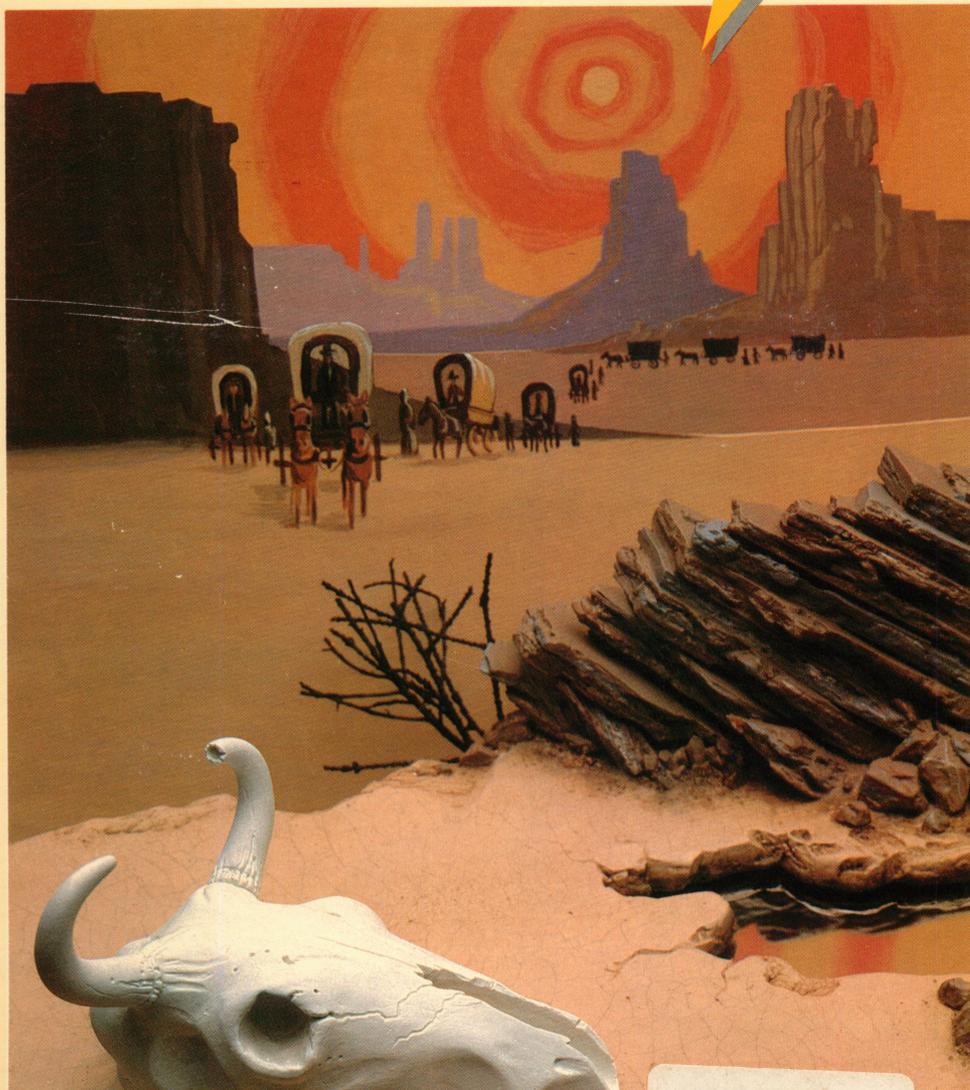


# Microzine<sup>®</sup>



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

**Featuring:**

**Wagons West**

*A pioneer journey across America in 1854*

**Newspaper Maker**

*Create your own newspaper*

**T-Shirt Puzzles**

*A logic and strategy feature*

**Micro-Toon™**

*An electronic comic strip*

**AWARD WINNING**

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

 **Scholastic**

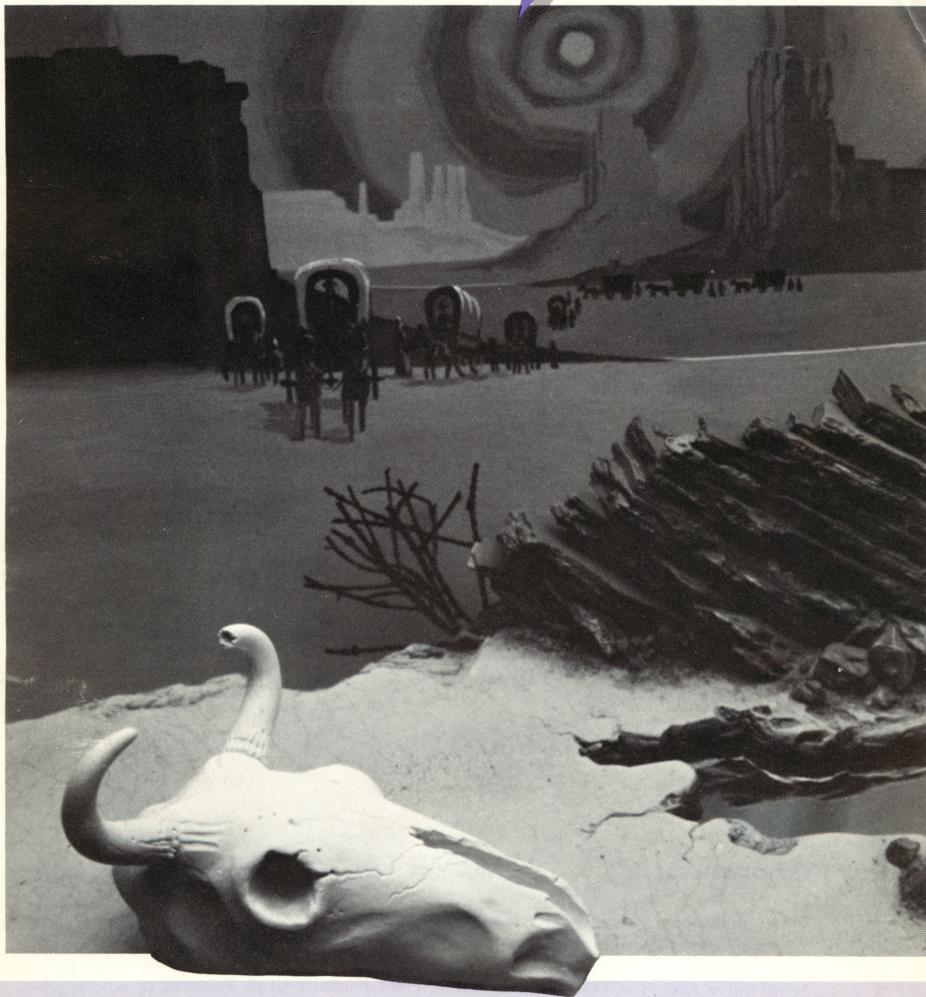
**The Most Trusted Name in Learning™**

**FUN SKILLS SERIES**

**Ages 9 and up**

# Microzine<sup>®</sup>

A Computer Learning Library on a Disk™



**Scholastic**

The Most Trusted Name in Learning

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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 puzzles in "T-Shirt Puzzles" and your newspapers in "Newspaper Maker," you will need a blank disk. (See "Initializing a Data Disk," page 43.)*

### **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 then 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, and 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.

# WAGONS WEST

## A Twistaplot™ Adventure

You're heading west to rejoin your family in California. Or will you choose to go to Oregon instead? Where you finally settle is up to you, as you journey across America in 1854 in a wagon train. You will meet sneaky traders, cross dangerous mountains, and make a new friend in this historic Twistaplot adventure.

### What You'll Find

You will use several maps to help you travel from fort to fort. You will also trade for items you need in trading posts along the way.

### Using the Maps

Follow the trail on the maps to each destination. Use these keys to move your covered wagon:

Apple II Plus

Apple IIe/IIc

**I** to move up

↑ to move up

**M** to move down

↓ to move down

**J** to move left

← to move left

**K** to move right

→ to move right



## **NEWSPAPER MAKER**

---

Read all about it! Now you can publish your own newspaper with "Newspaper Maker." Be the ace reporter who gets the scoop for the classroom newspaper. Edit a weekly newsletter for your Computer Club. Then print your own newspapers—like one for the Kangaroo Appreciation Society, with the slogan "All the 'Roos Fit To Print!"

### ***What You'll Find***

With "Newspaper Maker" you can write newspaper articles and lay them out in a newspaper format. You can print the finished newspaper.

### ***Data Disk***

To use "Newspaper 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 43.)

Follow the instructions to put the data disk in the drive.

### ***Printer***

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

### ***"NEWSPAPER MAKER" MENU***

"Newspaper Maker" has seven functions, or things you can do. They are: Write an Article, Edit an Article, Erase an Article, Lay Out a Newspaper, Edit a Newspaper, Erase a Newspaper, and Print a Newspaper.

## **Write an Article**

Choose this function to write newspaper articles.

*NOTE: You will also use this function to write newspaper headlines. (See "Typing a Headline," page 9.)*

Each line can be up to 36 characters wide. Each article can be up to 100 lines long.

## **Typing a Headline**

Type the headline and then press **RETURN** until you reach the line where you want to start the article.

## **Moving the Cursor**

	Apple II Plus	Apple IIe/IIc
<b>CTRL-K</b>	to move up	↑ to move up
<b>CTRL-J</b>	to move down	↓ to move down
←	to move left	← to move left
→	to move right	→ to move right

## ***Capitalizing Letters***

Apple II Plus

- Press **CTRL-A** and then type a letter to capitalize it.
- Press **CTRL-A** twice to capitalize all letters until **CTRL-A** is pressed again.

Apple IIe/IIc

- Press the **SHIFT** key while typing a letter to capitalize it.
- Press down the **CAPS LOCK** key to capitalize all letters until the key is unlocked.

## ***Correcting Mistakes***

- To delete (erase) a character, move the cursor to the right of that character and press **DELETE**. The character will be deleted.
- To replace a character, use the **DELETE** key to delete the old character, and then type the new one.
- To insert a character, move the cursor to the right of the character or character space where you want to insert a new character, and then type the new character.

## ***New Paragraph***

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

Each time you press **RETURN**, a small arrow will appear. The arrow means you are beginning a new line. This arrow will not appear when your newspaper articles are printed.

## ***Justifying the Text***

If a word is too long to fit on one line, it will appear on the next line. Then the words on the line above will shift so the right margin is even, or "justified," just like the left margin.

```
WRITE AN ARTICLE
DUDLEY THE ROBOT ELECTED STUDENT
COUNCIL PRESIDENT←
←
Dudley the robot was elected
Computer School's Student Council
President with a surprising 99% of
the vote. This is the first time a
robot has been elected to this
office ←
←
Einstein the computer was the only
student to vote against Dudley. It
was reported that Einstein voted for
himself as a "write-in" candidate.←
←
Meanwhile, President Dudley ■

Press ↑ ↓ ← → to move cursor
RETURN(¶) DELETED(erase) ESC(quit)
```

A line will not be justified to the right margin if the cursor is on that line, or there is an arrow indicating a new paragraph.

## ***Saving an Article***

When you finish your article, press **ESC**. The computer will ask, "Do you want to save this article? (Y/N)." Type Y for yes or N for no.

If you type Y, you will type the name of the article, and then press **RETURN**. The name can be up to 12 characters long.

*NOTE: The name you choose for your article will also appear in the newspaper as a heading if the article is continued on another page. (See "Continuing an Article on Another Page," page 21.)*

## **Edit an Article**

Choose this function to edit an article saved on a data disk.

Use the arrow keys to choose the article you want to edit. Edit that article the same way you did in "Write an Article." (See page 9.)

When the article is edited, press **ESC**. The computer will ask, "Do you want to save this article? (Y/N)." Type Y for yes or N for no.

If you type Y, the name of the article will appear.

If you want to save your edited article under the original name, press **RETURN**.

The computer will ask if you're sure you want to replace the original article with the edited article. Type Y if you want to replace it.

*IMPORTANT: If you insert an article in a newspaper, and later edit that article and give it the same name, the article will be deleted from the newspaper and a blank space will take its place. (See "Editing a Newspaper that Has Deleted or Edited Articles," page 25.)*

If you want to change the name of the edited article, use the ← (left arrow) key to move the cursor to the first letter of the original name. Type the new name and then press **RETURN**.

## **Erase an Article**

Choose this function to erase an article saved on a data disk.

*IMPORTANT: If you erase an article that has been inserted in a newspaper, that article will be deleted from the newspaper and a blank space will take its place.*

Select the article you want to erase. The computer will ask, "Are you sure you want to erase this article? (Y/N)." Type Y for yes or N for no.

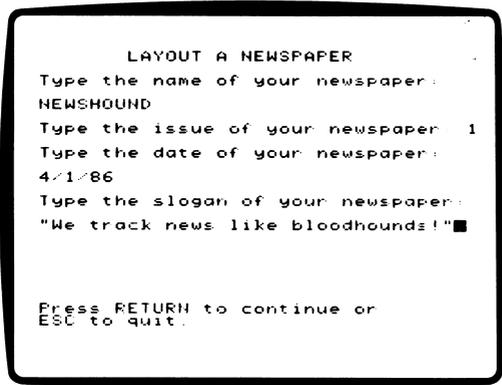


## **Lay Out a Newspaper**

Choose this function to lay out a newspaper.

Follow these steps to begin laying out your newspaper:

- Type the name of your newspaper. It can be up to 12 characters long.
- Type the issue number of your newspaper.
- Type the date of your newspaper. It can be up to 36 characters long.
- Type the slogan of your newspaper. It can be up to 36 characters long.

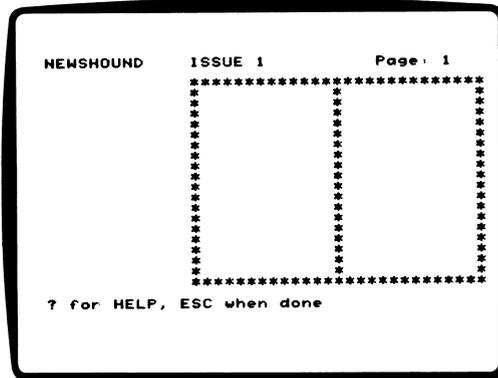


The computer will ask if the information is correct. Type Y for yes or N for no.



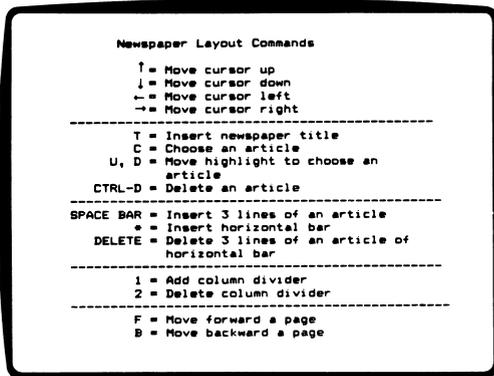
## Layout Screen

The name, issue number, and page number of your newspaper will appear at the top of the layout screen. A blank newspaper will appear on the screen. It is divided into two vertical columns. You may insert articles in either column.



### ? for Help

Type ? to see the list of layout commands.



Press **RETURN** to return to the layout screen.



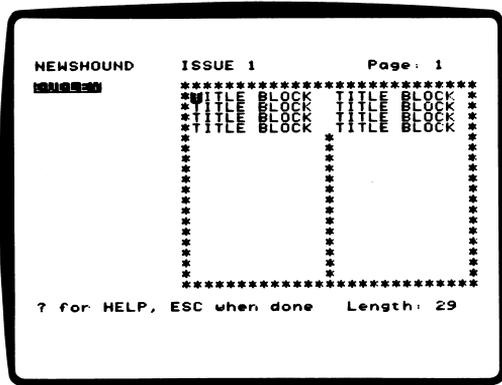
### **Choose an Article**

Type C to choose an article to insert in your newspaper. A list of the articles on your data disk will appear.

Use the arrow keys to choose an article and then press **RETURN**.

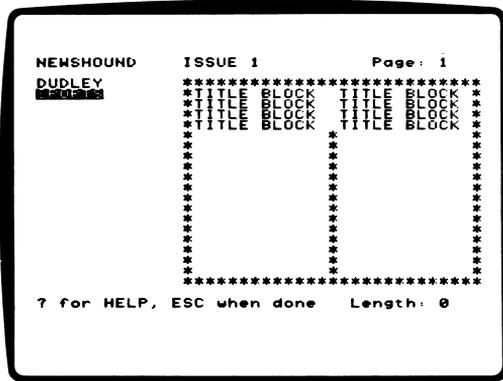
*NOTE: An article can appear only once in any newspaper.*

The layout screen will appear. The name of the article will appear in the Article Column located on the left side of the screen.



The number of lines of the article will appear at the lower right-hand side of the screen. (See "Article Length," page 21.)

Type C to choose another article. You can choose and insert up to 20 articles per newspaper.



### ***Move Highlighter to Choose an Article***

Type U to move the highlighter up the list of articles in the Article Column. Type D to move down the list of articles in the Article Column.

Use the highlighter to choose articles to insert into the Newspaper Format Box.

### ***Delete an Article***

If you change your mind and do not want to include an article in the newspaper, move the highlighter over that article on the Article Column. Press **CTRL-D** to delete the article from both the article list and the blank newspaper.





## ***Insert Horizontal Bar***

Type \* to add a horizontal bar or single row of asterisks (\*).

```
NEWSHOUND      ISSUE 1      Page: 1
*****
*TITLE BLOCK  TITLE BLOCK *
SPORTS        *TITLE BLOCK  TITLE BLOCK *
HOMEWORK      *TITLE BLOCK  TITLE BLOCK *
COMPUTERS     *TITLE BLOCK  TITLE BLOCK *
FILLER        *TITLE BLOCK  TITLE BLOCK *
TITLE TAIL    *****
EDITORIAL     *DUDLEY -1 *
GHOST STORY   *DUDLEY -4 *
*****
*HOMEWORK-1 *
*HOMEWORK-4 *
*HOMEWORK-7 *
*HOMEWORK-10*
*HOMEWORK-13*
*HOMEWORK-16*
*****
*
*
*
*
*****
? for HELP, ESC when done  Length: 23
```

## ***Delete Lines or Horizontal Bar***

To delete three lines of an article or a horizontal bar, move the cursor to the lines or bar, and press the **DELETE** key.



### **Page Forward**

Type F to page forward to the next page of the newspaper.

### **Page Backwards**

Type B to page backward to the previous page of the newspaper.

### **Saving a Newspaper**

When you finish laying out your newspaper, press **ESC**. The computer will ask, "Do you want to save this newspaper? (Y/N)." Type Y for yes or N for no.

If you type Y, the newspaper will be saved under its name and issue number.

If you type N, you will return to the MAIN MENU.



## **Edit a Newspaper**

Choose this function to edit a newspaper saved on a data disk. Use the arrow keys to choose the newspaper you want to edit.

Edit that newspaper the way you did in "Lay Out a Newspaper." (See "Lay Out a Newspaper," page 14.)

*NOTE: The computer will tell you if any articles in that newspaper have been deleted or edited.*

### **Editing a Newspaper that Has Deleted or Edited Articles**

If you edit or delete an article that has been inserted in a newspaper, that article is automatically deleted from the newspaper. A blank space will appear in the article's place.

To edit a newspaper that has deleted or edited articles, choose another article to insert in the blank space. Or you may rearrange the articles still in the newspaper to fill up the blank space.

## ***Erase a Newspaper***

Choose this function to erase a newspaper saved on a data disk.

Use the arrow keys to choose the newspaper you want to erase. The computer will ask, "Are you sure you want to erase this newspaper? (Y/N)." Type Y or N.

## ***Print a Newspaper***

Choose this function to print a newspaper saved on a data disk.

Use the arrow keys to choose the newspaper you want to print.

The computer will tell you if any articles in the newspaper have been edited or deleted. (See "Editing a Newspaper that Has Deleted or Edited Articles," page 25.)

Turn your printer on and align the paper. The computer will ask if you are ready to print. Type Y or N.

You can print one copy of the newspaper at a time.

Press **ESC** if you want to stop the printer before the newspaper is finished.

## **Helpful Hints**

- When you are writing an article, press **RETURN** at the end of your article so the final line is not justified at the right margin.

For example, if you want your newspaper article to end with the words "THE END" on a line by themselves, type THE END, and then press **RETURN**.

If you don't press **RETURN** after typing THE END, the words will justify to the right margin, and the article would print out like this:

```
DETECTIVE-F2
then Oscar promised not to steal
cookies from the cookie jar.
Detective Rayburn said, "The case is
closed."
The                               End
```

- When laying out your newspaper, use the "Article Length" number that appears on the layout screen to plan your layout.

For example, if you only have three lines left on a page and the Article Length number is 21 (meaning there are 21 lines left in the article), you know the article will have to be continued on another page.

## **T-SHIRT PUZZLES**

---

Meet Model Tee, the clever manager of the *Microzine* T-Shirt Factory. Together, you and Model Tee will solve T-shirt puzzles. With Model Tee, you can also design and save your very own T-shirt puzzles to stump your friends.

### **What You'll Find**

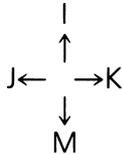
"T-Shirt Puzzles" is a graphics program that tests your powers of logic and observation as you try to match T-shirt puzzles. You and Model Tee will arrange different print designs and print machines to make a computerized assembly line that will produce a T-shirt with a picture on it.

### **Data Disk**

To save your own T-shirt puzzles, 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 43.)

### **Moving Model Tee**

Use these keys to move Model Tee from room to room:



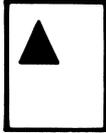
**NOTE:** You can make Model Tee "run" by holding down the **I**, **J**, **K**, or **M** keys on the Apple IIe or IIc, or by holding down any of those keys plus the **REPT** key on the Apple II Plus.

## **Print Designs and Print Machines**

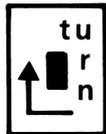
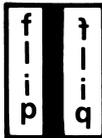
To solve or make T-shirt puzzles, you will place print designs and print machines in the printing press assembly line.

A print design is a T-shirt piece that has a design on it. The print design is used to print a design on a T-shirt.

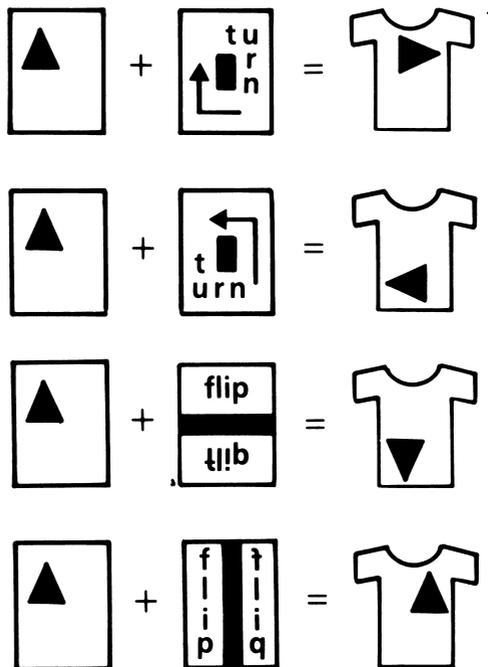
This is one example of a design (the other designs are in the East and West warehouses):



A print machine is a machine that flips or turns a design. These are the four print machines:



Here are examples of how each machine would turn or flip one design:



An assembly line composed of several designs and machines will produce a T-shirt puzzle.

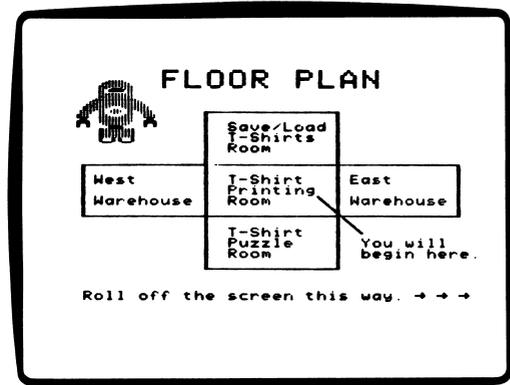
### ***Picking Up and Dropping Designs and Machines***

Use the **I**, **J**, **K**, or **M** keys to move Model Tee's right shoulder next to the piece that you want to pick up. If Model Tee is too close to a piece or is touching the piece, she will not be able to pick it up. Press the **SPACE BAR** to pick up the shape.

Press the **SPACE BAR** again to make Model Tee drop the shape.

## **T-Shirt Factory Floor Plan**

This is the floor plan of the T-Shirt Factory:



- T-Shirt Room: This room contains the T-shirts you will try to match. Have Model Tee pick up the T-shirt you want and bring it to the Printing Room.
- Printing Room: This room contains an empty assembly line, a Match Box, and a Print Box. To match a T-shirt, you will place designs and machines on the assembly line.
- East and West Warehouses: The warehouses contain different designs and machines that you can use in the Printing Room.
- Save/Load Room: Go to this room to save, load, and delete your T-shirt puzzle collections, or to catalog your data disk.

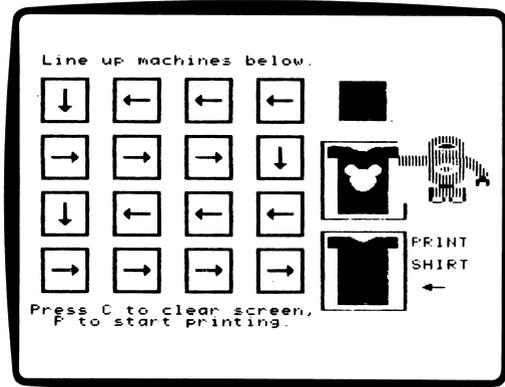
### **T-SHIRT PUZZLES MENU**

"T-Shirt Puzzles" has three functions, or things you can do: Solve T-Shirt Puzzles, Make Your Own T-Shirt Puzzles, and Instructions and Demonstration.

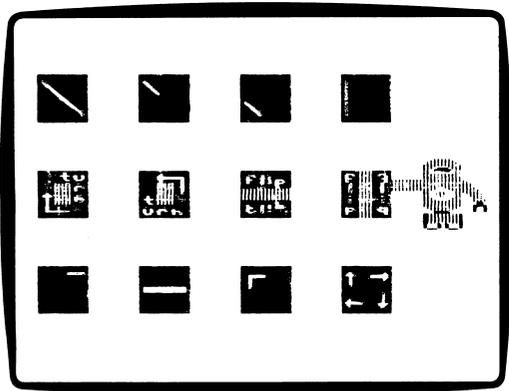
## Solve T-Shirt Puzzles

Choose Solve T-Shirt Puzzles to match a T-shirt that Model Tee has made, or to match a T-shirt puzzle saved on a data disk. (See "Loading a T-Shirt Collection," page 38.)

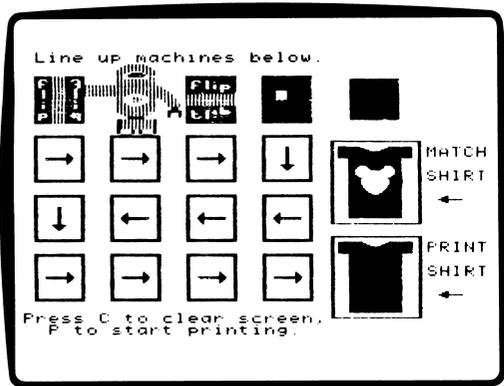
Move Model Tee into the T-Shirt Room and have her pick up the T-shirt puzzle you want to match. Have Model Tee carry the T-shirt back to the Printing Room and drop it in the Match Box.



Move Model Tee into a warehouse to pick up a design or a machine. Carry the piece back into the Printing Room and drop it in one of the small rectangles that makes up the assembly line of the printing press.

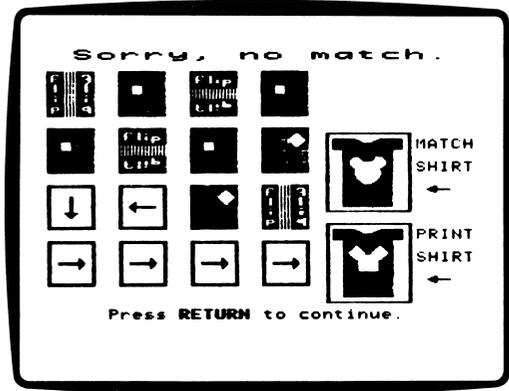


Continue to bring pieces in from the warehouses until you think that together they will print the same T-shirt design you have chosen to match.



### **Printing Press**

Type P to start the printing press. The printing press will assemble a T-shirt by following the printing press arrows from the top of the screen to the bottom. It will print the designs or obey the machine commands in the order that they are arranged.



If you did not match the T-shirt, you can remove, add, or rearrange the designs and machines.

### **Clearing the Printing Press**

Type C to clear away, or erase, the designs and machines in the assembly line.

### **Supply of Designs and Machines**

There is an endless supply of designs and machines in the two warehouses. If you put a design or machine in the printing press and then move Model Tee back into the warehouse from which she picked up the design or machine, you will find another design or machine in its place.

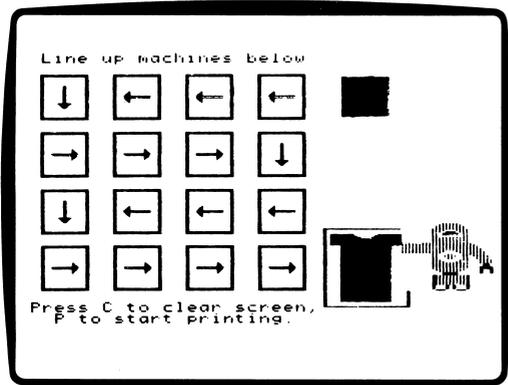
## ***Make Your Own T-Shirt Puzzles***

Choose this function to make your own puzzles.

When you are making your own puzzles, the Printing Factory is different from when you were solving T-shirt puzzles.

Move Model Tee into the T-Shirt Room. You will find eight blank T-shirts instead of Model Tee's designs. Use these blank T-shirts to print your own challenging designs. Have Model Tee bring a blank shirt up to the Printing Room.

There is no Match Box in the Printing Room. There is only an empty Print Box. Have Model Tee drop the blank T-shirt in the Print Box.



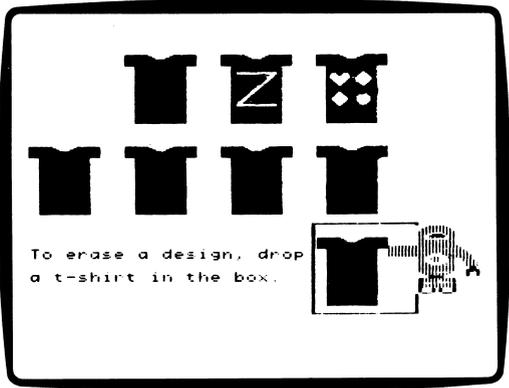
Create your own T-shirt puzzles by placing designs and machines in the assembly line.

Type P to print your design on a T-shirt. The T-shirt will automatically be saved in the T-Shirt Room.

To print another T-shirt, first clear the designs and machines from the printing press and move Model Tee to the T-Shirt Room. Then pick up a blank T-shirt, bring it up to the Printing Room, drop it in the Print Box, and you are ready to create a new T-shirt puzzle.

***Erasing a T-Shirt Puzzle***

To erase a puzzle printed on a T-shirt, have Model Tee pick up the shirt and move into the T-Shirt Room. Drop it into the empty box.



*IMPORTANT: If you haven't saved your T-shirt puzzle, you will lose it if you drop the T-shirt in the Erase Box.*

### ***Saving Your T-Shirt Puzzles***

After you have printed a T-shirt, it will automatically be stored in the T-Shirt Room.

To save a collection of eight or fewer T-shirts, move Model Tee up to the Save/Load Room and type S.

The computer will ask you what you want to name your T-shirt collection. Type the name of your collection and then press **RETURN**. The name can be up to 20 characters long.

If you give the collection a name that you have already given to another collection, the computer will tell you. Choose another name.

*IMPORTANT: If you don't save your T-shirts, they will be lost when you quit "T-Shirt Puzzles."*

### ***Deleting a T-Shirt Collection***

To delete a T-shirt collection, move Model Tee up to the Save/Load Room and type D.

The computer will ask which collection you want to delete.

Type the name of the collection and press **RETURN**.

If the collection is not on your data disk, the computer will say, "Your T-shirts cannot be deleted." Otherwise, your T-shirt collection will be deleted.

### ***Loading a T-Shirt Collection***

To work on a T-shirt collection that you have already saved, move Model Tee up to the Save/Load Room.

Type L. The computer will ask for the name of the T-shirt collection. Type in the name of the collection and press **RETURN**.

If you type in a name that is not on the disk, the computer will say, "Your T-shirts are not on this disk." Make sure you are using the right data disk.

If you can't remember the names of your T-shirt collections, you might want to see a catalog of your disk. (This is called "cataloging.")

### ***Cataloging a Data Disk***

Move Model Tee to the Save/Load Room to catalog your data disk. Type C. The computer will show you the names of every file on your data disk.

All of your T-shirt collections will have "TSHIRT." before the name of the collection.

Do not type "TSHIRT." when you are loading or deleting a T-shirt collection. Type the name of the collection only.

For example, if you save a collection named NEAT SHIRTS, and catalog your disk, you will see: TSHIRT.NEAT SHIRTS. To load that T-shirt collection, type NEAT SHIRTS only.

## ***Instructions and Demonstration***

Choose this function to learn all about “T-Shirt Puzzles” and see a demonstration of how to solve a T-shirt puzzle.

### ***T-Shirt Puzzles Tips***

Here are a few tips to help you solve and create T-shirt puzzles.

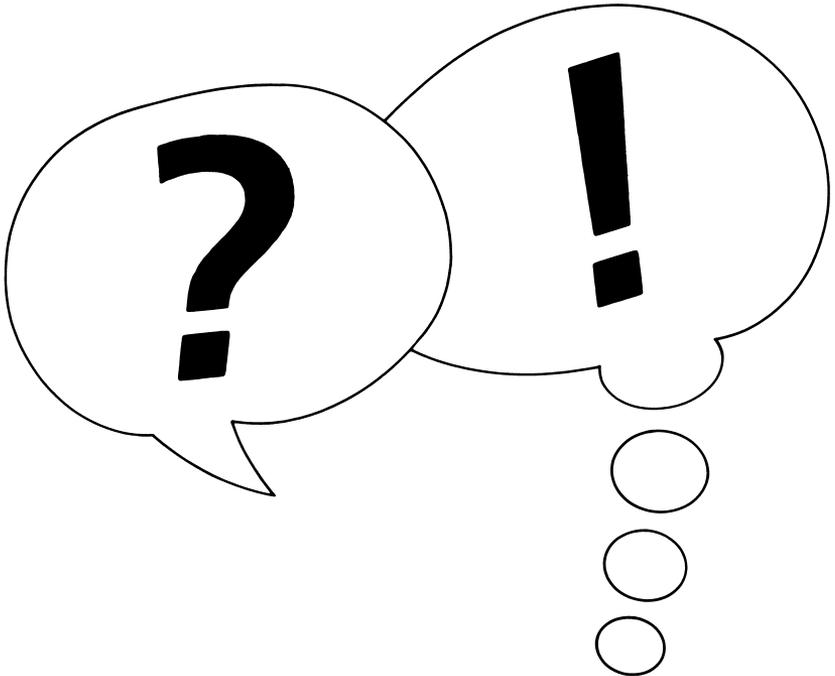
- Choose a T-shirt puzzle to solve. Then make a list of all the designs and machines you think you will need to use.
- When you begin to arrange your assembly line of designs and machines, leave a space in between each piece. This will make it easier to make changes later without having to rearrange your entire puzzle.
- When solving a puzzle, run the printing press each time you insert a new design or machine into the assembly line. This will help you understand exactly what each machine is doing.
- When you are creating your own T-shirt design, try printing it once without a blank T-shirt in the press. Then, if you’ve made a mistake and the puzzle did not print as you had planned, you won’t have to clear and then reload the T-shirt.

## **MICRO-TOON™**

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Last but not least, here is “Micro-Toon,” an electronic comic strip.

Press **RETURN** to change the speech balloons for Red, Dudley the robot, and Einstein the computer.



## **COMPUTER STUFF**

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

### **Changing Number of Disk Drives**

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

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

The advantage of having two drives is that when you need to use a data disk (in “T-Shirt Puzzles” or “Newspaper 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 have a printer, *Microzine* assumes it is connected to slot 1.

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

If you do not know what slot number your printer is connected to, ask somebody who does know, or just press **RETURN**. The computer will then assume the answer is slot 1.

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

## **Initializing a Data Disk**

To save your puzzles in "T-Shirt Puzzles" or your newspapers in "Newspaper Maker," 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 then tells 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 tells 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 "T-Shirt Puzzles," "Newspaper Maker," or for any *Microzine* feature that requires a data disk.

## ***FUN STUFF***

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### ***Wagons West***

#### ***Create a Signal***

Now that you have learned a few Indian hand signals, make up your own hand signals. Perhaps two fingers pointed at your right eye could mean, "Let's watch TV."

Rubbing your stomach and then making a fist could mean, "I want a hamburger for lunch."

#### ***Make History***

Become a historical writer. Start an imaginary journal and chronicle your own western adventures by adding a new entry every day. Pretend your whole class is travelling with you. Write an entry about how your best friend saved you from a poisonous snake. What happened the day you discovered gold in California?

If you have Microzine #8, use "Secret Journal" to write your journal.

## ***Newspaper Maker***

### ***You've Got the Beat***

Publish a classroom or neighborhood newspaper with your friends. Take turns tackling different assignments. One person can start as the news reporter and another can write about sports. The editor of your newspaper can decide how the articles will be placed in the newspaper.

### ***Personal Papers***

Write your own autobiography or diary in newspaper form. One headline might be, "Beth Anne Receives A+ in Math," or "Adam Cleans Room for First Time in Weeks!" Or write a newspaper for a friend or member of your family with articles about their life and accomplishments.

### ***Cub Reporter***

Publish a newspaper about your pet. You might call it the "Parakeet Paper" or "Terrier Times." Or go to a local zoo and write about the day-to-day animal news.

### ***Secret Journalist***

Pretend you are a top-notch journalist. Write about your secret adventures and include clippings of your investigative newspaper articles in the stories. Did you uncover crime rings? Did you solve the mystery of the missing Zazoo Diamond?

### ***Imaginary Editions***

Here are some more ideas for newspapers you can publish:

- The “Colonial Times”: Write an article about the ride of Paul Revere. Write an advice column called “Tea Party Tips.”
- “The Oz Gazette”: Write a story with the headline “Flying House from Kansas Lands on Witch.”
- The “Round Table Tabloid”: Be the sports reporter and report on the jousting champ, Sir Lancelot.

### ***T-Shirt Puzzles***

#### ***Press Your Own***

Organize a group printing press. Assign a specific shape or printing function to everyone in your class. Give pencils to the students who will “print” a design. Then take turns lining up your classmates and passing a sheet of paper down the line. See what kind of designs you can create. See how the pictures change when you mix up the line.

### ***Fashion Action***

Become a fashion designer. After you have created your own designs with “T-Shirt Puzzles,” draw your favorites with magic markers or washable crayons on plain white T-shirts. (But be careful! Felt tip pens won’t wash off.)

Give your “designer shirts” to friends in your class to wear. Organize a fashion show. Have the class vote on their favorite fashions!

### ***T-Shirt Timer***

Once you and your friends have become ace T-shirt puzzle solvers, you’re ready to tackle the puzzles using a clock or wrist watch.

Use a watch to time how long it takes you to solve a puzzle. Can your friend solve the puzzle faster? Can you beat your old score?

## **BULLETIN: MICROZINE #12**

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Here is some important information about "Newspaper Maker":

### **Printing**

When printing your newspaper, the printer will pause between pages. Depending on the type of printer you have, this pause may be as long as 30 seconds.

### **Data Disks**

Make sure that your newspaper layout and all the articles you want to place in your newspaper are saved on the same data disk. You will not be able to save articles on one data disk and the newspaper itself on another data disk.

### **Writing Articles**

"Newspaper Maker" allows you to write articles up to 100 lines long. When you have run out of room writing an article, the computer will beep, and will not allow you to type further or to press **RETURN**.

If this happens before the 100th line of your article, press the up or down arrow key. Then move the cursor back to the end of your article and continue writing.

ISBN:0-590-96663-4

# Microzine®

## QUESTIONNAIRE



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

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Where do you get *Microzine*?: Home \_\_\_\_\_ School \_\_\_\_\_



### **RATE EACH PROGRAM IN THIS ISSUE:**

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

\_\_\_\_\_ Wagons West  
\_\_\_\_\_ Newspaper Maker

\_\_\_\_\_ T-Shirt Puzzles  
\_\_\_\_\_ Micro-Toon™

1. "Wagons West" takes place during the pioneer days. Would you like a Twistaplot adventure set during another period of history, such as the Gold Rush, the Civil War, or the Pilgrims' arrival in Massachusetts?
2. Did you make a newspaper with "Newspaper Maker"? Tell us all about it!
3. Draw a picture of any T-shirt puzzles you made, and we'll try to solve them!

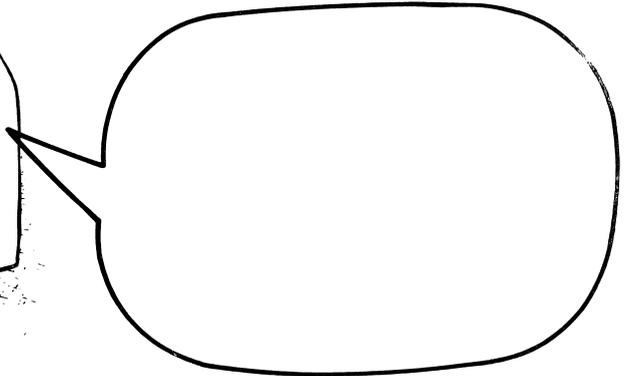
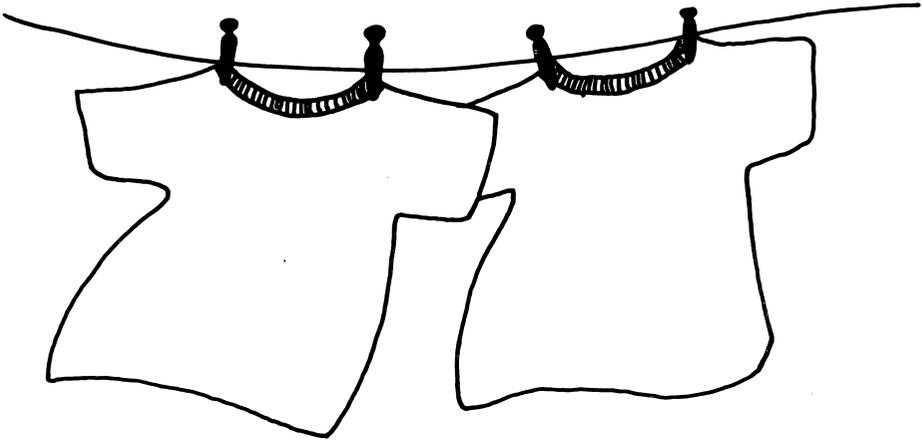
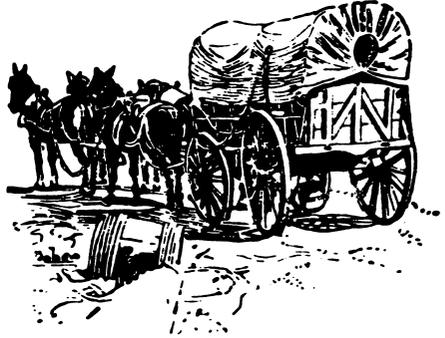
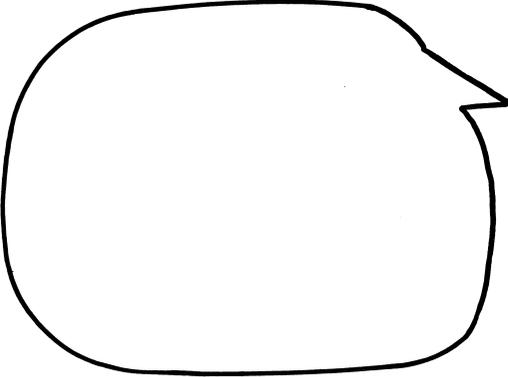


### **MY COMMENTS AND OPINIONS** (write on the back, too):



Did you notice anything special about the light on Model Tee, the robot? Write and let us know!

**USE THE SPACES BELOW TO WRITE YOUR COMMENTS.**





# Microzine® A Computer Learning Library on a Disk™

On this disk:

## Wagons West

Pack your covered wagon and hitch up your mules: You're heading west with a wagon train! Use maps to move across the country from fort to fort. Watch out for sneaky traders along the way. Will you finally settle in Oregon or California? The decision is up to you.

## Newspaper Maker

Extra! Extra! Now you can create your very own newspaper. Write, edit, and save articles. Then design and lay out the articles in a newspaper format. Print your newspaper and add your own illustrations or photographs. Create a newspaper for your class or school, or for a secret club.

## T-Shirt Puzzles

Team up with Model Tee, your robot, to solve challenging logic puzzles. Place the puzzle shapes and machines in the correct sequence to print out the T-shirt's geometric design. Then create and save your own T-shirt puzzles to challenge your friends!

## Micro-Toon™

What is Dudley up to now? More exasperating mischief and mishaps! Laugh along with Red, her computer Einstein, and her favorite robot, Dudley in Micro-Toon™—Microzine's electronic comic strip.

**Learning Opportunities:** Computer literacy, language arts, history, map skills, decision making, strategy and problem solving, math skills, creative writing, art and design.

**Contents:** 1 two-sided disk, 1 handbook, 1 questionnaire  
Designed and developed by Information Technology Design Associates, Inc.

Art Director: Sandi Young Cover Art: Richard McNeel

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### Scholastic Guarantee

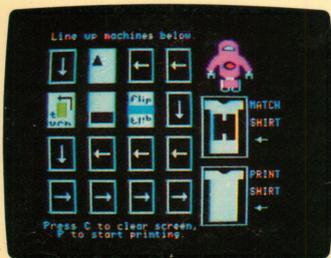
This computer program has been thoroughly tested by **Scholastic** among teachers and children and is designed to challenge, stimulate and entertain your child. It reflects Scholastic's more than 60 years of experience in developing young minds.



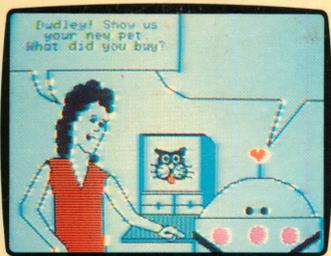
Wagons West



Newspaper Maker



T-Shirt Puzzles



Micro-Toon™

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