EXTRA

Microzine ®

FEATURING:

CLASSROOM
PUBLISHING/
WRITING
Stationery Maker

READING/HISTORY
Quest for the Pole

SCIENCE/
CRITICAL THINKING
Sound Lab

VISUAL
DISCRIMINATION
African Animals

AWARD WINNING

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

SCHOLASTIC

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

Microzine®

28 STUDENT HANDBOOK AND TEACHER'S GUIDE

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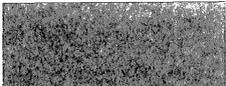
CONTENTS

GETTING STARTED

STUDENT HANDBOOK

TEACHER'S GUIDE

Microzine 28

Read this Handbook for instructions on using each *Microzine* feature.

Apple Computers
Equipment You Need

1. Monitor or TV
2. 64K Apple II Plus, *IIe*, IIc, or IIGS
3. Disk drive

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

Loading *Microzine*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. If you have a 3.5-inch disk, insert the disk slowly with the label facing up. If you have a 5.25-inch disk and the program you want is on Side 1 of the disk, insert the disk slowly with the label facing up. If the program you want is on Side 2 of the disk, insert the disk slowly with the label facing down.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

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

6. 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, and check to see that the disk drive is hooked up correctly.

MS-DOS Computers
Equipment You Need

1. Monitor or TV

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

3. Disk drive

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

Loading DOS

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

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

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

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

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

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

Loading *Microzine*

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

Type these commands to load the *Microzine* programs:

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

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

STATIONERY MAKER: Type **SM** and then press Enter.

QUEST FOR THE POLE: Type **QFTP** and then press Enter.

SOUND LAB: Type **SL** and then press Enter.

AFRICAN ANIMALS: Type **AA** and then press Enter.

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

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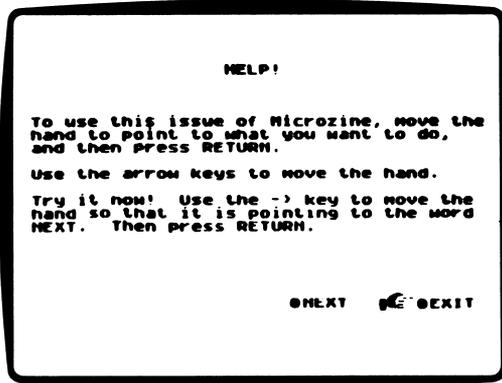
USING
MICROZINE

Using the *Microzine* Hand

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

Use the Hand to point to what you want to do, and then press Return or Enter.

There are three different ways to point to what you want to do:

1. Make the Hand touch some part of the word that describes what you want to do. 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 or Enter.

```
                    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. Make the Hand touch any part of the box, and then press Return or Enter.

```
┌─────────────────────────────────────────────┐
│ ┌────────┬──────────┬───────┬─────┬────┐     │
│ │PROGRAMS│ COMPUTER │CREDITS│QUIT │HELP│     │
│ │        │  STUFF   │LETTERS│SURPRISE │     │
│ └────────┴──────────┴───────┴─────┴────┘     │
│                                              │
│                                              │
│   Point to what you want to do.              │
│   Then press RETURN.                         │
│                                              │
│   Use arrows to move the hand.               │
│                                              │
└─────────────────────────────────────────────┘
```
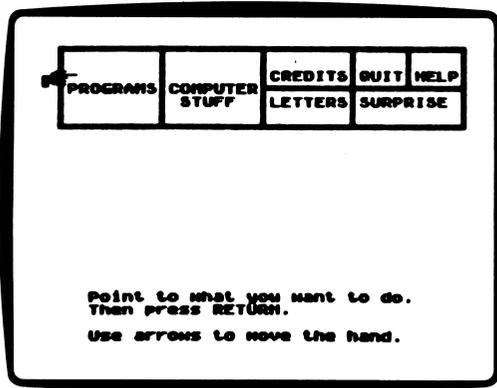
3. Make the Hand move a highlight bar over what you want to do. Main menus will use highlight bars. Make the Hand move a highlight bar over what you want to do, and then press Return or Enter.

```
┌─────────────────────────────────────────────┐
│                                              │
│          REBUS MAKER MAIN MENU               │
│                                              │
│            ┌──────────────┐                  │
│            │Solve a Rebus │                  │
│            │Make a Rebus  │                  │
│            │Print a Rebus │                  │
│            │Instructions  │                  │
│            └──────────────┘                  │
│                                              │
│   Use the arrows or CTRL-WASZ to choose,     │
│   then press RETURN.  Press ESC to quit.     │
└─────────────────────────────────────────────┘
```
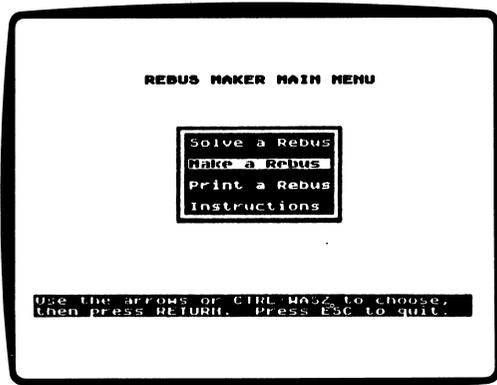
The "*Microzine* Guide"

There are seven options in the "*Microzine* Guide." They are Programs, Computer Stuff, Credits, Letters, Hand, Surprise, and Exit. The options are listed in a collection of boxes on the screen. Each box is labeled.

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

Programs

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

Computer Stuff

Use the Hand to point to Computer Stuff on the "*Microzine* Guide," and then press Return or Enter to see list of the functions in Computer Stuff. See "Computer Stuff," page 38.

Credits

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

Letters

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

Hand

Use the Hand to point to Hand on the "*Microzine* Guide," or type **?**, and then press Return or Enter to learn how to use the *Microzine* Hand. Also, see "Using the *Microzine* Hand," page 7.

Surprise

Exit

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

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.

Sound

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

STATIONERY
MAKER
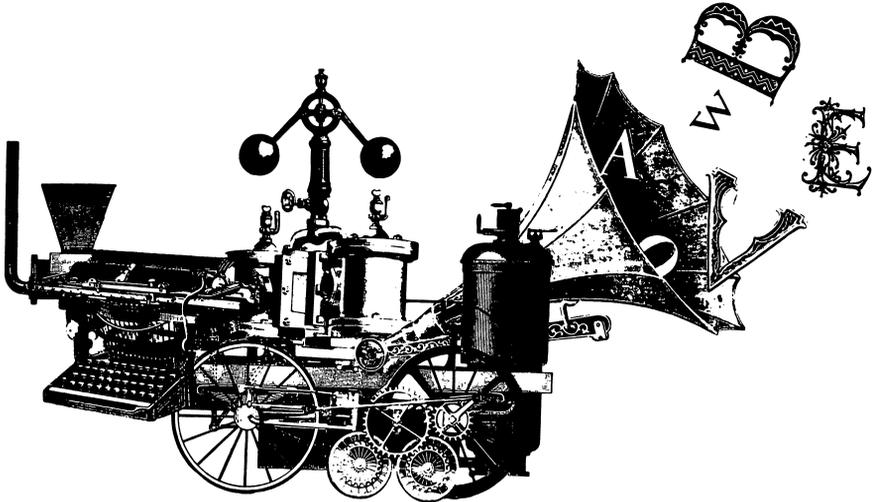
What You Will Find

With "Stationery Maker" you will design and print your very own
stationery. You may choose from 42 graphics to decorate your
design.

You may make extra copies of the "Stationery Maker" disk as backup
disks or to share with friends. If you are using a 5.25-inch disk, use
the "Computer Stuff" feature in *Microzine* (see page 38) or a ProDOS
copy program to make copies of this disk.

If you are using a 3.5-inch disk, use the "Computer Stuff" feature in
Microzine to make copies of "Stationery Maker" only.

Printer Setup Options

You need to tell "Stationery Maker" about your computer setup. The
program will display a menu of options for printing. They are Done,
Printer, Card, Slot, and Line Feeds.

- Done: Use the Hand to choose Done and press Return or Enter when you have told "Stationery Maker" about your computer setup.

- Printer: Use the Hand to choose Printer and press Return or Enter. The program will display a list of printers.

"Stationery Maker" 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 Ctrl-WASZ to choose a printer, and then press Return or Enter.

- Card: Use the Hand to choose Card and press Return or Enter. The program will dispay a list of interface cards.

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

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

Use the arrow keys or Ctrl-WASZ to choose a printer interface card, and then press Return or Enter.

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

• Line Feeds: "Stationery Maker" assumes that you want the Line Feeds option turned on. If you want the Line Feeds option turned off, use the Hand to choose Line Feeds, and press Return or Enter. The program will ask if you want line feeds.

Use the arrow keys or Ctrl-WASZ to choose Yes or No, and press Return or Enter.

The Line Feeds 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 Feeds 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 Feeds option turned on (YES).

To test whether you need the Line Feeds option turned on or off, print a "Stationery Maker" graphic or text.

If the graphic or text appears as one solid black line, you need to have the Line Feeds option turned on.

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

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

CHOOSE A BORDER

The CHOOSE A BORDER screen has seven selections from which you may choose. They are Border 1, Border 2, Border 3, Border 4, Border 5, Border 6, and 7—No Border.
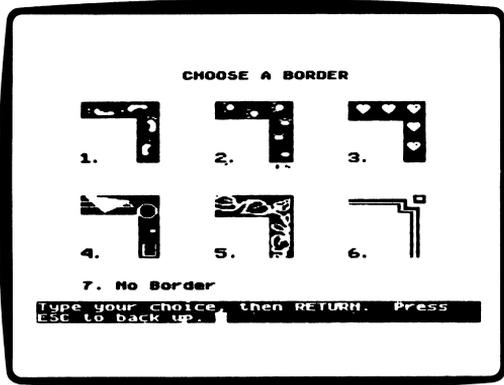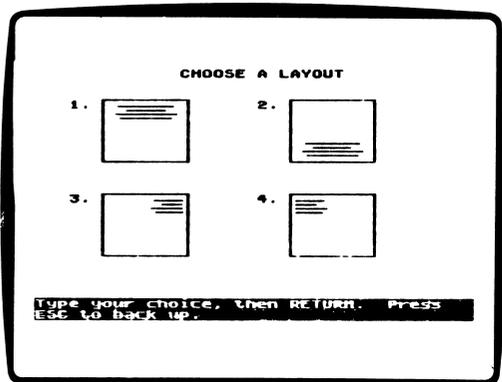

The CHOOSE A BORDER screen illustrates what the different borders look like.

If you don't want a border on your stationery, choose number seven.

Type the number of the border you want, and press Return or Enter.

CHOOSE A LAYOUT

The CHOOSE A LAYOUT screen has four selections from which you may choose. They are number 1, 2, 3 and 4.

The CHOOSE A LAYOUT screen illustrates where the text and graphics on your stationery will appear.

For example, if you choose Layout 1, the text will appear centered at the top of the page.

If you choose Layout 3, the text will appear against the top right edge of the page.
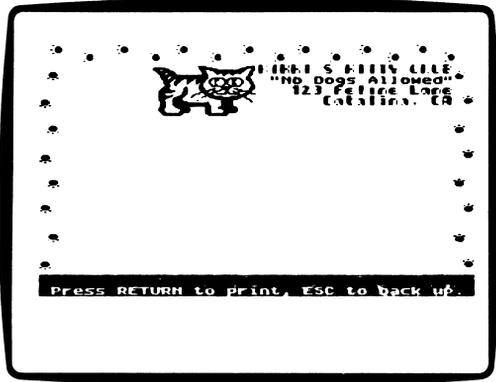

Type the number of the layout you want, and press Return or Enter.

CHOOSE A GRAPHIC

The CHOOSE A GRAPHIC screen lets you see where you may place graphics on the layout you selected. You may select graphics to appear in the lettered spaces next to the layout on the screen. The program will ask if you want a graphic in each lettered space on your layout.

For example, if you choose Layout 1, you may choose graphics to appear in the spaces labeled "A" and "B."
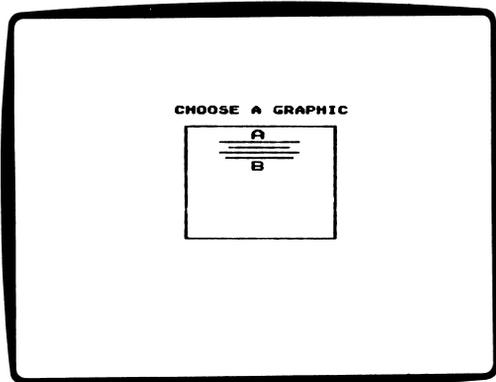
The program will ask, "Do you want to place a graphic in position A?" Type **Y** for Yes, and press Return or Enter. Then choose a graphic.

The program will ask, "Do you want to place a graphic in position B?" Type **N** for No, and press Return or Enter.

There are 42 graphics from which you may choose in "Stationery Maker." Twenty-six of the graphics are the letters of the alphabet. The other 16 graphics are:
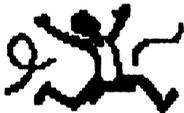
| CAT | DOG | DRAGON | DINOSAUR |

| MAGNIFYING GLASS | MUSICAL NOTES | DANCING FEET | PAINT |

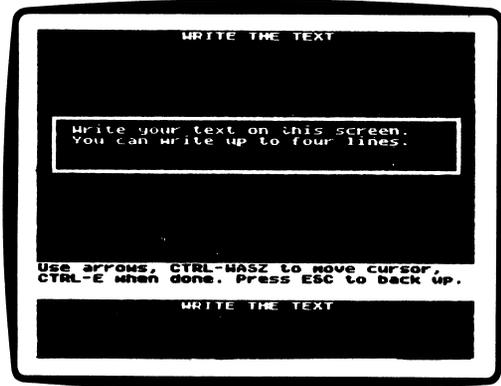| FINISH LINE | SWIMMER | DANCERS | MASKS |

| SOCCER | BOWLING | SKIER | MARCHING BAND |

Use the arrow keys or Ctrl-WASZ to see the graphics, then press Return or Enter.

WRITE THE TEXT

Write the text that will appear on your stationery on the WRITE THE TEXT screen. You may type up to four lines of text.

NOTE: If you choose Layout 1 or Layout 2, and you choose Font 1 or Font 2, you may type up to 34 characters on a line.

If you choose Layout 1 or Layout 2, and you choose Font 3 or Font 4, you may type up to 18 characters on a line.

If you choose Layout 3 or Layout 4, and you choose Font 1 or Font 2, you may type up to 26 characters on a line.

If you choose Layout 3 or Layout 4, and you choose Font 3 or Font 4, you may type up to 13 characters on a line.

Use the arrow keys or Ctrl-WASZ to move the cursor. If you make a mistake when typing, press the Delete key or Ctrl-D to erase.

Press Ctrl-E when you are finished typing.

CHOOSE A FONT

The CHOOSE A FONT screen has four fonts from which you may choose. They are Font 1, Font 2, Font 3, and Font 4.
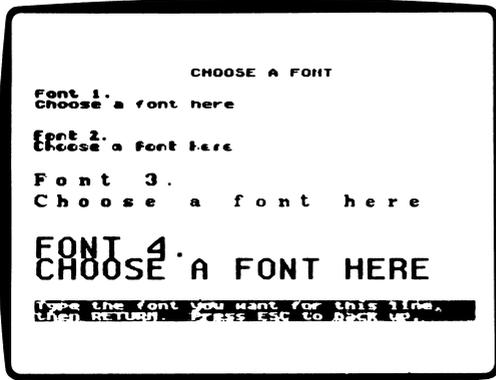
The program will display the first line of text in each font. Type the number of the font in which you want that line of text to appear, and press Return or Enter.

The program will then display the next line of text in each font. You may choose a different font for each line of text on your stationery.

You may change the font, graphics, layout, or border on your stationery at any time. Press Esc to move "backward" through the program to reach the option you want to change. Each time you press Esc to move past an option, you will erase your original choice.

For example, if you want to change the graphics on your stationery, press Esc. The WRITE THE TEXT screen will appear. Press Esc again. The CHOOSE A GRAPHIC screen will appear. Choose new graphics and then press Return or Enter. You erased the text you wrote on the WRITE THE TEXT screen. Write the text again and press Return or Enter.

PRINT STATIONERY

When you have chosen the border, layout, and graphics, you will see your stationery on the screen.

Press Return or Enter to print your stationery. Press Esc to stop printing your stationery.

QUEST FOR THE POLE

A Twistaplot ™ Adventure

You may be the youngest person ever to make it to the North Pole— alone—by dogsled! Grab your warmest clothes and set off on this frozen adventure.

What You Will Find

You and your Inuit (Eskimo) friend, Inuk, will travel by umiak (a type of canoe), by foot, by snowmobile, and finally by dogsled on a quest to reach the North Pole. The terrain will be rough and only the most observant explorers will survive. Good luck!

"Quest for the Pole" MAIN MENU

"Quest for the Pole" has three parts or places you may begin your adventure. They are Part 1: "Two by Sea," Part 2: "Two More by Sea," and Part 3: "One by Land."

PART 1: "TWO BY SEA"

Choose this part to start your adventure at the beginning of your quest.

PART 2: "TWO MORE BY SEA"

Choose this part to continue your adventure from where you left the story. The program will ask you to type your "Quest for the Pole" password. Type the password you learned when you completed Part 1: "Two by Sea," and press Return or Enter.

PART 3: "ONE BY LAND"

Choose this part to start the last part of your quest. The program will ask you to type your "Quest for the Pole" password. Type the password you learned when you completed Part 2: "Two More by Sea," and press Return or Enter.

The Dogsled Icon

In this story you are represented by an icon of you on a dogsled.
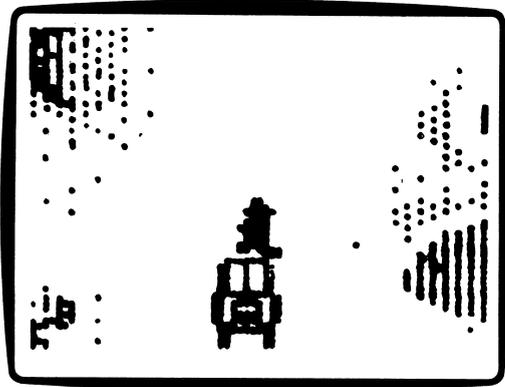
You will use this icon to move across the frozen Arctic to the North Pole in Part 3: "One by Land."

Moving the Dogsled Icon

Use these keys to move the Dogsled icon.

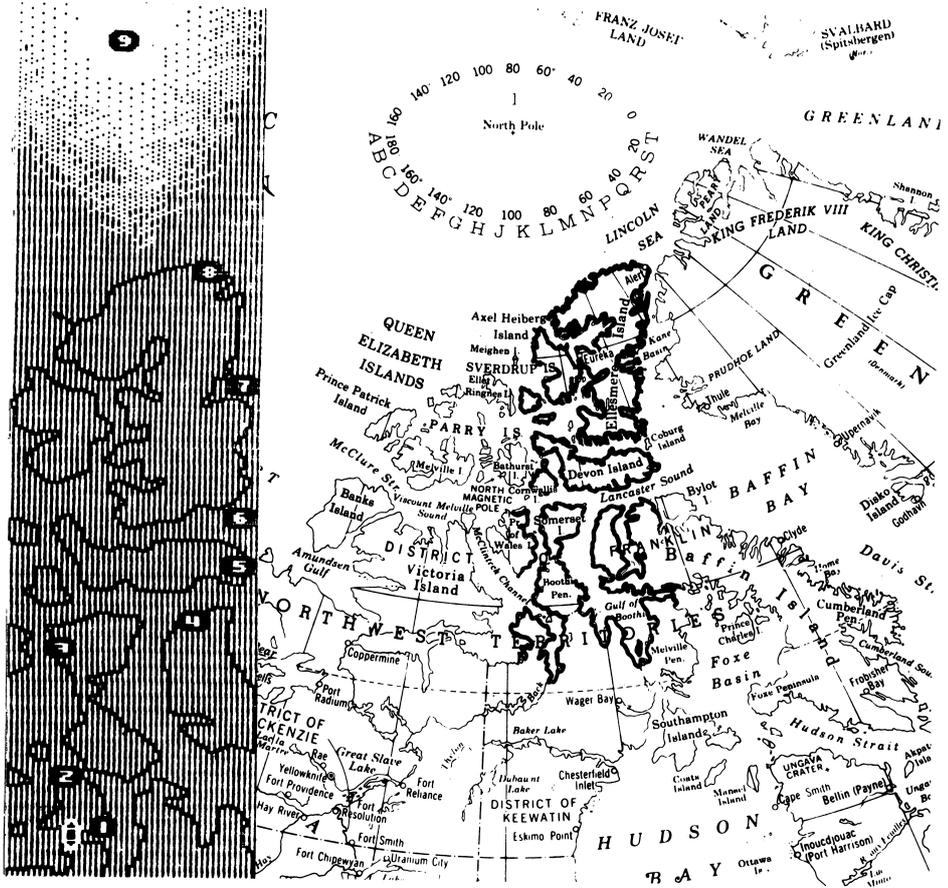| Apple II Plus	Apple IIe/IIc/IIGS	MS-DOS
I to move up	I or ↑ to move up	↑ to move up
J to move left	J or ← to move left	← to move left
K to move right	K or → to move right	→ to move right

The Map

When you arrive at each stop in your quest, you will see a map of the Arctic region. You will also see a boat next to your current location.

All of the places you will visit in the story are marked on the map with a number. They are:

1. Gjoa Haven/King William Island

2. North King William Island

3. North West Somerset Island

4. North Baffin Island

5. East Devon Island

6. Baffin Bay

7. Nares Strait/Ellesmere Island

8. Alert

9. The North Pole

You will only see part of the map on the screen at one time. To see the rest of the map, use the I and M keys, or the Up and Down arrow keys. The map will scroll as far north as the North Pole, and as far south as Gjoa Haven/King William Island.

SOUND
LAB
A Simulation

What You Will Find

With "Sound Lab" you will edit sounds to make new sounds. Then you will combine your new sounds to perform unique tunes. For a guided tour of "Sound Lab," follow the step-by-step tutorial on page 33.

Data Disk

To use "Sound Lab," you will need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk. (See page 39.)

Moving the Hand

See "Using the *Microzine* Hand," page 7, to learn how to move the Hand to choose the "Sound Lab" options.
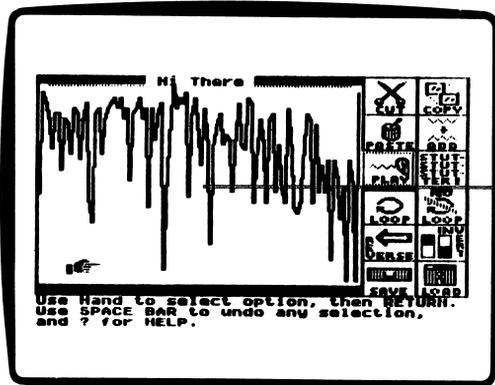
"Sound Lab" MAIN MENU

"Sound Lab" has three functions or things you may do. They are
EDIT A SOUND, PERFORM A SOUND, and INSTRUCTIONS.
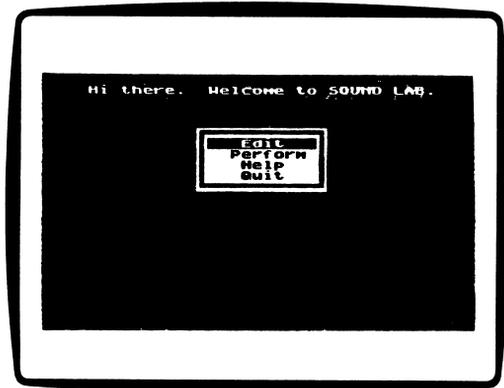
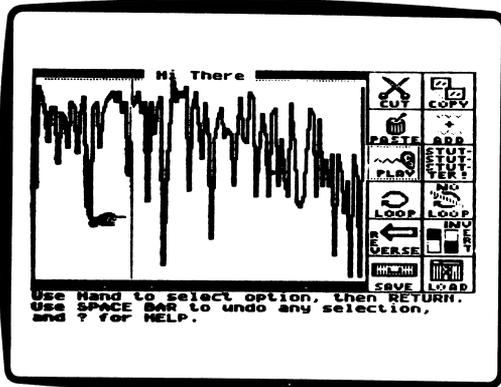# EDIT A SOUND

Choose this function to edit sounds.

You will see the sound wave of the sound "HITHERE" on the screen.
You may edit this sound, or choose Load to edit a different sound.

Sound Wave
of "HITHERE"

To use the Edit options you must first select the place in the sound wave where you want to edit, or change the sound. Use the Hand to select places in the sound.

When you select one place in the sound, you will see a vertical bar.

When you select a second place, you will see a second vertical bar. The part of the sound wave between the bars will be highlighted. This is the section of the sound that you may edit.
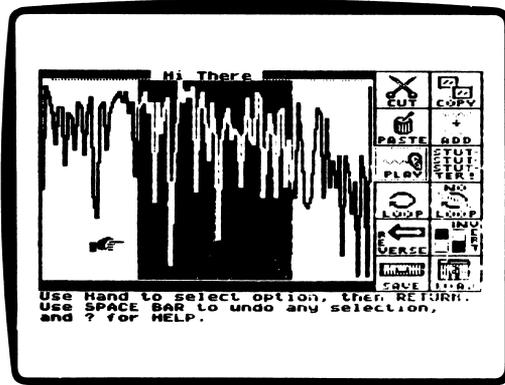
Use the Space Bar to "undo" the places you select.

Options

EDIT A SOUND has twelve options, or things you may do. They are
Cut, Copy, Paste, Add, Play, Stutter, Loop, No Loop, Reverse,
Inverse, Save, and Load.
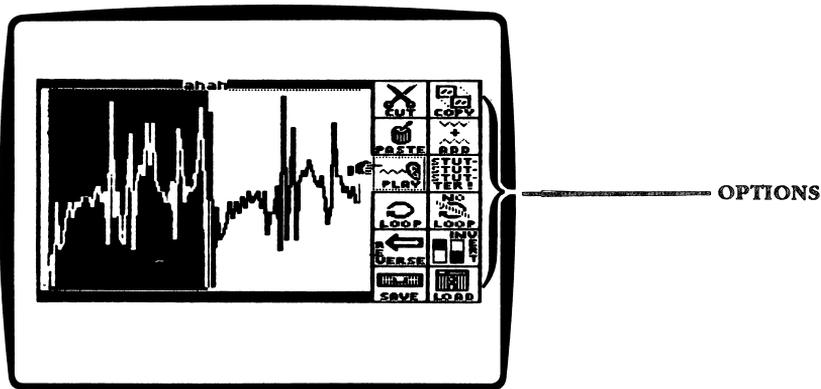
OPTIONS

- Cut: Use this option to cut, or remove, a part of the sound wave.
  Use the Hand to highlight the part of the sound you want to cut.
  Use the Hand to select two places in the sound to use this option.

- Copy: Use this option to copy a part of the sound wave to another
  part of the sound, or to another sound file.

  For example, if you want to copy the "HI" from the "HITHERE"
  sound, you would highlight the "HI" section of the sound wave
  and then choose Copy.

  Or, you may copy the "HI" from "HITHERE" to another sound file.
  For example, you could copy the "HI" to "AHAH" so that it sounds
  like "AH HI AH."

  Use the Hand to select two places in the sound to use this option.

- Paste: Use this option to paste a section of the sound wave in
  another part of the sound, or in another sound file. You may only
  use Paste after you Cut or Copy a part of the sound wave, so that
  there is part of a sound chosen to paste in. Use the Hand to select
  one place in the sound where you want to paste another sound.

- Add: Use this option to add a part of one sound wave to another sound wave so that the two sounds blend together. Use the Hand to select a point in the sound where you want to add another sound. Then choose Add.

  The program will display the SOUNDS ON THIS DISK MENU. Select the sound to which you want to add your first sound and press Return or Enter.

  The sound you added will play at the same time as the first sound, from the point where you selected Add.

  For example, if you add "FLUTE" to the beginning of "VIOLIN," you will hear the flute sound and the violin sound at the same time.

- Play: Use this option to play, or hear a sound. If there is a highlighted section in the sound, only the highlighted section of the sound will play. While the sound is playing, press any key to stop the sound from playing.

- Stutter: Use this option to make a part of the sound wave stutter, or repeat, three times, before playing the rest of the sound wave. Use the Hand to select two places in the sound to use this option.

- Loop: Use this option to make a part of the sound wave loop, or repeat, over and over again. Use the Hand to select two places in the sound to use this option.

- No Loop: Use this option to remove the Loop option in a sound.

- Reverse: Use this option to reverse, or play backwards, a part of the sound wave. Use the Hand to select two places in the sound to use this option.

- Invert: Use this option to invert, or turn upside down, a part of the sound wave. Use the Hand to select two places in the sound to use this option.

- Save: Use this option to save a sound to a data disk. The program will ask you to type the name of the sound you want to save. The name may be up to 10 characters long.

  You may save up to 75 sounds on a data disk.

- Load: Use this option to load a sound from a data disk. Use the arrow keys or the I and M keys to select the sound you want to hear, and press Return or Enter.

PERFORM A SOUND

Choose this function to perform sounds. When you first choose PERFORM A SOUND, it is like putting a blank tape in a tape recorder. There are no sounds on the tape, just as there are no sounds ready to be performed. You must first choose the sounds to be performed.

You will Load sounds from a data disk and Record a tune by striking keys on the keyboard. Then listen to the computer Play your tune.

Options
PERFORM A SOUND has six options, or things you may do. They are Load, Clear, Record, Play, Fast, and Slow.

- Load: Use this option to load a sound from a data disk. Use the arrow keys or the I and M keys to select the sound you want to hear, and press Return or Enter. You may load up to seven sounds for each performance.

  The names of the sounds you loaded and the keys you may press to hear each sound will appear on the screen.
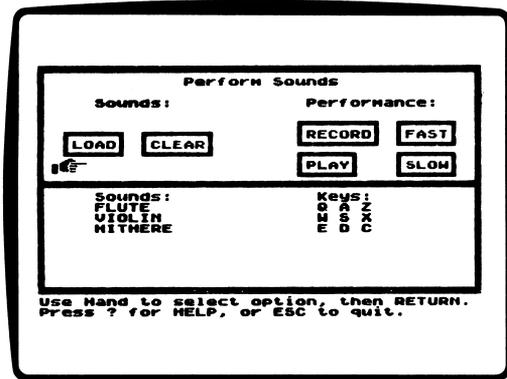
For example, in the screen above, to hear the sound "FLUTE," you may strike the Q, A, or Z keys.
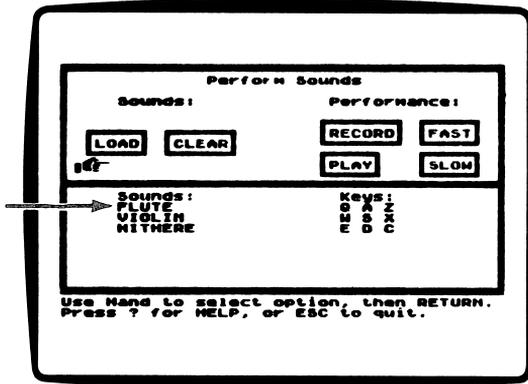
You may hear each sound on three different keys. Press the key on the top row of letters to hear the sound with the highest pitch. Press the key on the middle row to hear a medium pitch (the pitch you heard when you edited the sound), and press the key on the bottom row of letters to hear the lowest pitch.

- Clear: Use this option to clear, or erase, all the sounds you loaded.

- Record: Use this option to record a tune. Choose Record and then press the keys that correspond to each sound.

  NOTE: Record works like a tape recorder. If you press a few keys and then pause, the time between keystrokes will also be recorded.

  You may Record up to 500 keys in a tune.

  When you are finished recording a tune, press Esc.

- Play: Use this option to play the tune you just recorded.

- Fast: Use this option to make your tune play faster. Select Fast, and press Return or Enter. Then select Play.

- Slow: Use this option to make your tune play slower. Select Slow, and press Return or Enter. Then select Play.

To make your tune play at the speed it played before you selected Fast, select Slow the same amount of times you selected Fast. For example, if you selected Fast two times, select Slow and then Play, two times.

To make your tune play at the speed it played before you selected Slow, select Fast the same amount of times you selected Slow. For example, if you selected Slow two times, select Fast and then Play, two times.

"Sound Lab" will remember your tune until you record another tune. The Clear option erases the sounds loaded on the screen. But the program remembers the keys you pressed to record your tune.

You may load new sounds from a data disk and press Play. You will hear the key presses you recorded with the first sounds loaded, played with new sounds.

For example, if you record a tune with "FLUTE" and "VIOLIN," choose Clear, and then load "AHAH" and "WHISTLE," you will hear the key presses you recorded with "FLUTE" and "VIOLIN" now played with the "AHAH" and "WHISTLE" sounds.

To make a new tune with the new sounds you loaded, select Record again. Then press the keys on the keyboard. Your new tune will erase your old tune.

For example, if you record a tune with "FLUTE" and "VIOLIN," you may record a different tune with these sounds by selecting Record.

To make a new tune with new sounds, select Clear, and then load the sounds you want to use from a data disk. Select Record, and then press the keys on the keyboard.

For example, if you record a tune with "FLUTE" and "VIOLIN," you may select Clear, and then load other sounds from a data disk, such as "AHAH" and "HITHERE." Then select Record and make a new tune.

Type **Y** to quit. Type **N** to continue playing.

INSTRUCTIONS

Choose this function from the "Sound Lab" MAIN MENU to read instructions on how to edit and perform sounds.

"SOUND LAB" TUTORIAL

Follow this step-by-step tutorial to get to know "Sound Lab" the easy way!

1. Initalize a data disk using the "Computer Stuff" feature in *Microzine*. Now you are ready to begin.

2. Choose EDIT A SOUND from the "Sound Lab" MAIN MENU. Now use the Hand to select Load from the Edit options.

3. Use the arrow keys or the I and M keys to select the sound "AHAH."

4. Use the Hand to select Play. Play "AHAH" a few times.

**5.** Now use the Hand to highlight the first half of the sound, so you only hear "AH." Then select Play.
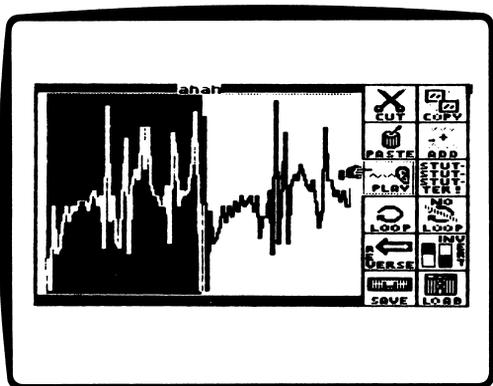
If you highlight too much or too little of the sound, press the Space Bar to remove the section you highlighted, and use the Hand to try again.

6. Use the Hand to select Stutter. Then select Play.

7. Now remove the highlighted section by pressing Space Bar twice. Select Play again. You will hear "AH-AH-AH AH."

8. Use the hand to highlight the second half of the sound—the part that does not stutter. Select Cut and then Play. You will hear "AH."
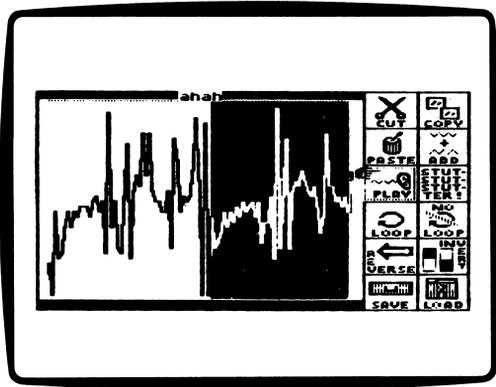
9. Move the Hand to the middle of the "AHAH" sound. Now select Paste. Choose Play. You will hear "AH-AH-AH AH," again.

10. Select Save. Now name the sound you just edited "NEWAH," and press Return or Enter.

11. Press Esc. Select PERFORM A SOUND from the "Sound Lab" MAIN MENU.

12. Use the Hand to select Load. Select "NEWAH" from the SOUND FILES ON THIS DISK MENU, and press Return or Enter.

13. Select Load again. Select "OHNO" from the SOUND FILES ON THIS DISK MENU, and press Return or Enter.
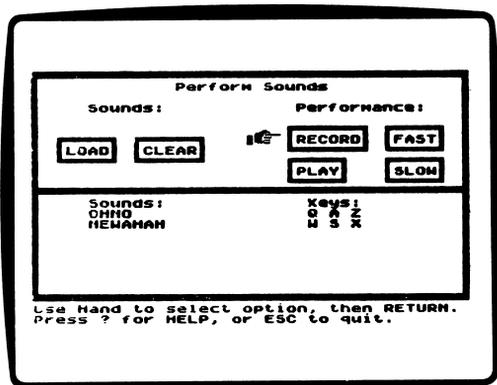
14. Select Record. When you see the word "Recording" appear on the screen, press the following keys (these are selected from the list under "Keys" on the keyboard):

    QQ Z SAS WW X ASA QQ

    When you are finished, press Esc. You just recorded a tune!

15. Select Play. Listen to the tune you recorded!

16. Select Fast, and then select Play again. Listen to the tune you recorded being played even faster!

17. Select Slow, and then select Play. Listen to the tune you recorded again. It plays at the same speed as when you first recorded it.

18. Now play your tune for friends!

PICTURE THIS

Use your good sense, your sense of adventure, and even your encyclopedia to find all the animals that aren't naturally found in Africa. All expert hunters will receive a special reward.
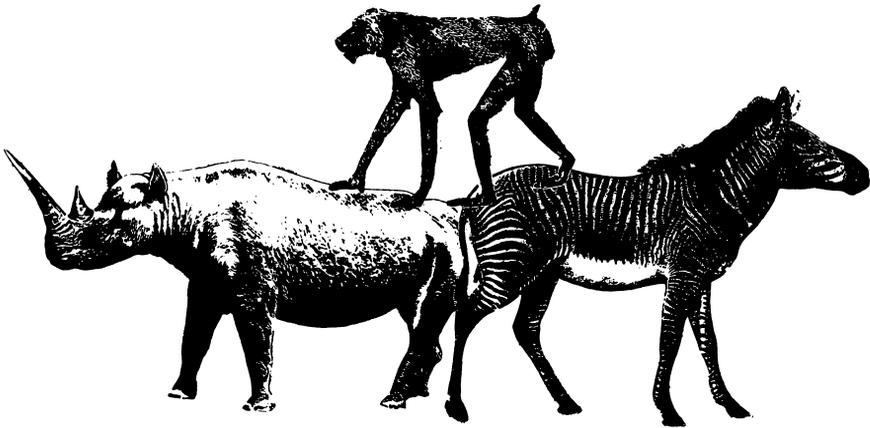
What You Will Find

You will look at a picture and then use a magnifying glass to discover the animals that don't belong in "African Animals."

Moving Around "African Animals"

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

You may use the **C** key to move the magnifying glass directly to the Check Up option at the bottom of the screen.

You may use the **?** key to move the magnifying glass directly to the Help option at the bottom of the screen.

You may use the Esc key to move directly to the Quit option.

Options
"African Animals" has five options, or things you may do. 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.

COMPUTER
STUFF
A Utility

What You Will Find

"Computer Stuff" has two functions, or things you may do. They are COPY A PROGRAM, and INITIALIZE A DISK.

COPY A PROGRAM

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

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

NOTE: You may copy "Stationery Maker" using a ProDOS copy program or you may use the Microzine COPY A PROGRAM utility. The COPY A PROGRAM utility is much slower than other ProDOS copy programs, especially if you only have one disk drive. It will take several minutes to make a copy of a program using the COPY A PROGRAM utility.

INITIALIZE A DISK

Choose this function to initialize a data disk.

A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*. Initializing a disk gets it ready to save your data for *Microzine*.

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

To initialize a data disk, use the Hand to choose INITIALIZE A DISK and then press Return or Enter.

The program will tell you that you need a blank disk, or one you don't mind erasing. The Hand will be pointing to Next. Press Return or Enter.

The program will tell you to insert your blank disk. The program will tell you that the disk will be erased. It will ask, "Do you want to go ahead?" Use the Hand to point to Yes or No, and then press Return or Enter.

The program will initialize the disk. Then the "Computer Stuff" list of functions will appear. You now have a data disk. You may use it for any *Microzine* feature that requires a data disk.

NOTE: Issues 1-26 of Microzine require a DOS 3.3 data disk. Beginning with issue 27, each issue of Microzine that requires a data disk will require a ProDOS data disk for Apple computers or an MS-DOS data disk for MS-DOS computers.

MICROZINE SCOPE AND SEQUENCE CHART

CURRICULUM AREAS

	STATIONERY MAKER	QUEST FOR THE POLE	SOUND LAB	AFRICAN ANIMALS
Reading		•		
Writing	•			
Math			•	
Science			•	•
Social Studies		•		
Fine Arts	•		•	•

SKILLS

	STATIONERY MAKER	QUEST FOR THE POLE	SOUND LAB	AFRICAN ANIMALS
Problem Solving		•	•	
Critical Thinking	•	•		•
Maps/Charts/Graphs		•	•	
Visual Discrimination		•	•	•

COMPUTER LITERACY

	STATIONERY MAKER	QUEST FOR THE POLE	SOUND LAB	AFRICAN ANIMALS
Word Processing/Publishing	•			
Computation/Estimation			•	
Data Storage/Retrieval			•	
Programming				
Simulation		•	•	

STATIONERY MAKER

Microzine's **Classroom Publishing Feature**

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

VOCABULARY PREVIEW: stationery, layout, border, graphic

SCHOOL ACTIVITIES

SOCIAL STUDIES: Have students design and print their own stationery. Then ask them to write a letter to the editor of their school newspaper, the mayor of their town or the governor of their state. Suggest that the letter include their opinion on a school, city or state issue.

HISTORY/RESEARCH: Tell the students to research one person from their history lessons, and write a letter as he or she might have. Have them make stationery with that person's address and title. For example, Benjamin Franklin letterhead might read "Ben Franklin, Inventor & Statesman, Philadelphia, Pennsylvania."

HOME ACTIVITIES

ART & DESIGN: Have students make personalized gifts of stationery for a friend or family member. Students should use graphics that represent the hobbies and interests of the person to whom they are giving the gift.

QUEST FOR THE POLE

A Twistaplot ™ Adventure

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

VOCABULARY PREVIEW: latitude, longitude, artifact, sextant, chronometer, magnetic, geographic, gullible, expedition, hull

SCHOOL ACTIVITIES

GEOGRAPHY: Using an atlas or a globe, instruct students to find the latitude and longitude of the town where they now live, the town where they were born, and the capital of their state. Have them write the longitude and latitude in degrees and minutes.

HISTORY: Have students research William Parry and his expedition to the North Pole. Where was Parry from? What was he looking for? Ask students to look up the meaning of "HMS," which was part of the name of Parry's boat. Challenge students to find out what extra equipment Parry added to his boats that allowed them to travel on ice and water. (He added steel runners to the hulls of the boats.)

HOME ACTIVITIES

MATH: Tell students to be on the lookout for signs that display the temperature around their town. Is the temperature displayed in Farenheit or Celsius, or both? Have them keep a log of Celsius and Farenheit temperatures every day for a week.

WRITING: Have students write a short story about a North Pole adventure from the perspective of one of the sled dogs. Remind them that dogs depend on different senses than humans (such as hearing and sense of smell), and that the dogs might not be as enthused about the trip as human travelers!

Hints on playing "Quest For The Pole":

Pick up the bottle
Pitch the tent
Travel East through Lancaster Sound
Trade the artifacts
Take the seal meat
Try to find help
Build a shelter

SOUND LAB

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

VOCABULARY PREVIEW: edit, stutter, reverse, invert, perform

SCHOOL ACTIVITIES:

SCIENCE: Discuss with students the different wave forms for several sounds in "Sound Lab." Have students point out similarities and differences between the waves. For example, the "FLUTE" wave has relatively few peaks and troughs whereas the "VIOLIN" wave has many peaks and troughs. Based on their observations, have the students sketch how they think the wave forms for these sounds might look: doorbell, drums, cuckoo clock, trumpet, and a human voice.

* Write the following list of sound terms on the blackboard. Discuss and demonstrate each definition. For example, have the class sing examples of loudness and pitch. To demonstrate amplitude and frequency, strike a tuning fork and have students closely observe the vibration of the fork as the sound fades.

Amplitude: the distance a vibrating object moves before coming to a resting position. A large amplitude results in a more intense sound.

Frequency: the rate at which the pitch vibrates. The higher the pitch, the higher the frequency will be. Frequency is measured in vibrations per second.

Loudness: the volume of a sound as heard by the listener.

Pitch: the relative highness or lowness of a sound.

HOME ACTIVITIES

MUSIC/LANGUAGE ARTS: Suggest that students listen closely to
recorded sounds they hear everyday: television, radio, and records.
Ask them to listen for special effects such as stutters or reversed
sounds. Have the students keep a notebook with the names of the
songs, commercials, or programs where they heard the special
effect.

PICTURE THIS

"African Animals"

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

VOCABULARY PREVIEW: bounty, continent, species, colossal, exotic

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SCHOOL ACTIVITIES

LANGUAGE ARTS/SCIENCE: Divide the class into small groups and have each group define the term "indigenous." Instruct each group to make a list of the animals in "African Animals" that are indigenous to the African continent. Then have the students make a list of 10 animals that are indigenous to the North American continent.

SCIENCE: Teach your class the system of scientific classification. Then ask students to list the seven chief groups used to classify animals (kingdom, phylum, class, order, family, genus, species).

Make a list on the blackboard of various animals found in Africa. Then have the students determine the classification of each one of the animals.

HOME ACTIVITIES

ART: Remind students of the variety of climates found on the African continent and the different kinds of animals found there. Ask students to draw a map of Africa that includes animals indigenous to each region.

"QUEST FOR THE POLE" ADVENTURE LOG

On your quest you will see many places and things you've never seen before. You will also find many new words in the story. Whenever you come across something new, write it in the chart below. Then write a short description of the word or place.

NEW WORDS, PLACES, AND THINGS   **DESCRIPTION**

SOUNDING BOARD

Use the chart below to keep track of how you edited the sounds in "Sound Lab." Write the name of the sounds, and put a check mark next to the options you used.

SOUND	CUT	COPY	PASTE	ADD	STUTTER	LOOP	REVERSE	INVERSE

Now list all of the sounds and the keys you used in performance.

SOUNDS PLAYED	KEYS

PRINTING PROBLEMS?

Perhaps we can help! Although Microzine and Microzine Jr. are now compatible with more printers and more printer cards than ever before, we occasionally hear from customers who are having trouble printing material from a program. Most problems are caused by improper printer or interface card settings. Here are some solutions:

• If you have an Apple IIc computer, tell the Classroom Publishing program that you have an Apple IIc Serial Port printer interface card.

• If you have an Apple IIGS computer, tell the Classroom Publishing program that you have an Apple Firmware printer interface card.

• If you have a Grappler C printer interface card, tell the Classroom Publishing program that you have an Apple IIc Serial Port printer interface card.

• If you have a TexPrint printer interface card, tell the Classroom Publishing program that you have a Grappler + printer interface card.

• If you have a ProGrappler printer interface card, tell the Classroom Publishing program that you have an Apple Parallel printer interface card.

• If you have a parallel printer interface card that is not listed in the program, tell the Classroom Publishing program that you have an Apple Parallel printer interface card. If you continue to have problems, try the other parallel printer interface cards on the list.

If you continue to have problems printing material from Microzine or Microzine Jr., please call this toll-free number: 1-800-541-5513. We're proud of every program, particularly the ones that print, and we want you to enjoy them as much as we do.

Microzine™

28 QUESTIONNAIRE

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

Name_____ Age _____

Address _____

City _____ State _____ Zip_____

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

⭐ RATE EACH PROGRAM IN THIS ISSUE.

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

_____ Stationery Maker   _____ Quest for the Pole

_____ Sound Lab   _____ African Animals

1. Did you create your own stationery? Write us a letter on your new stationery!

2. In "Quest for the Pole," you explored the arctic wilderness. What exotic part of the world would you like to explore next?

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

? If you worked on *Microzine*, would you like to be a programmer, an artist, or an editor? Why?

USE THE SPACES BELOW TO WRITE YOUR COMMENTS.

to Microzine,

Stationery Maker

Quest for the Pole

Sound Lab

African Animals
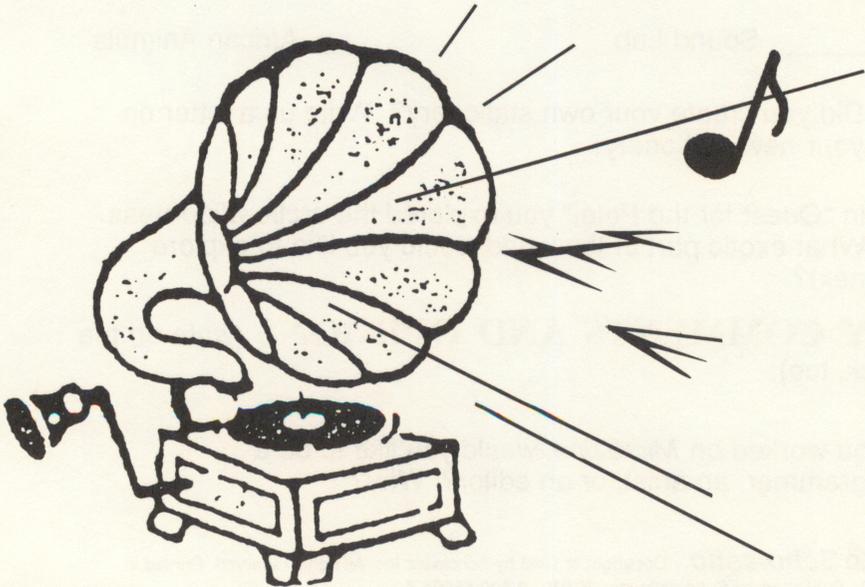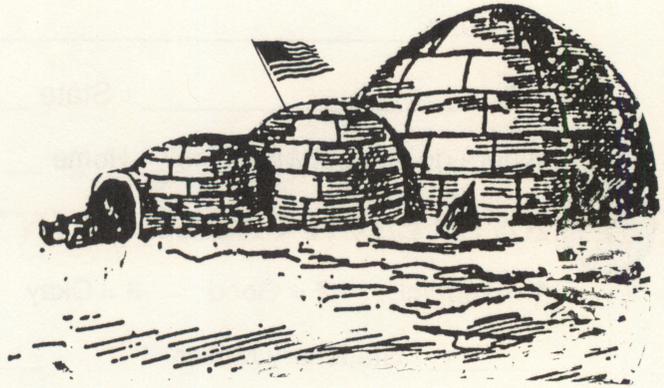
Microzine® *The Learning Library on a Disk*

In this issue:

Stationery Maker

This feature is the second in *Microzine*'s Classroom Publishing series. Choose from seven borders, four type fonts, and over 40 graphics to create your stationery. Then print your stationery and start writing letters! You may make copies of "Stationery Maker" to share.

Learning Opportunities: Writing, art & design, computer literacy.

Quest for the Pole

You are about to become the youngest person ever to journey to the North Pole over land! You will travel by umiak and dog-sled, observe the wildlife of the Arctic and avoid many dangers. If you are brave and learn how to survive in the frozen north, your quest will be successful!

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

Sound Lab

Toot your own horn, fiddle around, or just say, "Hi Mom!" Or, change those sounds into something else, by cutting, pasting, reversing or inversing the sounds! With "Sound Lab," you can experiment with many sounds, save them, and then perform them for your friends.

Learning Opportunities: Science, critical thinking, computer literacy.

African Animals

What is an elk doing in Africa? Use your magnifying glass to search the picture to find all of the animals that are not native to Africa. If you find them all, you will receive a special reward.
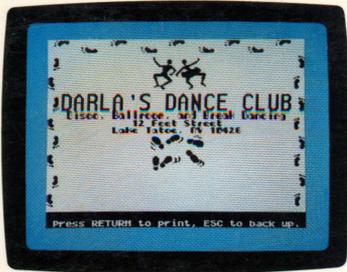
Learning Opportunities: Visual discrimination.

TEACHER EDITION

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