# Microzine®

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

**Featuring:**

## The Wizard of Darkling Wood
A magical adventure

## Congratulations!
Design and print awards, certificates, and more

## Math Mall
A challenging math feature

## Picture This
Diagnose what's wrong in the doctor's office

**AWARD WINNING**

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

*FUN SKILLS SERIES: Ages 9 and up*
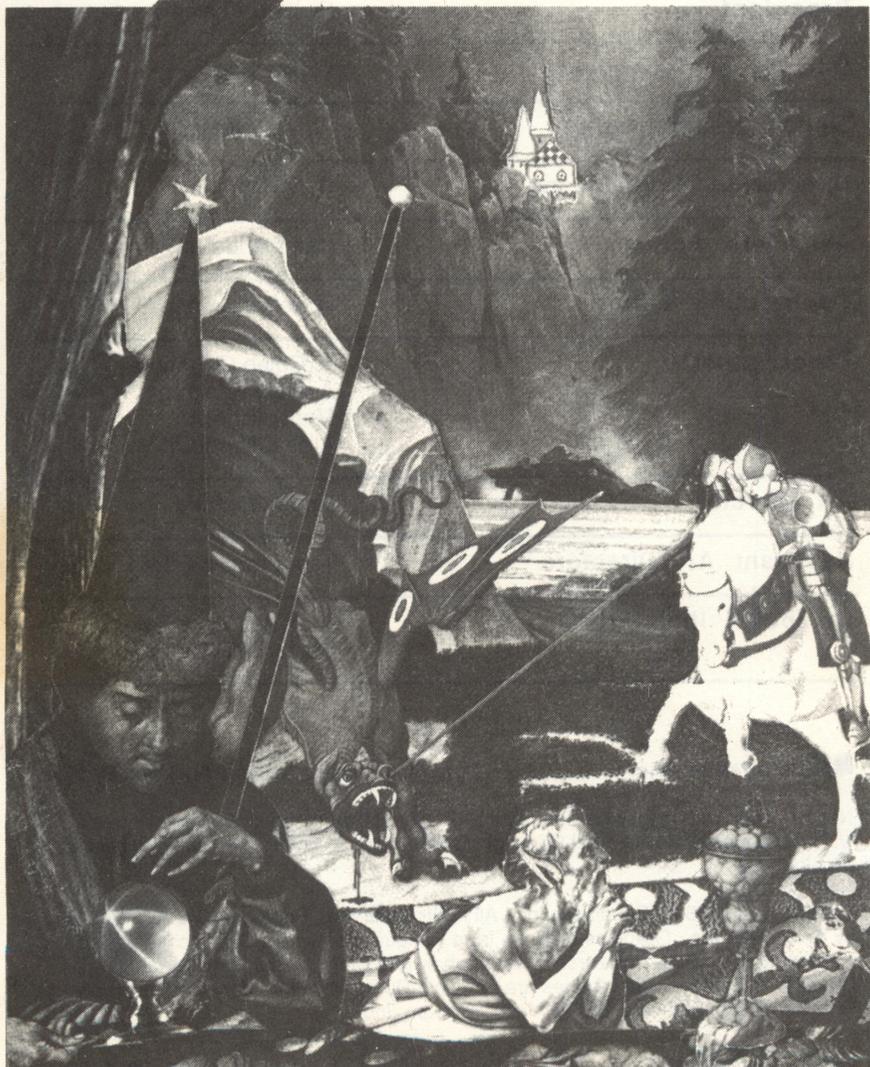
| | |
|---|---|
| **Software Design and Development** | The *Microzine* team, Pelican Software ("Congratulations!") |
| **Publisher** | Scholastic Software 730 Broadway New York, NY 10003 |
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# CONTENTS

## Student Handbook

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, *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. 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 exit a program or screen, you would make the Hand touch the word "Exit," or the circle in front of "Exit," and then press **RETURN**.

```
                    HELP!


To use this issue of Microzine, move the
hand to point to what you want to do,
and then press RETURN.

Use the arrow keys to move the hand.

Try it now!  Use the -> key to move the
hand so that it is pointing to the word
NEXT.   Then press RETURN.




                    ●NEXT●EXIT
```
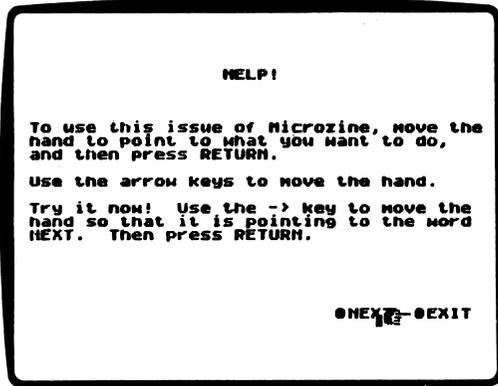
2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. The Hand may touch any part of the box. Make the Hand touch the box, and then press **RETURN**.

```
 _____
|        |          |☞          |      |
|        |          |CREDITS|QUIT|HELP |
|PROGRAMS|COMPUTER  |_____|
|        |  STUFF   |LETTERS|SURPRISE  |
|_____|_____|_____|




 Point to what you want to do.
 Then press RETURN.

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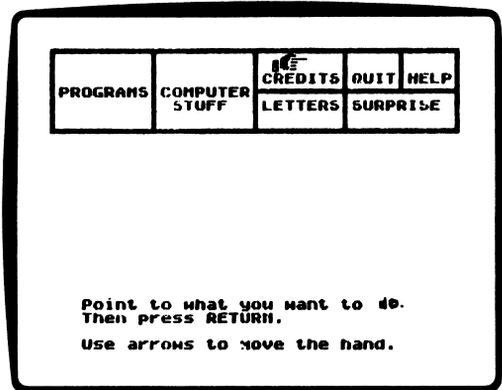
3. Make the Hand move a highlight bar over what you want to do. Main menus will use highlight bars. Make the Hand move a highlight bar over what you want to do, and then press **RETURN**.

```
          INTERACTIONS MAIN MENU
 .....................................

      ☞  O  PLAY INTERACTIONS

         O  SEE SAMPLE INTERACTIONS

         O  SEE HIGH SCORES

         O  INSTRUCTIONS

         O  QUIT

 .....................................
 USE HAND TO CHOOSE, THEN PRESS RETURN.
```
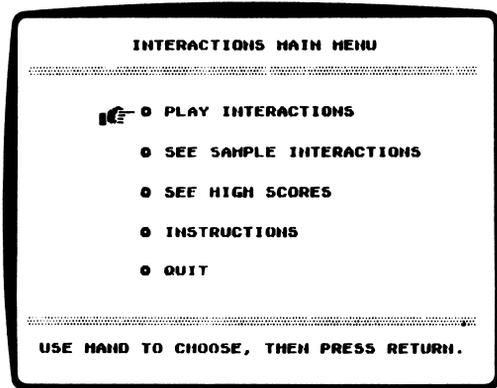
# The Table of Contents

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.
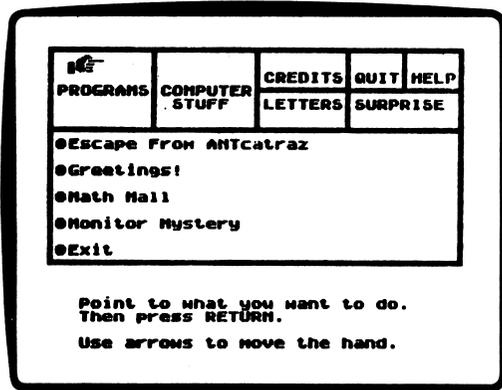


To choose another box from the Table of Contents, point to the word "Exit" at the bottom of the list, and press **RETURN**. Now you may choose another box from the Table of Contents.

# 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 list of the functions in "Computer Stuff." (See "Computer Stuff," page 36.)

## 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 5.

## 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.

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### 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 *II*e, IIc, or IIGS, press **CAPS LOCK** down.

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# A Twistaplot™ Adventure

## What You Will Find

You will befriend an elf named Scav and search mysterious Darkling Wood for the Eternal Lantern of the Elves. The powerful wizard Grame has stolen the Lantern, the only light bright enough to light the gold mines of the elves. Only you and Scav can restore the Lantern to its rightful owners. Good luck, Adventurer!

## "THE WIZARD OF DARKLING WOOD" MAIN MENU

"The Wizard of Darkling Wood" has four functions, or things you may do. They are Go to School, Read Your *LEGENDS OF OLD* Book, Finish Your Great Dream, and Wake Up in a Different Part of *Microzine*.

# Go to School

Choose this function to go to school and begin your adventure. The program will ask if you want to start out for school for the first time, or continue an adventure you started earlier.

## Start Out for School for the First Time

Choose this to start your adventure from the beginning.

## Continue an Adventure

Choose this to continue an adventure you started earlier. The program will ask you for your magic password. (See "Save," page 12.) Type in your password and then press **RETURN**. You will continue your adventure from the point where you saved it.

## The Adventurer Icon

In this story, you and Scav are represented by an icon of two little people.

You will use this icon to move on the Darkling Wood maps, choose options, and choose items from your inventory.

## Moving the Adventurer Icon

Use these keys to move the Adventurer icon:

| Apple II Plus | Apple *IIe*/IIc/IIGS |
|---|---|
| ; to move up | ; or ↑ to move up |
| / to move down | / or ↓ to move down |
| → to move right | → to move right |
| ← to move left | ← to move left |

## The Adventure Screen

The Adventure screen is divided into six sections: Options, Inventory, Maps, Portraits, Text, and Messages.

## Options

The options are things you may do on your adventure. Move the head of the Adventurer icon over an option, and press **RETURN**.

You may choose these options at any time during your adventure.

### Up Text

Choose this to move text down the screen, one "page" at a time. Use this option to reread text.

### Down Text

Choose this to move text up the screen, one "page" at a time. Use this option to "turn the page" on the screen. Some of the Wood Dwellers are more talkative than others, and you will need to choose Down Text to read everything they have to say.

### Witch

Choose this to read messages from Blithra, the witch.

### Book

Choose this to read chapters from the *BOOK OF MAGIC* about the Wood Dwellers you may meet, the history of Darkling Wood, magical objects, and more.

### Help

Choose this to learn information that will help you on your adventure.

### Save

Choose this to save your position in the story.

The program will give you a magic password. Remember your password!

When you want to start your adventure again later, choose Go to School from the MAIN MENU. Then choose Continue an Adventure. The program will ask you to enter your password.

Type your password, and then press **RETURN**. You will continue your adventure on the map of Darkling Wood. You will still have every item in your Inventory, and every chapter of the *BOOK OF MAGIC* you collected.

### Inventory

The Inventory is a list of the items you are carrying and that you may use on your adventure.

To use an item in your Inventory, move the head of the Adventurer icon over the item you want, and then press **RETURN**.

You may use any item in your Inventory at any time. Sometimes an item will be useful, and sometimes it will not.

### Maps

Whenever you are traveling through Darkling Wood, a map of the forest will appear. Pilot your raft to one of four locations. (See "Piloting Your Raft," page 13.)

When you land at a location, a map of the location will appear. The Adventurer icon will appear on your raft.

Move the icon to different areas on the location map, and then press **RETURN**, to explore the location and meet Wood Dwellers.

### Portraits

Whenever you meet a Wood Dweller, a portrait of that Wood Dweller will appear in the picture frame on the screen.

## Text

The story will appear in the Text section on the screen.

Use the Up Text and Down Text options to move the text up and down on the screen, so that you can read and reread the story.

## Messages

Whenever you talk to a Wood Dweller, your part of the dialogue will appear in the Message section.

## Correcting Mistakes

Use **CTRL-D** to correct typing mistakes on the Apple II Plus. Use **CTRL-D** or the **DELETE** key to correct typing mistakes on the Apple IIe, IIc, or IIGS.

## Piloting and Landing Your Raft

Use these keys to pilot your raft:

**Apple II Plus**          **Apple IIe/IIc/IIGS**

;   to paddle forward        ↑ to paddle forward
→ to paddle right          → to paddle right
← to paddle left           ← to paddle left

The Adventurer icon will appear on the raft at the top of river on the Darkling Wood map. After you press **RETURN** to begin piloting your raft, the raft will begin floating downstream.

When you paddle forward, your raft will move upstream.

When you paddle right, your raft will move to the right.

When you paddle left, your raft will move to the left.

Avoid all obstacles in the river when you are landing your raft.

## Leaving a Darkling Wood Location

When you are ready to leave a Darkling Wood location and head back to the river, move your Adventurer icon to the raft and then press **RETURN**.

## Read Your *LEGENDS OF OLD* Book

Choose this function to stay in bed for a while and read your favorite book, *LEGENDS OF OLD.* It contains a short history of Darkling Wood and of how the wizard Grame came to possess his great powers.

## Finish Your Great Dream

Choose this function to go back to sleep and finish the great dream you were dreaming. You will dream about important information that will help you on your adventure.

## Wake Up in a Different Part of *Microzine*

Choose this function to quit and return to the *Microzine* Table of Contents.

### Helpful Hints

Here are some hints to help you recover the Eternal Lantern:

- Read your book, *LEGENDS OF OLD.* It contains information you will need at the different locations you visit. Some Wood Dwellers may translate chapters that are written in runes. Be sure to read these new chapters.

- Talk to every Wood Dweller you meet. Remember, good manners are valued in Darkling Wood, as well as in the Other World.

- Read the messages from Blithra the witch after landing in each location. Blithra will send you several messages during your adventure.

Crawl, float, or backstroke over to The Liquid Math Mall, the only mall in the whole universe that sells products that flow.

## What You Will Find

There are 10 shops in The Liquid Math Mall. Each sells a different kind of liquid, like Cosmic Cola or May-pole Syrup. You'll have to serve the Alien customers the exact amount of each liquid ordered by mixing the correct percentage of the liquid's ingredients. Relax, you'll perform swimmingly!

## How the Game Works

You are in charge of all the shops in The Liquid Math Mall. Since you're the only salesperson, you have to serve as many Aliens as you can in each shop.

The Math Mall has three floors.
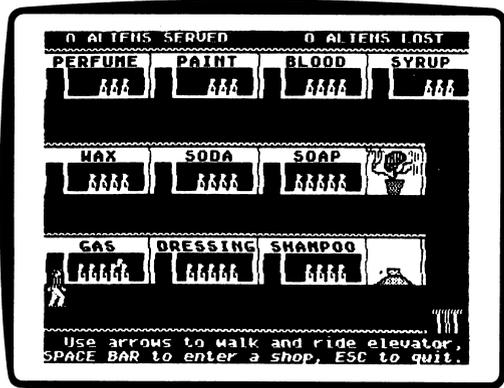
Each shop sells only one kind of liquid. You will be selling these liquids at the following shops:

| PRODUCT | SHOP NAME |
|---------|-----------|
| Syrup | The May-pole Syrup Shop |
| Soda | The Cosmic Cola Company |
| Soap | The Detergent Dungeon |
| Gas | Pete's Planetary Petro Shop |
| Perfume | Phoofy Love's Perfumery |
| Dressing | Swoosie's Salad Dressing |
| Paint | The I Love Hue Paint Palace |
| Blood | Bella's Blood Bank |
| Shampoo | The Shampoo Shack |
| Wax | The Waxing Poetic Place |

## 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 these 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/IIGS**

↑ to move up
← to move left
→ to move right
↓· to move down

## Entering a Shop

To enter a shop of The Liquid Math Mall, walk to the shop door and then press the **SPACE BAR**.

You'll see the liquid for sale, the Alien Order, and the Formula used to mix the liquid for the Alien orders. For example, enter Pete's Planetary Petro Shop.
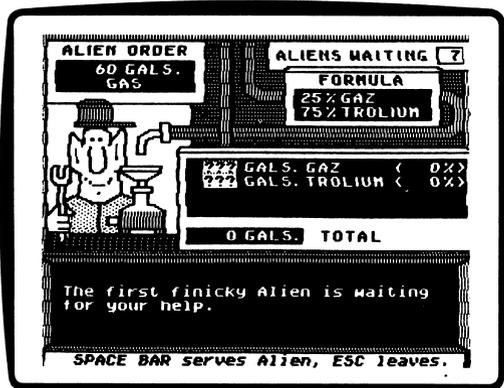


When you enter a shop for the first time, you have two options. You may press **S** to start working or you may press **I** to read the instructions.

## S To Start Working

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

# I To Read Instructions

Press I to read the instructions.

Amount of liquid Alien wants



Formula for liquid

Percentage of
ingredient selected

Type the amount of this
ingredient needed to
fill the order

Total amount of all
ingredients

## Filling an Alien's Request

Look at the Alien Order located in the upper-left corner of the screen
to find out how much liquid the Alien wants.

Now look at the Formula in the upper-right portion of the screen. In
Pete's Planetary Petro Shop, you see that the petro is made up of
25% Gaz and 75% Trolium.

You must determine how many gallons of Gaz and Trolium to serve
the customer so that the percentage of each ingredient matches the
Formula, and the total amount matches the Alien Order.

Below the Formula is a place for you to type the amount of each
ingredient that you want. Type a number and press **RETURN**. The
cursor will move to the next ingredient.

If you want to change a number before you press **RETURN**, use the
**DELETE** key or the Left Arrow key. After you press **RETURN**, just
move back and type over any number you want to change.

After you fill in all the ingredients, you will see the percentage of each
ingredient in your mixture displayed next to the place you typed the
amount.

**1 8**

When the percentage for each ingredient matches the Formula, and the total matches the Alien Order, press **SPACE BAR** to give the Alien its liquid.

If you don't serve the Alien the correct percentage of each ingredient, you will see the message, "The percentages of the ingredients you mixed don't match those in the formula."

If you don't serve the Alien the correct total amount of liquid, you will see the message, "That's not the right amount of total ingredients."

Check your work and choose again. When you do complete the order correctly, you will be congratulated. The next Alien's order will appear in the Alien Order box.

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

After you help three Aliens in line, another ingredient will be added to the Formula. For example, in Pete's Planetary Petro Shop, you must now make petro which is 25% Gaz, 60% Trolium, and 15% Exthane.
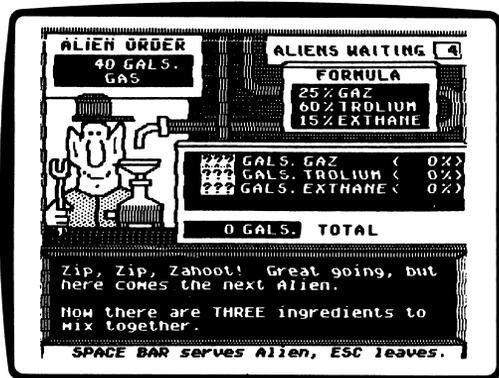
After you serve six Aliens, the Formula will have four ingredients for you to combine. At Pete's Planetary Petro Shop, the Formula now calls for petro which is 25% Gaz, 10% Trolium, 15% Exthane, and 50% Fewels.



## Exiting a Shop

Press **ESC** to leave the shop in which you are working. The mall screen will appear and you may visit another shop.

## 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 eight Aliens in line in Phoofy Love's Perfumery, you will see the message, "8 Aliens are getting restless at Phoofy Love's Perfumery."

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

**2 0**

## Ending the Game

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

No matter how fast you work, some shops 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 shops first.

• If more than one shop has eight or more Aliens in line, enter the shop nearest to you. In this way, you save time walking in the mall. Every minute counts!

# CONGRATULATIONS!

## Microzine's Desktop Publishing Series



### What You Will Find

With "Congratulations!" you will design and print your own certificates, awards, or diplomas. You may add graphics to your "Congratulations!" certificates using the graphics from this program or any other *Microzine* Desktop Publishing program.

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

## "CONGRATULATIONS!" MAIN MENU

"Congratulations!" has three functions, or things you may do.
They are Make a Certificate, Change Setup, and Quit.
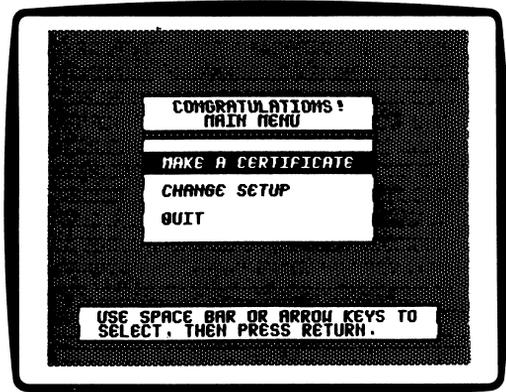


## Make a Certificate

Choose this function to make a certificate, award, or diploma.

Use the arrow keys or the **SPACE BAR** to choose Make a
Certificate and then press **RETURN**. The program will display the
GRAPHICS LAYOUT MENU.

# GRAPHICS LAYOUT MENU

The GRAPHICS LAYOUT MENU has five options.  They are Layout 1, Layout 2, Layout 3, Layout 4, and No Graphics.
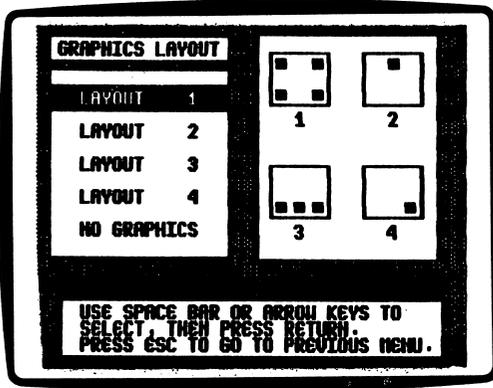


The GRAPHICS LAYOUT MENU has diagrams that show you where the graphics you choose for your certificate will appear.  For example, if you choose Layout 2, your graphic will appear at the top of the certificate.

You may have one or two graphics with Layouts 1 and 3. On Layout 1, the first graphic you choose will appear in the upper-left and lower-right corner of the certificate.  The second graphic you choose will appear in the upper-right and lower-left corner of the certificate.
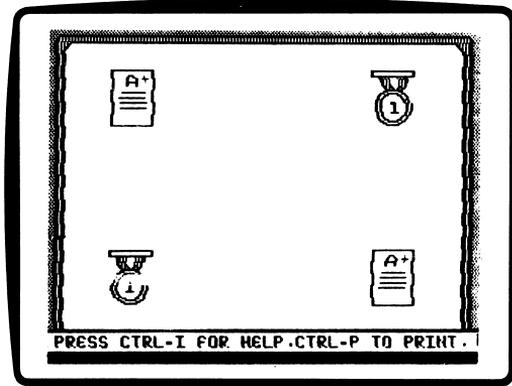


On Layout 3, the first graphic you choose will appear in the lower-left and lower-right corner of the certificate.  The second graphic you choose will appear between the other two graphics.

If you don't want graphics on your certificate, choose No Graphics.

Use the arrow keys or the **SPACE BAR** to choose a Graphics Layout.  If you chose Layout 1, 2, 3, or 4, the program will ask you to choose a graphic(s).

### Select Graphics
To use the graphics from "Congratulations!," leave the "Congratulations!" disk in Drive 1 and then press **RETURN**.  To use the graphics from another Desktop Publishing feature (issues #22, #23, #24, or #25), put that disk in Drive 1 and then press **RETURN**.

There are 29 graphics you may choose from on the
"Congratulations!" disk.  They are:

| | | | | |
|---|---|---|---|---|
| MEDALLION 1 | TROPHY 4 | BICYCLE | A+ | CAMP OUT |
| MEDALLION 2 | TROPHY 5 | FUNNY FACE | CROWD | SUNDAE |
| MEDALLION 3 | TEST TUBES | COMET | SKIER | FISHING |
| TROPHY 1 | BEAKERS | SATURN | HAMMER | SINGER |
| TROPHY 2 | BUNSEN BURNER | HANDSHAKE | COOKING | SWIMMING |
| TROPHY 3 | EARTH | FRIENDS | SNEAKERS | |

Use the arrow keys or the **SPACE BAR** to choose a graphic and then press **RETURN**.

If you chose Layouts 1 or 3, the program will ask you to choose a second graphic. Use the arrow keys or the **SPACE BAR** to choose the second graphic and then press **RETURN**.

When you have chosen the graphic(s) for your certificate, the computer will display the SELECT BORDER MENU.

## SELECT BORDER MENU

The SELECT BORDER MENU has five options. They are Border 1, Border 2, Border 3, Border 4 and No Border .
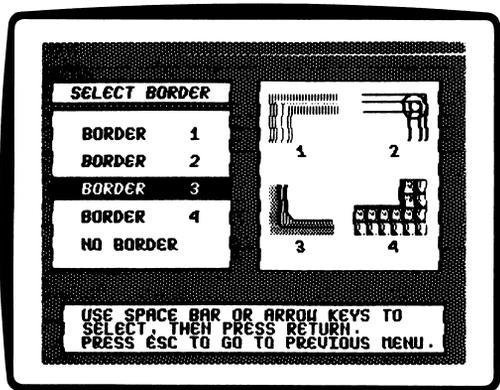


The SELECT BORDER MENU illustrates what the different borders look like.

If you don't want a border on your certificate, choose No Border.

Use the arrow keys or the **SPACE BAR** to choose a border and then press **RETURN**.

When you have chosen the border for your certificate, the computer will display the SELECT FONT MENU.

## SELECT FONT MENU

The SELECT FONT MENU has three options. They are Font 1, Font 2, and Font 3, and No Font.
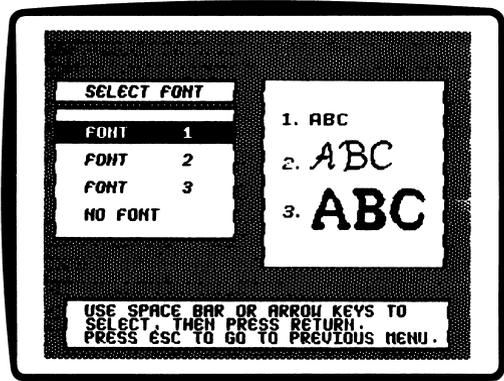


The SELECT FONT MENU illustrates what the different fonts look like. The letters you type on your certificate will appear in font style you chose. If you don't want any text on your certificate, choose No Font.

Use the arrow keys or the **SPACE BAR** to choose a font, and then press **RETURN**.

When you have chosen the font for your certificate, the program will display your certificate with the border and graphics you selected.

## Type the Text

The cursor will start in the upper-left corner of the screen. You may not type over the borders of your certificate. You may type over the graphics.

Press **CTRL-I** to read the Typing Instructions screen. These are the commands you may use when typing characters on your certificate:

**Arrow Keys, CTRL-A, CTRL-Z:**
Use these keys to move the cursor on your certificate:

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

**RETURN—Move Cursor To Next Line:** Press **RETURN** to move the cursor to the next line on your certificate.

**DELETE OR CTRL-D—Erase:** Press the **DELETE** key or **CTRL-D** to erase text on your certificate.

**CTRL-O—Change Font To Outline:** Press **CTRL-O** to change your font to an outline version of that font.

**CTRL-B: Change Font to Bold:** Press **CTRL-B** to change your font to a bold version of that font.

This is the bold version of Font # 1.

FONT 1

This is the bold version of font # 2.

FONT 2

This is the bold version of Font # 3.

FONT 3

**CTRL-N—Returns Font To Normal:** Press **CTRL-N** to turn off the bold or outline versions of your font and return it to the regular, or "normal," font.

**ESC—Return To Previous Menu:** Press **ESC** to return to the SELECT A FONT MENU.

You may change the graphics, border or font on your certificate at any time. Press **ESC** to move "backwards" through the program to reach the option you want. Each time you press **ESC** to move past an option, you will erase your original choice for that function.

For example, if you want to change the borders on your certificate, press **ESC**. The SELECT FONT MENU will appear. Press **ESC** again. The SELECT BORDER MENU will appear. Choose a new border and then press **RETURN**. You erased your original font choice by pressing **ESC** on the SELECT FONT MENU. Choose a font again, and press **RETURN**. The program will display your certificate with the border and graphics you selected.

Press **CTRL-I** at any time to return to the Typing Instructions screen. When you are done typing the text on your certificate, press **CTRL-P** to print.

### Print a Certificate

Choose this option to print your certificate. Press **CTRL-P** to print your certificate. The program will display the PRINT MENU.

## PRINT MENU

The PRINT MENU has five options. They are Small, Medium, Large, Change Setup, and Quit.

### Small

Choose this option to print a small-sized certificate.

### Medium

Choose this option to print a medium-sized certificate.

### Large

Choose this option to print a large-sized certificate.

Use the arrow keys or the **SPACE BAR** to choose a size for your certificate and then press **RETURN**.

Press any key to start printing your certificate.

Press the **SPACE BAR** to pause while printing your certificate. Press any key to start printing again.

Press **ESC** to quit printing.

### Change Setup

Choose this function to tell "Congratulations!" what kind of computer setup you have. (See "Change Setup," page 32.)

### Quit

Choose this function to leave the PRINT MENU and return to the "CONGRATULATIONS!" MAIN MENU.

# Change Setup

Choose this function to tell the program about your computer setup. The program will display the CHANGE SETUP MENU. The CHANGE SETUP MENU has four options. They are Printer Slot Number, Printer Line Feed, Type of Printer, and Type of Interface Card.

```
                  CHANGE SETUP

              PRINTER SLOT NUMBER
              PRINTER LINE FEED
              TYPE OF PRINTER
              TYPE OF INTERFACE CARD

          USE SPACE BAR OR ARROW KEYS TO
          SELECT, THEN PRESS RETURN.
          PRESS ESC TO GO TO PREVIOUS MENU.
         PRINTER SLOT NUMBER: 1
         LINE FEED: ON
         PRINTER: EPSON LX-80
         CARD: TYMAC
```
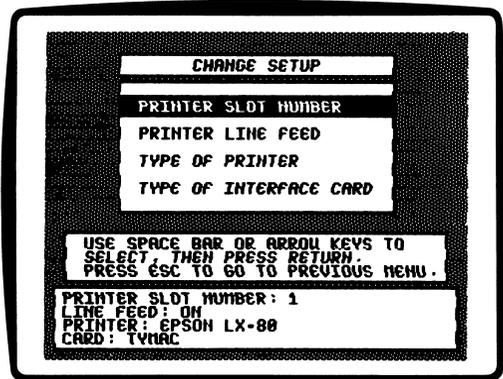
## Printer Slot Number

"Congratulations!" assumes that your printer is connected to slot number 1. If your printer is connected to a different slot, use the arrow keys or the **SPACE BAR** to choose Printer Slot Number, and then press **RETURN**. The program will display the PRINTER SLOT MENU. Use the arrow keys of the **SPACE BAR** to choose the slot to which your printer is connected, and then press **RETURN**.

## Printer Line Feed

"Congratulations!" assumes that you want the Line Feed Option turned on. If you want the Line Feed Option turned off, use the arrow keys or the **SPACE BAR** to choose Printer Line Feed.

The program will display the LINE FEED MENU. Use the arrow keys or the **SPACE BAR** to choose On or Off, then press **RETURN**.

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.

Some hardware does not automatically move the paper through the printer one line at a time and so you will want the line feed option turned on.

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 need to have the line feed option turned on.

If the graphic or text appears with white line spaces between lines of the graphic or text, you need to turn the line feed option off.

## Type of Printer

"Congratulations!" assumes that you have an Apple Imagewriter printer. If you have a different printer, use the arrow keys or the **SPACE BAR** to choose Type of Printer, and then press **RETURN**. The program will display a list of printers.

"Congratulations!" is compatible with the following printers:

| | | |
|---|---|---|
| ANADEX DP-9000 | EPSON LQ-1500 | OKIDATA MICROLINE 82A |
| ANADEX DP-9500 | EPSON LQ-80 | OKIDATA MICROLINE 83A |
| ANADEX DP-9001 | EPSON MX-70 | OKIDATA MICROLINE 84 |
| ANADEX DP-9501 | EPSON MX-80 WITH GRAFTRAX | OKIDATA MICROLINE 92 |
| 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 |

Use the arrow keys or the **SPACE BAR** to choose a printer, and then press **RETURN**.

## Type of Interface Card

"Congratulations!" assumes you have an Apple Super Serial interface card. If you have a different interface card, use the arrow keys or the **SPACE BAR** to choose Type of Interface Card, and then press **RETURN**. The program will display a list of interface cards.

"Congratulations!" 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 the **SPACE BAR** to choose a printer interface card, and then press **RETURN**.

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

## Quit

Choose this function to quit "Congratulations!"

The program will ask, "Are you sure you want to quit? Y/N"

Type **Y** for yes, or **N** for no.

If you chose "Congratulations!" from the *Microzine* Table of Contents, the program will tell you to put side 1 of *Microzine* in drive 1 and then press **RETURN**.

If you booted "Congratulations!" separately, the program will tell you to take the "Congratulations!" disk out of the drive and turn off your computer.

# "Medical Mix-up"

Our picture of the doctor's office in "Medical Mix-up" is not in the best of health. We're counting on you to examine the picture and diagnose everything that is wrong.

If you cure the picture by finding all the errors, you can collect a reward!

## What You Will Find

You will look at a picture and then use a magnifying glass to uncover the errors you find in "Medical Mix-up."

## Moving Around "Medical Mix-up"

Use the magnifying glass to point to what you want to do, and to point to errors in the picture.

Use these keys to move the magnifying glass:

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

If you have a mouse attached to your computer, use the mouse to move the magnifying glass.

## Options

Picture This has five options, or things you may choose. They are Quit, Yes, No, Help, and Check Up.

**Quit:** Choose this option when you're finished playing. You will be asked, "Do you really want to quit?"

**Yes:** Choose this option if you want to quit.

**No:** Choose this option if you want to continue playing.

**Help:** Choose this option to read the directions at any time.

**Check Up:** Choose this option to see how many mistakes you have found.

### What You Will Find

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

### Sound

Choose this function to turn *Microzine* sound effects on or off. Use the Hand to choose "Sound," and then press **RETURN**. The Sound screen will appear.

*Microzine* assumes that you want to hear the sound effects in each program, and so the sound effects are turned on. If you do not want to hear the sound effects, use the Hand to point to off and then press **RETURN**.

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 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 may only be used on Apple computers.

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

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**.

The program will tell you to put the disk into Drive 1. 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**.

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 *Microzine* feature that requires a data disk.

*NOTE: You will not need a data disk with this issue of* Microzine.

## Exit

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

# TEACHER'S GUIDE
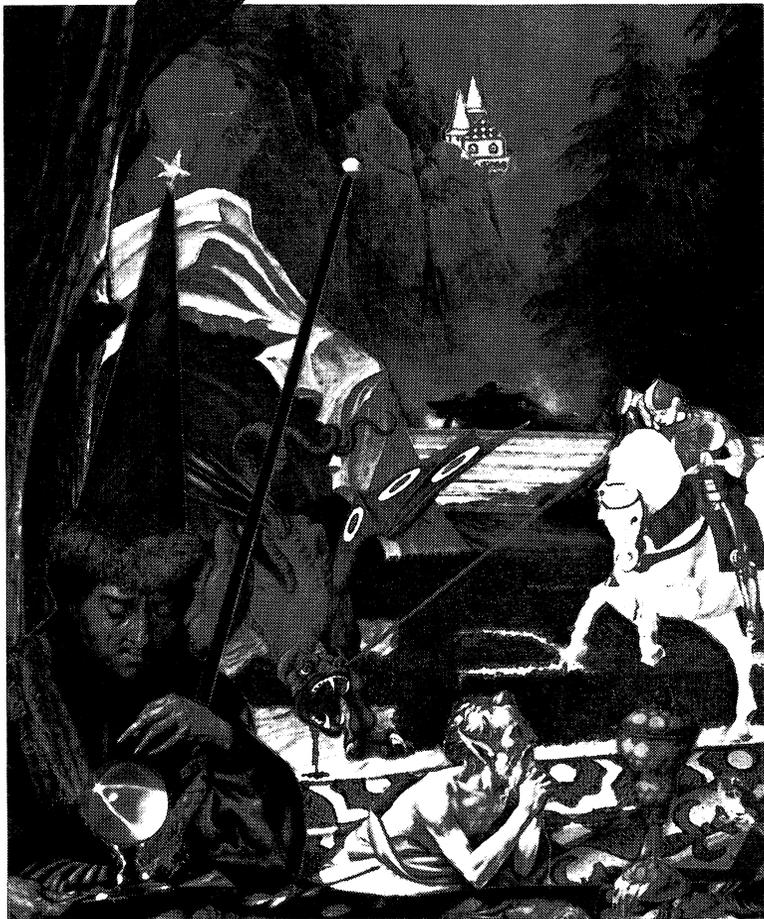
# MICROZINE SCOPE AND SEQUENCE CHART

| CURRICULUM AREAS/SKILLS | THE WIZARD OF DARKLING WOOD | MATH MALL | CONGRATULATIONS! | PICTURE THIS |
|---|---|---|---|---|
| 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 | • | • | • | • |

## A Twistaplot™ Adventure

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

*VOCABULARY PREVIEW:* dwell, druid, acquaintance, venture, summit, trials, vain, embark, venture, measly, eerie

## School Activities

*NOTE-TAKING:* Have students keep an adventurer's log describing their adventures in Darkling Wood. Each entry in the log should cover where students chose to go, what they expected to find, who they met, and what happened when they got there. Students might also want to keep a record of the name of each Darkling Wood location, who lives there, and what the Wood Dweller wants in exchange for clues to the Eternal Lantern's whereabouts. They should also record what happens when they use any object in the inventory. They might find page 45 of this guide useful in setting up their log books.

## Home Activities

*ART & WRITING:* Have students draw pictures of themselves as Wood Dwellers, illustrating as many of their powers and interests as possible. For example, they may depict a witch using a crystal ball, an elf mining for gold, or a troll playing with rocks. Then have students write descriptions of themselves as Wood Dwellers, including why they chose that particular species.

**Hints on playing "The Wizard of Darkling Wood":**

### STORM MOUNTAIN
* Mountaintop: Ask Blithra to help you find the Lantern.
* Use the mirror she gives you to get the goblet from the giant.
* Barn Door #1: To get the harp, tell the flea her favorite song is SEE ME, FLEA ME.
* Barn Door #3: Tell the dog his favorite song is HOUND DOG.

### TORRID CAVE
* Hall o' Armor: Ask Sir Edward for a shield, then use the goblet.
* Dragon's Lair: Use the harp and shield to get the key.

### STONE CASTLE
* Dungeon: Ask the jester why she is lonely, then use the key. She will translate the jokes in Chapter 6 of the *BOOK OF MAGIC.*
* Crystal Room: Tell Stan a rock joke, then ask him for Blithra's crystal. Then take the crystal back to Blithra at Storm Mountain to learn how to enter the Hollow Tree.

### HOLLOW TREE
* Door: Type the magic spell, AKSARBENOLAFFUB. Once inside the room, you will find the wizard's wand.
* Spell Room: Use the wand.
* Type HELLO to talk to the person in the box with you.
* Type the magic spell ZZAZZAR to get out of the box.
* Dazzle Room: Answer Grame's riddles. Riddle 1 – STAN; Riddle 2 – OAK; Riddle 3 – FIORNAMIG.
* Type ACORN to stop Grame before he can finish his evil spell.

**41**

# MATH MALL

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

*VOCABULARY PREVIEW:* percentage, ingredient, hue, galoshes.

## School Activities

*MATH:* Have the students figure out the class percentage of girls to boys, brown eyes to blue eyes, and blond hair to brown hair. You can also add the variables of favorite food and drink. Then have the students figure the percentage of students using three or more variables (i.e., girls with brown hair and blue eyes who like hamburgers). The results can be written on the blackboard in chart form or as a pie chart.

- Draw a chart on the blackboard of liquid measures such as cups, pints, quarts, and gallons. Then write a value for one measure and have students figure what percentage this value is of the next largest measure. For example: Give students the measure value of three cups. Ask what percentage of a quart is three cups.

*ART:* Have students mix their own colors of paint using different proportions of colors. Start with 1 cup of white paint and add measured quantities (1/4 cup, 3 tablespoons, etc.) of a bright-colored paint to change the intensity of color.

## Home Activities

Ask students to be on the lookout for percentages. Where can they find percentages in their everyday lives? Suggest they start with cereal boxes, recipes, vitamins.

# CONGRATULATIONS!

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

*VOCABULARY PREVIEW:* select, font, previous

## School Activities

*SOCIAL STUDIES:* Have students create certificates to "give" to various historical figures for their contributions. For example, have students create certificates for the various personalities in the Revolutionary War, the signing of the Constitution, or the invention of the airplane.

*MATH:* Test students' skill in division by having them arrange text on certificates that is centered on the page, horizontally and/or vertically.

## Home Activities

Ask students to suggest events or situations for which certificates, diplomas, or other congratulatory documents might be awarded. (Suggestions might include: good school work, excellence in independent projects, or contributions to the school, home, or community.) Assign teams of students to write the text, design the placement of text and graphics on the certificate, and print the certificates. Have an awards ceremony!

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

*VOCABULARY PREVIEW:* medical, mix-up, surgeon

## School Activities

*LANGUAGE ARTS:* Have students keep a record of their search for errors, detailing what they checked, whether the object checked was correct or not, and if it was incorrect what the object "changed in to." For example, one entry might look like this:

Try #5: Checked the doctor's headphone set. It changed to a stethoscope. I have now found 3 errors in 5 tries!

*ART & DESIGN:* Have students draw their own version of a doctor's office, with items that do and do not belong there. Students might include items from other professions in their doctor's offices. For example, students might draw a tool tray that included a thermometer, tongue depressor, a chef's wire wisk, and an artist's paintbrush. Display the drawings on a bulletin board with a blank piece of paper under each. Students could then examine each others' drawings, and list the items they find that do not belong in the picture.

## Home Activities

Have students challenge their friends or families with actual objects gathered from home or school. A general category could be chosen, such as Kitchen Stuff. The students could collect many objects, some of which belong in a kitchen and some which do not. The players would be timed to see who could write down first all of the items that do not belong.

# LANTERN LOG

Below is a chart to help you keep track of your adventure to recover the Eternal Lantern of the Elves.

| | | | | |
|---|---|---|---|---|
| **Location Visited** | | | | |
| **Wood Dwellers I Met** | | | | |
| **What They Wanted** | | | | |
| **What I Gave Them** | | | | |
| **Items I Used** | | | | |

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# "Math Mall" Activity Page

# THE EXPANDING MALL

Three more stores are being added to the Liquid Math Mall! What liquids should be sold in them? Write them in the blanks below.

_____ , _____ , and _____ .

How are each of these liquids used by the Aliens?

1.


2.



3.



List the ingredients that make up each of the liquids for sale in your math mall.

LIQUID: _____

INGREDIENTS:_____    _____    _____ .

LIQUID: _____

INGREDIENTS: _____    _____    _____

LIQUID: _____

INGREDIENTS:_____    _____    _____ .

0-590-99380-1

**The Wizard
of Darkling Wood**



**Congratulations!**



**Math Mall**



**Picture This**

*Scholastic Inc.
2931 East McCarty Street*

# Microzine® *A Computer Learning Library on a Disk*™

## On this disk:

### The Wizard of Darkling Wood

The Eternal Lantern of the elves has been stolen, and only you can help them find it. Scav the elf will help you search through caves, mountains, trees, and castles. You'll meet Blithra the witch, Sir Edweird, and a dancing chicken! All of the decisions, and risks, are yours in this interactive reading adventure.

### Congratulations!

This feature is another in *Microzine's* Desktop Publishing series. Use this feature to create awards, certificates, or diplomas. Choose from four different borders, three type fonts, and over 25 graphics. Put them all together, print them, and say "Congratulations!" when you present your work to a friend! "Congratulations!" is on a separate disk that you may copy and share.

### Math Mall

This Alien mall sells only liquid products, so you must serve your customers Oil's Well salad dressing, I Love Hue paints, and other alien liquids. Use your math skills to determine the correct percentage of the ingredients needed to make each liquid. The more your math skills improve, the more they will be tested.

### Picture This

The doctor's office is not in the best of health. Use a magnifying glass to search the picture. If you see something that doesn't look quite right, examine it! Diagnose all of the mistakes in the picture, and you'll get a reward.

**Learning Opportunities:** Reading for detail and comprehension, math, chart and graph skills, problem solving, creative writing, art and design, computer literacy.