

Scholastic **Wizware**™

Apple II Plus® or IIe®, 48K, DOS 3.3,  
Disk

**Premier Issue**

Four full-length  
programs that  
let you explore  
and create.



**Microzine**™

Graphics created with  
Penguin Software's Graphics Magician

Ages 10 and up  
Two-sided disk

**Designers and Developers:**

Scholastic **Wizware™**

Information Technology Design Associates: Dan Klassen, Tom Hansen, Don Wagner, Karen Klassen, Dave Olmon.

**Microzine™**

Wizware programs are specially designed to help young people get the most fun out of learning and the most learning out of fun. Created by Scholastic, the largest publisher of children's books and magazines in the

English-speaking world, Wizware programs are challenging, exciting, thought-provoking, and flexible.

Four full-length programs that let you explore and create, including: Haunted House, a mystery adventure that puts you in control of the plot... Secret Files, your own computerized notebook for keeping special

Have a question? Call the Wizline<sup>SM</sup> number and ask a Wizkid what to do.

information... Poster, a programming language for making your own computer graphics... and Ask Me, an interview you conduct with ET's Robert Macnaughton. Microzine™ - a software collection you can build on.



Visit a Haunted House...



keep Secret Files...



create a Poster...



interview Robert Macnaughton.

**Contents:**

**You Need:**

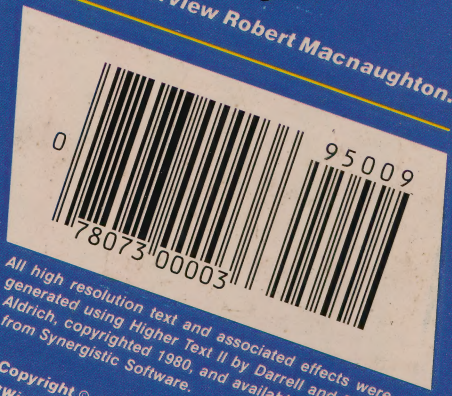
**Learning Opportunities:**

- 1 48-page handbook
- 1 program disk
- Apple II Plus® or IIe®, 48K, DOS 3.3; disk drive; 1 data disk
- Computer literacy . . . decision making . . . graphic arts . . . communication skills . . . organizational skills



Scholastic Inc.

Scholastic Inc.  
1290 Wall Street West  
P.O. Box 641  
Lynchhurst, NJ 07071



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**ISBN: 0-590-95009-6**

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# Microzine

## NEWSLETTER

**PREMIER ISSUE**

**FALL 1983**

Hey, Wizkids!

Welcome to the world of the Scholastic MICROZINE! With every issue of the MICROZINE, you'll receive the MICROZINE NEWSLETTER. Future newsletters will feature programming tips, cartoons, articles from YOU . . . and much more!

We'd love to hear from you! You can help us make the MICROZINE NEWSLETTER even better by sending us articles that you write, letters about what MICROZINE programs you like best, computer cartoons, and anything else that you think will be of interest to other Wizkids like you!

On the back of this Newsletter is a MICROZINE QUESTIONNAIRE. Please fill it out and send it to us, along with any other contributions you have, to:

MICROZINE NEWSLETTER  
Scholastic, Inc.  
730 Broadway  
New York, New York 10003  
Attention: Professor Mike Rozeen, Editor

Enjoy your premier issue of the MICROZINE—and stay tuned for the next issue, which comes with your *FREE MICROZINE File-A-Disk Case!* It's a terrific storage unit for your MICROZINE disks and handbooks, with room to spare for extra data disks, program notes, newsletters, and more! Don't miss it!

Happy Computing!

*Prof. Mike Rozeen*

Professor Mike Rozeen, Editor

**Don't forget the MICROZINE QUESTIONNAIRE on the back of this Newsletter!**

Why not bring the MICROZINE to school to use on your class computer? Maybe your classmates and your teacher will have some terrific ideas about how to use the MICROZINE in a group. Write to us about it. . . maybe we'll print *your* ideas!

# MICROZINE QUESTIONNAIRE

Name \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_ Boy \_\_\_\_\_ Girl \_\_\_\_\_ Grade \_\_\_\_\_

The MICROZINE QUESTIONNAIRE helps us decide what kinds of MICROZINE software programs Wizkids want, need, and like. Let's hear from you!

1. Which program do you like best on the Premier Issue of MICROZINE?

Why? \_\_\_\_\_

2. What kinds of programs would you use the most, in general?

(Check as many as apply.)

\_\_\_\_\_ games

\_\_\_\_\_ fun-and-learning (word games, TWISTAPLOT, math games, etc.)

\_\_\_\_\_ art (POSTER, for example)

\_\_\_\_\_ music (composing and playing)

\_\_\_\_\_ science (HOW IT WORKS, for example)

\_\_\_\_\_ how to use the computer

\_\_\_\_\_ utility (files, calculator, word processor, etc.)

\_\_\_\_\_ interactive magazine articles (such as ASK ME)

\_\_\_\_\_ other (please list) \_\_\_\_\_

3. Which celebrities would you like to interview with the ASK ME program? \_\_\_\_\_

4. Is the MICROZINE Handbook helpful? \_\_\_\_\_ Too easy? \_\_\_\_\_ Too hard? \_\_\_\_\_

5. Do you have any suggestions for future features in the MICROZINE NEWSLETTER? \_\_\_\_\_

6. Do you have a computer at home? \_\_\_\_\_ If yes, what kind? \_\_\_\_\_

7. Do you use a computer at school? \_\_\_\_\_ If yes, what kind? \_\_\_\_\_

8. Where else do you use a computer? (friend's home, library, etc.) \_\_\_\_\_

Tell us in the space below your opinions about the MICROZINE. We'll be printing comments and ideas in future issues of the MICROZINE NEWSLETTER!

**MAIL TO: MICROZINE NEWSLETTER**, Scholastic, Inc., 730 Broadway,  
New York, New York 10003  
Attention: Professor Mike Rozeen, Editor  
THANKS!

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## Microzine™

Designed and Developed by Information Technology  
Design Associates: Dan Klassen, Dave Olmon,  
Karen Klassen, Tom Hansen, Don Wagner



**Scholastic Inc.**

New York Toronto London Auckland Sydney Tokyo

<b>Software Design and Development</b>	Information Technology Design Associates
<b>Producer, Editor</b>	Dan Klassen
<b>Lead Programmer, Designer</b>	David G. Olmon
<b>Software Designers</b>	Karen Klassen/Tom Hansen/Don Wagner
<b>Programmers</b>	Al Borchers/Gary Johnson
<b>Program Testing</b>	Family Computing, Inc., Northfield, MN
<b>Graphics Design</b>	Technigraphics
<b>Graphic Designers and Consultants</b>	Ame C. Flynn/Michael Callery
<b>Computer Illustrators</b>	Lorene Lavora/Steve Sullivan
<b>Publisher</b>	Scholastic <i>Wizware</i> ™
<b>Creative Director</b>	Deborah Kovacs
<b>Project Manager</b>	Stephen Gass
<b>Software Editor</b>	Jeffrey Siegel
<b>Contributing Editors</b>	Bob Neumann/Megan Stine/H. William Stine
<b>Handbook Author</b>	Jeffrey Siegel

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ISBN: 0-590-95012-6

12 11 10 9 8 7 6 5 4 3 2

8

3 4 5 6 7 8/8

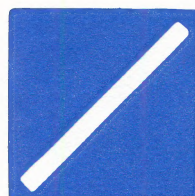
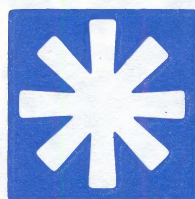
## From the Editor's Keyboard

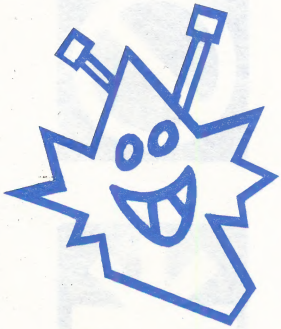
Welcome to the premier issue of *Microzine*, Scholastic's first interactive magazine. You've always known us for high-quality educational magazines—periodicals that make learning fun. Now, we've taken the *maga* out and put the *micro* in. That means you don't just read this periodical—you "talk" to it, play with it, change it each time you use it on your computer. You are no longer just a reader. You now become the user.

In this issue, you'll find a Twistaplot adventure, a story in which you are the hero and you decide what to do. The first time through, you may decide to challenge Nilvail, the evil mastermind. The next time you may become the hero of the video arcade. The next time. . . . Who knows what will happen the next time!

And how would you like to interview Robert Macnaughton, Eliot's older brother in *E.T.*? Ask him what he thought the first time he saw E.T. in the flesh. Or was it plastic? . . . Hey, was there somebody inside that little guy? In our Ask Me feature, you can ask Robert about acting, his family, computers, and more. He'll answer. And maybe ask you a thing or two.

If art is what you like, go to the Poster feature. With this simple programming language you can create colorful posters on the screen. Add sound, too. And save them. No mess, no fuss. Have fun and draw with the computer's imaginary paintbrush.





There's one more feature—Secret Files. This computer tool will help you keep track of all those facts and ideas that slip your mind and are lost forever. From now on, you'll remember. Or at least remember where to look in case you do forget.

We hope you enjoy *Microzine*. In future issues, you'll pilot a hot-air balloon, control a robot, and create your own games. You'll also learn about computers, rockets, taking care of your pets, and more. You'll travel through forests, oceans, and distant countries in future Twistaplots. The Ask Me feature will bring you interviews with movie and TV stars, sports heroes, and other celebrities. You'll find more easy-to-use tools like Secret Files, and exciting games, too.

So, get ready for the future. Get set for fun and learning. Let's go!!

# Contents

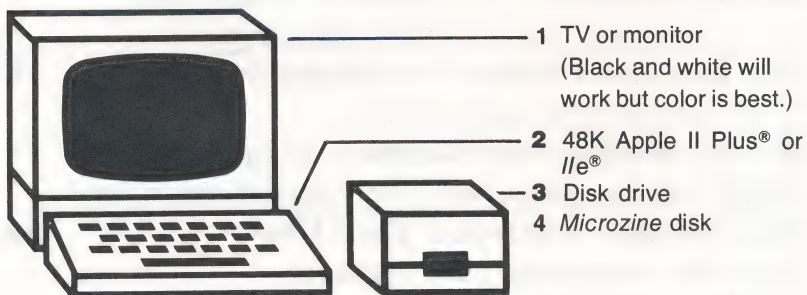


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Get more fun ( <i>and</i> games) out of <i>Microzine</i> .	

## Getting Started

This handbook contains lots of information that will help you enjoy *Microzine* even more. Use it to get started, then try everything. Experiment. You can't break the programs, so have fun. If you do have any problems, come on back. You'll probably find the answers you need in this handbook.

### Equipment You Need



NOTE: For Poster and Secret Files, two features in *Microzine*, you will need a blank disk. (See Initializing a Data Disk, page 40.)

APPLE is a registered trademark of Apple Computer, Inc.

## To Load Microzine

- 1 Open the disk drive door.
- 2 Hold the disk with your thumb on the label.
- 3 Insert the disk slowly with either side 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 drive's red light is on.

If *Microzine* does not appear on the screen:

- turn computer off. Turn it back on and try again.
- make sure the disk drive door is closed.
- have someone who knows how to hook up the drive check to see if it's hooked up correctly.

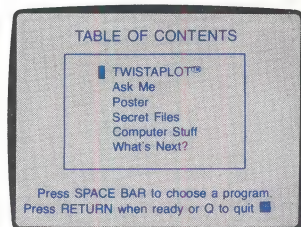
## Using the Table of Contents

Press any key. The Table of Contents will appear. This is the list of programs, or features, on *Microzine*.

Press the SPACE BAR a few times. Notice the white square on the left is moving down the list. This square is called a *cursor*. To choose a feature, move the cursor to that feature. Then press RETURN. One of three things will then happen:

- you will be told to turn the disk over.
- you will get a data disk message (see Initializing a Data Disk, page 40).
- the feature will appear on the screen. You should then turn to that feature in this handbook to find out what to do next.

Go ahead and choose a feature.





## Haunted House

### **A Twistaplot Adventure**

Do you dare enter?!

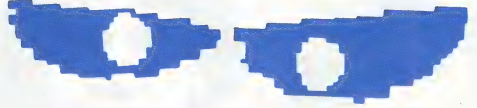
Choose Twistaplot on the Table of Contents. (If you don't know how, see page 7.)

It's the middle of the night and you wake up. You're dripping with sweat. You just dreamed your friend was in trouble in the old, abandoned Belmore house. But something tells you it wasn't just a dream.

What will you do?

Twistaplot stories let you choose. Each decision you make takes you along a different path. You can go through the story many times, each time making different choices, each time traveling a different path.





You may meet Murray, the less-than-frightening stand-up comedian ghost. Or perhaps Nilvail, the evil genius, will challenge you to a battle of the mind. Of course, you may end up the hero of the video arcade; or you may land in jail.

Go ahead, do it as many times as you like. It's an adventure each time. Oh, and, by the way . . .

IF YOU HAVE THE FEELING SOMEONE IS WATCHING YOU . . .

YOU'RE RIGHT!!

NOTE: Whenever you're asked to press SPACE BAR or make a decision, you can leave Twistaplot and get back to the Table of Contents. Simply type Q and press RETURN.





## Ask Me



This issue's interactive interview is with Robert Macnaughton. Robert played Eliot's older brother in *E.T.* and is starring in *I Am the Cheese*. He is 16 and lives in Irvine, California, with his parents, sister, brother, and Dill, the family's golden retriever.

Choose Ask Me on the Table of Contents. (If you don't know how, see page 7.)

Ask Me is more than just an interview. You've probably read interviews in magazines and have gotten very interested in the person being interviewed. But the interviewer never got around to the questions you wanted to ask. It's too bad you couldn't ask the questions yourself.

In Ask Me, it's your turn to ask the questions. You'll see pairs of words moving across your screen. These are question roots. Type in one of these roots and press RETURN. You'll be presented with a number of question endings. Choose an ending the same way you made choices on the Table of Contents.

Robert will then answer your questions. He may ask you something in return. If he does, type in your answer and press RETURN.

# Poster



Make colorful posters on your monitor or TV screen by using this simple but powerful programming language. It's fun and easy. And you can save your posters, too, and see them whenever you want.

NOTE: If you have more than one disk drive, see Changing Number of Disk Drives, page 40.

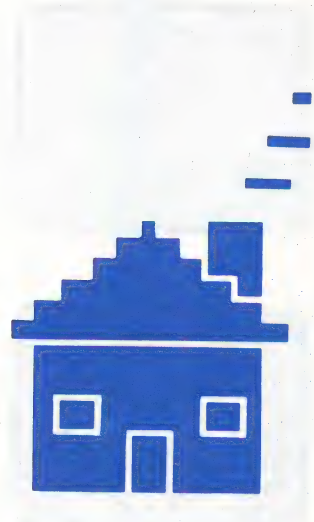
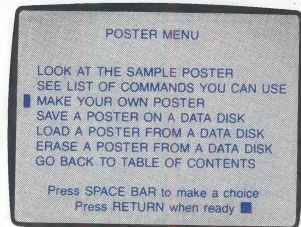
Choose Poster on the Table of Contents. (If you don't know how, see page 7.)

You'll need an initialized data disk. If you don't have one, type N, for No, and press RETURN. (See page 40.) If you have one, type Y, for Yes, and press RETURN.

The title screen was created using Poster's imaginary paintbrush. Ready to go on? Press RETURN.

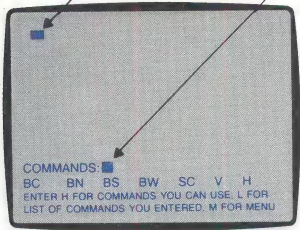
Carefully take the *Microzine* disk out of the drive. Put the data disk in the drive. (If you changed *Microzine* to two drives, just put the data disk in the second drive.) Press RETURN.

Now you see the Poster menu. Use the SPACE BAR to make choices here just as you did on the Table of Contents. Choose MAKE YOUR OWN POSTER. Don't forget to press RETURN.



THIS IS THE TIP OF YOUR PAINTBRUSH

WHEN YOU ENTER A COMMAND, IT WILL SHOW UP HERE



### Draw Screen

You should now see the Draw Screen.

### Drawing

Right (R), Left (L), Up (U), Down (D)

You tell the computer what to draw by giving it commands. All commands must be in Poster's special language.

Type R40.

Press RETURN. (After all commands you must press RETURN.)

NOTE: If you make a typing error, use the ← key to go back. Then type over the error to correct it. SPACE BAR erases forward.

The computer drew a line to the Right. The R in R40 means draw Right. And the 40 tells the computer how far you want it to draw. You told it to draw Right 40 spaces—R40.

Type D40

(And, of course, press RETURN. You should remember this from now on. Always press RETURN after a command.)

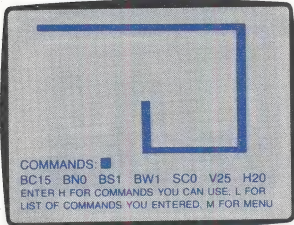
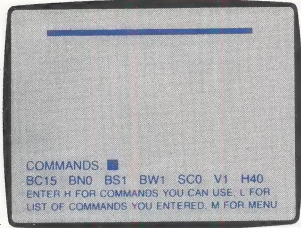
Yes, D40 means draw a line Down (D) 40 spaces.

Type L20

Exactly, L20 means draw Left (L) 20 spaces.

Type U15

Correct, U15 means draw Up (U) 15 spaces.



Go ahead and experiment. You can use any number from 1 to 40 along with the U, D, L, and R commands. The brush stops when it hits the edge of the screen. If you make any typing mistakes, the computer may not understand. It will say "I DON'T KNOW . . ." Just retype correctly.

### **Run**

Type RUN.

This RUNs your poster from its first command.

### **New**

Whenever you want to begin another poster, type NEW. The screen will clear and the brush will return to its starting position. Let's clear the screen and start over before our next commands. Go ahead—type NEW.



### **Screen Color**

The Screen Color (SC) is now black. You can change it.  
Type:

COL

On the screen you should see the Color Chart. These are the colors you can use. Each color has a number. Let's change the Screen Color (SC) to red. We see that red is number 1.

Press RETURN to get back to the Draw Screen. Type:  
SC1

That stands for Screen Color (SC) 1 (red). The screen is now red (unless you forgot to press RETURN).

NOTE: It's a good idea to choose a Screen Color first, then start drawing. When you change the Screen Color, the poster you've drawn up to that point gets covered.

### **Brush Color**

The Brush Color (BC) is now white. You can change it to any of the colors on the Color Chart. To see the chart again type COL. Change the Brush Color to blue, number 2. Press RETURN to get back to the Draw Screen. Type:

BC2

That stands for Brush Color (BC) 2 (blue). Now, when you draw, it will be in blue. Try it.

### Brush Width

You've been drawing with Brush Width (BW) 1. The 1 means one-space wide. The brush can be from one to 10 spaces wide—BW1, BW2, all the way to BW10. Type:

BW7

That stands for Brush Width (BW) 7. Now draw and you'll see the difference.

### Brush Noise

You've been drawing with Brush Noise (BN) 0. That means no noise at all. There are 10 noises to choose from—BN1, BN2, all the way to BN10. Type:

BN4

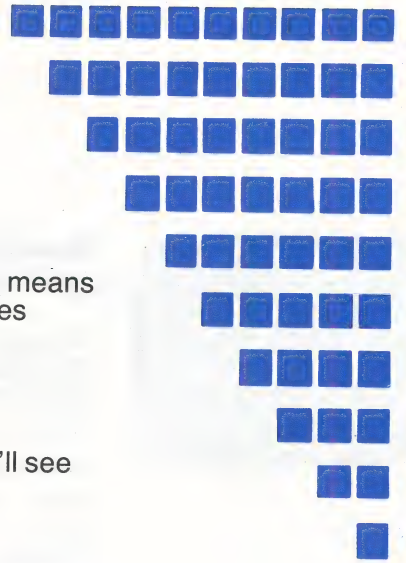
That stands for Brush Noise (BN) 4. Draw and you'll hear the noise.

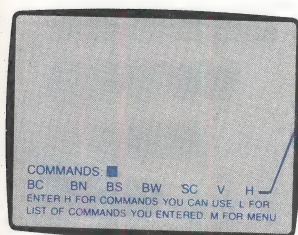
### Brush Speed

You've been drawing at Brush Speed (BS) 1. That's the fastest. You can go from BS1 to BS10, the slowest Brush Speed (BS). Type:

BS5

That stands for Brush Speed (BS) 5. Draw and you'll see the change.





### Control Line

BC BN BS BW SC V H

Take a look at the Control Line on your screen (see diagram). By looking at this line you can always tell what your Brush Color (BC), Brush Noise (BN), Brush Speed (BS), Brush Width (BW), and Screen Color (SC) are. You'll see that if you change any of these, the number on the Control Line will change. Go ahead and try it.

### Lifting Your Paintbrush

After SC on the Control Line, there's a V and then an H.

The V stands for Vertical—this means up and down. There are 40 V spaces on the screen. The number after the V tells you what V space your brush is in.

Let's clear the screen. Type:

NEW

Your brush is now at the starting position, V space 1. Type:

V20

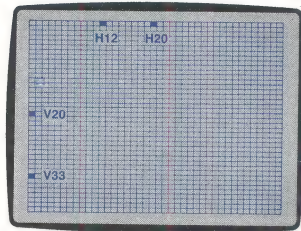
That tells the brush to go to V space 20 without drawing (see diagram). Type:

V33

Now the brush has moved to V space 33 without drawing (see diagram). So, the V command moves the brush up and down without drawing.

The H on the Control Line stands for Horizontal—left and right. There are 40 H spaces on the screen. The number after the H tells you what H space the brush is in. Type:

NEW  
H20



The brush goes to H space 20 without drawing (see diagram). Type:

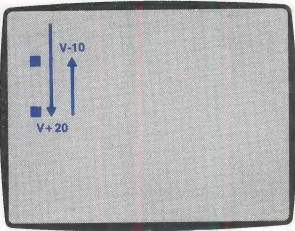
H12

The brush has moved to H space 12 without drawing. So, the H command moves the brush left and right without drawing.

Using the H and V commands together you can move the brush anywhere on the screen without drawing. Type:

NEW  
V17  
H14

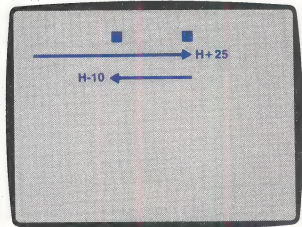
Your brush is at V space 17, H space 14.



You may wonder why you would use this. Say you've drawn a square in the top right-hand corner of the screen. Then you want to draw a square in the bottom left-hand corner. But you don't want a line connecting them. Now you have a way of moving the brush without drawing. Here's another way. Type:

NEW

V+20



NOTE: To get +, press down the SHIFT key while pressing the + key.

See what happens? V + and a number moves the brush down that number of spaces. Type:

V-10

V- and a number moves the brush up that many spaces.

Type:

NEW

H+25

See what happens? Type:

H-10

H+ and a number moves the brush right, H- and a number moves the brush left.

### **Draw One Space**

If you want to draw just the space the brush is on, type Draw. When you lift the brush by using the H and V commands you'll see it drew one space.

### **Print**

Type:

PR FUN AND GAMES



If you remembered to press RETURN, you see the words FUN AND GAMES beneath your poster. When you press RETURN again, the words will go away. RUN your program and you'll see them again. You can put any words after PR and the computer will PPrint them. You can use up to 26 letters.

## Repeating Commands

Type:

NEW

REP3(R4/D3)

NOTE: To get "(" hold down the SHIFT key while pressing the 8 key.

Find the "/" key near the bottom right corner of your keyboard. To get ")" hold down the SHIFT key while pressing the 9 key.

The computer draws R4 (Right four spaces) then D3 (Down three spaces). Then it goes back and does R4 again and D3 again. It goes back a third time and does R4 again and D3 again. This is the same as typing all these commands: R4, D3, R4, D3, R4, D3. It is much quicker and easier to use a REPEAT command. Look at it this way—

REP 3 (R4/D3)

↑ REPEAT      ↑ 3 times (can be any number 1-199)      ↑ these commands (can be any commands)

So, after REP put the number of times you want the commands REPEATED. Then, between the "(" and the ")" —these are called parentheses—put the commands you want REPEATED. Be sure to put a slash (/) between each command.

Here's another example. Type it in, then watch what it does.

Type:

NEW

REP5(BC1/D5/BC12/R5)

This is what happens. The BC (Brush Color) starts as 1 (red), then the computer draws D5. The BC then becomes 12, and the computer draws R5. It goes back then and starts all over—the BC goes back to 1, it draws D5, and so on. It REPEATS the commands in the parentheses five times.

Another example. Now you will see how H +, H -, V +, and V - come in handy. Type:

NEW

REP5(R4/D2/H +3)

See what happens? It draws R4, then D2. Then it moves the tip of the brush right three spaces (H +3). It then goes back to the beginning and starts over.

Try this one. Type:

NEW

REP4(BC6/BW3/D5/BW1/BC3/R5)

How do you like that? Experiment. Make up your own REP commands.

NOTE: If you put two slashes together without a command between them, after you press RETURN the computer will say EMPTY COMMAND. It wants a command between all slashes.



POSTER COMMANDS			
CODE	COMMAND	RANGE	SAMPLE
SC	SCREEN COLOR	0-15	SC10
BS	BRUSH SPEED	0-10	BS2
BW	BRUSH WIDTH	1-10	BW5
BN	BRUSH NOISE	0-10	BN2
Y	DRAWN UP 1-40 SPACES		D15
D	DRAWN DOWN 1-40 SPACES		D15
R	DRAWN RIGHT 1-40 SPACES		R10
L	DRAWN LEFT 1-40 SPACES		L10
O	DRAWN ONE SPACE		ODRAW
ERASE	ERASES LAST SPACE		ERASE
PH	PRINTS LETTERS		PH 255
H	PLACE BRUSH HERE		H25
V	PLACE BRUSH HERE		V25
REP	REPEAT		REP 3(3)17(D2)
RUN	RUN POSTER		RUN
NEW	ERASE POSTER		NEW
COL	SHOW COLOR CHART		COL

PRESS RETURN TO CONTINUE

## Erase One Space

If you want to erase the space the brush is on, type ERASE. When you lift the brush by using the H and V commands you'll see it erased one space.

This command can be used in REP commands in an interesting way. Type:

NEW

REP10(ERASE/H+2/V+2/DRAW)

REP10(ERASE/H+1/V-2/DRAW)

REP20(ERASE/V+2/H-1/DRAW)

## Help

Type:

H

You should now see the Help Screen. These are the commands you can use. You can type H any time you're on the Draw Screen and nothing will happen to your poster. Press **RETURN** now for two screens of tips on how to use Poster. Press **RETURN** a third time to get back to your poster on the Draw Screen.

## Changing Your Poster

The computer keeps track of the commands you give it. You can go back and change these commands. Type NEW. Type in this poster:

NEW

BC1

BW4

R10

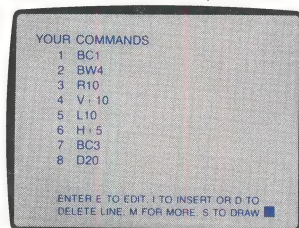
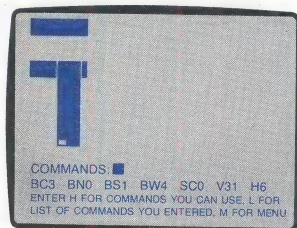
V+10

L10

H+5

BC3

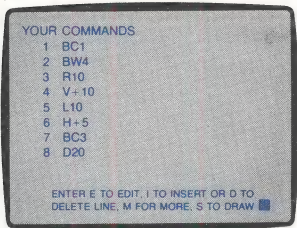
D20



When you've finished typing this, type L and press RETURN. L stands for List of commands you entered.

You should now see your List Screen. This is the List of commands you entered. The computer numbered the commands in the order you entered them.

Any time you want, you can come to this screen and make changes to any commands. You can also take commands out and put commands in.



### Editing a Line

Let's change BW4 to BW6. This is called Editing a line. Find the little white square at the bottom of the screen. This square is called the *cursor*. The key to Editing is moving the cursor to the place on your list that needs Editing. The cursor is now at the bottom of the screen—it's home. Type:

E

E stands for Edit.

The cursor moves up to line 1. You want to get it to line 2. Press RETURN once. That moves the cursor to the next line. This is the line you want to change.

**NOTE:** If you went past this line, keep pressing RETURN until the square is home. Then start over by typing E.

The cursor is on the B. Use the → key to move the cursor to the 4. You want to change the 4 to a 6. To do this, simply type a 6 over the 4. It's now changed. You've Edited a line.

Press RETURN once. Now you're at line 3. Change R10 to R20. Move the cursor to the 1. Type a 2 over it. Then press the → key until you hear a beep. Then press RETURN until the cursor is home.

If you had wanted, you could have Edited more lines at the same time. So, whenever you want to Edit a command you've entered, get to this screen (by typing L). Then:

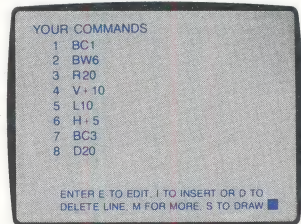
- Type E and press RETURN.
- Move the cursor to the letter or number you want to Edit.
- Type your correction (or use the SPACE BAR to erase).
- Press → until you hear a beep.
- Use RETURN to bring the cursor home.

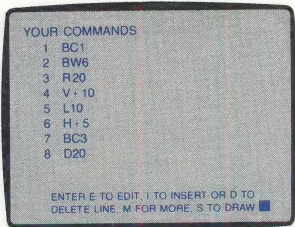
NOTE: You can use RETURN to erase many letters and numbers at once. If the cursor is past the first letter of a line and you press RETURN, then all letters and numbers from the cursor to the end of the line will be erased. And the cursor will go to the next line.

NOTE: The ← key moves the cursor backward and erases. But, if you then press the → key, you'll get your letters back.

### **Back to the Draw Screen**

Type S and press RETURN to get back to the Draw Screen. You will see your old poster. To see your changed poster, type RUN. Come on back, then, to learn more about changing your poster. (To get back to the List Screen, type L and press RETURN.)





### Inserting a Line

Put the command BC (Brush Color) 4 before line 5L10. This is called Inserting a line. Type:

I

I stands for Insert a line. Press RETURN.

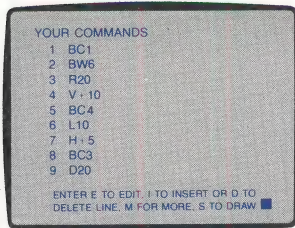
You want to Insert BC4 before line 5, so type:

5

Press RETURN. Now press RETURN again. The computer has renumbered your list and left line 5 open. To put BC4 on that line, type E and press RETURN until the cursor is on line 5. Then just type in BC4. Use RETURN to get the cursor home.

NOTE: If you go beyond the space, get the cursor home and start over by typing E.

You've just Inserted a line.



### Deleting a Line

Erase, or Delete, line 7 H+5. Type:

D

D stands for Delete. Press RETURN. You want to Delete line 7, so type:

7

Press RETURN. The computer Deletes H + 5 and moves both BC3 and D20 up one line each.

You've just Deleted a line.

### More Lines

Only 18 lines will fit on the List Screen at one time. If your program has more than 18 lines, type M to get the next 18. If you type M and there are no more lines, you will be sent to the Draw Screen.

Let's go back to the Draw Screen. Type:

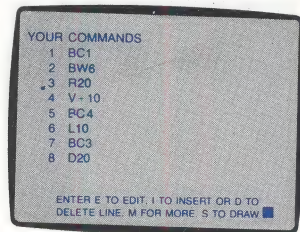
S

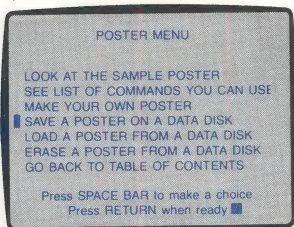
Take a look at your poster. When you're ready, type RUN and you'll see the changes you made.

So, whenever you want to change commands, fix errors, or just see your list, go to the List Screen. Make any changes. Come back to the Draw Screen and RUN to see your changes. Then you can continue drawing your poster. You can go back and forth as many times as you want.

### Empty Command

If you leave a line blank—without a command on it—the computer will say EMPTY COMMAND when you RUN the program. It wants a command on every line.





## New

By the way, any time you use NEW, your poster *and* commands are erased.

## Poster Length

You can use up to 270 lines for each poster. The computer will not accept any more than that.

## Saving Your Poster

You can save any poster you're working on. This is good because then you can go back to it later. You should get into the habit of saving your posters. You never know when you might want to continue, change, or see a poster after you've drawn it.

From the Draw Screen, type M and press RETURN. You're back at the Poster menu. Choose SAVE A POSTER ON A DATA DISK.

**IMPORTANT!** If you make a mistake and choose a different entry, your poster will be lost when you press RETURN. Be careful. Make sure the cursor is at SAVE A POSTER ON A DATA DISK before you press RETURN.

The computer will ask you to name your poster. Type in a name, up to 10 letters, and press RETURN. The drive will whir. Your poster is saved.



## Loading a Poster

If you want to see a poster you have saved, choose **LOAD A POSTER FROM A DATA DISK** on the poster menu. The drive will whirl. Choose the poster you want. Make choices here the same way as you did on the Table of Contents. When the Draw Screen comes on, type **RUN**.

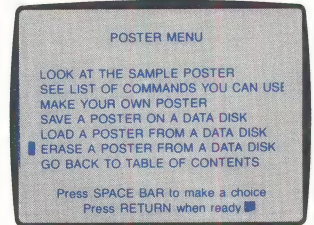
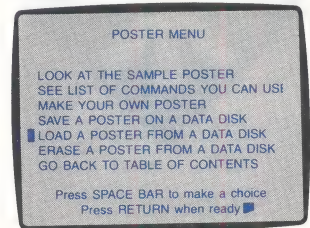
There's your poster. Do what you want to it. It's saved on the data disk. You can always get it back the way you now see it. If you make changes that you want to save, though, you'll have to save the changed version of your poster, too.

## Erasing a Poster

If you want to **ERASE A POSTER FROM A DATA DISK**, make that choice on the Poster menu. Choose the poster you want to erase. Make choices here the same way as on the Table of Contents. It will be gone forever, so make sure you want to erase it. If you decide you don't want to erase one, don't type in a number. Just type **M** and you'll be returned to the Poster menu. If you've already typed in a number, use the ← key to erase the number and then type **M**.

## Getting Back to the Table of Contents

If you're at the Draw Screen, and you want to leave Poster and get back to the Table of Contents, type **M** and press **RETURN**. You'll be back at the Poster menu. Choose **GO BACK TO TABLE OF CONTENTS** and you're back. But, you will have lost the poster you were working on. You should first save your work.





### **Hints!! Hints!! Hints!!**

Here are some hints for getting more out of Poster. When you're done, there's more in Funstuff, page 42.

Get out some graph paper and plan your poster. Write down the commands. When you're ready, enter them into the computer.

Try this. Draw a line. Draw over it in another color. Draw over it in the Screen Color. Did it disappear?

Try these REP commands: REP1(H20/V20); REP1(R30/D20/L15/U5). REP1 means do these commands just once. Using this you can get more commands on each line and stretch the 260-line limit.

Try this sample poster. Type it in and you'll see how you can use Poster to do animation.

NEW

PR ONE DAY IN THE FOREST . . .

REP1(SC14/BC7/BW8/R40/BN1)

REP1(BC8/H15/V30/BW1/U12)

REP1(BC4/DRAW/V +2/H -1)

REP3(DRAW/V +3)

REP1(H -1/V -2)

REP3(DRAW/V -3)

REP1(H +3/V +1)

REP3(DRAW/V +3)

REP1(H +1/V -2)

REP3(DRAW/V -3)

REP1(V +13/BC13/H -1/BN5/DRAW)

PR CATERPILLAR LEFT HER TREE . . .

H+1

REP12(DRAW/H-1/ERASE/H+2)

PR TO FIND A FRIEND

REP12(DRAW/H-1/ERASE/H+2)

### Poster Commands

CODE	COMMAND	RANGE	SAMPLE
SC	Screen Color	0-15	SC3
BC	Brush Color	0-15	BC4
BW	Brush Width	1-10	BW8
BN	Brush Noise	0-10	BN6
BS	Brush Speed	1-10	BS2
U	Draw Up	1-40	U14
D	Draw Down	1-40	D27
R	Draw Right	1-40	R31
L	Draw Left	1-40	L17
H	Move brush right and left	1-40	H26
H+	Move brush right	1-40	H+29
H-	Move brush left	1-40	H-17
V	Move brush up and down	1-40	V12
V+	Move brush down	1-40	V+23
V-	Move brush up	1-40	V-2
RUN	Run poster		RUN
NEW	Erase poster		NEW
DRAW	Draw one square		DRAW
ERASE	Erase last square drawn		ERASE
REP	Repeat commands		REP3(R6/D9)
PR	Print up to 26 letters		PR HELLO
COL	Show Color Chart		COL





## Secret Files

Life sure is hectic these days. And everybody wants you to remember something. "How could you forget my birthday!" "Did you see *E.T.*?" "How many moons does Saturn have?" "Hey, what's your high score in *Space Wimps*?"

The problem is you just can't keep track of everything.

Here's the solution. Dump all that data into your Secret Files. They're easy to set up. Your information is kept on cards, and the cards are kept in boxes — each group of cards in its own box.

To see how it's done, start by setting up a Secret File on movies. Follow along on the computer and in this handbook. It may at first seem mysterious, but once you get through your first file, you'll catch on.

NOTE: If you have more than one disk drive, see *Changing Number of Disk Drives*, page 40.

To start, choose Secret Files on the Table of Contents. (If you don't know how, see page 7.) You'll need an initialized data disk to work on. If you don't have one, type N, for No, and press RETURN. (See page 40.) If you have one, type Y, for Yes, and press RETURN. Press RETURN to get past the title screen. Carefully take *Microzine* out of the disk drive. Put in the data disk. (If you changed *Microzine* to two drives, just put the data disk in the second drive.) Press RETURN.

Now you see the Secret Files menu. Make choices here the same way as you did on the Table of Contents.

First, you have to PLAN A CARD. Make that choice. After pressing RETURN, you are asked to name the box of cards. Name it MOVIES. Type that in and press RETURN.

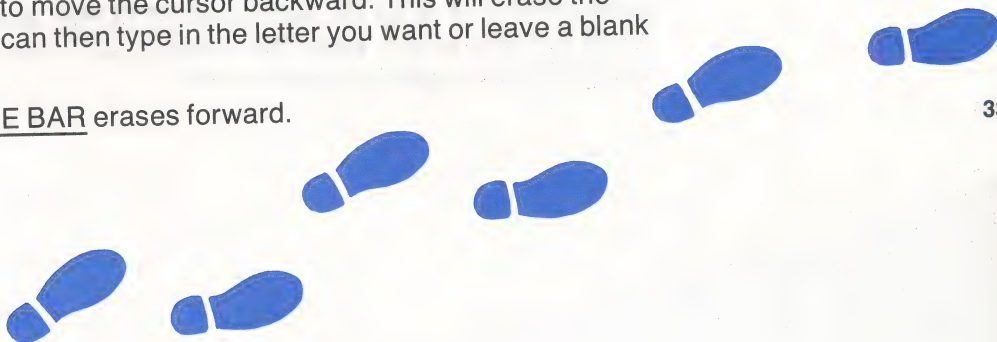
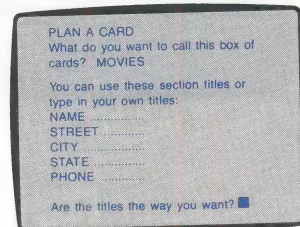
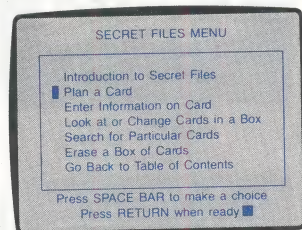
You are given five section titles. You can use these to set up a file on your friends with their names, addresses, and phone numbers. After you learn how to use Secret Files, you can go back and set up that file. But, for this MOVIES file, you need different headings. So, let's change them.

First, take a look at the square after the question at the bottom of the screen. This square is called the cursor. It is now home. Now, type N, for No. Press RETURN. Notice that the cursor went up to the first letter of the box title. When you type in a letter, it will appear wherever the cursor is. So, you have to move the cursor to where you want to enter information. Follow? You'll catch on.

If you made an error in the word MOVIES, fix it now by typing over it correctly. If it is okay, press RETURN.

NOTE: Use the → key to move the cursor forward. Use the ← key to move the cursor backward. This will erase the letter. You can then type in the letter you want or leave a blank space.

The SPACE BAR erases forward.





PLAN A CARD  
What do you want to call this box of cards? MOVIES

You can use these section titles or type in your own titles:

NAME .....

STAR .....

COMMENT .....

DATE SEEN .....

Are the titles the way you want?

The RETURN key sends the cursor to the next line. If the cursor is past the first letter of a line, RETURN will erase all letters after the cursor, and it will go to the next line.

For example, if the cursor is in the middle of a word — MO■IES — and you press RETURN, you will be left with MO on that line. And the cursor will go to the next line.

Now the computer tells you:

- If you want to change a section title, type over it, then press RETURN.
- If the section title is okay, press RETURN.
- If you want to get rid of a title completely, type an X at the beginning of the line and press RETURN.

Keep the first section title, NAME. Press RETURN. That brings the cursor down to the second line. Change STREET to STAR. To do this, type STAR right over STREET, then press RETURN. Change CITY to COMMENT the same way. Change STATE to DATE SEEN. Get rid of PHONE. Type an X over the P and press RETURN. The cursor is home once again.

Are the titles the way you want? If you want to go back and fix something, type N, for No, and press RETURN. Use RETURN to get from line to line. Make the changes you need. Then use RETURN to get the cursor home.

When the titles are okay, type Y, for Yes, and press RETURN. You will be sent back to the menu.

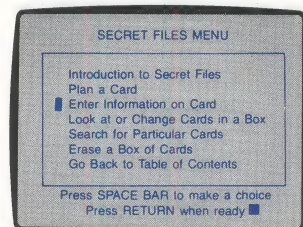
You now have a box labeled MOVIES and cards set up for that box. If you're confused, don't worry. It will all come clear soon. Now, fill in a few cards. Choose ENTER INFORMATION ON A CARD.

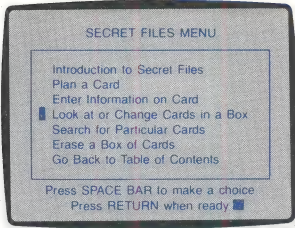
You are given a card with the headings you just set up. The cursor is at the first line. Simply type in the information you want to keep track of. At the end of each line, press RETURN. Fill in the card like this:

- for NAME type, I AM THE CHEESE and press RETURN
- for STAR, type ROBERT MACNAUGHTON and press RETURN
- for COMMENT, type GREAT and press RETURN
- for DATE SEEN, type APRIL 1, 1983 and press RETURN

Do you want to change the information? If you want to change anything, type Y and press RETURN. If an entry is correct press RETURN to get to the next line. Make your changes by typing over mistakes. Then press RETURN to get the cursor home. If you don't want to change the information, type N and press RETURN.

The computer files your card in the MOVIES box.





Do you want to fill in another MOVIES card? Do a few more. Type Y and press RETURN.

Fill in this card as follows:

NAME	DARK CRYSTAL
STAR	PUPPETS
COMMENT	MAGICAL
DATE SEEN	FEBRUARY 4, 1983

Make any changes, then ask for another card to fill in. Fill that one in as follows:

NAME	ROCKY III
STAR	SYLVESTER STALLONE
COMMENT	GREAT
DATE SEEN	DECEMBER 2, 1982

Make any changes. When you have no more changes to make, press RETURN. When asked if you want another card, type N and press RETURN.

Now you're back at the menu. You have a box labeled MOVIES and three cards in it. Now you can go back and look at them. Choose LOOK AT or CHANGE CARDS IN A BOX.

Do you want the cards sorted? Sorted means arranged alphabetically. Have them sorted. Type Y and press RETURN.

You can have them sorted by any section title. Follow along and you'll understand. Choose NAME. Make a choice here the same way you did on the Table of Contents. So, to choose NAME, just press RETURN.

The computer sorts your cards. You are shown the DARK CRYSTAL card first because the first letter in the name, DARK CRYSTAL, comes before the first letter in the other names. In other words, D in DARK CRYSTAL comes before I in I AM THE CHEESE and R in ROCKY III.

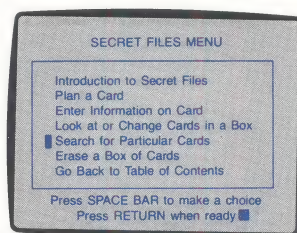
NOTE: If you chose not to have the cards sorted, the computer would have shown them in the order you entered them. You could have sorted the cards by STAR, COMMENT, or DATE SEEN. The computer would have used the first letter of the section you chose to alphabetize the cards.

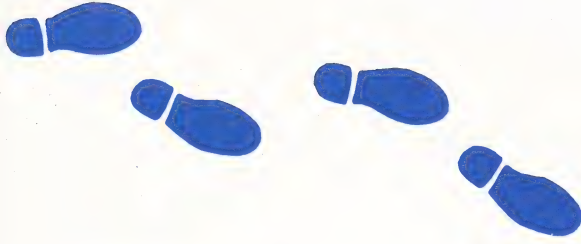
Now make any changes you want. To do this, type Y and press RETURN. Make changes the same way as you entered information before. If you have no changes to make, just press RETURN.

You will be asked if you want to see the next card. Go ahead and check out the other cards. Press RETURN to do this. The computer will tell you when you've seen them all. At that point press RETURN and you'll be back at the menu.

Now, say it's a month later. You want to find out what movies you've seen lately that you thought were great. You have a file on MOVIES. You can have the computer search through your cards for any information you want.

Watch this. Have the computer search for the cards with COMMENT GREAT on them. Choose SEARCH FOR PARTICULAR CARDS.





MOVIES CARDS— Enter the information that you want to search for

NAME .....	
STAR .....	
COMMENT .....	GREAT
DATE SEEN .....	

Do you want to change the information? ■

Do you want the cards sorted? Type N this time. You're given a blank MOVIES card. Fill in the information you're looking for. It has to be in the right place on the card. It also has to be spelled and spaced exactly the same as when you entered that information before.

Use RETURN to move the cursor to the COMMENT line. When you're there, type GREAT. Then press RETURN twice to get the cursor to the bottom of the screen.

MOVIES CARDS— You can change information beside each section title

NAME .....	I AM THE CHEESE
STAR .....	ROBERT MACNAUGHTON
COMMENT .....	GREAT
DATE SEEN .....	APRIL 1, 1983

Do you want to change the information? ■

Do you want to change the information? If you made an error, type Y and press RETURN. Make your correction. If you have no changes to make, type N and press RETURN. The computer starts searching. It should then show you the I AM THE CHEESE card.

Don't make any changes right now. Type N and press RETURN. To look at the next card, type Y and press RETURN. It should now show you the ROCKY III card.

MOVIES CARDS— You can change information beside each section title

NAME .....	ROCKY III
STAR .....	SYLVESTER STALLONE
COMMENT .....	GREAT
DATE SEEN .....	DECEMBER 2, 1982

Do you want to change the information? ■

The computer showed you these cards because they have COMMENT GREAT on them. And that's what you asked the computer to search for.

If it didn't show you these cards:

- you may have made a spelling mistake somewhere.
- you may have put some information beside a wrong heading.
- you may have put GREAT on the wrong line when you filled in the search card.

If you made any of these mistakes, the computer would have searched and found nothing. To find out what went wrong, first go back to the menu and LOOK AT CARDS IN A BOX.

Look for errors and correct them. Then try your search again.

After you see the two cards, you're asked if you want to change the information. Type N if you have nothing to change and press RETURN. That's all the cards with **COMMENT GREAT** in the **MOVIES** box. Press RETURN and you're back at the menu.

If you want to leave Secret Files at any time, just get back to the menu and choose **GO BACK TO TABLE OF CONTENTS**.

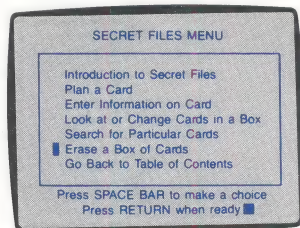
Any time you want you can go back and fill in more **MOVIES** cards. Or just look at the cards you already have. And you can always make any changes you want.

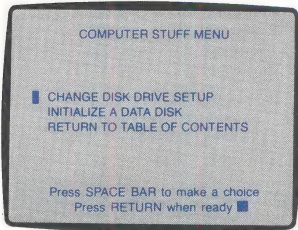
You can make up Secret Files on any topic you can think of. Just label a box, set up the cards, and fill them in.

You can fit many files on a data disk. When the disk is full, the computer will tell you so. Then it's time to create another data disk.

You can also erase boxes from the data disk. To do this, take that choice on the Secret Files menu. Then choose the box you want to erase. Make choices there the same way as you did on the Table of Contents. Be sure that you want to erase it. Once it's gone, it's gone forever.

Secret Files is a very useful computer tool. Use it in creative ways. It can be helpful with schoolwork. Use it to keep track of who does what chores around the house. Have your friends' addresses and phone numbers always handy on a Secret File. See Funstuff, page 42, for more ideas and Secret File games!





## Computer Stuff

Choose Computer Stuff on the Table of Contents. (If you don't know how, see page 7.)

### Changing Number of Disk Drives

*Microzine* assumes you have one disk drive. If you have two, choose CHANGE DISK DRIVE SETUP. (Make choices here the same way you did on the Table of Contents.) Then follow the instructions given.

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

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

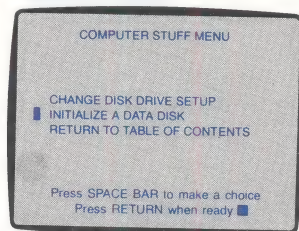
If *Microzine* has been changed to assume two drives and you have only one, take this choice and change back to one drive. You don't have to change the number of drives each time you use *Microzine* — it remembers.

### Initializing a Data Disk

For Poster and Secret Files, you need a data disk to work on. It must be initialized by *Microzine*. To do this, choose INITIALIZE A DATA DISK on the menu. (Make choices here the same way as you did on the Table of Contents.)



After pressing RETURN, the computer will tell you that you need a blank disk, or one that you don't mind erasing. Take *Microzine* out of the drive and put the blank disk in. (If you are using two drives, put the blank disk in drive two.) Press RETURN. Type Y and press RETURN. When the computer tells you to, take the blank disk out and put *Microzine* back in. You now have a data disk. You can use it with both Poster and Secret Files. Go to the Table of Contents.



### **Error Messages**

If the computer tells you it cannot read *Microzine*, side 1 or side 2, make sure:

- there is a disk in the drive.
- the disk is in with the label toward the door of the drive.
- the disk is properly positioned. (Take the disk out and put it back in the drive again.)
- the drive door is closed.

Then press RETURN.

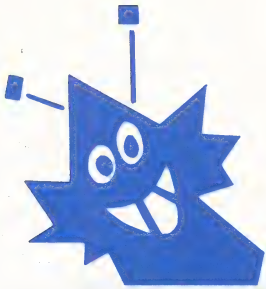
The computer will also tell you this if you try to use Poster, Secret Files, or Computer Stuff with one drive when *Microzine* is assuming two drives, and vice versa. (See Changing Number of Disk Drives, page 40.)

Another message which may appear on the screen is:

```
THERE IS A PROBLEM WITH THIS DISK.
PRESS ANY KEY TO RE-START
```

If you press any key and you keep getting this message, you may have a defective disk. See your warranty card.





## Funstuff

After you've learned how to use Poster and Secret Files, look through this section. You'll find suggestions on how to get more fun out of your *Microzine*.

### Fantasy World

Make up some fantasy creatures on your Secret Files. For example:

NAME	WAVIAR
HABITAT	SEA
POWER	NEVER TIRES
WEAKNESS	LARGE SHIPS

You know Waviar, right!? He lives in the sea and never tires. But he has that one weakness — he can't pass by a large ship without stopping to rock it. Go ahead and make up your own creatures. Then go to Poster and draw them! Use your imagination. Draw where they live, too.

You can also play a game with your friends. You each create your own Secret File with 10 cards in it. Each card uses the same section titles, but each card has a different creature on it. You have to discover each other's creatures. How could you do this?

Of course, you could just go to the Secret Files menu and choose LOOK AT A CARD. But that's against the rules. You have to use SEARCH FOR PARTICULAR CARDS.

Here's how. You know each other's section titles. So, try searching for a creature that lives in the sea. For instance, search for HABITAT SEA. If one or more of his creatures live in the sea, those cards will be found by the computer. You have to be clever. Try searching for POWER WISE or WEAKNESS SLOW. Keep a list of the creatures you've found. Try to find them all.

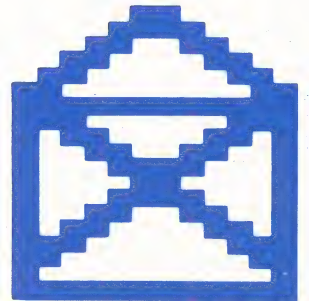
### **Board Games**

Use Poster to create a tic-tac-toe board. Play the game, drawing X's and O's. Save games. RUN them to see how you played. To slow them down as you RUN them, put a couple of EMPTY COMMANDS (blank lines) between moves. Think of other board games you can play. How about checkers?

### **Poster Teaser**

Move your brush to the center of the screen and then try this teaser.

Can you draw this design without going over lines already drawn and without taking your brush off the screen? We did it. Can you?



## Feedback

What do you think about *Microzine*? Your opinions are important. Write to us at: *Microzine* Letters  
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8AW 12









ISBN 0-590-95012-6

**Have a question?**

**Call the Wizline<sup>SM</sup> number and ask a Wizkid what to do.  
(201) 567-8512**



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*Microzine*™

**SIDE 1**

What's Inside  
Northwoods Adventure  
Melody Maker  
Computer Stuff

Scholastic **Wizware**™

Apple II®, II Plus®, or IIe®

**SIDE 2**

Ride the Wind  
Word Ladder  
What's Next

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SIDE ONE. TURN DISK OVER FOR SIDE TWO.

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**SIDE 1**  
Letter from the Editor Zazoo Come Home Computer Stuff

**SIDE 2**  
Secret Journal Drawing Board Back Page What's Next

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ISBN: 0-590-95164-5 **SIDE ONE. TURN OVER FOR SIDE TWO.**

**3M**

**DISKETTES / DISQUETTES**  
**DISKETTEN / DISKETTES**

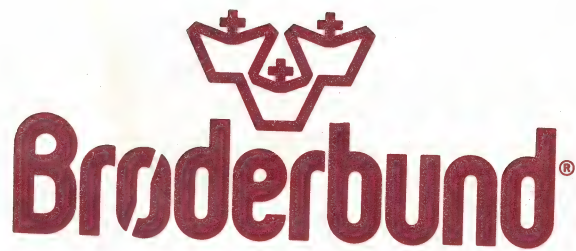
*Microzine*

Scholastic **Wizware**™

**Data Disk**

Apple II Plus®

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*Scholastic Inc. ("Scholastic") warrants to the original purchaser of this computer software product that the diskettes containing Wizware<sup>TM</sup> programs shall be free from defects in materials and workmanship for 60-days from date of purchase. Defective diskettes returned by the purchaser during such 60-day period will be replaced without charge, provided that the returned diskettes have not been subjected to misuse by purchaser or damaged by purchaser's equipment, as determined by Scholastic in its sole discretion.*

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Detach here

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# Scholastic **Wizware**™

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---

Name

---

Address

---

City

State

Zip

---

Phone No.

Date purchased or received

---

Wizware product purchased

Cassette  Diskette  Cartridge

---

Computer owned: Brand

Model

---

Age of principal Wizware users

Male

Female

---

How did you learn about Wizware?

Advertisement

Catalogue

Word of Mouth

Store display

Other

---

*Scholastic* **Wizware**<sup>TM</sup> **Limited Warranty**

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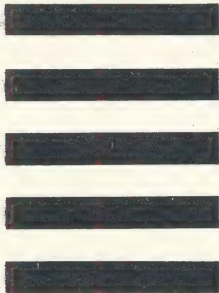
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# 'Zine Scene

No. 7

Hello! And welcome to 'Zine Scene—*Microzine's* newsletter. As this issue's *Scene* unfolds, you'll find:

**PAGE TWO:** Solve a "micro" mystery and draw a computer comic strip. This page will be different each issue! You'll find interviews with programmers and software designers, computer contests, programming tips, and other fun activities.

**MICRO MAIL:** Is your letter here? We will print as many letters as we can, and answer your questions.

**SNEAK PREVIEW:** Where will you adventure in *Microzine's* next Twistaplot™? Will there be a music or graphics feature? "Sneak Preview" will tell you.

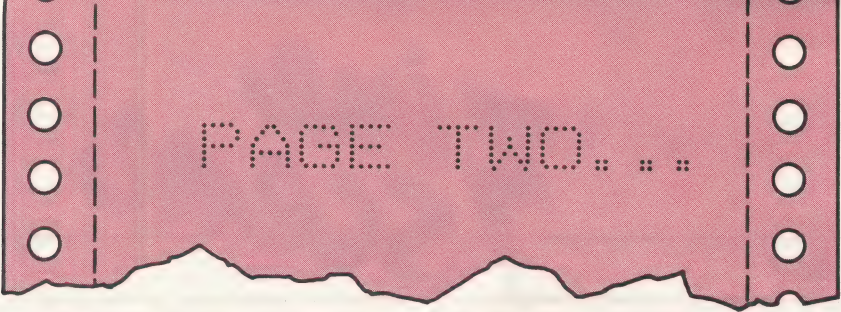
**YOUR TURN:** Fill out the questionnaire and tell us what you think about *Microzine* and 'Zine Scene. We're listening!

Amy E. McKinley  
Editor



**FUN FACT:**

ENIAC, a gigantic computer built in 1946, was two stories tall, weighed thirty tons, and was still not as fast or powerful as the small home computer you are using now.



PAGE TWO...

---

### ***MICRO MYSTERY***

---

Can you solve this baffling mystery? The solution will be printed in the next issue of *'Zine Scene*.

Your friend Professor Thinweather has invited you over to his house to meet Millicent, a famous chimpanzee who's learned how to program. She was trained in England. The professor even has to talk to her with a fake British accent so she can understand him.

It is raining when you arrive at the house. Across the street, you see a policeman wearing a raincoat. He is frantically fixing the flat tire on a car.

When you knock on the front door, Bobby Sock, the butler, opens it, saying, "Something awful has happened! Millicent has disappeared!" Mac Snow, the professor's assistant, takes you to Millicent's room, saying, "The professor has gone to get the police."

You look over her room. The monitor on Millicent's computer

is off, but her computer is still on! You turn the monitor on and this message appears on the screen: HELP! KIDNAPPED BY BOBBY WITH MAC.

Bobby Sock yells, "Millicent was mistaken! I'm no kidnapper!" Mac Snow yells the same thing. Are they lying? Who kidnapped Millicent?

---

### ***EVERYBODY'S A COMEDIAN***

---

Can you draw an original comic about a computer? You can add words to your comic or just draw a funny picture or situation. Please limit your comic to three panels (drawings). Draw it neatly on a piece of white paper, using a dark pen.

Send your comic strip to this address:

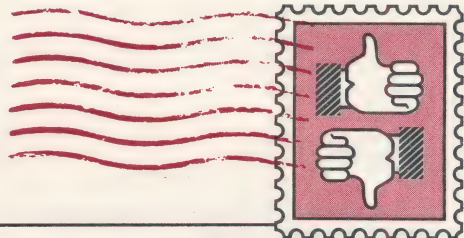
Computer Comic

***MICROZINE***

Scholastic Inc.

730 Broadway

New York, NY 10003



---

## **MICRO MAIL**

---

Here are some letters we've received:

*Microzine* is something to do when you're down. It brings you up with lively sounds and graphics.

Robert C. Brush, 12  
Rumson, NJ

I love it! I saw the ad in a magazine and ran to show my dad! He said I could get it. When it arrived, I was so excited!

Erin Hamilton, 12  
Edwardsville, IL

I think you should have more animal things. What I had in mind was you are a fox and live in the woods. You have to avoid hunters and find food. I think a lot of people would find this interesting.

Stephanie Olmon  
White Bear Lake, MN

*Terrific idea! Wildlife fans: Drop us a line and tell us what animals you are interested in.—The Editor*

PSST!

---

## SNEAK PREVIEW

---

Here's a peek at what's coming in the next *Microzine*:

Who swiped the short story you wrote for school? Dare you follow that trail of gum wrappers the thief left behind? And who is Zazoo? Can you piece together the clues to rescue her? Will Sherlock Holmes and Robin Hood really help you out? Find out the answers to these questions in **Zazoo Come Home**, the next *Twistaventure*™.

Write down your goals, funniest ideas, and secret thoughts with **Secret Journal**. You can even "lock" your journal with a password that only you will know!

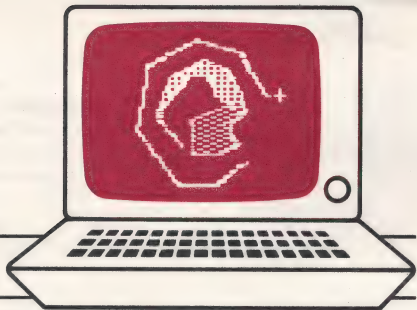
Then astound your friends (and yourself!) with the beautiful high-resolution graphics you can create with **Drawing Board**.

And follow the further *Micro-Toon*™ adventures of Red, Einstein, and Dudley, and tackle another fun puzzle in **Back Page**.



### JOKE:

Question: Why did the computer  
cross the road?  
Answer: It was strapped to  
a chicken.



## ***YOUR TURN***

Please tell us how we're doing! Fill out the questionnaire below, and mail it to this address:

*Microzine*  
Scholastic Inc.  
730 Broadway, New York, NY 10003

Name \_\_\_\_\_

Street Address \_\_\_\_\_

City, State \_\_\_\_\_ Zip Code \_\_\_\_\_

Age \_\_\_\_\_ Grade \_\_\_\_\_

Rate each program in this issue.

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

\_\_\_\_\_ Brain Drain

\_\_\_\_\_ Survey Taker

\_\_\_\_\_ City Blocks

\_\_\_\_\_ Back Page

My comments and opinions:

ATTENTION *MICROZINE*™ USERS:

This issue of *Microzine* assumes that you have two disk drives.






If you have one disk drive, choose the "Computer Stuff" feature on the *Microzine* Table of Contents. Then choose CHANGE DISK DRIVE SETUP and follow the instructions.

ISBN. 0-590-95770-8

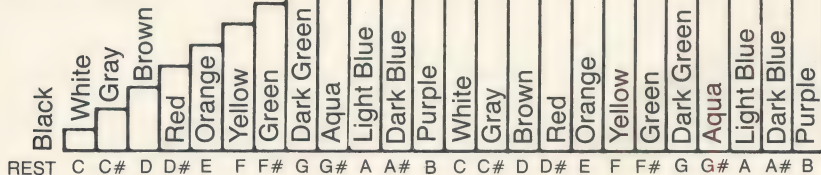
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# Microzine Melody Maker Reference Card

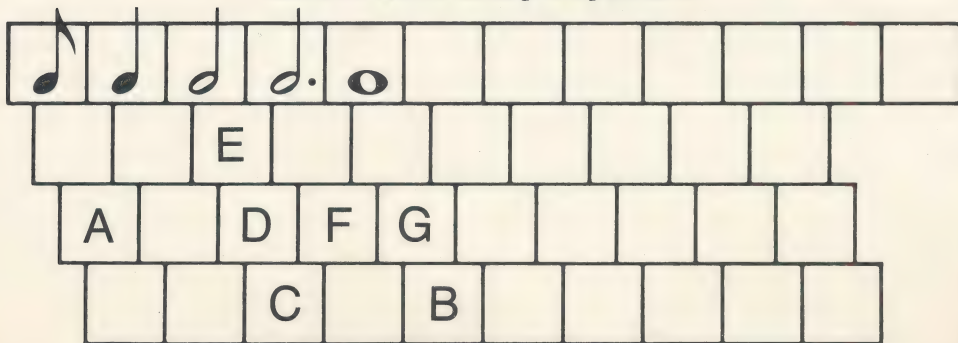
## Time Values

-  = eighth note
-  = quarter note
-  = half note
-  = dotted half note
-  = whole note






## Bar Graph Display



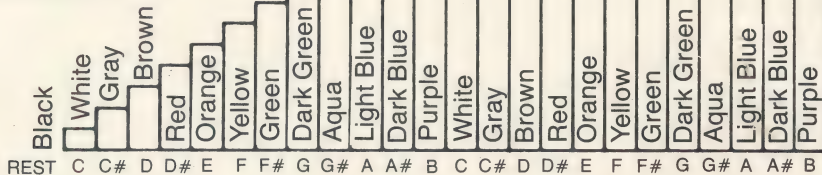
## Direct Note Entry Keyboard



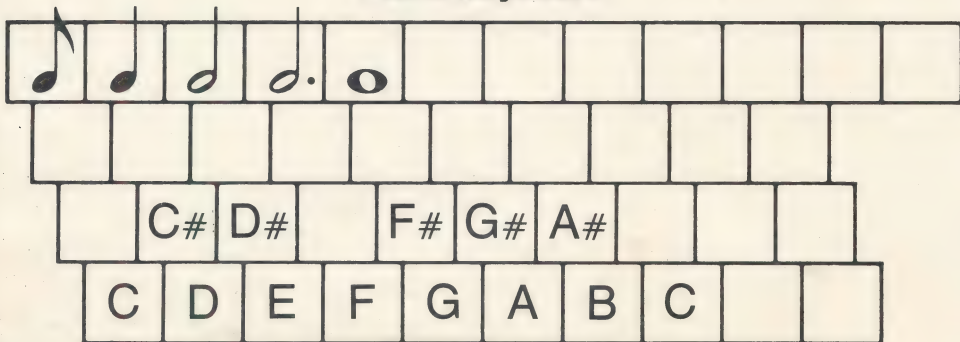
## Time Values

-  = eighth note
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## Bar Graph Display



## Piano Keyboard



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# SCHOLASTIC SOFTWARE™

## Warranty Registration Card

Product purchased: \_\_\_\_\_

Computer brand/model used: \_\_\_\_\_

Person registering product \_\_\_\_\_

Address \_\_\_\_\_

(number, street)

\_\_\_\_\_  
(city, state)

\_\_\_\_\_  
(zip)

Phone ( ) \_\_\_\_\_

Primary use: \_\_\_\_\_ home \_\_\_\_\_ school

Age Level (s) Using Product: \_\_\_\_\_

How did you learn about **Scholastic Software**?

\_\_\_\_\_ advertisement

\_\_\_\_\_ Scholastic sales representative

\_\_\_\_\_ catalog

\_\_\_\_\_ word of mouth

\_\_\_\_\_ other (specify) \_\_\_\_\_



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