Microzine ®

FEATURING:

CLASSROOM PUBLISHING / WRITING
Rebus Maker

READING / SCIENCE
Constellation Odyssey

PROBLEM SOLVING / LANGUAGE ARTS
The Learning Machine

READING / VISUAL DISCRIMINATION
Mystery on the High Seas

AWARD WINNING

Apple II Plus, IIe, IIc, or IIGS; 64K; disk drive. Optional: printer

◆ **SCHOLASTIC**   *The Learning Library on a Disk*   *AGES 9 AND UP*

Microzine®

27 STUDENT HANDBOOK AND TEACHER'S GUIDE

SCHOLASTIC

CONTENTS

GETTING STARTED

STUDENT HANDBOOK

TEACHER'S GUIDE

Microzine 27

Apple Computers
Equipment You Need

1. Monitor or TV

2. 64K Apple II Plus, *IIe*, IIc, or IIGS

3. Disk drive

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

Loading *Microzine*

1. Open the disk drive door.

2. Hold the disk with the label end facing you.

3. If you have a 3.5-inch disk, insert the disk slowly with the label facing up. If you have a 5.25-inch disk and the program you want is on Side 1 of the disk, insert the disk slowly with the label facing up. If the program you want is on Side 2 of the disk, insert the disk slowly with the label facing down.

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 that the disk drive is connected correctly.

MS-DOS Computers
Equipment You Need

1. Monitor or TV

2. 256K IBM with a color graphics adapter (CGA), Tandy 1000, or any 100% compatible

3. Disk drive

4. Disk Operating System (DOS), version 2.0 or higher

Loading DOS

You must load DOS into your computer before you can load *Microzine*.

1. If you have a hard drive, turn the computer on.

    If you have DOS on a 5.25-inch disk or on a 3.5-inch disk, open the drive door and insert the disk. Turn the computer on.

2. You will see a DOS prompt. The prompt will be a letter followed by a greater-than sign (A>, for example). The letter of the prompt corresponds with the disk drive.

3. If you want to load *Microzine* in the drive that corresponds with the letter of the prompt (for example, if the DOS prompt is A> and you want to load *Microzine* into drive A), put the *Microzine* disk in that drive.

    If you want to load *Microzine* in a drive that is different from the drive indicated by the DOS prompt (for example, the prompt is A> and you want to load *Microzine* in drive B), type the letter of the drive and a colon, then press **ENTER** (for example, **B:**, then **ENTER**). You will see a new DOS prompt (for example, B>). Put the *Microzine* disk in the drive.

Loading *Microzine*

Choose a program you want to load. Find the disk with that program's name on the label. If the program you want is on Side 1 of the disk, insert the disk in the drive with the label facing up. If the program you want is on Side 2 of the disk, insert the disk in the drive with the label facing down.

Type these commands to load the *Microzine* programs:

MICROZINE *GUIDE:* Type MZ and then press **ENTER**.

NOTE: You may also load the other Microzine *programs from within the* Microzine *Guide. Choose "Programs" and then choose the* Microzine *program you want to load. Choose the option "Start the Program" and then press ENTER.*

REBUS MAKER: Type RM and then press **ENTER**.

CONSTELLATION ODYSSEY: Type CO and then press **ENTER**.

THE LEARNING MACHINE: Type TLM and then press **ENTER**.

MONITOR MYSTERY: Type MM and then press **ENTER**.

NOTE: In each issue of Microzine, *you may load any program by typing the initials of the program name at the DOS prompt.*

If the *Microzine* program does not appear on the screen, read the instructions once more, starting with "Loading DOS," and try again.

USING
MICROZINE

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 **I,J,K,M** to move the Hand.

Use the Hand to point to what you want to do, and then press **RETURN** or **ENTER**.

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. For example, if you want to exit a program or screen, make the Hand touch the word "Exit," or the circle in front of "Exit," and then press **RETURN** or **ENTER**.
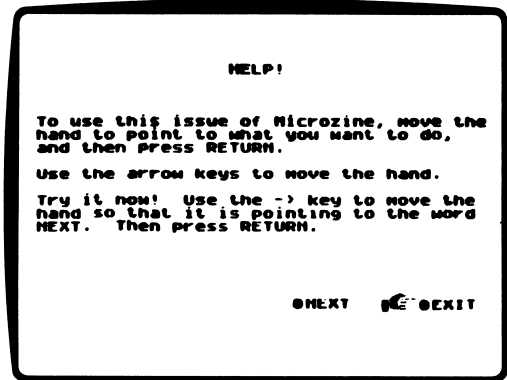
2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. Make the Hand touch any part of the box, and then press **RETURN** or **ENTER**.
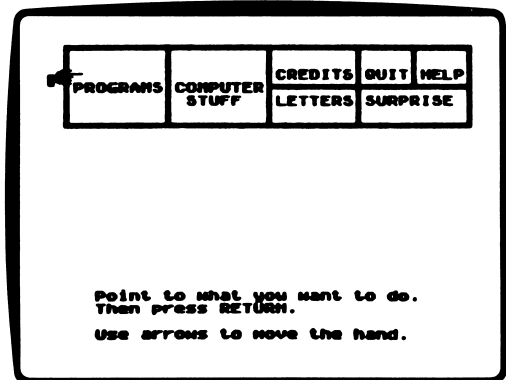
3. Make the Hand move a highlight bar over what you want to do and then press **RETURN** or **ENTER**. Main menus will use highlight bars.
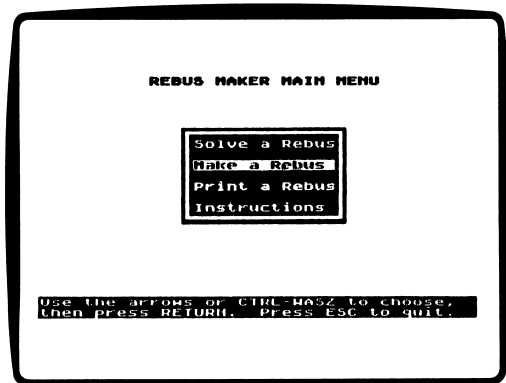
The *Microzine* Guide

There are seven features in the *Microzine* Guide. They are Programs, Computer Stuff, Credits, Letters, Hand, Surprise, and Exit. The features are listed in a collection of boxes on 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** or **ENTER**.

Programs

Use the Hand to point to "Programs" on the *Microzine* Guide, and then press **RETURN** or **ENTER** to read a description of the programs in this issue of *Microzine*, or to load a program from this issue of *Microzine*.

Computer Stuff

Use the Hand to point to "Computer Stuff" on the *Microzine* Guide, and then press **RETURN** or **ENTER** to see list of the functions in "Computer Stuff." (See "Computer Stuff," page 33.)

Credits

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

Letters

Use the Hand to point to "Letters" on the *Microzine* Guide, and then press **RETURN** or **ENTER**, to read letters from the *Microzine* Editor and *Microzine* readers.

Hand

Use the Hand to point to "Hand" on the Table of Contents, or press **?**, and then press **RETURN** or **ENTER** to learn how to use the *Microzine* Hand. (Also, see "Using the *Microzine* Hand," page 7.)

Surprise

?

Exit

Use the Hand to point to "Exit" on the *Microzine* Guide, and then press **RETURN** or **ENTER**, to quit using *Microzine*.

Entering Information

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

If you make a mistake while typing, use the left arrow key or the **DELETE** key to move back. Then type the information 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.

Apple *II*e/IIc/IIGS

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

Sound

To turn the sound on or off in any *Microzine* feature, press **CTRL-N** when you are using that feature.

REBUS MAKER
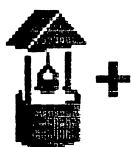
2 REBUS MAKER

WELCOME TO

REBUS MAKER

What You Will Find

With "Rebus Maker," you will solve 30 *Microzine* rebuses and create your own rebus puzzles to challenge your friends. You may print the rebuses you make and the ones you solve.

A rebus is a puzzle where pictures and symbols are used to represent words. Sometimes several pictures are needed to represent one word. A "+" sign is used to show that one picture plus another makes up one word. For example, EAR + RING = earring.
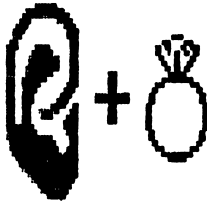
EARRING

Sometimes only part of a picture is needed to represent a word. A "-" sign is used to show that the picture, minus one sound or letter, represents one word. For example, CHAIR - C = hair.
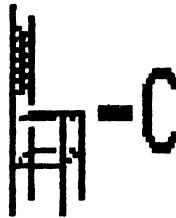
HAIR

You may make extra copies of the Rebus Maker disk as backup disks or to share with your friends. If you are using a 5.25-inch disk, use a ProDOS copy program or the Copy a Program function in "Computer Stuff" to make copies of this disk. If you are using a 3.5-inch disk, use the Copy a Program function in "Computer Stuff" to make copies of the "Rebus Maker" program only.

Data Disk

To use "Rebus Maker," you will need a data disk initialized by the "Computer Stuff" feature in *Microzine.* Now is the time to initialize a data disk. (See page 33.)

Printer Setup

The program will ask if you have a printer. Use the Hand to choose YES if you have a printer, or NO if you do not and then press **RETURN** or **ENTER**.

If you have a printer, you need to tell "Rebus Maker" about your computer setup. The program will display a menu of options for printing. They are Done, Printer, Interface Card, Slot, and Line Feeds.

DONE: Use the Hand to choose DONE and press **RETURN** or **ENTER** when you have told "Rebus Maker" about your computer setup.

PRINTER: Use the Hand to choose PRINTER and press **RETURN** or **ENTER**. The program will display a list of printers.

"Rebus Maker" is compatible with the following printers:

ANADEX DP-9000	EPSON LQ-1500	OKIDATA MICROLINE 84
ANADEX DP-9500	EPSON LQ-80	OKIDATA MICROLINE 92
ANADEX DP-9001	EPSON MX-70	OKIDATA MICROLINE 93
ANADEX DP-9501 ⊕	EPSON MX-80 WITH GRAFTRAX	OKIDATA MICROLINE 192
APPLE IMAGEWRITER⊕	EPSON MX-100	OKIDATA MICROLINE 193
APPLE IMAGEWRITER II ⊕	EPSON RX-80	OKIDATA MICROLINE 83A
APPLE SCRIBE	GORILLA BANANA	OKIDATA MICROLINE 83A
BLUE CHIP M120/10	HP THINKJET	PANASONIC KX-P1090
BROTHER M-1009	IDS MICROPRISM	PANASONIC KX-P1091
APPLE DOT MATRIX (DMP)	IDS PAPER TIGER 440	PANASONIC KX-P1092
APPLE DOT MATRIX (DMP)	IDS PAPER TIGER 445	SEIKOSHA
C.ITOH PROWRITER	IDS PAPER TIGER 460	SMITH CORONA D100
C. ITOH PROWRITER II	IDS PAPER TIGER 560	SMITH CORONA D200
C. ITOH 7500	IDS PRISM 80	SMITH CORONA D300
C. ITOH 8510	IDS PRISM 132	STAR DELTA 10
CENTRONICS 739	LEGEND 1385	STAR DELTA 15
DATASOUTH 180	MALIBU 200	STAR GEMINI 10
EPSON AP-80	MANNESMANN TALLY 160	STAR GEMINI 15
EPSON FX-80	MANNESMANN TALLY 180	STAR RADIX 10
EPSON FX-85	MANNESMANN TALLY SPIRIT-80	STAR RADIX 15
EPSON JX-80	NEC PC-8023	TRANSTAR 315
EPSON LQ-800	NEC PC-8025	TRS-80 DMP-105
EPSON LQ-1000	OKIDATA MICROLINE 82A	TRS-80 DMP-400

Use the arrow keys or **CTRL-WASZ** to choose a printer, and press **RETURN** or **ENTER**.

INTERFACE CARD: Use the Hand to choose INTERFACE CARD and press **RETURN** or **ENTER**. The program will display a list of interface cards.

"Rebus Maker" is compatible with the following interface cards:

APPLE IIC SERIAL PORT	GRAFSTAR	PRETTY PRINT
APPLE III SERIAL PORT	GRAPHICARD	PRINTER PRO
APPLE CENTRONICS PARALLEL	GRAPPLER	PRINTERFACE
APPLE COMMUNICATIONS	GRAPPLER+	PRINTERMATE
APPLE FIRMWARE	GRAPPLER C	PRINTMAX
APPLE PARALLEL	GRAPPLER SERIAL	QUADRAM-APIC
APPLE SERIAL	K-T PARALLEL	SPIES NICEPRINT SUPER-MX
APPLE SUPER SERIAL	MBI VIP	SSM-AIO-II PARALLEL
APRICORN PARALLEL	MICROBUFFER II	SSM-AIO-II SERIAL
APRICORN SERIAL	MICROSYSTEMS MSE 1022 PARALLEL	SSM-APIO
CCS 7710A SERIAL	MICROTEK RV-611C	SSM-APPIC
CCS 7720 PARALLEL	MICROTEK SV-622C	SSM-ASIO
CCS 7728 PARALLEL	MOUNTAIN PARALLEL	TEXPRINT PRINT-ITI
DISPATCHER	MOUNTAIN SERIAL	TRANSTAR PICS
DUAL-COMM PLUS	MPC AP-80	TYMAC
DUMPLING 64	MPC AP-GRAPH	VERSACARD PARALLEL
DUMPLING GX	MPC AP-SIO	VERSACARD SERIAL
EPSON APL	MPC GRAPHWRITER	VIDEX PSIO PARALLEL
FINGERPRINT	OMNIGRAPH	VIDEX PSIO SERIAL
FINGERPRINT+ PARALLEL	ORANGE	VIDEX UNIPRINT
FINGERPRINT+ SERIAL	PKASO	WIZARD-IPI
FRANKLIN DUAL PORT	PKASO/U	WIZARD-BPO

Use the arrow keys or **CTRL-WASZ** to choose a printer interface card, and then press **RETURN** or **ENTER**.

NOTE: "Rebus Maker" is not compatible with the TexPrint printer card. If you have this card, tell "Rebus Maker" that you have a Grappler+ card. Then "Rebus Maker" will allow you to print your rebus.

LINE FEEDS: "Rebus Maker" assumes that you do not want the Line Feed option turned on. If you want the Line Feed option turned off, use the Hand to choose LINE FEEDS, and press **RETURN** or **ENTER**. The program will ask if you want line feeds.

Use the arrow keys or **CTRL-WASZ** to choose YES or NO, and press **RETURN** or **ENTER**.

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

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

To test whether you need the Line Feed option turned on or off, print a "Rebus Maker" graphic. If the graphic appears as one solid black line, you need to have the Line Feed option turned on (YES).

If the graphic appears with white line spaces between the lines of the graphic, you need to turn the Line Feed option off (NO).

You don't have to choose these options each time you use "Rebus Maker." It remembers.

"REBUS MAKER" MAIN MENU

"Rebus Maker" has four functions, or things you may do. They are Solve a Rebus, Make a Rebus, Print a Rebus, and Instructions.
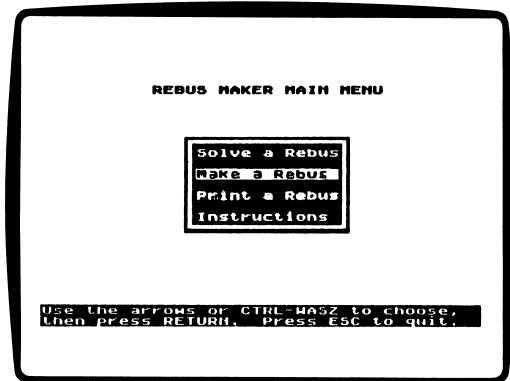
Solve a Rebus

Choose this function to solve the *Microzine* rebuses or rebuses you saved on a data disk.

Use the arrow keys or **CTRL-WASZ** to choose SOLVE A REBUS and then press **RETURN** or **ENTER**. The program will ask you to type the number of the rebus you want to solve.

Type a number 1-30 to see a *Microzine* rebus, and press **RETURN** or **ENTER**.
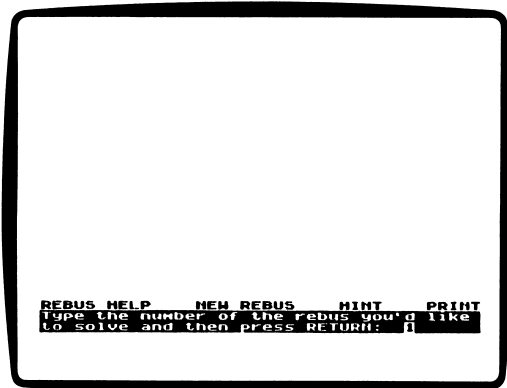
To solve a rebus saved on a data disk, put your data disk in the drive, type the number of the rebus you want to solve and press **RETURN** or **ENTER**.

```
REBUS HELP     NEW REBUS     HINT     PRINT
Type the number of the rebus you'd like
to solve and then press RETURN:  ▯
```

The program will display a row of pictures and symbols with a row of blank spaces underneath. Each blank under the rebus graphics represents one word of the rebus. It's up to you to figure out the word that the graphic represents!

For example, if you see the "bee" graphic, you would type the word BE in the blank underneath the graphic.

Use the arrow keys or **CTRL-WASZ** to move from blank to blank in the rebus, and among the options at the bottom of the screen. Press **RETURN** or **ENTER** to choose an option.

Type the word in the blank, and press **RETURN** or **ENTER** to go to the next word. If the word you typed is incorrect, the program will tell you to try again. If you make a typing mistake, use the **DELETE** key or **CTRL-D** to erase.

When you've solved the rebus, press **RETURN** or **ENTER**, and "Rebus Maker" will congratulate you! Press **RETURN** or **ENTER** to solve another rebus. Press **ESC** to return to the "Rebus Maker" MAIN MENU.

Options

The Solve a Rebus function has four options. They are Rebus Help, New Rebus, Hint, and Print.

Rebus Help: Choose this option to learn more about solving rebuses.

New Rebus: Choose this option to solve a different rebus.

Hint: Choose this option to get a hint that will help you solve the rebus on the screen.

Print: Choose this option to print the rebus that is on the screen. You may choose to print the rebus with or without its solution.
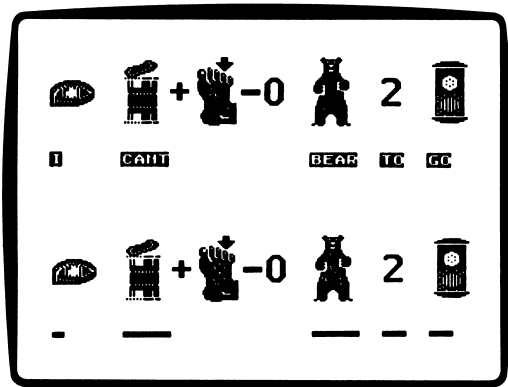
Make a Rebus

Choose this function to make your own rebuses.

Use the arrow keys or **CTRL-WASZ** to choose MAKE A REBUS and then press **RETURN** or **ENTER**. The program will display 50 of the "Rebus Maker" graphics. Use the → key to see the other 50 graphics.
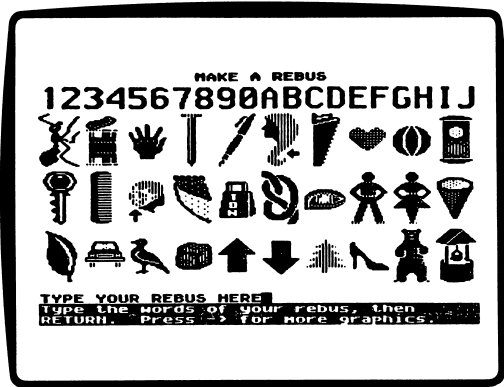
To make your own rebus, you need to plan! First, look carefully at the "Rebus Maker" graphics and think of a word or phrase that you could represent with pictures or symbols. For example, you could type the phrase "Welcome home." Type the word or phrase and press **RETURN** or **ENTER**. If you make a typing mistake, use the **DELETE** key or **CTRL-D** to erase.

After you press **RETURN** or **ENTER**, the screen will change, showing two rows of the same "Rebus Maker" graphics.
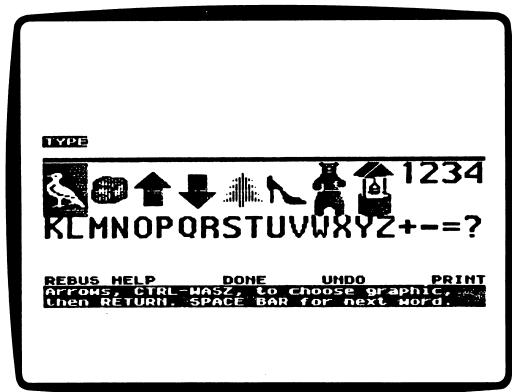
Choose the graphics for each word in the rebus, one word at a time. The program will display the first word in your rebus. For example, in the "Welcome home" rebus, the program would display the word "welcome" first.

Use the arrow keys or **CTRL-WASZ** to move between the two rows of graphics, and press **RETURN** or **ENTER** when the cursor is over the graphic you want. In the "Welcome home" rebus, you would position the cursor over the "well" graphic and press **RETURN** or **ENTER**. Then you would choose the "+" graphic, press **RETURN** or **ENTER**, and choose the "comb" graphic and press **RETURN** or **ENTER**.

When you've chosen the graphics that represent the first word in your rebus, press the **SPACE BAR**. The next word in your rebus will appear. In the "Welcome home" rebus, the word "home" would appear next, and you would choose the "house" graphic and press **RETURN** or **ENTER**. Continue choosing graphics for your rebus.

When you have chosen graphics for each word in your rebus, you may choose to print it and save it on your data disk.

Use the arrow keys or **CTRL-WASZ** to move to the options at the bottom of the screen. Press **RETURN** or **ENTER** to choose an option.

Options

The Make a Rebus function has four options. They are Rebus Help, Done, Undo, and Print.

Rebus Help: Choose this option to learn more about making rebuses.

Done: Choose this option when you are finished selecting graphics for your rebus. The program will ask if you want to save your rebus.

Type N if you do not want to save your rebus. The program will ask if you want to make another rebus. Type Y to make another rebus. Type N to return to the "Rebus Maker" MAIN MENU.

Type Y if you want to save your rebus. The program will ask you to type a hint for your rebus. Type a word or phrase that would help someone else solve your rebus, and press **RETURN** or **ENTER**. For example, a helpful hint for the "Welcome home" rebus might be "How to greet a returning family member."

Then the program will ask if you want to make another rebus. Type Y to make another rebus, or type N to return to the "Rebus Maker" MAIN MENU.

Undo: Choose this option to undo or erase the last graphic that you chose. You may only undo one graphic in your rebus at a time.

Print: Choose this option to print the rebus that is on the screen.

Print a Rebus

Choose this function to print a *Microzine* rebus or to print a rebus saved on a data disk.

Use the arrow keys or **CTRL-WASZ** to choose PRINT A REBUS and then press **RETURN** or **ENTER**. The program will ask you to type the number of the rebus you'd like to print. Type the number, then press **RETURN** or **ENTER**.

Then the program will ask you if you also want to print the solution to the rebus you've chosen to print. Type Y or N, then press **RETURN** or **ENTER**.

"Rebus Maker" will print the rebus you've selected and display it on the screen while it's printing. Press **ESC** to stop printing. When the rebus is finished printing, the program will return to the "Rebus Maker" MAIN MENU.

Instructions

Choose this function to read about solving, making, and printing rebuses.

$$\blacktriangle-T+V \quad F+\blacksquare-T$$

$$\rule{3em}{0.4em} \qquad \rule{2em}{0.4em}$$
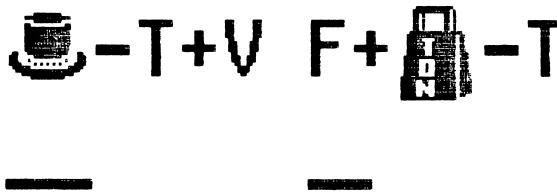
CONSTELLATION ODYSSEY

A Twistaplot™ Adventure
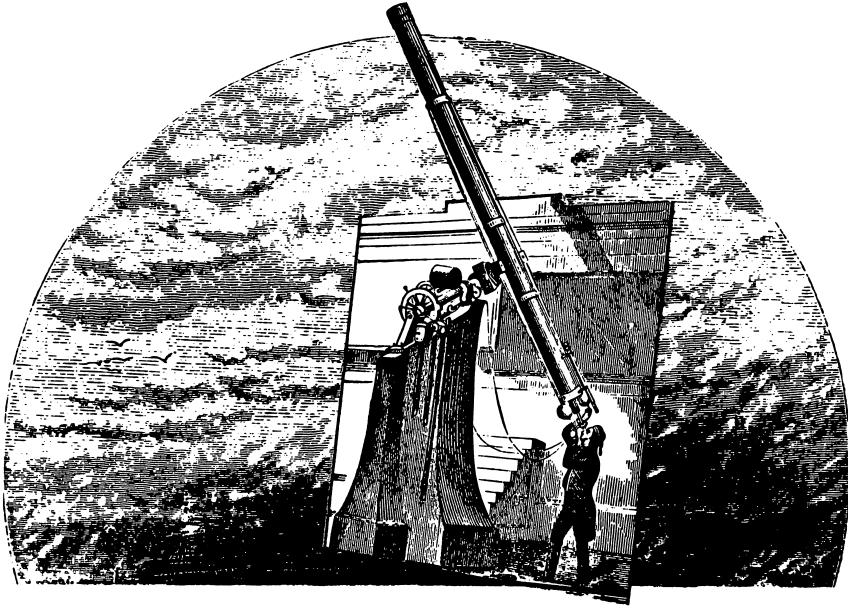
Oh, my stars! All the constellations that you've always seen in the skies above Star Town have disappeared. They've been replaced by the most extraordinary things, like a Tuna Sandwich, an issue of *Microzine* and a Barber Pole! Can you put the heavens back together again?

What You Will Find

With the help of the baby bear constellation, Ursa Minor, you will search Star Town for the "real" constellations and return them to their proper places in the sky.

Moving in "Star Town"

Use the following keys to move through Star Town and to move the star cursor:

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

Seasons

Some constellations are visible in the sky all year long. These are called Polar constellations. Others are only visible during one season of the year.

At the beginning of the game, you will choose the season—Winter, Spring, Summer, or Fall—for the game. Only the constellations that appear in the sky for that season will be part of the game.

In every game, you will search Star Town for two Polar constellations and two constellations which are only seen during the season you chose.

Star Map

To see the stars as they are charted on star maps you must face south, and then look up into the sky.

Star maps are made so that if you hold the chart up over your head while facing south, it will match the sky exactly. Therefore, when you put a star map on the table (or in our case, on the screen), east and west will be in opposite positions.

Inventory

You and Ursa Minor pull a wagon through Star Town. The wagon holds whatever you must carry. You will see the name of the person or object you are carrying at the bottom of the screen.

If you are not carrying anything, the message at the bottom of the screen will say, "With you: nothing."

You may only carry one object or person or constellation at a time.

Ending The Game

The story is over when you have successfully replaced all of the missing constellations to their proper places in the sky.

Then you will make your very own constellation by connecting the stars. You may name your constellation!

Password

If you want to stop reading the story and continue playing "Constellation Odyssey" another time, use the star cursor to choose the Quit option at the bottom of the screen.

The program will ask you to type a password. Remember it well! Then, when you play "Constellation Odyssey" again, you may enter your password and continue the story.

The program can remember up to 40 passwords. When the 41st player enters a password to save a game, the first password entered will be erased.

Helpful Hints

Here are a few hints to help you put the skies back in order:

- Look at the objects that have replaced the constellations in the sky for clues about where to begin your search in Star Town.

   For example, if you see the Barber Pole constellation in the sky, search the Star Town Barber Shop for the "real" constellation it replaced.

- Always bring any object, person, or constellation you find to its proper place as soon as you pick it up. Remember, you may only carry one object at a time and you can't pick up anything new until you take care of what you are already carrying.

THE LEARNING MACHINE
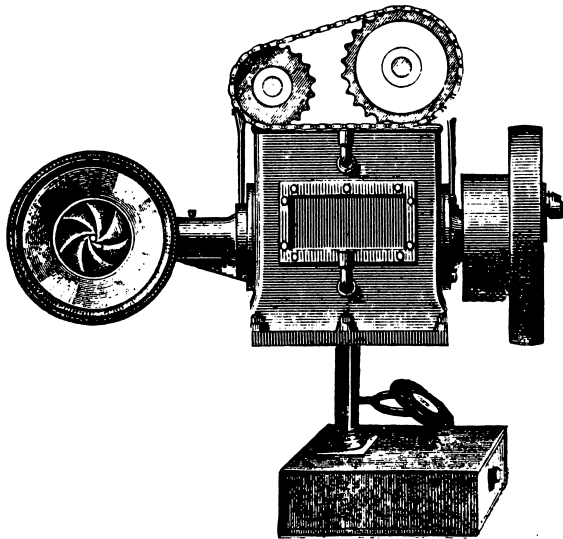
A Simulation

The brain in "The Learning Machine" belongs to Binary Electronic Robot to Humanoid Apparatus, also known as B.E.R.T.H.A. She's pretty smart, but the real genius is you, because B.E.R.T.H.A. only knows what you teach her!

What You Will Find

"The Learning Machine" is similar to the game "20 Questions." You will think of an object. Then B.E.R.T.H.A. will ask you questions until she can figure out what you're thinking of. The longer you play, the smarter B.E.R.T.H.A. becomes, because she remembers everything you teach her! B.E.R.T.H.A has already made up a sample game about sports equipment. (See "Sample Game," page 26.)

Data Disk

To use "Learning Machine," you will need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk. (See page 33.)

Starting a New Game

To start a new game, type NEW and then press **RETURN** or **ENTER**. B.E.R.T.H.A. will ask, "What are you thinking of?" Type your response and press **RETURN** or **ENTER**.

Remember, B.E.R.T.H.A. doesn't know anything yet, so she can't make any guesses. After you teach her a thing or two, she won't give up so easily!

Playing an Old Game

To play a game that you or a friend has already taught B.E.R.T.H.A., type REMEMBER and then press **RETURN** or **ENTER**. B.E.R.T.H.A. will say, "Tell me the password."

Type the password of the game you want to play, and press **RETURN** or **ENTER**. B.E.R.T.H.A. will instruct you to put your data disk in a drive. When she is ready to play, B.E.R.T.H.A. will say, "Think of something for me to guess. Press **RETURN** or **ENTER** when you are ready."

# Sample Game

B.E.R.T.H.A. already knows a lot about sports equipment. If you want to play this sample game, type SPORTS and then press **RETURN** or **ENTER**. B.E.R.T.H.A. will say, "Think of something for me to guess. Press **RETURN** or **ENTER** when you are ready."

Think of something used to play a sport, like a bat or a hockey stick, and see if B.E.R.T.H.A. can guess it!

Talking To B.E.R.T.H.A.

B.E.R.T.H.A. talks to you on the top part of the screen. You type your answers on the bottom part of the screen.
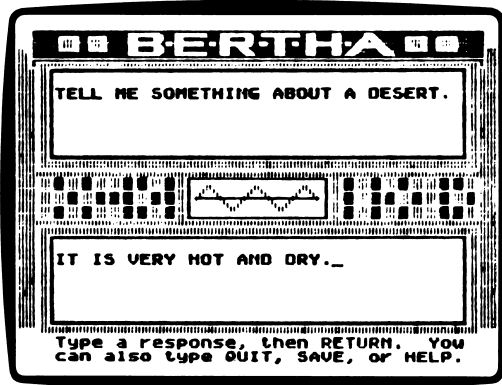
B.E.R.T.H.A. speaks well, but not as well as you. She will understand you best if you follow this advice:

- B.E.R.T.H.A. doesn't understand the plural form of words. Teach her facts using the singular form of words. For example, when B.E.R.T.H.A. says, "I give up. What are you thinking of?" tell her, "A bear." Do not answer, "Bears."

- Tell B.E.R.T.H.A. one fact at a time about an object.

  For example, when B.E.R.T.H.A. says, "Tell me something about a hamburger," she remembers best when you answer, "A hamburger is eaten on a bun." Telling B.E.R.T.H.A., "A hamburger is eaten on a bun and is best with lots of ketchup" is too much for her to remember at one time.

  Every time B.E.R.T.H.A. guesses what you're thinking of, she will ask you for another fact about that object. When B.E.R.T.H.A. says, "Tell me something else about a hamburger," you can tell her, "A hamburger tastes best with lots of ketchup."

- B.E.R.T.H.A. doesn't understand the negative form of words. Always teach her facts using the positive form of a word.

  For example, B.E.R.T.H.A. understands best when you say "Hamburgers are served for lunch or dinner," rather than, "Hamburgers are not served for breakfast."

- B.E.R.T.H.A. has trouble understanding the verb "can." For example, instead of describing a ball by saying, "It can bounce," tell B.E.R.T.H.A., "It bounces."

Options

"The Learning Machine" has three options, or things you may do. They are Save, Help, and Quit.

Save: Type SAVE at any time during a game to save all the facts you taught B.E.R.T.H.A. on your initialized data disk. B.E.R.T.H.A. will ask you to think of a password for the game. The password you choose may be up to ten characters long.

Help: Type HELP at any time during a game to read the instruction screens.

Quit: Type QUIT at any time during a game to stop playing "The Learning Machine." B.E.R.T.H.A. will ask if you really want to quit.

Type YES and then press **RETURN** or **ENTER** if you want to quit.

Type NO and then press **RETURN** or **ENTER** if you want to continue playing. B.E.R.T.H.A. will ask if you want to save everything she has learned so far.

Type YES and then press **RETURN** or **ENTER** if you want to save everthing you've taught B.E.R.T.H.A.

Type NO and then press **RETURN** or **ENTER** if you don't want to save everything you've taught B.E.R.T.H.A.

Helpful Hints

- Try to teach B.E.R.T.H.A. about one subject at a time. This way, she knows everything there is to know about that subject, instead of a few facts about several different subjects.

- It is fun to teach B.E.R.T.H.A. everything you know about a subject. Save your game and then let a friend play it with B.E.R.T.H.A.

MONITOR MYSTERY

"Mystery On The High Seas"

We at the *Microzine* Mystery Society used our powers of observation and logic to deduce that you would be using "Monitor Mystery" today. Last night one of our agents secretly turned your everyday computer into a Sherlock 221B Mystery-Solving Computer! Can the two of you work together to solve this waterlogged "Monitor Mystery?"

What You Will Find

You will read a Story, look at a Picture, and then answer Questions to solve "Mystery On The High Seas."

"Monitor Mystery" MAIN MENU

"Monitor Mystery" has two functions or things you may do. They are Instructions, and Mystery On The High Seas.

Instructions

Choose this function to learn how to solve "Mystery On The High Seas."

Mystery On The High Seas

Choose this function to solve "Mystery On The High Seas." The mystery is divided into three parts: the Story, the Picture, and the Questions.

The Story

Read the Story to learn the mysterious facts you will need to answer the Questions. Type P to see the Picture. Type Q to answer the Questions.

The Picture

Study the Picture and search it 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 every object in the picture, and then press **RETURN** or **ENTER**. Clues will appear at the bottom of the screen.

Use these keys to move the magnifying glass:

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

The Questions

Answer the Questions to solve "Mystery On The High Seas." Your Sherlock 221B computer will tell you if all your deductions are correct.

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

When all 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 to answer the final question again. Type Y for Yes and 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 and N for No. You will then read the final story screens.

Microzine Mystery Society
MYSTERY-SOLVING TIPS:

- A smart sleuth reads the Story carefully to learn all the facts.

- An inventive investigator checks each object in the Picture for clues.

- If the Sherlock 221B computer says that at least one answer is wrong, a daring detective carefully re-examines each answer to make sure an "obviously" right answer is not, in fact, dead wrong!

- After answering the final question correctly, a magnificent mystery solver always compares deductions with the Sherlock 221B computer to see how logical minds think alike.

COMPUTER STUFF

A Utility
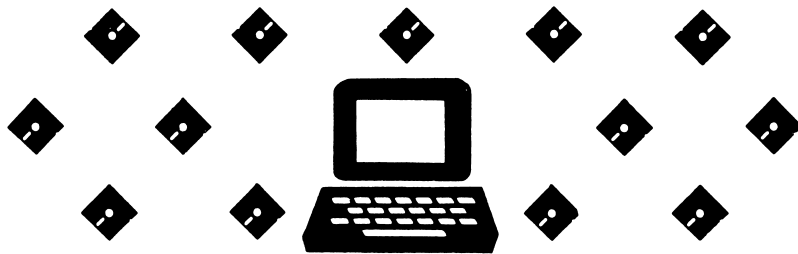
What You Will Find

"Computer Stuff" has two functions, or things you may do. They are Initialize a Disk, and Copy a Program.

Initialize a 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*.

> IMPORTANT: You may only use a data disk initialized by "Computer Stuff" with this issue of Microzine. You may not use a data disk initialized by another ProDOS or MS-DOS disk.

To initialize a data disk, use the Hand to choose INITIALIZE A DISK and then press **RETURN** or **ENTER**.

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** or **ENTER**.

The program will tell you to insert your blank disk. 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** or **ENTER**.

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 any Apple or MS-DOS *Microzine* feature that requires a data disk.

Copy a Program

Choose this function to make extra copies of the "Rebus Maker" program.

Follow the instructions to put the "Rebus Maker" disk in Drive 1 and press **RETURN**. If you have two disk drives, the program will tell you to put a blank disk in Drive 2. If you only have one disk drive, put a blank disk in Drive 1 when the computer tells you to do so.

Exit

Choose this function to return to the *Microzine* Guide.

TEACHER'S GUIDE

MICROZINE
SCOPE & SEQUENCE
CHART

CURRICULUM AREAS	REBUS MAKER	CONSTELLATION ODYSSEY	THE LEARNING MACHINE	MONITOR MYSTERY
Reading		●	●	●
Writing	●		●	
Math				
Science		●	●	
Social Studies				
Fine Arts	●	●		
SKILLS				
Problem Solving	●		●	
Critical Thinking		●	●	
Maps/Charts/Graphs		●		
Visual Discrimination				●
COMPUTER LITERACY				
Word Processing/Publishing	●		●	
Computation/Estimation				
Data Storage/Retrieval	●		●	
Programming			●	
Simulation				

REBUS MAKER

Microzine's **Classroom Publishing Series**

DIFFICULTY LEVEL: **Challenging**, Average, Easy

VOCABULARY PREVIEW: rebus, graphic, scroll

School Activities

PROBLEM SOLVING: Divide the class into teams and have each group of students work together to create a challenging rebus. Then have the teams exchange rebuses and record the time it takes each team to solve the other's rebus. Encourage students to work at solving the rebuses in the shortest amount of time.

LANGUAGE ARTS: Have students make a list of the "Rebus Maker" graphics and then add to it by listing as many alternate words for the graphic as possible. For example, students could look at the "Bee" graphic and use it to represent the word "bug," "fly," "bee," or "be."

Home Activities

ART & DESIGN: Have students draw their own pictures or collect pictures from magazines to use as rebus symbols. Have students create homemade rebuses to challenge family members and friends.

CONSTELLATION ODYSSEY

A Twistaplot™ Adventure

DIFFICULTY LEVEL: Challenging, **Average**, Easy

VOCABULARY PREVIEW: constellation, stellar, knoll, sundial, astronomer, observatory, assaulted, submission, semaphore, cacophony, frivolous, sagely, misdiagnose, podium, stifle

School Activities

SCIENCE/RESEARCH: Have students choose one constellation from the story to thoroughly research. Suggest they consult an encyclopedia or other reference book to obtain information about the constellation's name, its location in the sky depending on the season, and the number of stars usually associated with it. Students should then present their findings to the rest of the class.

SCIENCE/MAPS: Explain to students that just as there are maps of places on earth there are also maps of the stars in the sky. Tell them that to see the stars as they are charted on star maps, you must face south, and then look up into the sky.

Tell students that star maps are made so that if you hold the chart up over your head while facing south, it will match the sky exactly. Therefore, when you put a star map on the table (or in our case on the screen), east and west will be in opposite positions.

NOTE-TAKING: Have students keep a log describing their "Constellation Odyssey" adventure. Each entry should describe the season of the year, the bizarre constellations in the sky, the Star Town locations they chose to visit, what they expected to find there, and what happened when they got there. Students may find the "Constellation Odyssey" Activity Page on page 42 helpful in setting up their log books.

Home Activities

ART & WRITING: Have students draw a picture of themselves with their favorite constellation. Then have students write a story about why the constellation is their favorite, how it got down to Earth, and how students would help it get back into the sky.

THE LEARNING MACHINE

A Simulation

DIFFICULTY LEVEL: Challenging, **Average**, Easy

VOCABULARY PREVIEW: aluminum, racquet, boomerang

School Activities

LANGUAGE ARTS: Define the term "acronym" for the class. Divide the class into groups of three or four students and have them think up a list of new names for B.E.R.T.H.A. Suggest they use only computer words for the acronym. Write each group's list of acronyms on the blackboard.

PROBLEM SOLVING: Play a modified version of the game "20 Questions." Choose a subject your students are familiar with (American presidents, European countries, types of trees). You choose the answer and have the students start the questioning. Once they have guessed the correct answer, play four or five more rounds. Then discuss with the class how to pattern their questions to reach the answer as quickly as possible. For example, a logical first question for an American president would be: "Did he serve before or after the Civil War?" Once the students understand how the pattern of questions can narrow down the possibilities, play the game once more and see if they can more easily guess the correct answer.

Home Activities

RESEARCH: Explain to students how B.E.R.T.H.A. is an example of a data base. Ask students to note where data bases are found. You can suggest a few examples: the card catalog in a library, a recipe collection, or a telephone directory.

ART: Ask students to draw a variation of the B.E.R.T.H.A. screen. Remind them that there must be a space for B.E.R.T.H.A.'s questions and a space for the user's responses. Encourage them to be as creative as possible. Does B.E.R.T.H.A. have to be square? Could she have arms, legs, ears?

MONITOR MYSTERY

DIFFICULTY LEVEL: Challenging, Average, **Easy**

VOCABULARY PREVIEW: scuba, eclair, deduce, crew

School Activities

READING: Encourage students to solve the mystery by deducing which suspect fits Inspector Minkley's description of the thief. Have them list every fact they learn about Jacques Tooscoe, Connie Cafe, Debbie Domino, and Bennie Battow by studying the picture. Then have students match the facts they uncover with the three clues: The thief speaks French, is not a scuba diver, and has not been on land in many months. Any one of the four suspects who doesn't have one of these traits can be eliminated, revealing the true thief.

Students may use the "Monitor Mystery" Activity Page on page 43 to help them with this assignment.

Home Activities

Have students use the same problem-solving skills in a game with a group of family members or friends. Have students think of three traits (such as red hair, left-handed, born outside the U.S.) that apply to only one family member or friend. Then have the rest of the group try to deduce who in the group fits the description.

STAR SEARCH

Below is a chart to help you keep track of your mission to help put the heavens in order.

Season	
Incorrect Constellations In The Sky	
Places I Visited	
What I Found There	
What They Wanted	
Correct Constellations I Put Back Into The Sky	

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TRAIT TRACE

Use the chart below to list every fact you learn about the four mystery suspects. Then match the facts you uncover with the three traits known about the thief.

Suspect	Known Traits	Facts Discovered
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Disk Option Card

Microzine 27

Microzine 27 is available in both 3.5-inch and 5.25-inch disk versions. If you would like to order a different version of the disk than the one you have purchased, please complete this card and send it to:

Scholastic Inc.
P.O. Box 7502
2931 E. McCarty St.
Jefferson City, MO 65102

Please send me the disk(s) that I have indicated below.
My $10 check or Purchase Order is included.

Please send me one (1) set of 5.25" *Microzine 27* disks:

_____ Apple   (86262-6) (86263-4)

Please send me one (1) 3.5" *Microzine 27* disk:

_____ Apple   (86264-2)

Name: _____

Address: _____

City _____ State _____ Zip_____

All orders must be accompanied by this card and a Purchase Order or check for $10 to cover costs.

ISBN: 0-590-86731-8

Microzine™

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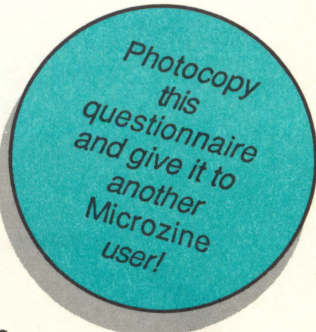
Send this questionnaire to: **Microzine**
Scholastic Inc.
730 Broadway
New York, NY 10003

Name_____ Age _____

Address _____

City _____ State _____ Zip_____

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

★ RATE EACH PROGRAM IN THIS ISSUE.

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

_____ Rebus Maker   _____ The Learning Machine

_____ Constellation Odyssey   _____ Monitor Mystery

1. Did you make a funny rebus? Print and send it to us. We love a good puzzle!

2. The Monitor Mystery in this issue took place on a boat at sea. Where would you like the next Monitor Mystery to take place?

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

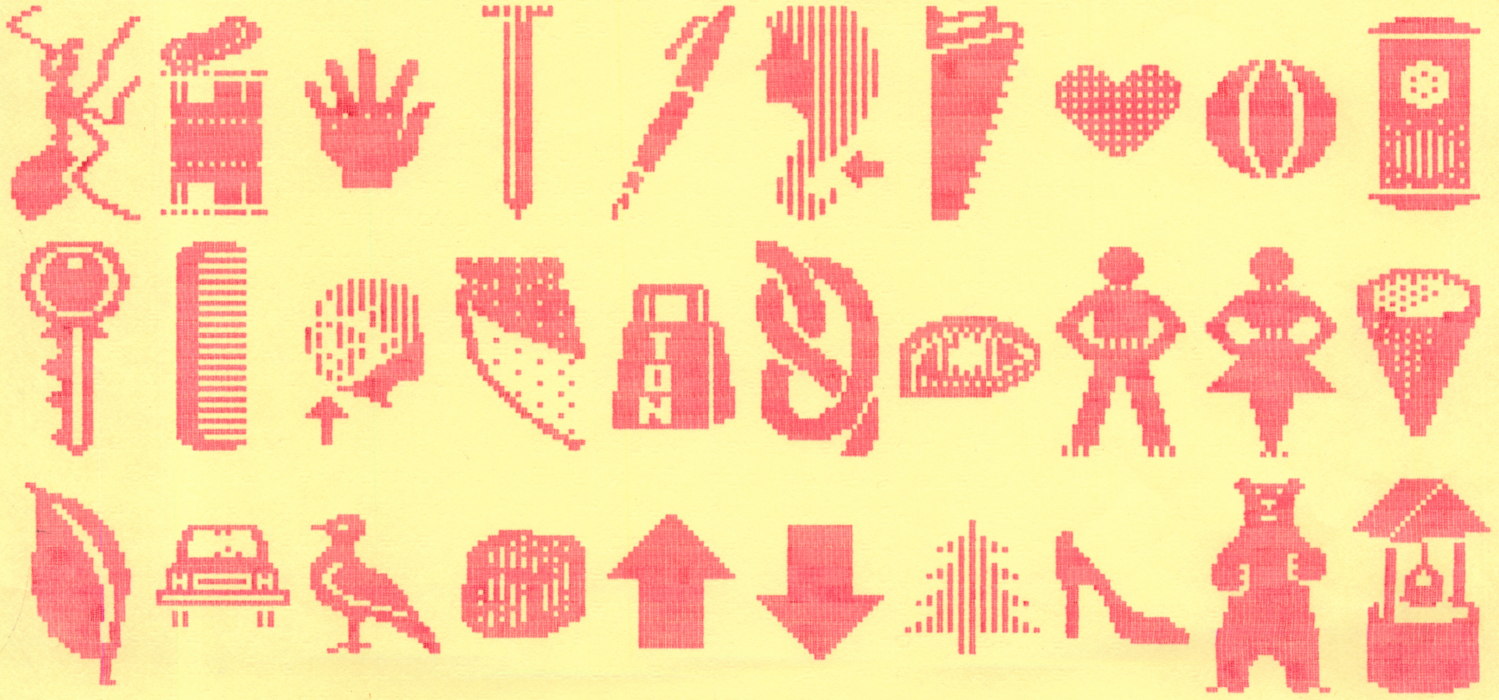## ? If you could be a pen pal with a constellation, which constellation would you choose? Why?

USE THE SPACES BELOW TO WRITE YOUR COMMENTS.
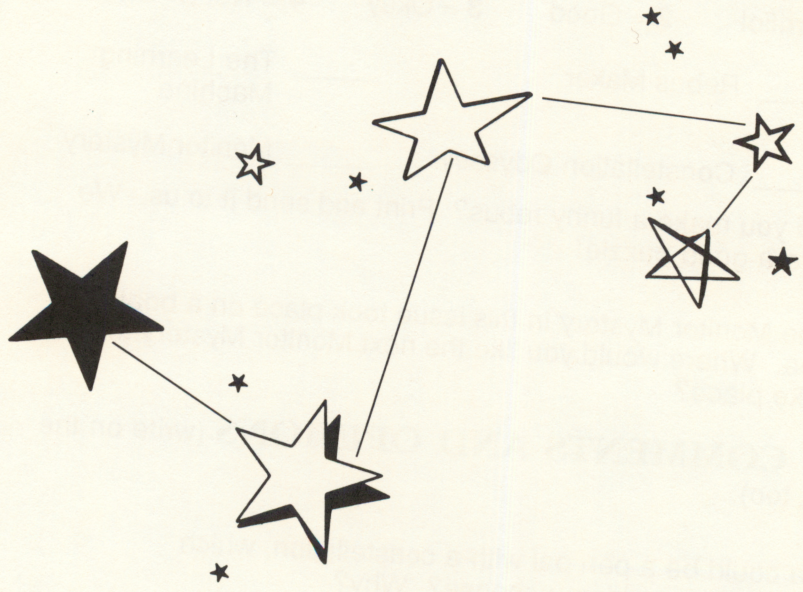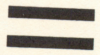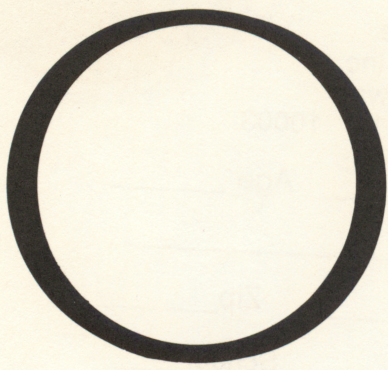
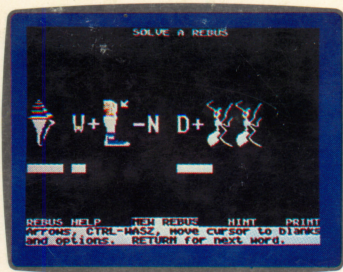# 1234567890ABCDEFGHIJ

KLMNOPQRSTUVWXYZ+-=?
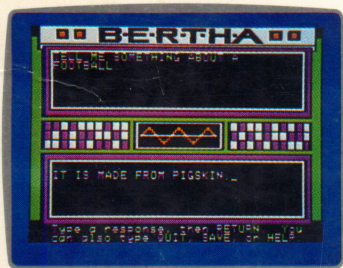
Rebus Maker

Constellation Odyssey

The Learning Machine

Mystery on the High Seas

Microzine® *The Learning Library on a Disk*

In this issue:

Rebus Maker

This feature is the first in *Microzine's* Classroom Publishing series. Use this feature to solve the tricky *Microzine* rebuses. Then choose from 100 graphics to create your own rebuses! Print your rebuses to challenge your friends. You may make copies of "Rebus Maker" to share.

Learning Opportunities: *Writing, problem solving, computer literacy.*

Constellation Odyssey

Something is wrong in Star Town. All of the constellations have fallen from the sky! They have been replaced by very strange constellations, like The Tuna Sandwich and The Barber Pole. Journey through Star Town with your pal, Ursa Minor, and find the lost constellations. Put the sky back in order, and you can create and name a constellation of your very own!

Learning Opportunities: *Reading for detail and comprehension, science, map skills.*

The Learning Machine

The brain in "The Learning Machine" belongs to Binary Electronic Robot to Humanoid Apparatus, also known as B.E.R.T.H.A. She's pretty smart, but YOU are the real genius because B.E.R.T.H.A. only knows what you teach her! Teach her about something you know—animals, books, or any other topic. Then play a guessing game with B.E.R.T.H.A. She learns more about your topic every time you play! Save your games on a data disk, and play over and over.

Learning Opportunities: *Problem solving, language arts, computer literacy.*

Mystery on the High Seas

There's something fishy on board "The Red Herring." Someone stole a fortune in gold coins from Captain Jacques Tooscoe. Who dunnit? Use your magnifying glass to examine every detail of the scene of the crime. Then answer a series of questions to solve this issue's Monitor Mystery: "Mystery on the High Seas."

Learning Opportunities: *Reading for detail and comprehension, visual discrimination.*

TEACHER EDITION
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