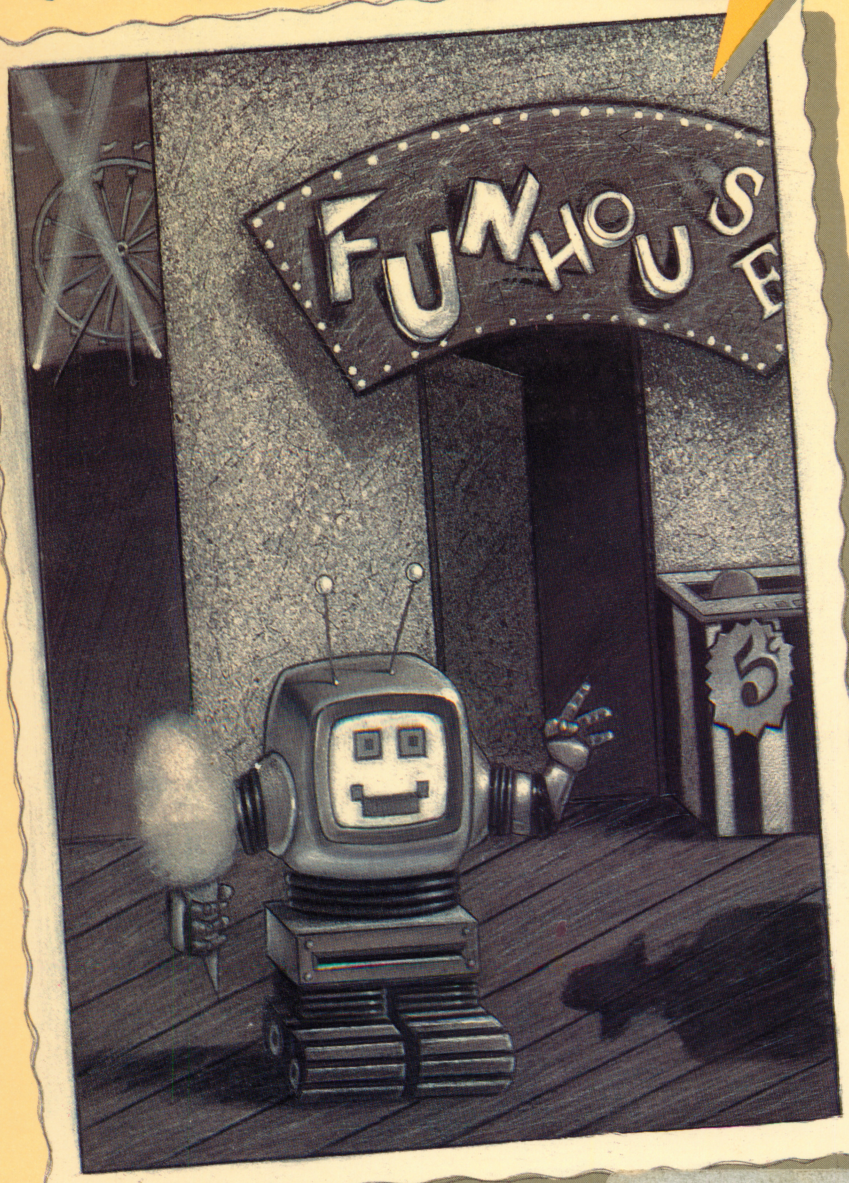
Microzine®



A Computer Learning Library on a Disk™

Featuring:

The Funhouse Caper
A baffling mystery

Cartoon Maker
Create your own cartoons

Inventors & Inventions
A data base of real and imaginary inventors and inventions

Puzzler
Create your own crossword puzzles

AWARD WINNING
Apple® II Plus, IIe, or IIc; 48K; disk drive; printer (optional); data disk

Scholastic
The Most Trusted Name in Learning™

FUN SKILLS SERIES

Ages 9 and up

Microzine®

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Computer Stuff 30
Disk drives, data disks, and printers.

GETTING STARTED

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

Equipment You Need

1. TV or monitor (Black-and-white will work, but color is better.)
2. 48K Apple® II Plus, *//e*, or IIc
3. Disk drive

Apple is a registered trademark of Apple Computer, Inc.

NOTE: To save your cartoons in "Cartoon Maker" or your puzzles in "Puzzler," you will need a blank disk. (See "Initializing a Data Disk," page 31.)

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 *IIe* or IIc, press **CAPS LOCK** down.

A Twistaplot™ Adventure

"Come celebrate the opening of the Amazing Storybook Room at my Faburama Funhouse," reads the invitation from the funhouse's owner George Goodwin. But when the costume party begins and the jeweled key to the Amazing Storybook Room is stolen, it is up to you and your robot Wesley to solve the mystery and find out . . . whodunnit?

What You'll Find

Dressed as your favorite storybook character, you will travel around the rooms of the Faburama Funhouse looking for clues that will lead you to the sneaky thief.

Moving Through the Funhouse

Use these keys to move through the funhouse:

Apple II Plus	Apple *I*Ie/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

Gathering Clues

As you travel through the funhouse, write down what each party guest you meet is saying and doing. These notes might contain clues that will help you solve the caper.

NOTE: You will have to visit some rooms in the funhouse more than once to discover a clue.

"Zapping" Guests

Your robot Wesley can help you solve the caper by "zapping" any party guests you meet.

When Wesley zaps a guest, he discovers information about the guest and stores it in his memory banks. This information may help you solve the crime.

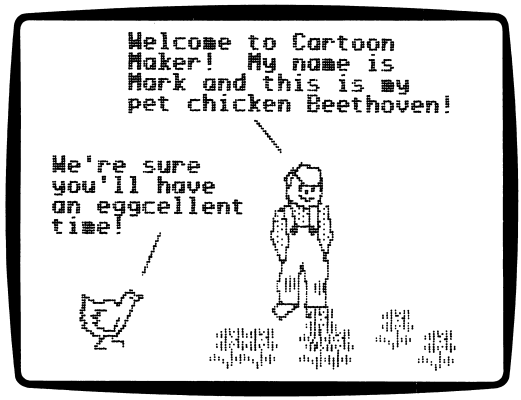
Whenever you are in a room with at least one party guest, type Z to have Wesley zap the guest. If there is more than one guest in the room, you will be asked which guest you want Wesley to zap.

NOTE: You cannot zap a guest unless Wesley is in the room with you.

Solving the Caper

Once you think that you have gathered enough clues to solve "The Funhouse Caper," type S and then press **RETURN**. You will be asked which party guest committed the crime.

Think hard, consult your notes, and good luck!



What You'll Find

With "Cartoon Maker," you can create, edit, and print your own cartoon strips.

Data Disk

To use "Cartoon Maker," 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 31).

Printer

To print your cartoon strips, you'll need a printer that is compatible with the Apple II Plus, *II*e, or IIc.

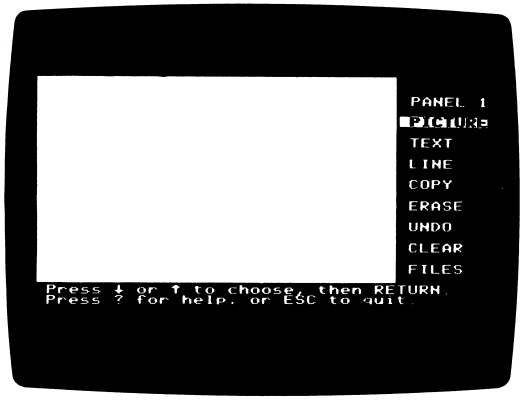
"CARTOON MAKER" MENU

"Cartoon Maker" has three functions, or things you can do. They are Make A Cartoon, View A Cartoon, and Instructions.

Make a Cartoon

Choose this function to create a new cartoon, edit an old cartoon, or print a cartoon. Cartoons can be up to eight panels (screens) long.

The Make A Cartoon screen is divided into two parts: a drawing area which shows your cartoon strip one panel at a time, and a menu which lists the different options you can use to make your cartoon.



Each panel of your cartoon can have about 75 different lines, pictures, and text elements (words, spaces, punctuation, etc.).

There are nine options on the MAKE A CARTOON MENU. They are Panel, Picture, Text, Line, Copy, Erase, Undo, Clear, and Files.

Panel

Panel tells you the number of the panel you are currently working on. Your cartoon can have up to eight panels.

To change panels, choose this option and then use the left and right arrow keys to move forward and backward in your cartoon strip.

Press **ESC** to quit this option.

Picture

Choose this option to place pictures in your cartoon. There are seven different categories from which to choose: People, Animals, Backgrounds, Science Fiction, Fantasy, Objects, and Word Balloons.

Move the highlighter over the category you want and then press **RETURN**.

The first picture available in that category will appear.

To see the other pictures in the category, press the left and right arrow keys to page forward and backward through the category's pictures. There are approximately 10 different pictures in each category.

Press **ESC** to quit this option.

Text
Choose this option to add text (words) to your cartoon.

A small black cursor will appear on the screen. Use the arrow keys to move the cursor where you want the text to appear.

Type the text.

When you press **RETURN**, the cursor will move directly under the first character of the line you just typed.

Each cartoon can have up to 99 lines of text. A line of text is any line of typed characters followed by a **RETURN** or any of the arrow movement keys except the left arrow key.

HINT: Try not to retype over text. Even though the old text is covered by new text, the "buried" text still counts towards your 99 lines. Also, although you can remove text in a cartoon panel by choosing "Undo" (see "Undo" on page 12), the line that you have canceled still counts towards your 99 lines of text.

Although it is unlikely that you will ever run out of text space, make sure that you have enough text space by planning the text in your cartoon before you type it.

Press **ESC** to quit this option.

Line
Choose this option to draw lines in your cartoon.

An *X* will appear on the screen.

Use the arrow keys to move the *X* to one end of the line you want to draw. Press **RETURN** and then move the *X* to the other end-point of line and press **RETURN** again to draw the line.

Use lines to make your own pictures or to connect text to a picture.

Copy
Choose this option to copy one panel in your cartoon strip onto the panel in the drawing area. For example, if you have a picture in Panel 2 that you want to copy in Panel 5, move to Panel 5 and choose "Copy."

A prompt will appear at the bottom of the screen asking for the number of the panel you wish to copy onto the panel in the drawing areas.

Type the number of the panel (in this example, type 2) and press **RETURN**. A copy of Panel 2 will appear in the drawing area.

Press **ESC** to quit this option.

Erase
Choose this option to erase part of a panel. A cursor will appear on the screen.

Move the cursor to where you wish to begin erasing, and press **RETURN**.

The cursor will continue to erase whatever you move it over until you press **ESC**.

Press **ESC** to quit this option.

Undo
Choose this option to undo, or cancel, the last thing you did while making your cartoon. For example, if you just added the picture of the wizard to your cartoon, choosing "Undo" would remove the wizard.

By repeatedly choosing "Undo," you can undo all the work you've done on a panel.

NOTE: "Undo" will not cancel "Copy" or "Clear."

Press **ESC** to quit this option.

Clear
Choose this option to clear (erase) an entire panel.

The computer will ask "Are you sure you want to clear the screen? (Y/N)." Type Y for yes or N for no.

IMPORTANT: Once you clear a cartoon panel, it is gone. You cannot get it back.

Press **ESC** to quit this option.

Files
Choose this option to save, edit, print, or erase a cartoon.

The FILES MENU will appear on the screen. Move the highlighter over your choice and press **RETURN**.

Save Cartoon
Choose this option to save your cartoon on an initialized data disk.

Each cartoon can have a name up to eight characters long.

If you try to save a cartoon with the same name as a cartoon already saved on disk, the program will ask if you want to replace the old cartoon with the new one. The program will ask "Are you sure you want to replace it? (Y/N)" Type Y for yes or N for no.

Edit Cartoon
Choose this option to edit a cartoon that has been saved on a data disk.

Edit the cartoon the same way you did when making your cartoon.

Print Cartoon
Choose this option to print a cartoon.

Move the highlighter over the name of the cartoon you want to print and press **RETURN**. You can only print a cartoon that has been saved on a data disk.

Depending on the type of printer you have, your cartoon may print starting with the last panel or with the first panel.

NOTE: Even though your cartoon may be less than eight panels long, "Cartoon Maker" will print out all eight panels. The panels which you have not used will be printed as empty panels.

Delete Cartoon
Choose this option to delete a cartoon that has been stored on a data disk.

Move the highlighter over the name of the cartoon that you want to delete and press **RETURN**.

IMPORTANT: Once you delete a cartoon, it is gone. You cannot get it back.

Moving the Cursor, Eraser, or Pictures
Use these keys to move the cursor, eraser, or pictures on the drawing screen:

Apple II Plus		Apple *I*le/IIc	
CTRL-A	to move up	↑	to move up
CTRL-Z	to move down	↓	to move down
←	to move left	←	to move left
→	to move right	→	to move right

? For Help

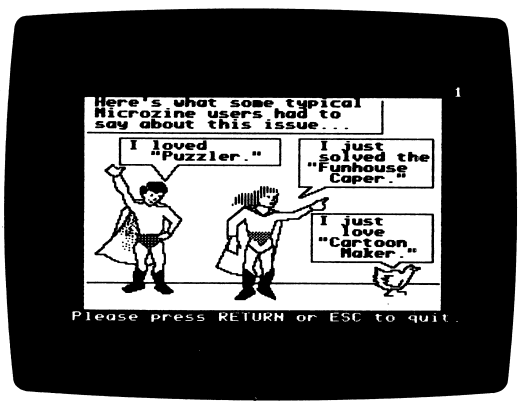
To learn about an option on the drawing screen, move the highlighter over the option and press the **?** key.

A brief description of the option will appear at the bottom of the screen.

View a Cartoon

Choose this function to view a cartoon that you have saved on a data disk. Choose this if you want to show a friend a cartoon, but do not want to print it.

You will be able to view the entire cartoon one panel at a time, but you will not be able to make any changes to it. When you view a cartoon, none of the drawing options will be shown—only the cartoon itself will appear on the screen.



Instructions

Choose this function for some helpful hints about "Cartoon Maker."

INVENTORS & INVENTIONS

Hermitt LaFroog, the world's greatest inventor, has just invented the world's most inventive data base, called (coincidently) "Inventors & Inventions." Use this data base to find information about all of the world's "greatest" inventions—from the wheel to the hula hoop!

What You'll Find

"Inventors & Inventions" is a data base of 153 real and imaginary inventions and their inventors. You can look through the entire data base, or find lists of entries by choosing categories or specific words to search under. You can also print the data base.

You can use the data base to answer questions in the "Data Base Puzzle."

Printer

To print the data base, you'll need a printer that is compatible with the Apple II Plus, *//*e, or IIc.

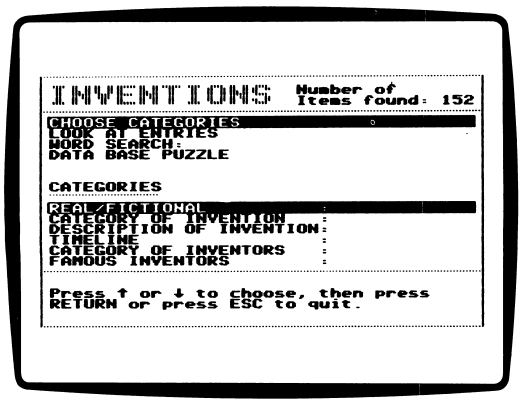
"INVENTORS & INVENTIONS" MENU

"Inventors & Inventions" has four functions, or things you can do. They are Choose Categories, Look at Entries, Word Search, and Data Base Puzzle.

The menu will appear in the upper part of the screen.

Choose Categories

Choose this function to search through the data base for specific categories of inventions or inventors. A highlighter will appear on the list of categories, located on the lower part of the screen.



Categories

There are six categories you can use to search through the data base. They are Real/Fictional, Category of Invention, Description of Invention, Timeline, Category of Inventors, and Famous Inventors.

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

Subcategories

There are up to ten subcategories under each category. For example, the subcategories under "Category of Invention" are Agriculture/Food, Communications, Computer/Math, Entertainment, Medicine, Robotics, Science, Textiles/Clothing, Transportation, and Other.

Each category also has a "Clear Category" option. (See "Clear Category," page 18.)

Press the arrow keys to choose a subcategory, and then press **RETURN**. The screen will display the data base menu. The subcategory will appear next to its category.

The computer will search through the data base to find the inventors or inventions that fit that subcategory. The number of items found in the search will be displayed at the bottom of the screen.

NOTE: The number of items found in a search also appears in the upper right-hand corner of the screen. (If you have not used the "Choose Categories" or "Word Search" function, 153 items will be found—the entire number of entries in the data base.)

Press **RETURN** to continue using the data base. You can add another category to your search, change subcategories, or clear a category from your search.

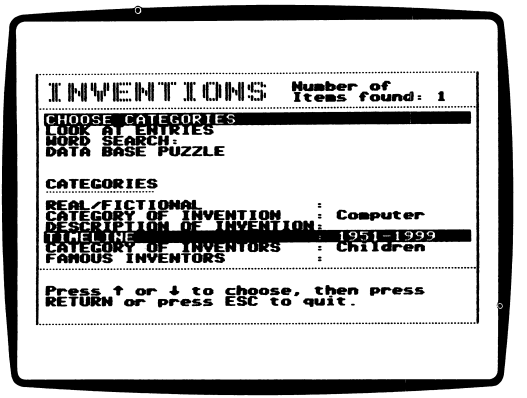
Press **ESC** to quit the "Choose Categories" function. The highlighter will disappear from the list of categories. You can now choose another function.

How to Search Through the Data Base

You can search through the data base using from one to six categories. Each time the computer finishes a search under one category, you can add another category. You can only search under one category at a time.

For example, choose "Category of Invention" and the subcategory "Computer/Math." The program will search for all the inventions that are related to computers or mathematics in the data base. Then choose "Category of Inventors" and the subcategory "Children/Teenagers." The computer will search through the list to find any computer or math inventions that were invented by children or teenagers.

Then choose "Timeline" and the subcategory "1951–1999." The computer will search through the list to find those computer or math inventions that were invented by children or teenagers between 1951 and 1999.



You can change a subcategory under a category. For example, choose "Timeline" again. The highlighter will appear over the subcategory "1951–1999." Choose the new subcategory "1600–1699." The computer will erase the 1951–1999 inventions from the list, and will instead search the list to find those computer or math inventions that were invented by children or teenagers between 1600 and 1699.

If there are no items found under a subcategory, the computer will say, "Sorry, there are no items found in this search. Please try again." Press **RETURN** to continue and choose another subcategory.

Clear Category

"Clear Category" is the last heading on each list of subcategories. Choose this to clear that category's subcategories from your search.

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

For example, you might have made a search using "Real/Fictional" with the subcategory "Real," and "Timeline" with the subcategory "BC–1099," and now want to start a new search. First choose "Clear Category" for both "Real/Fictional" and "Timeline" to clear the categories. Then start a new search.

Look at Entries

Choose this function to look through all of the inventions found in a search. Or, if you have not chosen any categories, you can look through all of the entries in the data base, in chronological order according to when the inventions were invented.

Use these keys when looking through the data base:

- **RETURN** — Press **RETURN** to see the next entry in the list.

- **SPACE BAR** — Press **SPACE BAR** to look at the data base categories. The list of categories will be displayed. Any subcategories that were used in the search will also appear. Press **RETURN** to return to the data base entries.

- **P** — Type P to print the data base. (See "Printing the Data Base," page 19.)

- **ESC** — Press **ESC** to return to the data base menu.

Printing the Data Base

Type P to print the entry on the screen, the entire data base, or only the items found under a specific search.

The computer will tell you to make sure your printer is turned on.

Press the **SPACE BAR** to print the entry that appears on the screen. Press **RETURN** to print all of the items in the list.

Press **ESC** to continue looking through the data base entries.

Word Search

Choose this function to search the data base for a specific word(s), character(s), or number(s).

The computer will search through the data base for the word(s), character(s), or number(s) you typed in. If you used the "Choose Categories" function to select a list of items, the "Word Search" function will search only that list.

Type the word(s), character(s), or number(s) you want to search for, and then press **RETURN.** It can be up to 25 characters long. You can use either upper- or lower-case characters.

For example, you could type ELECTRIC, HYDRO, or 57.

If you type ELECTRIC, the computer will search for items that contain the word "electric." This includes words that contain the characters (word) "electric," such as "electricity" or "electrical."

If you type HYDRO, the computer will search for items that contain words that have the characters "hydro." This includes words such as "hydrogen" or "hydrofoil."

If you type 57, the computer will search for entries that contain the digits "57," such as "He built 57 airplanes," or "She was born in 1957."

The computer will count each entry that the word appears in as one item.

If the word or number does not appear in the data base, the computer will ask you to try a different word or number.

NOTE: If a word does not appear in the data base during a "Word Search," make sure that you typed or spelled that word correctly.

If your "Word Search" choice appears in the data base or selected list, the screen will display the data base menu. The word(s), character(s), or number(s) used in the search will appear next to "Word Search." The number of items found in the search will appear at the bottom of the screen.

Press **RETURN** to continue using the data base.

To clear the "Word Search" for a different word, choose "Word Search" again. Type the new word over the old word, and then press **RETURN.**

To clear the word search function, choose "Word Search" from the menu. Press **ESC** and all items found during the word search will be cleared from the list.

Data Base Puzzle

Choose this function to do the "Data Base Puzzle." Read the story and type the answers to the questions.

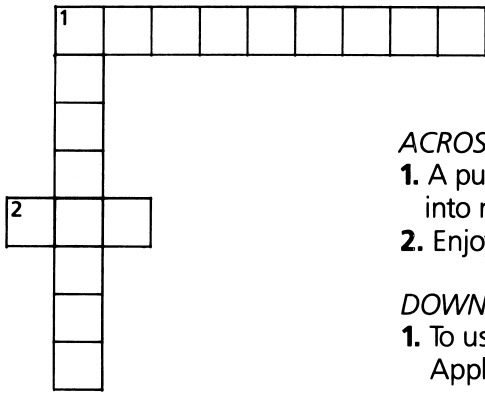
If you don't know an answer, press **ESC** and use the data base to find the answer. (The "Choose Category" and "Word Search" functions will help you.)

When you know the answer, type it in, then press **RETURN.**

If your answer is correct, you can continue reading the story. If the answer is wrong, you will return to the menu screen.

PUZZLER

Welcome to "Puzzler," crossword puzzle fans. Can you solve this puzzle?



ACROSS

1. A puzzle where words are filled into numbered squares.

2. Enjoyment

DOWN

1. To use *Microzine,* you need an Apple _____.

What You'll Find

With "Puzzler," you can make, edit, and solve crossword puzzles. You can also print your crossword puzzles, with or without the solutions.

Data Disk

To use "Puzzler," 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 31.)

Printer

To print your crossword puzzles, you'll need a printer that is compatible with the Apple II Plus, *II*e, or IIc.

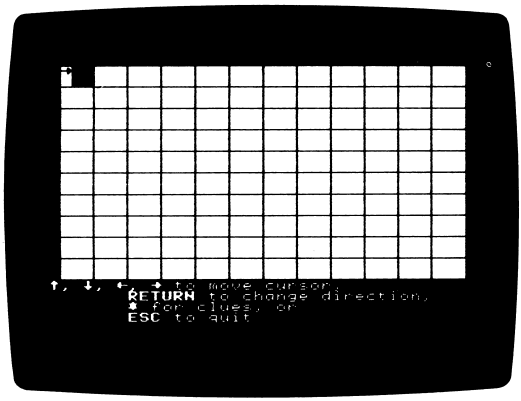
"PUZZLER" MENU

"Puzzler" has five functions, or things you can do. They are Make a Crossword Puzzle, Edit a Crossword Puzzle, Solve a Crossword Puzzle, Print a Crossword Puzzle, and Erase a Crossword Puzzle.

Make a Crossword Puzzle

Choose this function to make a crossword or crossnumber puzzle. (See "Crossnumber Puzzles" on page 29.)

The puzzle grid will be displayed. You will type words in your crossword puzzle on this grid.



Move the blinking cursor to the square where you want to start a word. When you start typing, the letters will go across the puzzle, from left to right.

Press **RETURN** if you want the letters to go down the puzzle. (See "Changing Word Direction," page 24).

NOTE: You cannot use one-letter words such as "a" or "I" in your crossword puzzle.

Moving the Cursor

Use these keys to move the cursor:

Apple II Plus	Apple *I*/*e*/IIc
CTRL-A to move up	↑ to move up
CTRL-Z to move down	↓ to move down
← to move left	→ to move left
→ to move right	← to move right

Changing Word Direction

Press **RETURN** to change the direction the words will be entered in your puzzle, from across to down or vice-versa.

A small arrow appears next to the blinking cursor. The arrow points in the direction the cursor will move once you start typing.

If you want to type an ACROSS word, the arrow should point right. If you want to type a DOWN word, the arrow should point down.

Correcting Mistakes

- To replace a letter, move the cursor to that letter and type over it.

- To delete a letter, move the cursor to that letter and press the **SPACE BAR.**

Entering Clues

Press the * (asterisk) key to enter clues.

The computer will number the first letter of each word. Press **RETURN** to go to the clues screen.

If you want to save your puzzle without clues, press **ESC.** See "Saving an Incomplete Puzzle," page 25.

The words in the puzzle will be displayed on the clues screen. A highlighter will appear under the first word in the puzzle.

Use the arrow keys to move the highlighter under the word that you want to type a clue for, and then press **RETURN.**

A blinking cursor will appear on the highlighter. Type in the clue for that word and then press **RETURN.** The clue can be up to 29 characters long.

Press * to return to the puzzle grid and add more words or change existing words.

Press **ESC** to save your puzzle. (See "Saving a Crossword Puzzle.")

*NOTE: If you change a word on the grid in any way, that word's clues will be erased. Press * either to retype the clue or type a new clue. (You can type the same letter over itself without erasing that word's clue.)*

Saving a Crossword Puzzle

To save a crossword puzzle, press **ESC** after making the puzzle. The program will ask, "Do you want to save this puzzle? (Y/N)."

If you type N for no, you will return to the main menu. Your crossword puzzle will be erased.

If you type Y for yes, you will then be asked to enter name for the puzzle. Type the name and press **RETURN**. The name can be up to 20 characters long.

The program will ask if the name is correct.

If you type N for no, type the correct name of the puzzle and press **RETURN**.

If you type Y for yes, the puzzle will be saved. You can save up to 33 crossword puzzles on a data disk.

IMPORTANT: If you use the name of a puzzle already saved on your data disk, the new puzzle will erase the old one.

Saving an Incomplete Puzzle

An incomplete puzzle is one in which not all of the puzzle words have clues. If you try to save an incomplete puzzle, the computer will ask you if you want fo fill in the clues in before you save the puzzle.

If you type Y for yes, your puzzle will appear on the puzzle grid. Fill in the missing clues the same way you did in "Make a Crossword Puzzle." (See page 23.)

If you type N for no, you can save the puzzle and finish it later, using the "Edit a Crossword Puzzle" function.

NOTE: Incomplete puzzles will be saved on a data disk with an ***** *(asterisk) next to their name.*

Edit a Crossword Puzzle

Choose this function to edit a crossword puzzle saved on a data disk.

Use the arrow keys to choose the puzzle you want to edit. Edit the puzzle the same way you did in "Make a Crossword Puzzle." (See page 23.)

When you finish editing the puzzle, the old name of the puzzle will be displayed with a blinking cursor on the first letter. If you want to save the puzzle under the old name, press **RETURN**.

The computer will tell you there is already a puzzle with that name on the data disk, and ask if you want to replace it. Type Y for yes or N for no.

If you want to change the name of the puzzle, type the new name over the old name and press **RETURN**.

Solve a Crossword Puzzle

Choose this function to solve a crossword puzzle saved on a data disk. Use the arrow keys to choose the crossword puzzle you want to solve.

The puzzle will appear on the screen.

Move the blinking cursor to the word you want to enter. If the missing word goes across, the clue for that word will appear after the word "ACROSS" at the bottom of the screen. If the missing word goes down, the clue will appear after the word "DOWN."

If the cursor is over a square that is in both an ACROSS word and a DOWN word, both clues will appear at the bottom of the screen.

Type the missing words in the blank squares.

When you have finished solving the puzzle, press **ESC** to return to the main menu.

HINT: It is not a good idea to try to solve an incomplete cross-word puzzle, because some of the missing words will have no clues.

? for Help
Press **?** to see the list of commands you can use when solving a puzzle.

Press **ESC** to continue solving the puzzle.

**** for Clues***
Press the ***** (asterisk) key to see the list of clues.

You will also see the number of missing letters in the word, and any words or letters that you have already filled in.

Use the arrow keys to move through the list. Press ***** to return to the puzzle.

Press ? to See Letter
Use this option when you are solving a puzzle to reveal letters of the crossword puzzle. Move the cursor to the square where you want to see the missing letter.

Press the **?** key for help. Then press the **?** key again to reveal the missing letter.

Use this option to get hints to words you don't know.

Revealing the Puzzle

To reveal the answers to a puzzle, press **ESC** when you are finished solving the puzzle. The program will ask if you want to reveal the puzzle.

Type Y for yes to have the computer reveal the answers to the puzzle. The program will display the number of letters you left blank or filled in incorrectly.

Type N for no to continue solving the puzzle.

Press **ESC** to return to the main menu.

Print a Crossword Puzzle

Choose this function to print a crossword puzzle saved on a data disk.

The program will ask, "Do you want to print the puzzle with the answers? (Y/N)."

Type Y if you want to print the crossword puzzle with the words filled in.

Type N if you want to print the puzzle without the answers (leaving the squares blank).

The computer will ask if your paper is aligned and your printer is turned on. Type Y for yes or N for no.

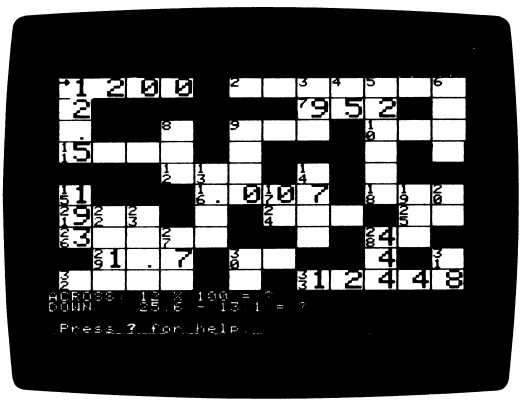
Erase a Crossword Puzzle

Choose this function to erase a crossword puzzle. Use the arrow keys to choose the puzzle you want to erase.

The computer will ask if you are sure you want to erase that puzzle. Type Y for yes or N for no.

Crossnumber Puzzles

A crossnumber puzzle has numbers instead of words in the puzzle grid. For example, if the answer to a clue is "1200," the clue might be "12 x 100 = ?"



Make, edit, solve, and print crossnumber puzzles the same way you do crossword puzzles.

Follow these rules when making a crossnumber puzzle:

- All numbers must have at least two digits.
- You can use periods for decimals. For example, you could use 12.5 as a number in the puzzle.
- You cannot use commas to separate digits. For example, the number "ten thousand" must be entered as 10000, not 10,000.

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.

The advantage of having two drives is that when you need to use a data disk (in "Cartoon Maker," 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/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 do 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.

The computer will ask what your printer setup is. It will list these options:

1) Standard parallel interface card
2) Serial card
3) Pkaso™ card
4) Grappler + ™ card
5) Silentype™ card

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.

NOTE: In the Apple IIc, the printer card is already inside the machine. Choose the Serial card option if you have a IIc.

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.

NOTE: Silentype cards are usually used when the printer is a Silentype printer.

If you do not know what printer setup you have, ask somebody who does know, or just press **RETURN**. The computer will then assume that your printer has a standard parallel interface card.

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

Initializing a Data Disk

To save your cartoons in "Cartoon Maker" or your puzzles in "Puzzler," 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 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 "Cartoon Maker," "Puzzler," or for any *Microzine* feature that requires a data disk.

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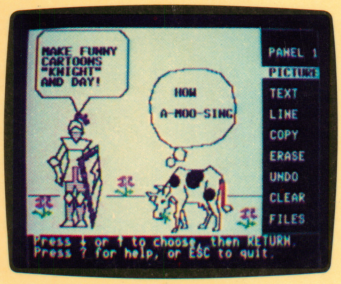
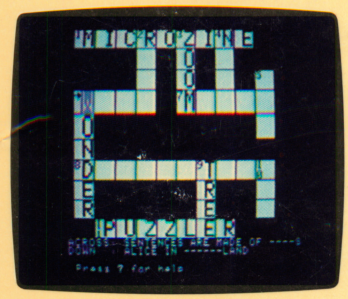
Microzine® A Computer Learning Library on a Disk™

The Funhouse Caper



Cartoon Maker

Inventors & Inventions



Puzzler

On this disk:

The Funhouse Caper

The jeweled key to a room in the Funhouse has been stolen. Whodunnit? It's up to you and your trusty robot, Wesley, to find out. Investigate each room of the Funhouse, talk to the suspects, and catch the thief! All the decisions are yours.

Cartoon Maker

Everybody's a comedian with "Cartoon Maker"! Create, edit, and save cartoons up to eight panels long. Choose from more than 50 graphics of people, animals, and buildings, and arrange them in your cartoon. Then place and fill in word balloons with funny text. Print out your cartoons, and share them with your friends.

Inventors & Inventions

Is the Donald Duck Flotation Device a real invention or an imaginary one? This data base will tell you the surprising answer. Search by field or key word through more than 150 real and imaginary inventors and inventions.

Puzzler

Create your own crossword puzzles with this easy-to-use program. Fill in the puzzle grid with words, then write the clues. Or use numbers instead of words to make a "crossnumber" puzzle! Print your puzzle and the clues to challenge your friends. You can also print the solution to your puzzle to use as an answer key.

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

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

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Scholastic Guarantee

This computer program has been thoroughly tested by ***Scholastic*** among teachers and children and is designed to challenge, stimulate and entertain your child. It reflects Scholastic's more than 60 years of experience in developing young minds.

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