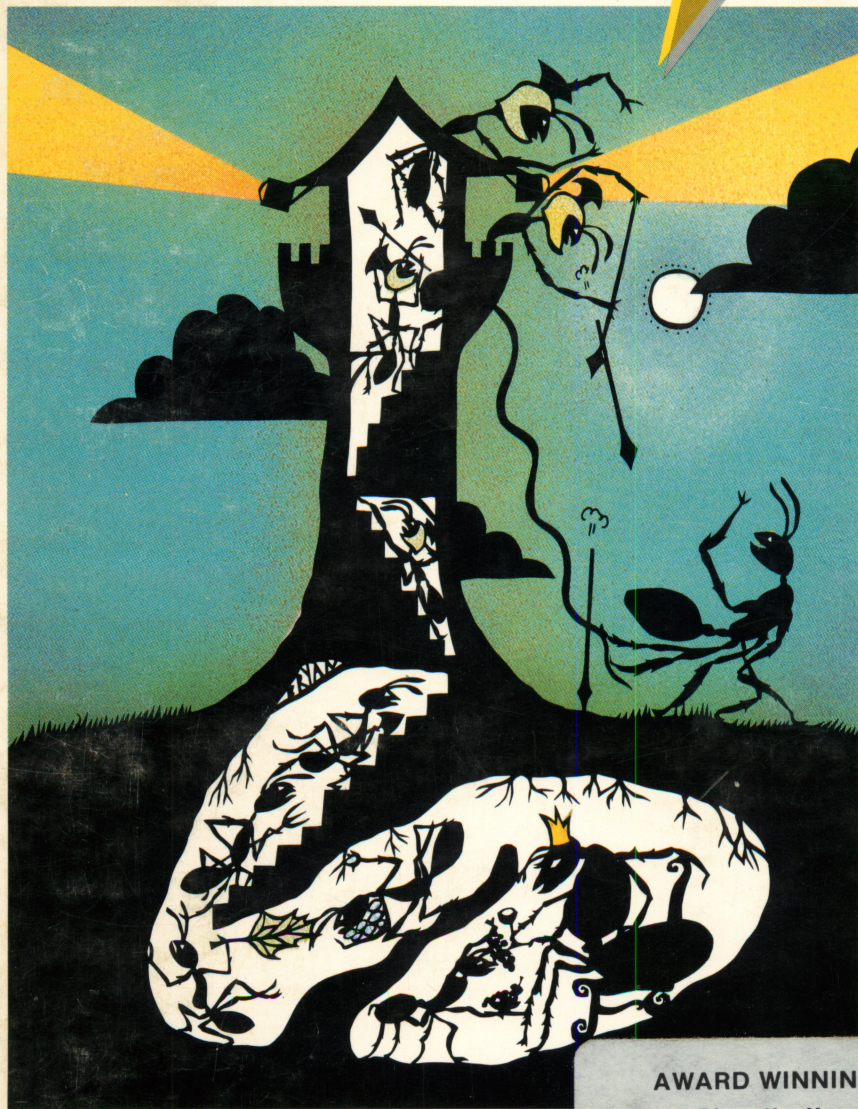


Microzine[®]



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

Featuring:

**Escape from
ANTcatraz**

*A fANTastic
adventure*

Greetings!

*Create and print
your own greet-
ing cards*

Math Mall

*A challenging
math feature*

**Monitor
Mystery**

*Solve a dramatic
mystery*

AWARD WINNING

Apple II Plus, IIe, IIc, or II GS

64K; disk drive; data disk.

Optional: printer

 **Scholastic**
The Most Trusted Name in Learning[®]

FUN SKILLS SERIES

Ages 10 and up

23

Microzine

STUDENT HANDBOOK
AND TEACHER'S GUIDE



Scholastic

The Most Trusted Name in Learning

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and Development**

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GETTING STARTED

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

Equipment You Need

1. Monitor or TV
2. 64K Apple® II Plus, //e, 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. Insert the disk slowly with the label facing up.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

NOTE: Never remove or insert a disk while the disk drive's red light is on.

If *Microzine* does not appear on the screen:

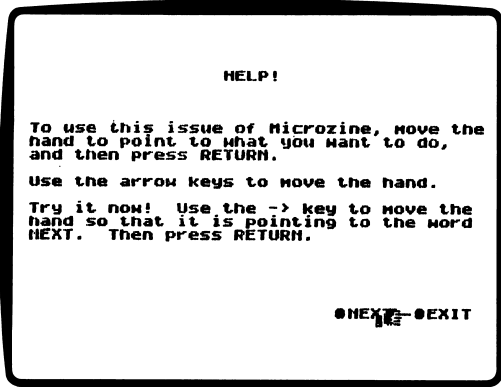
- Turn the computer off. Turn it back on and try again.
- Make sure the disk drive door is closed.
- Check to see that the disk drive is hooked up correctly.

Using the *Microzine* Hand

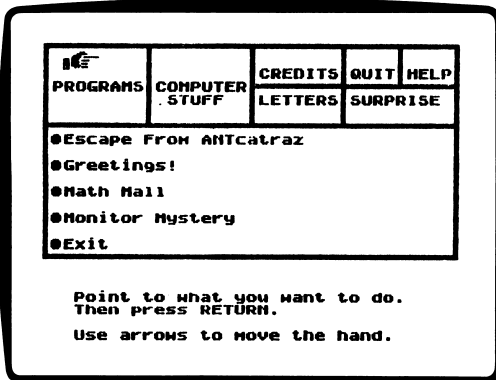
You will use the *Microzine* Hand icon in most of the programs and features in this issue of *Microzine*. Use the arrow keys, or the I,J,K,M keys to move the Hand.

Use the Hand to point to what you want to do, and then press **RETURN**. There are three different ways to point to what you want to do:

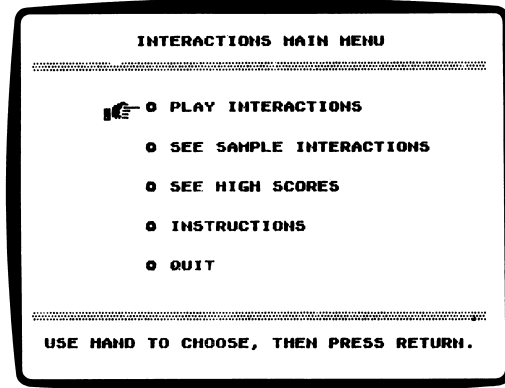
1. Make the Hand touch some part of the word that describes what you want to do. If you wanted to quit, you would make the Hand touch the word "QUIT," or the circle in front of "QUIT," and then press RETURN.



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. The Hand may touch any part of the box. Make the Hand touch the box, and then press RETURN.



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

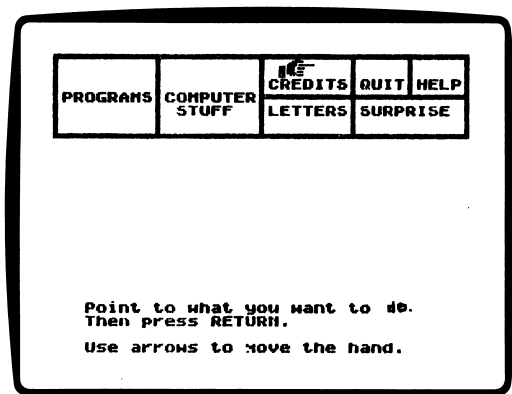


The Table of Contents

The Table of Contents lists the *Microzine* features in a collection of boxes at the top of the screen. Each box is labeled.

Use the Hand icon to point to the box that describes what you want to do. For example, to read the credits, use the Hand to point to the box labeled "Credits," and then press **RETURN**.

A list of items "inside" that box will appear. Use the Hand again to point to what you want to do. For example, if you point to the box labeled "Programs" and press **RETURN**, a list of the programs in this issue of *Microzine* will appear. Use the Hand to point to the program you want to use, and then press **RETURN**. If the program you select is on the other side of the disk, you will be told to turn the disk over.



To choose another box from the Table of Contents, point to the word "Exit" at the bottom of the list, and press **RETURN**. Now you may choose another box from the Table of Contents.

Using *Microzine* Programs

Use the Hand to point to "Programs" on the Table of Contents, and then press **RETURN**, to see a list of the programs in this issue of *Microzine*.

Computer Stuff

Use the Hand to point to "Computer Stuff" on the Table of Contents, and then press **RETURN**, to see a list of the functions in "Computer Stuff." (See "Computer Stuff," page 34.)

Credits

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

Quit

Use the Hand to point to "Quit" on the Table of Contents, and then press **RETURN**, to quit using *Microzine*.

Help

Use the Hand to point to "Help" on the Table of Contents, and then press **RETURN**, to learn how to use the *Microzine* Hand. (Also, see "Using the *Microzine* Hand," page 4.)

Letters

Use the Hand to point to "Letters" on the Table of Contents, and then press **RETURN**, to read letters from the *Microzine* Editor and Programmer, and from *Microzine* readers.

Surprise

?

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 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 //e//IIc//IIGS

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

ESCAPE FROM ANTCTRATZ

A Twistaplot™ Adventure

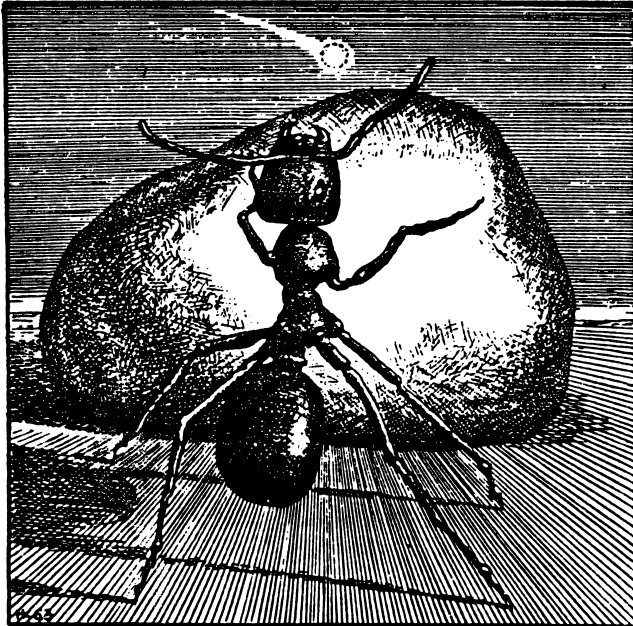
You and your colony of Honey Ants must have raided the wrong picnic! Now you're all captives in the prison/ant farm, ANTcatraz.

What You Will Find

You will discover a way to escape from the tunnels of ANTcatraz. Then it's your job to lead your colony safely back to the nest and the Queen Ant. Remember, without you to feed her, the Queen will starve. And without her to lay eggs, your colony will die out! Hurry, your Queen can only survive 20 days without you!

"Escape From ANTcatraz" Main Menu

"Escape From ANTcatraz" has three functions, or things you may do. They are Part I: Escape from ANTcatraz, Part II: Homeward Bound, and Instructions.



Part I: Escape from ANTcatraz

Choose this function to play the first part of "Escape from ANTcatraz," which takes place inside the prison/ant farm, ANTcatraz.

Part II: Homeward Bound

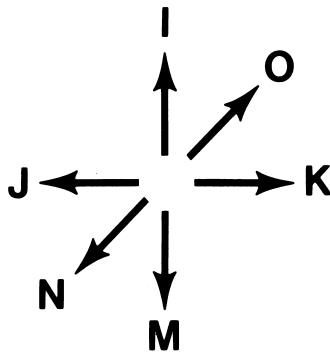
Choose this function to play the second part of "Escape from ANTcatraz," which takes place in the outside world. You must know a special password, which you will learn during Part I, in order to play Part II.

Instructions

Choose this function to learn information that will help you in your adventures in ANTcatraz and the outside world.

Moving In Antcatraz

Use the following keys to crawl through ANTcatraz and the outside world:



Four Versions

There are four different versions of "Escape From ANTcatraz." The characters you meet are the same in each version, but you'll find them in different places in ANTcatraz and the outside world.

Each time you choose "Escape From ANTcatraz" from the *Microzine* Table of Contents, the computer will choose a version of the story for you.

Ending the Game

The story is over when you reach the nest and speak with the Queen Ant.

The game might end sooner for you if you meet unfriendly ants, or run out of time before finding the nest. You can also quit during a game by pressing **ESC**.

The computer will then ask, "Would you like to read this story again? (Y/N)." Type **N** to return to the *Microzine* Table of Contents. Type **Y** to read the story again.

If you type **Y**, the computer will ask, "Would you like a different map of ANTcatraz and the outside world? (Y/N)."

Type **Y** to read the story again with all the characters in different locations.

Type **N** to read the story with all the characters in the same locations.

Helpful Hints

Here are some hints to help you find your nest and the Queen Ant.

- Most ants prefer to make a map of every tunnel, chamber, and path in ANTcatraz and the outside world. Write down the location of all the other ants you meet in case you want to visit them again, or avoid them!
Don't forget to make a new map when you begin reading a different version of the story.
- Keep your ANTennas tuned in to everything the ants you meet have to say. Write down the information they give you. It might help you escape from ANTcatraz, or save your life in the outside world.
- Be wary of strange ants in the outside world. Their ANTics could put you in some pretty dangerous situations.
- The program will ask you to type your name. Try to make your name 15 characters long. You can use your first and last name, your first name and middle initial, or make up a secret code name. It's up to you.

GREETINGS!

Microzine's Desktop Publishing Series

Greetings! And welcome to a feature that will match your words with *Microzine* graphics to let you send best wishes, congratulations, and special thoughts to your family and friends.

What You Will Find

With "Greetings!" you will write, edit and print your own greeting cards. You may use the "Greetings!" graphics with this feature or any other *Microzine* Desktop Publishing program.

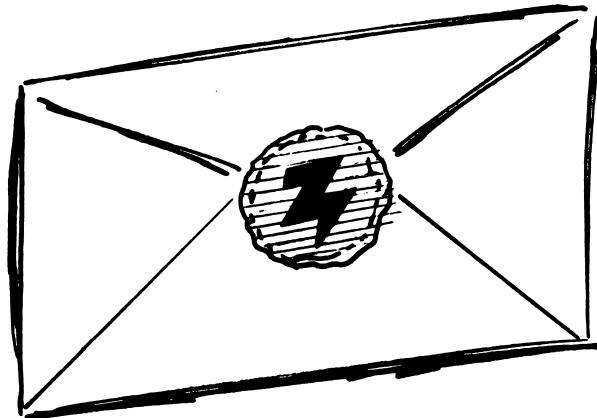
You may make extra copies of the "Greetings!" disk as back-up disks or to share with your friends. Use a DOS 3.3 copy program to make copies of this disk.

Moving the Hand

See "Using the *Microzine* Hand," page 4, to learn how to move the Hand to choose functions on the Work Screen.

Before You Start

Before you create a greeting card you must first tell "Greetings!" some information about your computer setup (see "Options," page 13) and you should print a sample card to make sure the options are set correctly (see "Print a Card," page 13).



Options

You can use "Greetings!" by choosing it from the *Microzine* Table of Contents, or by booting the "Greetings!" disk separately.

"Greetings!" needs to know the following information:

- To which slot is your printer connected?
- Do you want extra line feeds when printing your card?

If you use "Greetings!" by choosing it from the *Microzine* Table of Contents, you must use the "Computer Stuff" feature to tell the computer this information. (See "Computer Stuff," page 34.)

If you boot the "Greetings!" disk separately, "Greetings!" will ask you these questions. When you have answered all the questions, the "Greetings!" Work Screen will appear.

NOTE: If you have an Apple IIe, IIc, or IIGS, make sure the CAPS LOCK key is pressed down when answering these questions.

Print A Card

You will not be able to save your greeting card on a data disk. When you create a greeting card, you must print it or you will lose it. To make sure your greeting card prints correctly the first time, follow these steps:

Print any graphic to see if your printer is printing correctly. Move the Hand to GRAPHIC and press RETURN until the name of the graphic you want to print appears (for example, FLOWERS).

Move the Hand to PRINTER and press RETURN until the name of your printer appears.

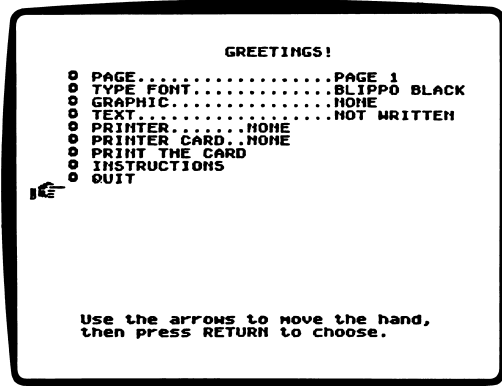
Move the Hand to PRINTER CARD and press RETURN until the name of your printer card appears.

Move the Hand to PRINT and press RETURN.

Look at the graphic you have printed. If there are white line spaces in the graphic, or if the picture prints as a solid black line, you must change the Line Feed option on either the "Greetings!" disk, or in the "Computer Stuff" feature on the *Microzine* disk. See "Line Feed," page 37, for more information.

"Greetings!" Work Screen

"Greetings!" has nine functions, or things you may do. They are Page, Type Font, Graphic, Text, Printer, Printer Card, Print the Card, Instructions, and Quit.

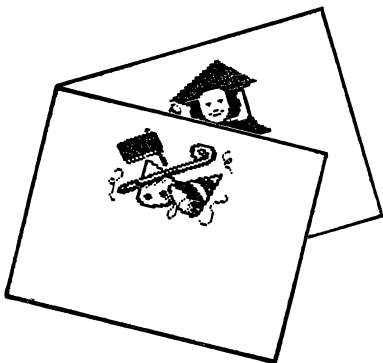


Create a Card

You will create a four-page card that will print out on one piece of printer paper. The card will look like this when you print it:



Your card will look like this when you fold it:



Page

Choose this function to work on a page of your card.

Move the Hand to **PAGE** and then press **RETURN** until the page number you want appears.

Type Font

There are 20 fonts, or type styles, you may choose from on this "Greetings!" disk.

BLIPPO BLACK looks like this: **THIS FONT IS BLIPPO BLACK**

BYTE looks like this: **THIS FONT IS BYTE**

FLOW looks like this: **THIS FONT IS FLOW**

PINOCCHIO looks like this: **THIS FONT IS PINOCCHIO**

SKINNY looks like this: **THIS FONT IS SKINNY**

DATABASE looks like this: **THIS FONT IS DATABASE**

COLOSSAL looks like this: **THIS FONT IS COLOSSAL**

COUNT looks like this: **THIS FONT IS COUNT**

CYRILLIC looks like this: **THIS FONT IS CYRILLIC**

GOTHIC looks like this: **THIS FONT IS GOTHIC**

MIRROR looks like this: THIS FONT IS MIRROR

KASS looks like this: CHIS FONC IS KASS

OUTLINE looks like this: **THIS FONT IS OUTLINE**

PUDGY looks like this: **THIS FONT IS PUDGY**

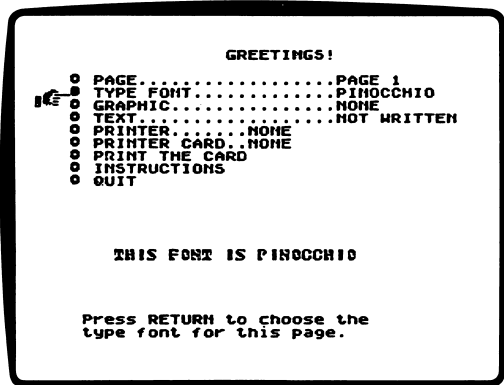
ROMAN looks like this: THIS FONT IS ROMAN

SHADOW looks like this: ~~THIS FONT IS SHADOW~~

SLANT looks like this: *THIS FONT IS SLANT*

UPSIDE DOWN looks like this: IHIS FONL IS NSIDE DOMH

Move the Hand to TYPE FONT and press RETURN. The words "THIS FONT IS," followed by the name of the type font, will appear at the bottom of the screen, in the font you chose. For example, if you choose PINOCCHIO, the words "THIS FONT IS PINOCCHIO" will appear in the type font PINOCCHIO.



Press RETURN until the name of the font you want appears.

You may use only one font for your card.

The program will print text in the last font you chose for your card. For example, if you choose the type font BYTE for pages 2, 3, and 4 for your card, and then choose the type font BLIPPO BLACK for page 1, the program will print the text for all four pages in the BLIPPO BLACK type font.

Graphic

Here are the graphics from which you may choose on this "Greetings!" disk:



XMASTREE



PUMPKIN



CAKE



CUPID



GETWELLSOON



SANTACL AUS



COLUMBUSHIP



GRADUATE



CANDYBOX



PARTYHATS



SNOWFLAKE



CORNUCOPIA



NEWYEAR



EASTERBUNNY



BROKENLEG



ORNAMENT



PILGRIM



BABY



EASTEREGGS



I LOVE YOU



SNOWMAN



FIREWORKS



FLOWERS



CLOVERS



TREES



MENORAH



WITCH



BALLOONS

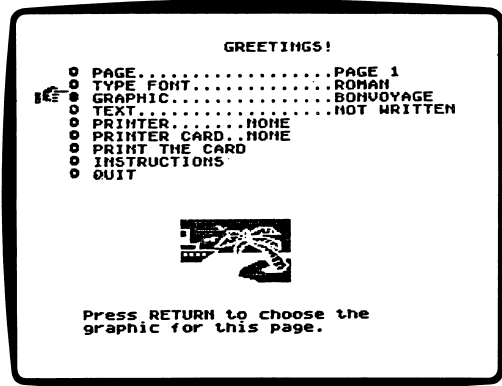


LEPRECHAUN



BONVOYAGE

Move the Hand to GRAPHIC and press RETURN until the name of the graphic you want appears. Each graphic will appear at the bottom of the screen as you scroll through the names.



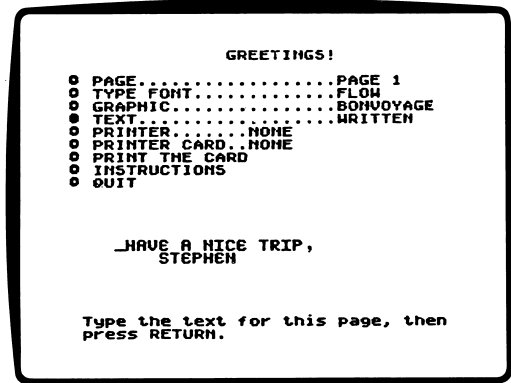
You may have one graphic on each page of your card.

Four other issues of *Microzine* include Desktop Publishing features. You may use the "Greetings!" graphics with any of these features, and you may use the graphics from the other features with "Greetings!" If you have all five of the Desktop Publishing features, you will have 150 graphics from which to choose!

Text

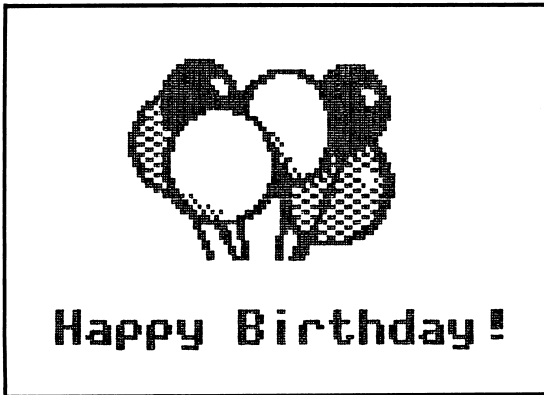
Choose this function to write text (words) on any page of your card.

Move the Hand to TEXT and press RETURN. The computer will say, "Type the text for this page and then press RETURN." Your text may be up to four lines, or 72 characters, long. The text will appear at the bottom of the screen.

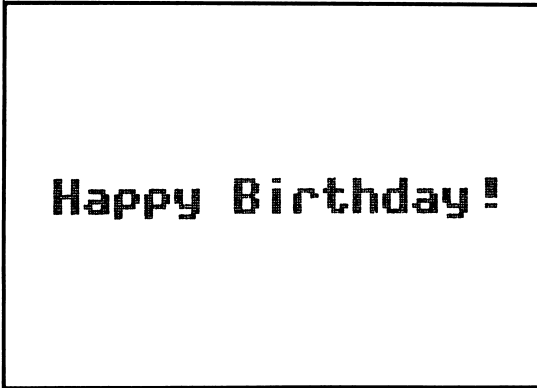


You may have one area of text on each page of your card.

If you have a graphic and text on a page, the graphic will print in the center of the page and the text will be underneath the graphic.



If you only have text on a page, the text will print in the center of the page.



NOTE: You may only use capital letters on an Apple II Plus.

Lay Out Your Card

You may create your card in any order. The sample order below is a clear and simple way to lay out, or arrange, your card.

1. **PRINTER:** Choose the printer to which your computer is hooked up. (See "Printer," page 35.)
2. **PRINTER CARD:** Choose the printer card that is in your computer. (See "Printer Setup," page 35.)
3. **PAGE:** Choose the page number on which you want to work. We suggest you start with page 1.
4. **TYPE FONT:** Choose the type font for your card.
5. **GRAPHIC:** Choose the graphic for the page.
6. **TEXT:** Write the text for the page.
7. **PRINT:** When you have laid out your entire card, choose this function to print your card.

Editing Your Layout

Here are a few hints to help you edit or change your layout:

To delete a graphic from a page:

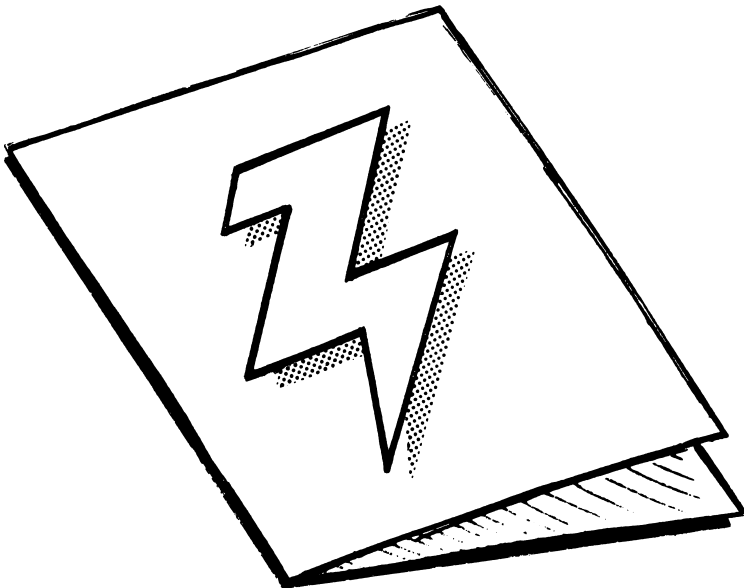
- Move the Hand to **PAGE** and press **RETURN** until the correct page number appears.
- Move the Hand to **GRAPHIC** and press **RETURN** until the word "NONE" appears.

To delete or change text:

- Move the Hand to **PAGE** and press **RETURN** until the correct page number appears.
- Move the Hand to **TEXT** and press **RETURN**. Use the ← (left arrow) key to move the cursor over the character you want to delete or change.

Press the **SPACE BAR** to delete the character.

Type any key to replace the character.



Printer

Choose this function to tell "Greetings!" what type of printer you have.

"Greetings!" is compatible with the following printers:

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

When you first use "Greetings!" the word "NONE" will appear after PRINTER.

Move the Hand to PRINTER and press RETURN until the name of the printer you have appears.

NOTE: Some of the printer names appear in abbreviated form on the screen. They are: APPLE DOT MATRIX DMP (APPLE DOT MATRIX (DMP)), EPSON MX-80 GRAFTRAX (EPSON MX-80 WITH GRAFTRAX), MAN. TALLY SPIRIT-80 (MANNESMANN TALLY SPIRIT-80), OKIDATA MICROLINE82A (OKIDATA MICROLINE 82A), OKIDATA MICROLINE83A (OKIDATA MICROLINE 83A), OKIDATA MICROLINE192 (OKIDATA MICROLINE 192), and OKIDATA MICROLINE193 (OKIDATA MICROLINE 193).

Printer Card

Choose this function to tell "Greetings!" what type of printer card you have.

"Greetings!" is compatible with the following printer cards:

APPLE IIC SERIAL PORT	GRAFSTAR	PRETTY PRINT
APPLE III SERIAL PORT	GRAPHICARD	PRINTER PRO
APPLE CENTRONICS PARALLEL	GRAPPLER	PRINTERFACE
APPLE COMMUNICATIONS	GRAPPLER C	PRINTERMATE
APPLE FIRMWARE	GRAPPLER+	PRINTMAX
APPLE PARALLEL	GRAPPLER SERIAL	QUADRAM-APIC
APPLE SERIAL	K-T PARALLEL	SPIES NICEPRINT
APPLE SUPER SERIAL	MBI VIP	SUPER-MX
APRICORN PARALLEL	MICROBUFFER II	SSM-AIO-II PARALLEL
APRICORN SERIAL	MICROSYSTEMS MSE	SSM-AIO-II SERIAL
CCS 7710A SERIAL	1022 PARALLEL	SSM-APIO
CCS 7720 PARALLEL	MICROTEK RV-611C	SSM-APPIC
CCS 7728 PARALLEL	MICROTEK SV-622C	SSM-ASIO
DISPATCHER	MOUNTAIN PARALLEL	TRANSTAR PICS
DUAL-COMM PLUS	MOUNTAIN SERIAL	TYMAC
DUMPLING 64	MPC AP-80	VERSACARD PARALLEL
DUMPLING GX	MPC AP-GRAPH	VERSACARD SERIAL
EPSON APL	MPC AP-S10	VIDEX PSIO PARALLEL
FINGERPRINT	MPC GRAPHWRITER	VIDEX PSIO SERIAL
FINGERPRINT+ PARALLEL	OMNIGRAPH	VIDEX UNIPRINT
FINGERPRINT+ SERIAL	ORANGE	WIZARD-IP1
FRANKLIN DUAL PORT	PKASO	WIZARD-BPO
	PKASO/U	

When you first use "Greetings!", the word "NONE" will appear after PRINTER CARD.

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

Move the Hand to **PRINTER CARD** and press **RETURN** until the name of your printer card appears.

NOTE: Some of the printer card names appear in abbreviated form on the screen. They are: APPLE IIc SERIAL PRT (APPLE IIc SERIAL PORT), APPLE III SERIAL PRT (APPLE III SERIAL PORT), AP.CENTRONICS PARA. (APPLE CENTRONICS PAR'LEL), FINGERPRINT+ PARA. (FINGERPRINT+ PARALLEL), MIC.SYS MSE 1022 PARA (MICROSYSTEMS MSE1022 PAR'LEL), and SPIES NICE. SUPER-MX (SPIES NICEPRINT SUPER-MX).

Print the Card

Choose this function to print your card.

You must choose **PRINTER** and **PRINTER CARD** before you choose **PRINT**, to tell "Greetings!" what type of printer and printer card you have.

Make sure your printer is turned on and the paper is aligned. Press **RETURN** to print your card.

IMPORTANT: You will not be able to save your laid out card. When you have finished laying out your card, you should print it. If you quit the program before you print your card, you will lose your card.

Instructions

Choose this function to learn more about "Greetings!"

Quit

Choose this function to quit "Greetings!" The computer will ask, "Are you sure you want to quit?" Use the Hand to choose **YES** or **NO**.

MATH MALL

The local Aliens who shop in the *Microzine* Grocery Math Mall have big appetites. Try not to keep them waiting while you fill their shopping carts with Alien delicacies like Tune-in Salad and Bananny Custard.

What You Will Find

The Alien Grocery Math Mall stocks 10 types of food. You'll have to serve each food in the exact amount the Aliens want, by choosing from different-sized units.

How the Game Works

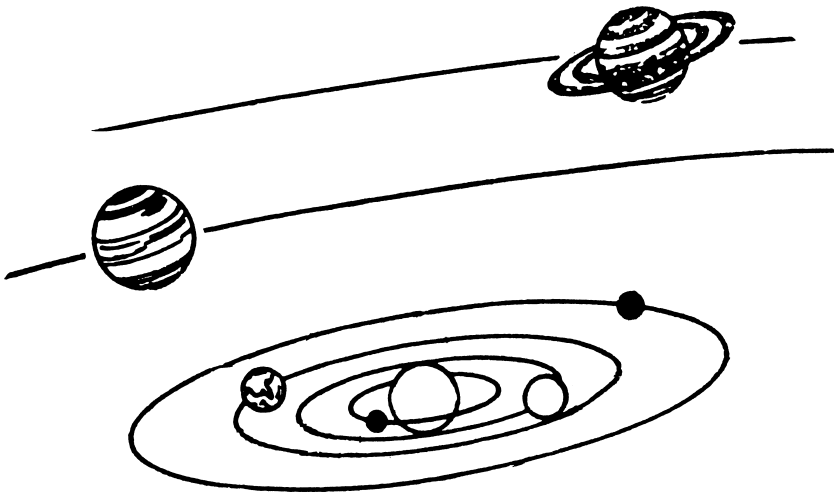
You are in charge of all the sections in the *Microzine* Grocery Math Mall. Since you are the only salesperson, you must serve as many Aliens as you can in each section.

The Math Mall has three floors.



Each shop sells only one food. You will be selling the following foods:

Section Name	Food
Fruits	marsh-melons
Desserts	bananny custard
Juices	orangler juice
Spices	sugoids & spiders
Snacks	tater-totter chips
Salads	tune-in salad
Meat	steak tarzine
Cheese	monster cheese
Soup	chicklet soup
Nuts	pee-wee nuts



Aliens Served

At the top left corner of the screen you will see how many Aliens you have served in the math mall.

Aliens Lost

At the top right corner of the screen you will see how many Aliens have left the mall since the game began.

Moving in the Math Mall

Use the following keys to move around the math mall:

Apple II Plus

I to move up

J or ← to move left

K or → to move right

M to move down

Apple IIe/IIc/IIIGS

↑ to move up

← to move left

→ to move right

↓ to move down

Entering a Section

To enter a section of the Grocery Math Mall, walk to the section door and then press the **SPACE BAR**.

You'll see four units of food for sale. The units all contain different amounts of that food. For example, enter the Fruit section.



All the Marsh-melons in the Fruit section are displayed on different-sized vines. You'll have to make sure the Alien gets the exact number of Marsh-melons it requests.

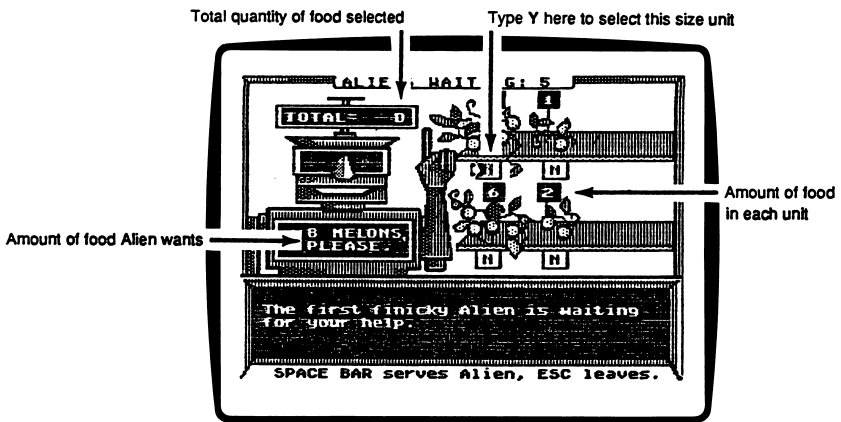
When you enter a section for the first time, you have two options. You can press **S** to start working or you can press **I** to read instructions.

S To Start Working

Press **S** to start working. Fill each customer's order as quickly as you can. See "I to Read Instructions" below, to learn how to fill your customers' orders.

I To Read Instructions

Press **I** to read the instructions.



Filling an Alien's Request

Look at the screen on the Alien's stomach to find the amount of food the Alien wants.

Now look at the amount of food in each unit on the shelf. In the Marsh-melon bin, you see that the fruit comes on vines that have 4, 1, 6, and 2 Marsh-melons.

In front of each unit is a box filled with the letter **N**, for NO. If you want to use this size unit to fill the Alien's order, type **Y**, for YES, and the quantity will be added to the total in the **TOTAL** box. If you don't want to use this size, don't type anything. The letter **N** will remain in the box.

If you change your mind, type **N** in the box where you had typed **Y**, and press **RETURN**. The quantity will be subtracted from the total in the **TOTAL** box.

Use the right and left arrow keys to move the cursor to the unit you want to choose.

When you are sure the amount of food in the units you chose equals the amount of food the Alien requested, press the **SPACE BAR** to give the Alien its food.

If you do not complete the order correctly, you will see the message, "That's not the amount the Alien requested. Review your choices again."

When you complete the order correctly, you will see a message congratulating you. The next Alien's order will appear in the screen on the Alien's stomach.

When you have filled the order of the last Alien waiting in line, you will see a message telling you to go to another section of the Grocery Math Mall. The mall screen will automatically appear.

The Aliens become more demanding as you serve them. After you help five Aliens in line, the Aliens will request greater amounts of food. Two more units of food will appear on the shelf.



In the Marsh-melon bin, for example, you can now fill the Alien's request using vines with 4, 1, 6, 2, 10 and 20 Marsh-melons.

Warning Messages

As you are working, Aliens will be entering and leaving the mall. When this happens, warning messages will flash on the screen and interrupt your sale. For example, when there are 8 Aliens in line in the Salad section, you will see the message, "8 Aliens are getting hungry at the Tune-in Salad station."

You can either go to the section the warning message tells you about, or continue working where you are.

Ending the Game

Aliens will leave the mall when the section in which they are waiting becomes overcrowded. When the tenth customer enters a section, all the Aliens in line will leave.

No matter how fast you work, some sections will eventually become overcrowded and you will lose customers. But don't worry. New Aliens will enter the mall. With so many Aliens to serve there is always someone else who needs your help.

The game is over when 50 Aliens leave the Math Mall.

Game Strategies

Here are some helpful hints for serving the most Aliens possible before the game ends:

- Enter the most crowded sections first.
- If more than one section has eight or more Aliens in line, enter the section nearest you to save time walking in the mall. Every minute counts!
- To fill the Alien's request for food, begin by selecting the largest unit. Then check to see if the difference between the Alien's request and the largest unit is equal to one or more of the remaining units.

For example, in the Marsh-melon bin, the units have 4, 1, 6, and 2 Marsh-melons. If the Alien requests 9 melons, first select the unit with 6 melons. The largest unit, 6, plus the units of 2 and 1 equal the Alien's request of 9 Marsh-melons.

MONITOR MYSTERY

"The Case of the Foul Play"

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 baffling "Monitor Mystery"?

What You Will Find

You will read a story, look at a picture, and then answer questions to solve "The Case of the Foul Play."

"Monitor Mystery" Main Menu

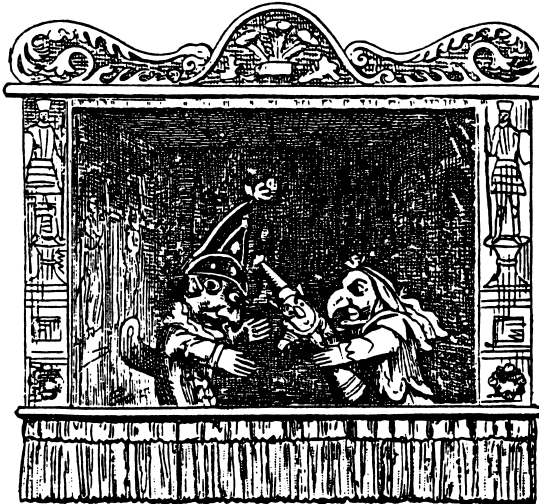
"Monitor Mystery" has two functions, or things you may do. They are Instructions, and The Case of the Foul Play.

Instructions

Choose this function to learn how to solve "The Case of the Foul Play."

The Case of the Foul Play

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



The Story

Read the Story to learn the facts you will need to solve the mystery.

Type **P** to see the Picture. Type **Q** to answer the Questions.

The Picture

Study the Picture and search for clues.

Type **S** to read the Story. Type **Q** to answer the Questions. Clues will appear at the bottom of the screen.

C for Clues

Type **C** to search for clues in the picture. A magnifying glass will appear. Move the magnifying glass over each object in the picture, and then press **RETURN**.

Use these keys to move the magnifying glass.

Apple II Plus

I to move up
J or ← to move left
K or → to move right
M to move down

Apple IIe/IIc/IIIGS

I or ↑ to move up
J or ← to move left
K or → to move right
M or ↓ to move down

The Questions

Answer the questions to solve "The Case of the Foul Play." Your Sherlock 221B computer will tell you if your deductions are correct.

If one or more of your deductions is incorrect, 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 the final question again. Type **Y** for Yes or **N** for No.

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

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 tells you 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

Welcome to "Computer Stuff!"

Moving the Hand

See "Using the *Microzine* Hand," page 4, to learn how to move the Hand to choose functions and options.

Use the Hand to choose "Computer Stuff" from the *Microzine* Table of Contents, and then press **RETURN**. The list of "Computer Stuff" functions will appear.

What You Will Find

"Computer Stuff" has three functions, or things you may do. They are Options, Initialize Disk, and Exit.

Options

Use the Hand to choose "Options," and then press **RETURN**. The "Options" screen will appear.

Use the Hand to choose the correct options for your computer setup.

Disk Drives

Microzine assumes you have one disk drive. If you have two disk drives, use the Hand to point to "Disk Drives," and then press **RETURN**. The "1" will change to a "2."

The advantage of having two drives is that when you need to use a data disk, you will be able to put it in the second drive. You will not have to take the *Microzine* disk out of its drive.

You don't have to change the number of drives each time you use *Microzine* — it remembers.

Printer

Microzine assumes you have a printer. If you do not have a printer, use the Hand to point to "Printer," and then press **RETURN**. The "YES" will change to "NO."

You don't have to tell *Microzine* that you have a printer each time you use *Microzine*. It remembers.

Printer Setup

If you have a printer, *Microzine* assumes you also have a serial interface card. If you have a different interface card, use the Hand to point to "Printer Setup," and press **RETURN**.

Each time you press **RETURN**, a different interface card will appear. Press **RETURN** until the interface card in your computer appears.

The interface cards are:

Standard parallel interface card: This card is usually used with printers like the Epson printer.

Serial card: This card is usually used with the Imagerwriter or Scribe printer. (If you have an Apple IIc, choose the "Serial card" option. In the IIc, the printer card is built-in.)

Pkaso card TM: Choose this card if you have a Pkaso card in your computer.

Grappler + TM: Choose this card if you have a Grappler + card in your computer.

Silentype card TM: Choose this card if you have a Silentype card in your computer. (Silentype cards are usually used with a Silentype printer.)

If you do not know which interface card you have, ask someone who does know, or do not choose the "Printer Setup" option. *Microzine* will then assume your computer has a serial interface card.

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

NOTE: To print your "Greetings!" cards, use your "Greetings!" Desktop Publishing disk. This disk offers a wider variety of printers and printer cards. (See "Print the Card," page 24.)

Printer Slot

Your printer must be connected to slot 1 to print material from this issue of *Microzine*.

Sound

Microzine assumes you want to hear the sound effects in each program. If you do not want to hear the sound effects, use the Hand to point to "Sound," and then press RETURN. The "YES" will change to "NO."

You don't have to turn the sound effects off each time you use *Microzine* — it remembers.

Line Feed

Microzine assumes you have a printer, so you need the line feed option turned on. If you do not want this option turned on, use the Hand to point to "Line Feed," and press **RETURN**. The "YES" will change to "NO."

"Line Feed" 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 graphic or text. If the graphic or text appears as one solid black line, you must have the line feed option turned on ("YES").

If the graphic or text appears with white line spaces between lines of the graphic or text, you must turn the line feed option off ("NO").

You don't have to turn the line feed option off each time you use *Microzine* — it remembers.

Exit

Use the Hand to point to "EXIT," and then press **RETURN**, to go back to the list of "Computer Stuff" functions.

Initialize Disk

A data disk is a blank disk (or a disk 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 computer may only be used on Apple computers.

To initialize a data disk, use the Hand to choose "Initialize Disk" and press **RETURN**.

The program will ask you for a blank disk, or a disk you don't mind erasing. The Hand will be pointing to "NEXT." Press **RETURN**.

The program will tell you to put the disk into drive 1. The program will then tell you the disk will be erased. It will ask, "Do you want to go ahead?" Use the Hand to point to "YES" or "NO," and press **RETURN**.

The program will initialize the disk. You now have a data disk. You may use it for any *Microzine* feature that requires a data disk.

Exit

Choose this function to clear the "Computer Stuff" list of functions from the *Microzine* Table of Contents.

TEACHER'S GUIDE



MICROZINE SCOPE AND SEQUENCE CHART

CURRICULUM AREAS/SKILLS	ANTcatraz	Greetings!	Math Mail	Monitor Mystery
Reading	•			•
Writing		•		
Math			•	
Science	•			
Social Studies				
Fine Arts		•		
Maps/Graphs/Charts	•			
COMPUTER LITERACY				
Computer Applications				
Utilities		•		
Simulations			•	
Branching Stories	•			•
Games	•	•	•	•
Why People Use Computers				
Data Storage/Retrieval				
Computation/Estimation			•	
Text Editing		•		
Programming				
Entertainment	•	•	•	•



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12 11 10 9 8 7 6 5 4 3 2 1 8 7 8 9/8 0/1

ESCAPE FROM ANTCATRAZ

A Twistaplot™ Adventure

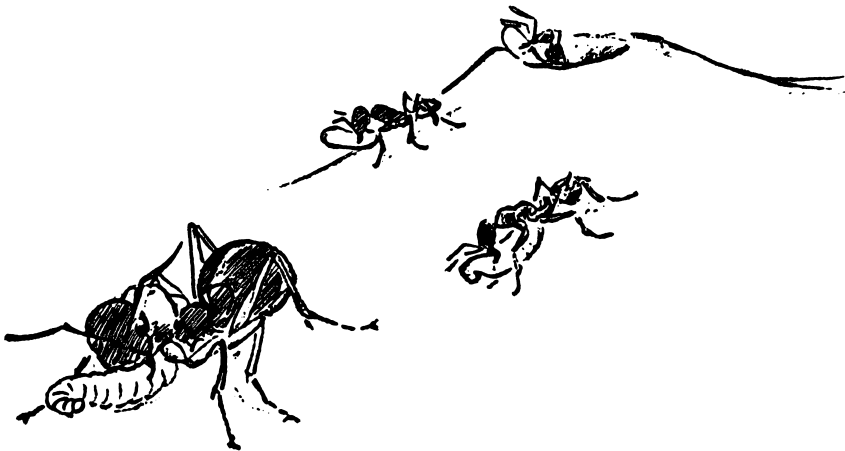
DIFFICULTY LEVEL: Challenging, Average, Easy

VOCABULARY PREVIEW: colony, sentinel, motto, species, witticism, trivia, mandible, antenna, crop, gaster, larvae, pupae, elaborate, imposter, hostile, civilized, territory

School Activities

MAP SKILLS: Have your students make maps of ANTCatraz and the outside world. Have them label each of the chambers they visit in ANTCatraz with the type of insect found there. Then have them mark the site of the sign post, the Honey Ant nest, and the locations of the four hostile ant groups on the outside-world map.

NOTE: There are four versions of ANTCatraz. In each version, the pathways are the same, but the insects are in different locations.



Home Activities

In one of the story versions, the Nurse Honey Ants mention that there are 10,000 different species of ants. Ask students to create a list of the different types of ants in the story. Be sure to point out that all of the ants found in ANTcatraz (Replete, Nurse, Builder, Soldier, Sentinel) are different members of the same species—Honey Ant.

Suggest students consult an encyclopedia or other reference book, and compile a list of 20 other species of ants. Have them note the names of the members of each species (i.e., Worker, Builder, Replete, etc.).

Hints for escaping from ANTcatraz:

Honey Ant Motto = We Stick Together

Password = Version A: Mandible

Version B: Antenna

Version C: Gaster

Version D: Crop

Joke Punchlines = Version A: ANThropologist

Version B: ANTcestors

Version C: ANTelope

Version D: ANTique

Trivia Answers = Version A: 10,000

Version B: Workers

Version C: ANTarctica

Version D: Bees

What the Repletes Want = A Joke Punchline

What the Nurses Want = Honeydew

What the Soldiers Want = Pure Honey

What the Builders Want = A Trivia Answer

The password to bypass ANTcatraz and begin the story in the outside world is ANTS ALIVE!

Hints for finding the Honey Ant nest: Follow the directions to the desert. Don't talk to the Slave-Makers, Harvesters, or Weavers. Avoid the woods, where the Army Ants are found.

What the Sentinel Wants = Honey Ant Motto

What the Queen Ant Wants = Royal Honey

GREETINGS!

DIFFICULTY LEVEL: Challenging, Average, Easy

VOCABULARY PREVIEW: type font, graphic, assemble, compose

School Activities

LANGUAGE ARTS: Have students experiment with different writing styles by composing jingles, simple rhymes, limericks, and haiku verses for their greeting cards.

ART & DESIGN: Encourage students to experiment with the different type fonts and the 30 separate graphics available on the "Greetings!" program disk. Students may also use the graphics from any of the other programs in *Microzine's* Desktop Publishing series while designing their greeting cards and invitations.

HOLIDAY ACTIVITIES: Have students create a list of special days when people usually give and receive greeting cards. Students may also use "Greetings!" to design and print invitations to special events. By using the "Calendar!" program (*Microzine* #19), students can keep track of classmates' birthdays, holidays, school plays, sports events, field trips, and class parties.

Home Activities

Have students create a greeting card to congratulate a friend or family member on a recent accomplishment, such as a school graduation or award.

MATH MALL

DIFFICULTY LEVEL: Challenging, Average, Easy

VOCABULARY PREVIEW: finicky, patience, stellar, quantity, section, unit, appetite, alert.

School Activities

MATH: Have students practice mental addition and subtraction with the following class activity: Distribute six blank index cards to each student in the class. Ask students to write one of the numbers 1, 2, 4, 8, 16, 32 on each of the cards. The size of the class will determine the number reached when all the cards are added together. Ask students to name a number equal to or less than this number, write it on the chalkboard, and have the class hold up the cards that add up to the number.

PROBLEM SOLVING: Explain to students that it's important that they don't always try to calculate their final answers before responding to each problem. Encourage students to make reasonable guesses, especially with the Level II problems. Have them write their guesses on paper if it helps them work through the problem, and then use their answers to enter Y or N on the computer.

Point out the "Total=" box above the alien's head. Encourage students to use this box to determine if they have correctly filled the alien's order. After pressing Y under one of the shop units and using the arrow key to move to the next unit, the number will tally in the total box. Students can experiment with the quantities using the total box, adding or subtracting amounts until the quantity matches the alien's order.

Home Activities

Have students plan a party menu for their friends. Tell them to think about the types of wacky foods with silly names they might serve.

MONITOR MYSTERY

DIFFICULTY LEVEL: Challenging, Average, Easy

VOCABULARY PREVIEW: understudy, dress rehearsal, sabotaged, sarcastically, boasting, theme, deduction, lead role, moral support, cacti, caper, jealous, behavior

School Activities

READING: Ask students to note important details as they read the story and examine the picture for clues. Have students write down the clues they think are relevant to solving the mystery, and other clues they think lead them to believe another suspect is guilty. Students can use the "Monitor Mystery" activity page in this guide to help determine who sabotaged the show.

GROUP WORK: Work through the questions in the mystery in small groups, discussing each question and reaching a group consensus on the answer.

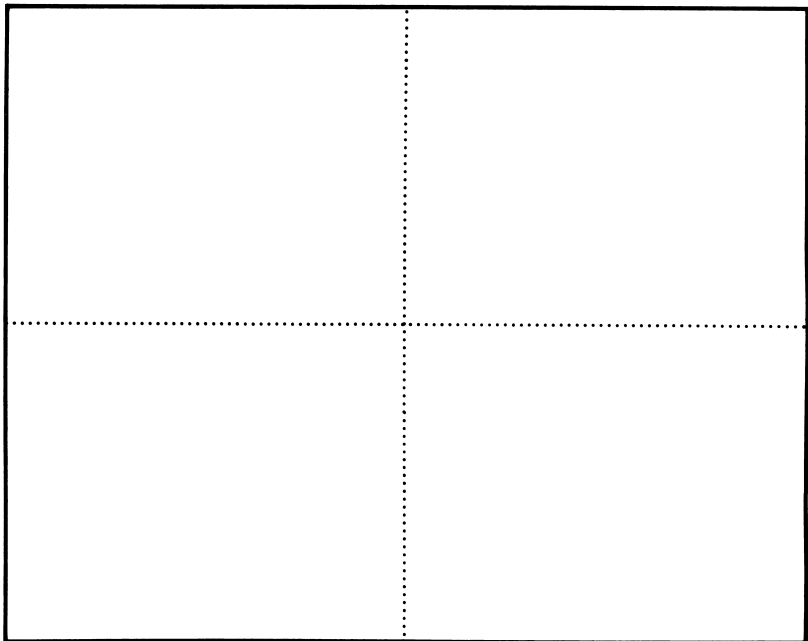
Home Activities

Have students write their own short mystery stories to stump their families and friends. Ask students to write a mystery that could happen at home and includes the names of family members or friends.

"Greetings!" Activity Page

DESIGN YOUR OWN GREETING CARD

With "Greetings!" you will design a 4-page greeting card that prints on a single piece of paper. When the page is finished printing, you'll need to fold the page in half twice—across the width first, then lengthwise. Practice designing this type of folded shape by using the Card Planner below. The Card Planner is divided into four quadrants—the first quadrant represents the front page of the greeting card, the second and third quadrants are the inside pages of the card, and the fourth quadrant represents the back cover.



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"Monitor Mystery" Activity Page

THE PROCESS OF ELIMINATION: WHO DONE IT?

Each character in the mystery seems to have a reason for sabotaging the show. Use the chart below to list the motive (reason for committing the crime) for each suspect. Then, by paying close attention to the details in the story and the clues in the picture, you can eliminate the suspects one by one until you've found the culprit.

Sandy: _____

Rosie _____

Carmine: _____

Ed: _____

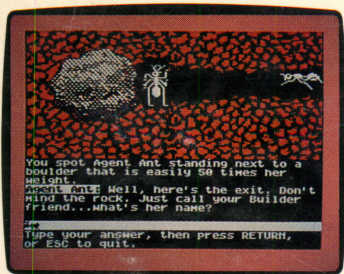
Other: _____

ISBN: 0-590-98510-8

On this disk:

Escape from ANTcatraz

You and your fellow Honey Ants are imprisoned in ANTcatraz: the notorious prison ant farm. Crawl through the ant farm, talk to the other ants, and escape from ANTcatraz. Then find your way to your nest, avoiding army ants and other dangerous creatures. All of the decisions, and risks, are yours in this interactive adventure.



Escape from ANTcatraz

Greetings!

This feature is another in *Microzine's* DeskTop Publishing series. Write a personal greeting or message, choose from among 30 different graphics, then design and print your card. "Greetings!" is on a separate disk that you may copy and share.



Greetings!

Math Mall

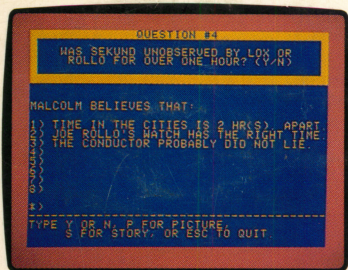
Aliens go grocery shopping, too, and you will help them buy tune-in salad, steak tarzine and other out-of-this-world foods. Use your math skills to choose the least number of packages needed to fill each customer's order. The more your math skills improve, the more they will be tested!



Math Mall

Monitor Mystery

Who sabotaged the school play? Use your magnifying glass to examine every detail. Then answer a series of questions to determine if you know the solution to "The Case of the Foul Play."



Monitor Mystery

Learning Opportunities: Reading for detail and comprehension, map skills, creative writing, math skills, deductive reasoning, art & design, computer literacy.

Art Director: Linda Gottfried Cover Art: Diana Bryan

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Scholastic has thoroughly tested these programs among teachers and children and they are designed to challenge, stimulate and entertain your child. They reflect Scholastic's more than 65 years of experience in developing young minds.

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