, have your students keep a journal as though they were living in the time and place they are studying. Suggest that they describe details of their daily lives, as well as record their observations of and reactions to important events.

**DISCUSSION:** Ask students: Why do you think historians and writers use journals and diaries to learn about the ways people have lived and thought throughout history? Is this a good way to learn about the past? Why? Do you think journals would reveal different types of information about the past than could be found in other sources? Why?

**SCIENCE:** Use "Your Own Category" to keep track of a long-term science experiment, such as growing plants from seeds. Have students enter their observations in the journal daily and write a weekly summary.

## **DRAWING BOARD**

### ***Extension Activities***

VOCABULARY PREVIEW: resolution, create.

ART: Give students practice using the “Drawing Board” commands by having them illustrate entries from their secret journal.

- Have students make a portrait gallery of storybook characters. Have students draw pictures of what they think their favorite fictional characters look like.

RESEARCH: Have students find books and magazines on computer art and graphics in the library. Have them write reports, to be presented orally in class, on the use of computers in illustration, cartoons, and movie-making. Have students examine the graphics in *Microzine* and discuss how they are composed using dots, lines, shading techniques, etc.

DISCUSSION: If possible, demonstrate the use of a graphics tablet, stylus, and light pen. Ask students: How are these devices different from the input devices (keyboard, joystick, etc.) used in “Drawing Board”?



## **CHARACTER FILE**

Create a fictional character. Then fill in this data file with information about your character. Use your imagination! Have fun! When you add this file to your classmates' files, you will have a data base of fictional characters.

My character's name is: \_\_\_\_\_

He/She/It is a(n): \_\_\_\_\_

His/Her/Its favorite thing to do is: \_\_\_\_\_

He/She/It wears: \_\_\_\_\_

He/She/It looks like: \_\_\_\_\_

\_\_\_\_\_

Other characteristics: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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## **TWO SCOOPS**

It takes two lines, two circles, and two "fills" to draw this ice-cream cone. Fill in the blanks with a sequence of commands to draw this picture. (Use the colors of your favorite ice-cream flavors!)

Then cover the picture, and give the list of commands to a friend. See if the picture they draw using your commands looks like the original ice-cream cone!



1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

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On this disk:

## Zazoo Come Home

You created Zazoo in a short story, and now she is gone, caught in the clutches of Anwee, the Evil Dullard. Can you rescue her? You'll need all the help you can get from Robin Hood, Sherlock Holmes, Cinderella, Tom Sawyer, and other characters. Each clue you collect, and each decision you make, will bring you closer to finding Zazoo.

## Secret Journal

Write about your secrets, dreams, friends, pets, or anything else—this is *your* journal! If you don't know where to begin, the *Secret Journal* "critter" will give you a "sentence starter" to help. Finish the sentence and keep on writing! Save your journal entries, and print them out. You can even lock your journal with a password—so only you can read it.

## Drawing Board

Create beautiful high-resolution pictures with this graphics program. Choose from a palette of 16 colors, and several brush styles. Draw lines, boxes, and circles. Use the "Fill" command to automatically fill in areas with color. You can save your pictures, edit them, and print them out.

## Back Page

Scroll through the Letters to the Editor and read what other kids are thinking and asking about *Microzine*. There's a challenging word puzzle for you to solve. And laugh at the antics of Red, Dudley, and Einstein in "Micro-Toon"™—an electronic comic strip.

**Learning Opportunities:** Computer literacy; language arts; creative writing; art and design; decision making.

**Contents:** 1 two-sided disk, 1 handbook, 1 newsletter

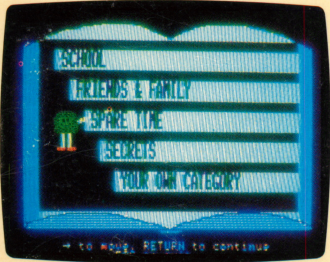
Designed and developed by Information Technology Design Associates, Inc.  
Art Director: Sandi Young  
Cover Art: Chuck Wimmer  
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Graphics created with Penguin Software's Graphics Magician. Character graphics created with Apex Text,  
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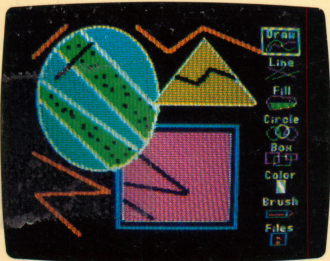
This computer program has been thoroughly tested by **Scholastic** among teachers and children and is designed to challenge, stimulate and entertain your child. It reflects Scholastic's more than 65 years of experience in developing young minds.



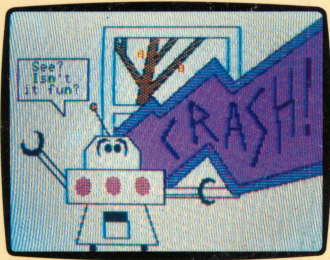
Zazoo Come Home



Secret Journal




Drawing Board



Back Page

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 Scholastic Inc.  
2931 East McCarty St.  
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Jefferson City, MO 65102