

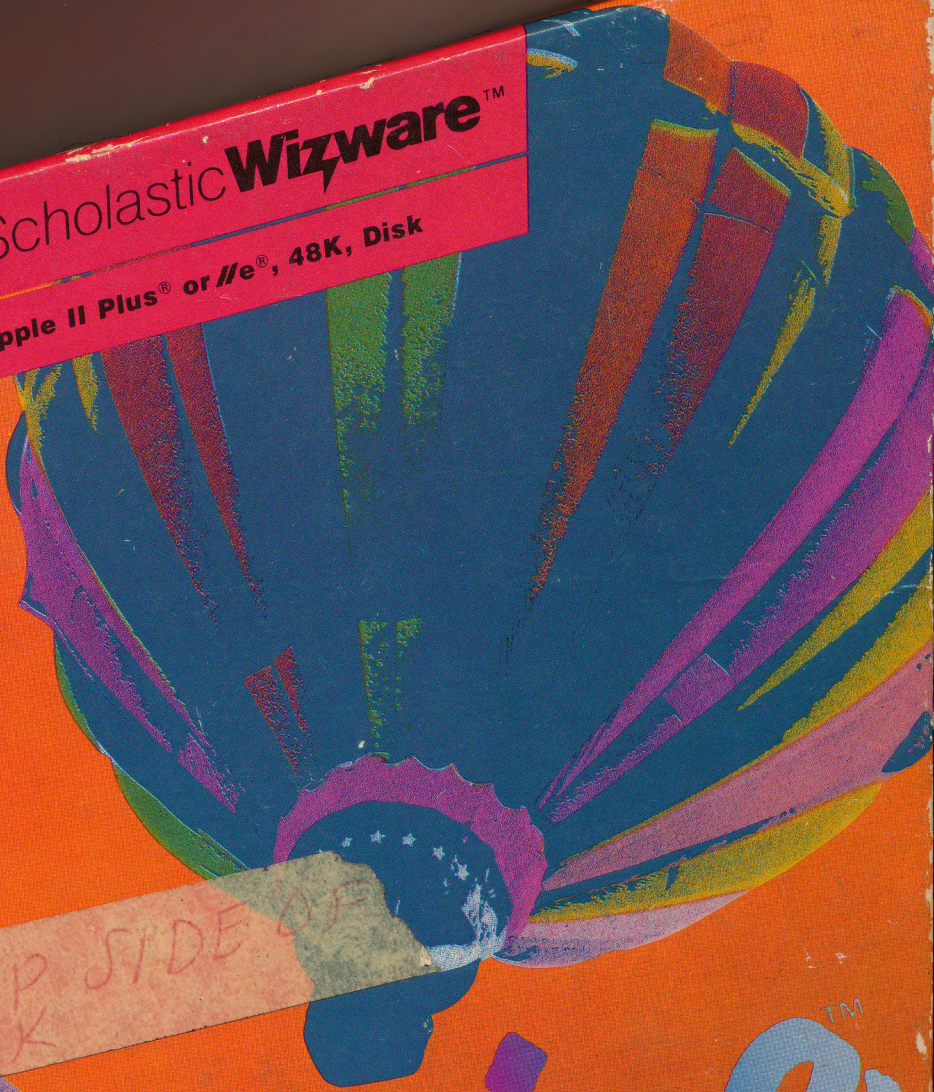
Scholastic **Wizware**™

Apple II Plus® or IIe®, 48K, Disk

Volume 1, Number 2

Four programs  
that let you —

- Pilot a hot-air balloon
- Go camping
- Make music
- Solve word puzzles



LOAD FLIP SIDE OF DISK

# Microzine™

Ages 10 and up  
Two-sided disk

Graphics created with  
Penguin Software's Graphics Magician.

Designers and  
Developers:

Scholastic **Wizware™**

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

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 larg-  
est publisher of children's books  
and magazines in the English-

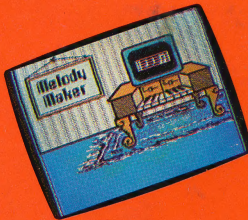
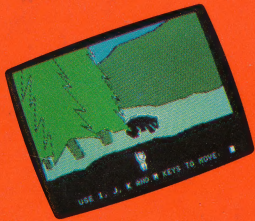
speaking world, Wizware pro-  
grams are challenging, exciting,  
thought-provoking, and flexible.

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

**Microzine™**

Four full-length programs to ex-  
plore, including: Ride the Wind, a  
simulation in which you pilot a  
hot-air balloon; Northwoods Ad-  
venture, an action camping trip  
you create; Melody Maker, the

music program that lets you play  
and compose with notes, colors,  
or shapes; and Word Ladder, a  
challenging game that steps up  
your vocabulary — play Microzine's  
ladders, or create your own.



Ride the Wind ... go on a Northwoods Adventure ... compose with Melody Maker ... climb Word Ladder.

Contents:

You Need:

Learning Opportunities:

- 1 handbook, 1 program disk
- Apple II Plus® or IIe®, 48K, DOS 3.3, disk drive; 1 blank data disk
- Computer literacy ... language arts ... decision making ... music composition ... communications skills ... elementary physics

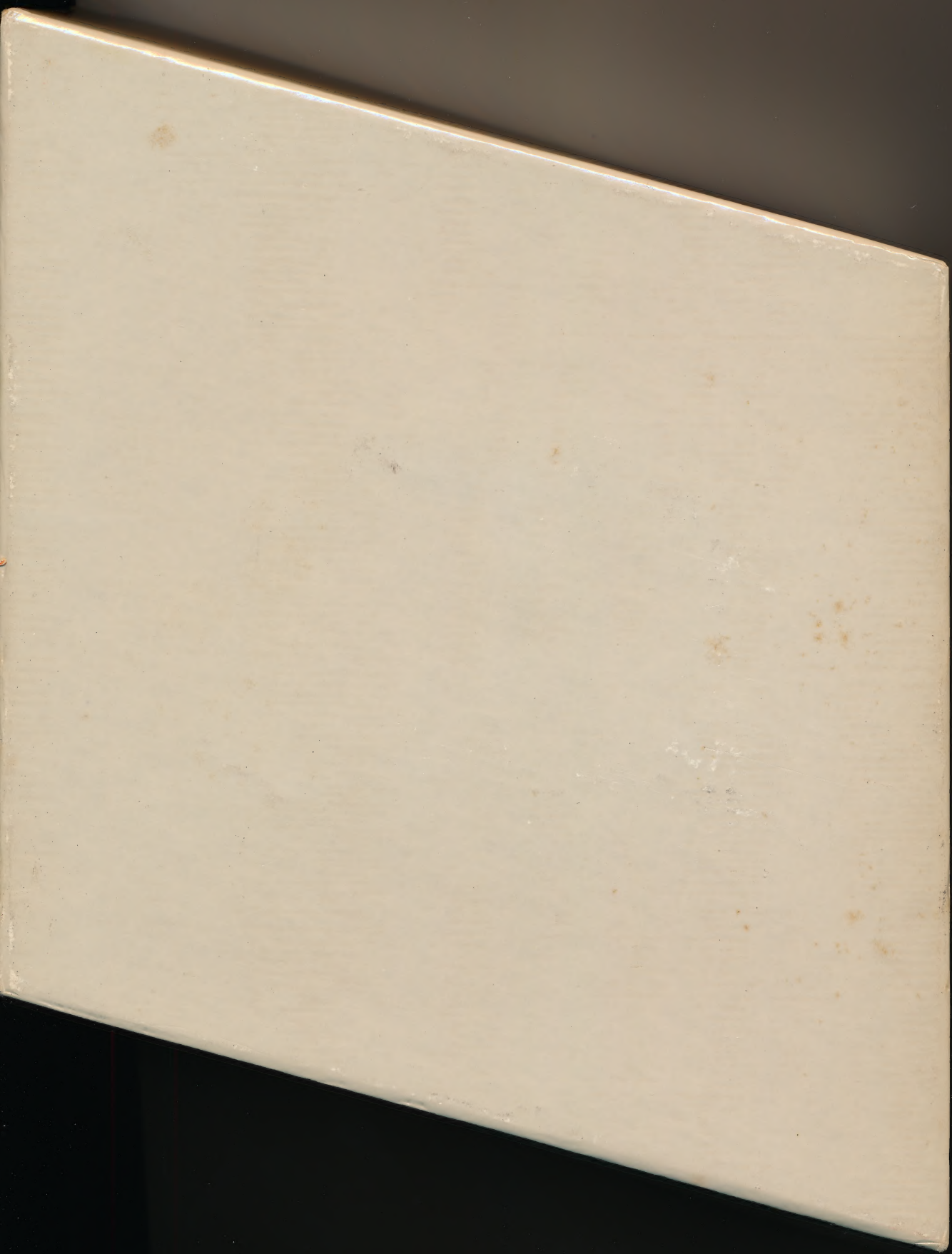


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Scholastic **Wizware™**



**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.

Scholastic **Wizware™**



### How To Care for Your Floppy Disk



**DO**  
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sleeve when it's  
not in use.



**DON'T**  
touch the  
exposed parts  
of your disk.



**DO**  
insert your disk  
into the disk  
drive carefully.



**DON'T**  
bend or fold  
your disk. Han-  
dle it with care.



50°-125° F

**DO**  
keep your disk  
at moderate  
temperatures.



**DON'T**  
put your disk  
near any mag-  
netic fields.

Scholastic **Wizware**™

Apple II Plus® or IIe®, 48K, Disk

Volume 1, Number 2

Four programs  
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Pilot a hot-air balloon

Go camping

Make music

Solve word puzzles



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Two-sided disk

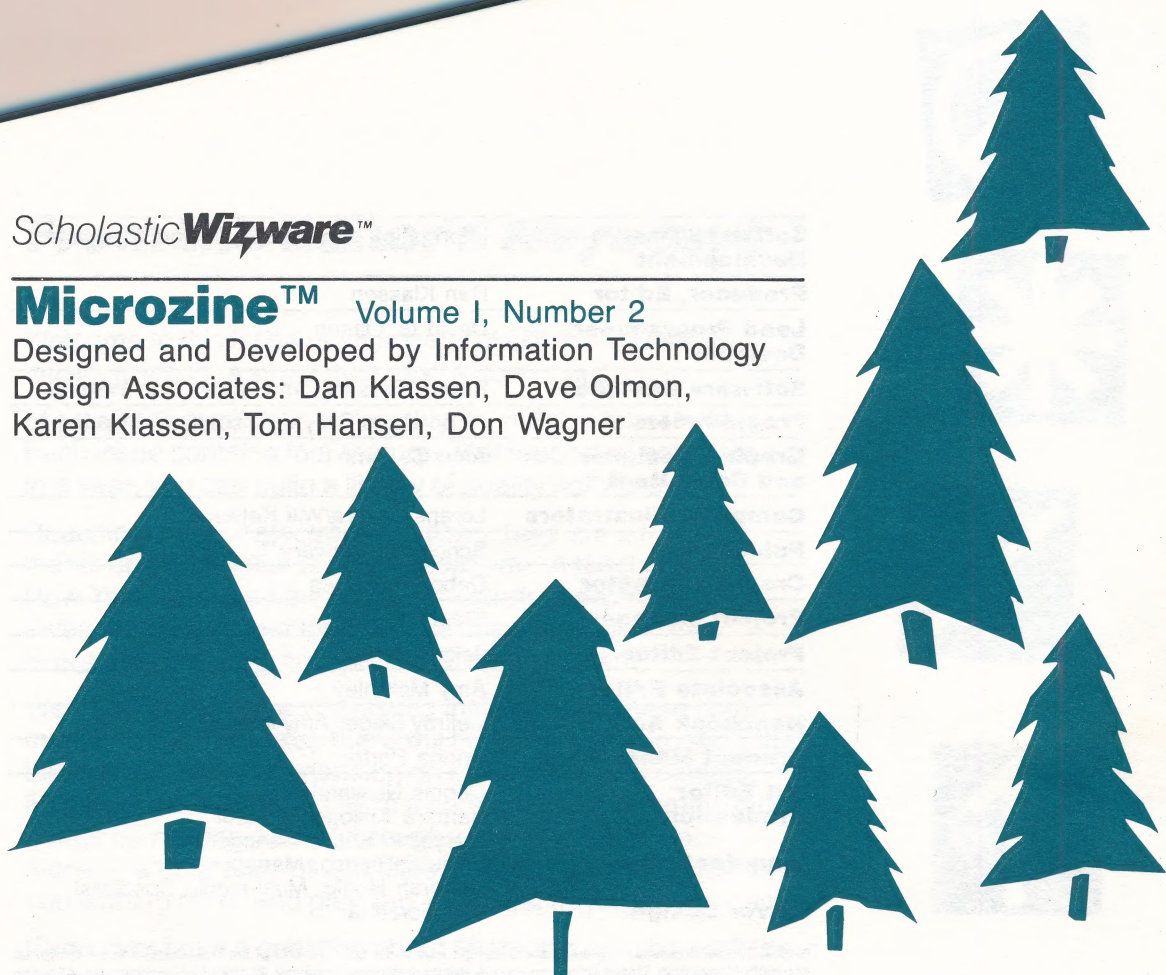


Scholastic **Wizware**™

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**Microzine**™ Volume 1, Number 2

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

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ISBN: 0-590-95040-1 12 11 10 9 8 7 6 5 4 3 2 1 8 3 4 5 6 7 8/8

## From the Editor's Keyboard

Welcome to this issue of *Microzine*. You'll find adventure, music, science, a simulation, and a good word game.

*Microzine* is published bi-monthly, from September to May. Each issue contains four features that teach and entertain. In a year, you can build a library of quality software.

Reaching into our electronic mailbag, here are a few comments on the premier issue of *Microzine*. A teacher from New York described the issue as "colorful, rewarding . . . awesome!!!" Another letter from a user described "the interaction the programs provided" as "excellent."

We'll continue to give you issues that live up to these comments. In the next issue there will be a *Microzine* mystery that takes place in an old mansion on an island. You'll have to figure out 'who done it.' Learn a computer programming language by moving a robot through winding mazes. Bookstore — a data base of 200 titles — will help you find books you want to read. And play Tag — an electrifying chase game.

If you ever have a question about *Microzine*, you can call the Wizline™ and ask a Wizkid what to do.

The Wizline number is (201) 567-8512.



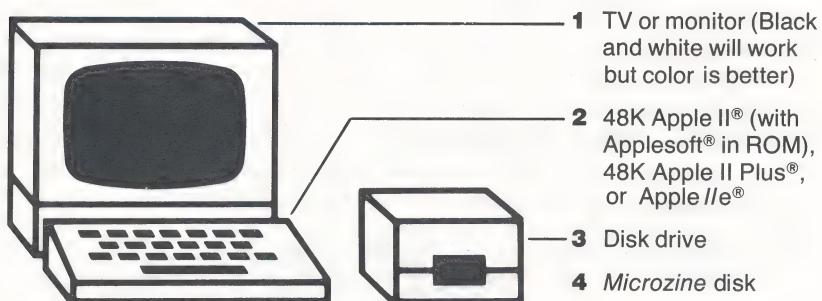
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## Getting Started

Read this handbook for clear instructions on how to use each *Microzine* feature. Then try everything. Experiment. You can't break the programs, so have fun. If you have any problems, come on back. You'll probably find the answers you need in this handbook.

### Equipment You Need



APPLE is a registered trademark of Apple Computer, Inc.

**NOTE:** To save songs from Melody Maker and games from Word Ladder, you will need a blank disk. (See Initializing a Data Disk, page 38.)

### **To Load Microzine**

- 1** Open the disk drive door.
- 2** Hold the disk with the label facing you.
- 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*.

Notice the first feature is highlighted. Use the arrow keys (↑ and ↓ on the IIe, → and ← on the II and II Plus) to highlight each feature. When the feature you want to see is highlighted, press RETURN. The feature will then appear on the screen. Turn to that feature in this handbook to find out what to do next.

**NOTE:** If the feature you select is on the other side of the disk, you will be told to turn the disk over and press RETURN. Do that and the feature will appear on the screen.

Go ahead and choose a feature.





## Northwoods Adventure

This is a Twistaplot™ story which takes place deep in the woods. You are the star and you make the decisions. Take a hike along a trail or ride a canoe downriver. You can go through the story many times, each time making different decisions; each time traveling a different path. See if you can find all the paths.

Choose Northwoods Adventure on the Table of Contents. (See page 6.)

### What You'll Find

As you go through the story, you will have to make choices and move yourself on the screen.

### Choose an Object

Make a choice from the list and type in the number of your choice. Then press RETURN. Certain objects will help you as you travel through the Northwoods.

### Choose a Path

Decide what you want to do. Then type in the number of your choice and press RETURN. Each choice takes you along a different path. At the end of each path, you will be sent back to the beginning of the story and you can start again.





### Moving Yourself

At points in the story you will have to move yourself along rivers, trails, or through a swamp. Use these keys:

//+	//e
I to move up	↑ to move up
M to move down	↓ to move down
J to move left	← to move left
K to move right	→ to move right

### Fixing Typing Errors

Use the ← (BACK ARROW) key to move back, then retype correctly.

### Ending the Story

At the bottom of most screens, you will see "ESC to quit." Pressing ESC at these times will send you to the Table of Contents. Use this to leave the story early.



## Melody Maker

Do you whistle melodies that no one has ever heard before? Do you compose unfinished symphonies, minute waltzes, or rock riffs in your spare time? Then this program is for you! You can use your computer to write beautiful music. And your music will look as good as it sounds because there are two different graphics displays to paint a "picture" of your melodies.

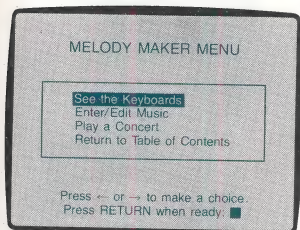
You can save your melodies and play them as often as you want. To save them, you'll need an initialized data disk. Now is the time to initialize a disk. (To do this, choose Computer Stuff on the Table of Contents and see page 38. Then come back here.)

You don't have to know anything about music to have fun and make up great songs with Melody Maker. If you want to learn more about music, there is a glossary of musical terms at the end of this section.

**NOTE:** To use Melody Maker on the Apple IIe, press CAPS LOCK so that it is locked down.

Choose Melody Maker on the Table of Contents. (See page 6.) The computer will ask if you have a data disk. Type Y for yes or N for no.





### What You'll Find

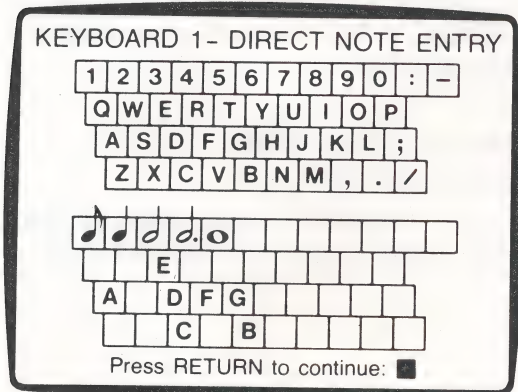
Melody Maker is divided into three main parts: See the Keyboards, Enter/Edit Music, and Play a Concert.

### See the Keyboards

This part describes the two different ways you can enter your music. (The keyboards are also printed on a special card included in your *Microzine* package. Keep the card handy while you're writing your melodies.)

### Direct Note Entry

Here, the letters on the computer keyboard correspond to the notes you can play. This keyboard is printed below. To play a sharp, press SHIFT and #. Then press the note you want to play.





## Piano Keyboard

Look at the piano keyboard (below) to learn which notes correspond to which keys.

KEYBOARD 2 - PIANO KEYBOARD

1	2	3	4	5	6	7	8	9	0	:	-
Q	W	E	R	T	Y	U	I	O	P		
A	S	D	F	G	H	J	K	L	;		
Z	X	C	V	B	N	M	,	.	/		

	C#	D#		F#	G#	A#					
	C	D	E	F	G	A	B	C			

Press RETURN to continue: ■



## **Enter/Edit Music**

Use this part of the program to write your music.

*NOTE:* On the Apple IIe, if you hold a key down too long the note will automatically repeat itself.

### **A New Song?**

The computer will ask if you want to start a new song. If you want to work on a song you've already started, type N and press RETURN. If you want to start a new song, type Y and press RETURN.

### **Choose a Keyboard**

Choose between the Direct Note Entry keyboard or the Piano keyboard.

### **Time Signature**

Choose a time signature. If you do not know what a time signature is, you can read about it in the glossary on page 25. You may choose "No Time Signature". It will not affect the sound of your music.



## Making Music

Now you are ready to make music. Press the keys that correspond to the notes you want to play. As you press each key, the note shows up on the staff. Notice that the *cursor* — the white square — follows along as you enter notes.

*Changing notes* — Use ← to move the cursor beneath the note you want to change. Then type in the new note.

*Cursor forward* — Use →. The cursor moves only as far as the space after the last note you've entered.

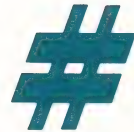
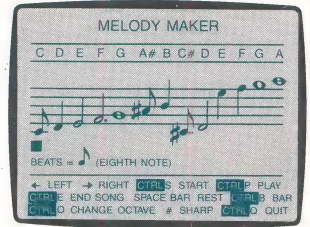
*Cursor to beginning of song* — Press CTRL and S at the same time.

*Playing your song* — Press CTRL and P at the same time and your song will play from the note the cursor is at to the end of the song.

*Stop playing your song* — Press CTRL and E at the same time while your song is playing and it will stop playing.

*Putting rests in your song* — Press SPACE BAR to put a rest, or pause, between notes. (Rests are explained in the glossary on page 24.)

*Putting bars in your song* — Press CTRL and B at the same time. (Bars are explained in the glossary, on page 24.)





*Taking bars out of your song* — Retype or change the note right before the bar and the bar will be erased.

*Sharps* — When using the Direct Note Entry keyboard, press SHIFT and # at the same time, then press the note and it will be a sharp. (Sharps are explained in the glossary, on page 23.)

*Changing octaves* — You can make music in two different octaves. To change from one octave to the other, press CTRL and Q at the same time. (Octaves are explained in the glossary, on page 22.)

*Length of a song* — Songs can be up to 200 notes long.

*Stop making music* — When you are finished with your song, you can go to the Play a Concert section of Melody Maker and see your song displayed on the screen. Press CTRL and Q at the same time. The computer will ask, “Do you want to stop entering notes?” If you decide to keep making music, type N and press RETURN. Otherwise, type Y and press RETURN.






If you are using a data disk, the computer will ask if you want to save your song. You must save it if you want to see it displayed, or if you want to play it later. Type Y if you want to save it. Type N if you don't want to save it.

If you are not using a data disk, you will be sent back to the Melody Maker menu. You can then choose Play a Concert and you will see your song displayed.



### Timing Is Everything

Take a look at the keyboards on pages 10-11. Notice the musical notes on keys 1-5. Each note stands for a different *time value*, or length of time that the note will play. By using different time values, you'll be able to compose better melodies. The rests you enter can have different time values, too.

Key	Time Value	Note	Rest
1	Eighth note		7
2	Quarter note		}
3	Half note		—
4	Dotted half note		—•
5	Whole note		—

Note that an eighth note is the shortest amount of time a note can play in Melody Maker. A whole note is the longest.





### Using Time Values

Look at the note following the word BEATS on the screen. Press 1 and you'll see an eighth note. Now play a C. Notice that the C is displayed as an eighth note. Press 5. The note following BEATS is now a whole note. Play another C. See the difference? And do you *hear* the difference? The whole note plays for a much longer time than the eighth note.

Practice using different time values. It may be helpful to first write your song using all quarter notes. Then you can go back and change notes to other time values as you like. To change time values:

- 1 Move the cursor beneath the note you want to change.
- 2 Type the keyboard number for the time value you want.
- 3 Type the note again.

### Play a Concert

It's one thing to listen to a song and it's quite another to actually see it! Play a Concert gives you several choices for "seeing" your song, plus a choice for just hearing your song.

**NOTE:** If there's a data disk in the disk drive, you must first save your song on the disk before you can use that song to play a concert.

### No Display

This choice allows you to play your song in one of five different tempos. Choose from Lightning Speed to Snail's Pace.



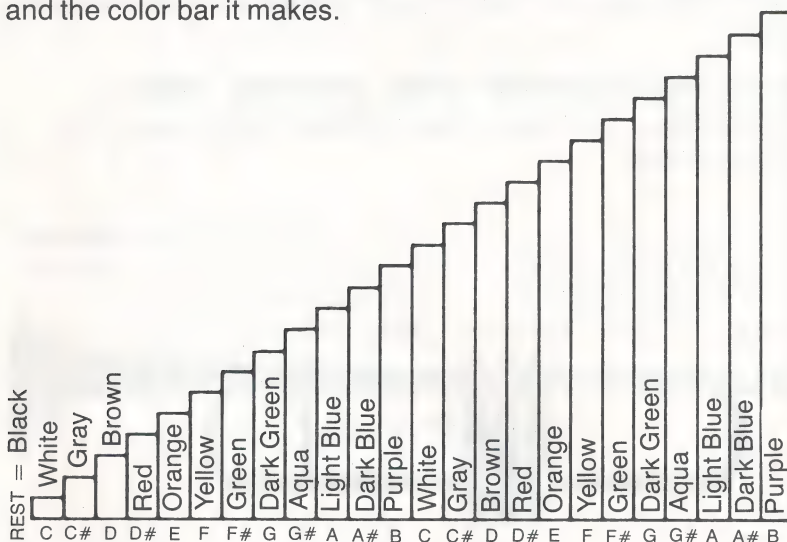
### Staff and Notes

With this display, each note appears on the musical staff as a small solid square. Sharps appears as empty squares.

### Bar Graph Display

This display shows each note of your song as a bar of a certain size and color.

Here is a chart that shows the relationship between each note and the color bar it makes.



You can use this display two ways. Write a song and see what picture it makes. Or plan a picture by choosing different color bars, then see what melody your picture plays.



### **Starburst Display**

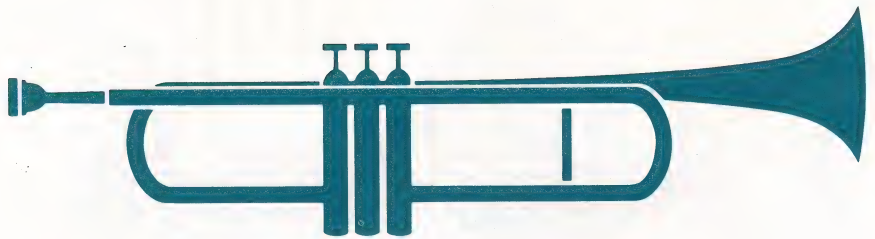
This display makes your song look like a Fourth of July celebration!

### **How to Quit**

At most places in this program, you can press ESC and you will be sent to the Table of Contents. When you are entering music, first you must press CTRL and Q. You will be sent to the menu. Then you can press ESC or take the last choice on the menu.

### **Fun and Games with Melody Maker**

Here are some sample songs and ideas for fun ways to use Melody Maker.





## Sample Song

Here's a sample song for you to enter. (Each note has the key of its time value underneath it. For example, 1 means press the 1 key to play an eighth note.):

E E F G G F E D C C D E  
3 3 3 3 3 3 3 3 3 3 3 3

E D D E E F G G F E D C  
4 2 3 3 3 3 3 3 3 3 3 3

C D E D C C  
3 3 3 4 2 3

## Unfinished Melodies

Challenge your friends to finish some melodies you've started. You can give them the notes on paper, or start the songs on the musical staves of Melody Maker. Here are a few unfinished melodies to get you started.

G E C C D E F G G G E  
1 1 2 2 1 1 1 2 2 2 2

E E E E E E E G C D E  
2 2 3 2 2 3 2 2 3 2 5

C C C D E E D E F G  
3 2 2 1 2 2 1 2 1 2



### **Duets**

Write a funny duet with a friend. Write the first four notes of a song without your friend listening to the notes. Then let your friend write the next four notes. Keep going until your song is long enough. Play the song. Are you and your friend heading for fame and fortune as a song-writing team?

### **Sound Tracks**

Now you can write your own sound track, or do sound effects, for plays or radio shows at home or at school. Practice by writing scary music for a ghost story, mournful music for a sad tale, and cheerful music for happy endings.

### **Secret Codes**

You can make each color bar stand for a different letter, number, or word and write a secret code that only you and your most trusted friends know.



### **Skyline Music**

You can use the color bars to make a picture of your favorite city skyline. For example, we think New York City looks and sounds something like this:

G# rest G# B A A# C B C# A E D D#

B C C# C D# D F# D C# A# A# A C

D# D# C B C D A# A# A





## Understanding Musical Terms

### Notes

Musical *notes* are named from the first seven letters of the alphabet. As you move forward in the alphabet, the notes sound higher. The notes are:

A B C D E F G

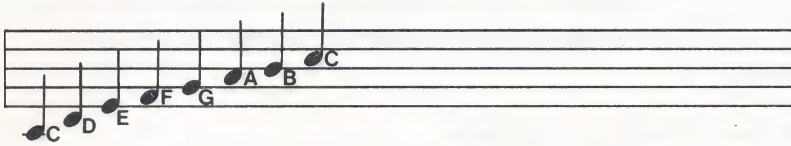
### Octaves

Notes are divided into groups of eight called *octaves*. There are two octaves in Melody Maker. One octave plays notes that are higher than the other. You can move between the low and the high octaves by pressing CTRL and O.



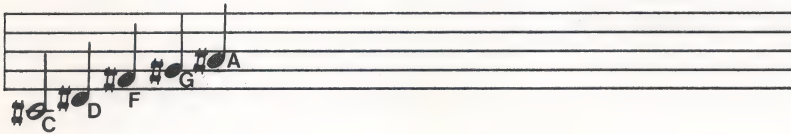
## Staff

Notes are written on a *staff*. It looks like this:



## Sharps

From a line to a space or a space to a line is one step. At certain points on the staff you can take a half step. The note doesn't move up or down, but it is written with a # and it sounds higher. Such a note is called a *sharp*. So, for example, C#, is C-sharp. If you play it, you will find that it sounds higher than a C but not as high as a D. The sharps are: A#, C#, D#, F#, G#.





### **Rests**

You can put *rests* between your notes. These are pauses in your song. Experiment with them and you'll find that the silence between the notes can be as important as the sound of the notes.

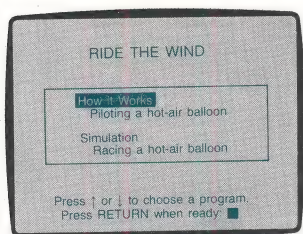
### **Time Values and Beats**

Notes play for different amounts of *time*. The shape of the note tells you how long it will play. (See the chart on page 15 for the different shapes.) Each note plays for a certain number of *beats*. In 4/4 time, an eighth note equals half a beat; a quarter note equals one beat; a half note equals two beats; a dotted half note equals three beats; a whole note equals four beats.

### **Measures and Bars**

Notes are grouped into *measures*. *Bars* are used to mark off the measures. In Melody Maker, there can be two, three, or four beats per measure.





## Ride the Wind

In this feature, you learn how to pilot a hot-air balloon. Then you compete in a Hare and Hounds Balloon Race — see how close to the “hare” balloon you can land.

Choose Ride the Wind on the Table of Contents. (See page 6.)

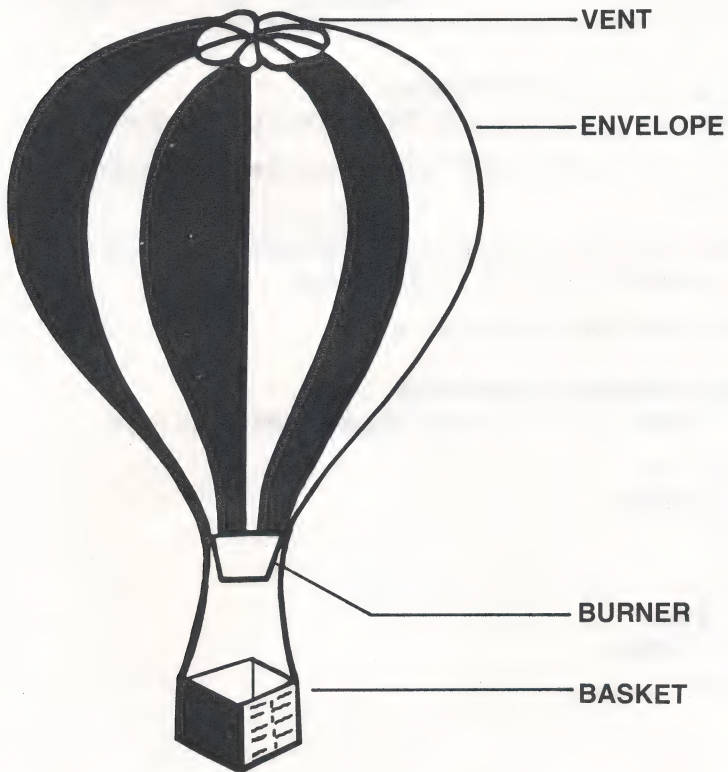
### What You'll Find

Ride the Wind is divided into two parts: How It Works and Simulation.



## How It Works

Here you learn about the different parts of a hot-air balloon and how to pilot one by riding the wind.





## **Simulation**

At the beginning of this section you are asked if you want to see the rules. If you want to see the rules, type Y and press RETURN. If you know how to play, you can type N and press RETURN. This will send you directly to the game.

### **Moving with Game Paddles**

To move your balloon up, turn the paddle right (clockwise).

To move your balloon down, turn the paddle left (counterclockwise).

To stay at the same altitude — distance above the ground — turn the paddle to the middle (12 o'clock).

To land, press the paddle button.

### **Moving with the Keyboard**

Player number one (or a single player) uses these keys:

A to move up.

Z to move down.

S to land.

Player number two uses these keys:

K to move up.

M to move down.

L to land.



### Scoring

For each flight, you will get a score of 0 to 100 points. For a bulls-eye landing — one as close as possible to the hare balloon — you will get 100 points. If you crash on the playing field you will get 0 points. If you fly off the field, your score will be determined by your altitude. If you land, your score will be determined by the distance from the target. The computer will show your score at the end of the game.

### Strategy

Speed is less important than using the three winds to travel a direct course to the hare.

WIND	ALTITUDE	SPEED	DIRECTION
Ground	less than 1000 ft.	5 mph	East
Valley	1000 to 2000 ft.	10 mph	Southeast
Upper	more than 2000 ft.	15 mph	South

Notice that each wind has its own speed and direction. To steer the balloon, find the wind that is going in the right direction. Then move your balloon up or down into that wind.

If you try to land from an altitude above 200 feet, you will crash.



### **Play Again?**

After you finish a game, you will be asked if you want to play again. You can play with the same players or new ones. If you continue playing with the same players, you will get each game's score and a total for all the games you play.

### **Fixing Typing Errors**

Use the ← (BACK ARROW) key to move back, then retype correctly.

### **How to Quit**

At the bottom of most screens, you will see "ESC to quit." Pressing ESC at these times or any time during the simulation will send you to the Table of Contents. Use ESC to quit Ride the Wind.



## Word Ladder

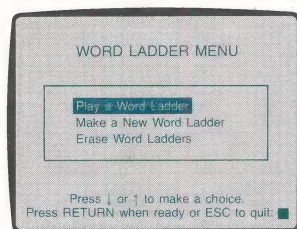
This is a word game that is fun to play and will help increase your vocabulary. Climb the word ladders by using the fewest clues and you'll get the highest score.

You can play *Microzine's* ladders, or make up your own and save them on an initialized data disk. Now is the time to initialize a disk. (To do this, choose Computer Stuff on the Table of Contents and see page 38. Then come back here.)

Choose Word Ladder on the Table of Contents. (See page 6.)

### What You'll Find

The feature begins with instructions about how to play Word Ladder. Then you will be sent to the menu.





## Play a Word Ladder

If you take this choice, you will be asked whether you want to play one of *Microzine's* ladders or one which you have made. Choose which game you want to play, then that game will appear on the screen.

You will see a ladder with a word on the bottom rung and a word on the top rung. You want to climb, rung by rung, from the bottom word to the top word, changing only one letter at a time. And each time you change a letter you must make a real word.

For example, to climb from RICH to WISE:

↑	WISE	
	RISE	change the R to W and move up to
	RICE	change the C to S and move up to
	RICH	change the H to E and move up to

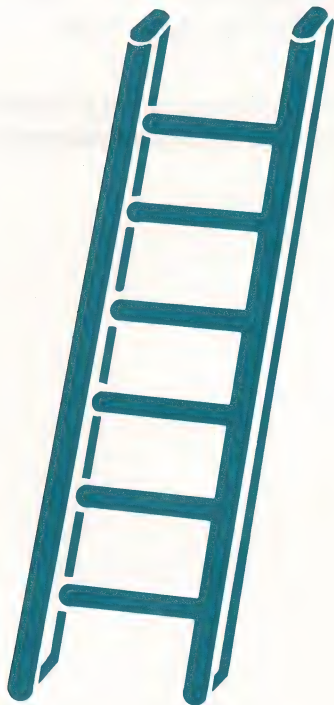
The computer will ask for the next step. It is looking for a specific word. If you think you know it, type it in and press RETURN. If the word is correct, it will appear on the ladder. If it is not correct, the computer will beep and the word will be erased. Try again.

If you need help, type C and press RETURN. The computer will give you a clue. There are three clues for each step. If you still can't get the word after three clues, type A and press RETURN. You will then be given the answer.



### Scoring

Your score is at the top-right corner of the screen. You start off with the highest possible score for that ladder. (The highest possible score is three times the number of rungs on the ladder. For example, for a five-rung ladder the highest score is 15.) Each clue you ask for takes one point off your score. Each answer you ask for takes five points off your score.





### **Make a New Word Ladder**

Type in words and clues one at a time. Press RETURN after each word and clue. If you don't want to enter any clues, just press RETURN.

You can only change one letter with each step. Each step must make a real word. To fix typing errors, use the ← (BACK ARROW) key to move back, then retype correctly.

You will be asked how many rungs you want in your ladder. You can make a ladder of up to 10 rungs. Type in your answer and press RETURN.

You will be asked how many letters you want in each word. You can have up to eight letters. Type in your answer and press RETURN.



The first and last words are given when you play the game, so they need no clues. The other words can have clues of up to 20 letters and spaces. It is a good idea to make the first clue difficult, the second clue easier, and the third easiest. That way, the player will probably get the word, but have to pay the price of lost points.

When you are done entering a word and its clues, the computer will ask if the information is correct. If you want to make changes, type N and press RETURN. You will be sent back up to the word. Make any changes you want by typing over. If the information is correct, type Y and press RETURN.

If you are using a data disk, when you are done making the game, the computer will ask if you want to save it. You have to save the game to play it. (If you are not using a data disk, you don't have to save the game to play it.)

If you want to save the game, type Y and press RETURN. If you don't want to save it, type N and press RETURN.



## **Erase Word Ladders**

You can fit 12 word ladders on a data disk. To save games after that, you will have to either erase ladders from your disk or create another data disk. To erase a ladder, take the third choice on the menu. Then choose the ladder you want to erase and press RETURN.

## **How to Quit**

At the bottom of most screens, you will see "ESC to quit." Pressing ESC at these times will send you to the Table of Contents. While playing a game, press ESC and you will be sent to the menu. Press the key again and you will be sent to the Table of Contents.

## Computer Stuff

Choose Computer Stuff on the Table of Contents. (If you don't know how, see page 6.)

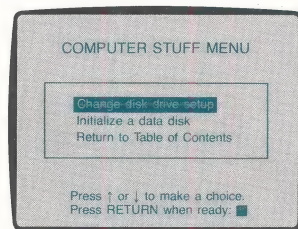
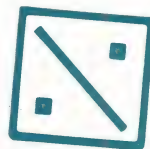
### Changing Number of Disk Drives

*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, just press RETURN. The computer will then assume the answer is slot 6.

The advantage of having two drives is that when you need to use a data disk (in *Melody Maker* and *Word Ladder*) 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, choose CHANGE DISK DRIVE SETUP 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**

To save your songs on Melody Maker and your games on Word Ladder, you need a data disk. It must first be initialized by *Microzine*. To do this, take the second choice on the menu.

After pressing RETURN, the computer will tell you that you need a blank disk, or one you don't mind erasing. After pressing RETURN again, the computer will tell you to put the disk in the drive. If you're using one drive, take the *Microzine* disk out of the drive and put the blank disk in. If you're using two drives, just put the blank disk in the second drive. Then press RETURN.

The computer then tells you that the disk will be erased. It asks, "Do you want to go ahead?" Type Y if you do and press RETURN. Type N if you don't want to go ahead.

The computer tells you when the disk has been initialized. Press RETURN, then put *Microzine* back in the drive. Press RETURN again and you will be sent back to the menu.

You now have a data disk. You can use it with both Melody Maker and Word Ladder. You can also use it in any past and future issues of *Microzine* whenever a data disk is needed.

### **Return to the Table of Contents**

Take this choice to return to the Table of Contents.



## Funstuff

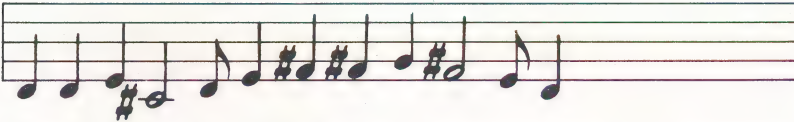
After you've learned how to use Melody Maker, Ride the Wind, and Word Ladder, look through this section. You'll find suggestions on how to get more fun out of your *Microzine*.

### Melody Maker

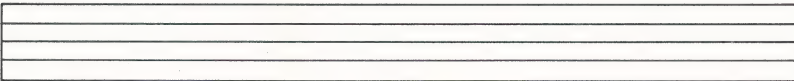
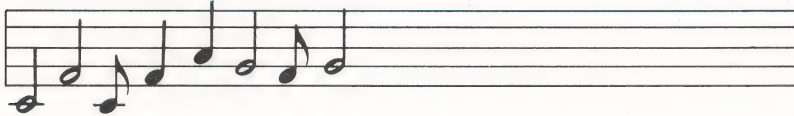
#### Unfinished Symphonies

Here are a few more sample melodies for you to complete. Play the notes, then fill in the song title in the blank above each staff. Then complete the melody in the empty staff below.

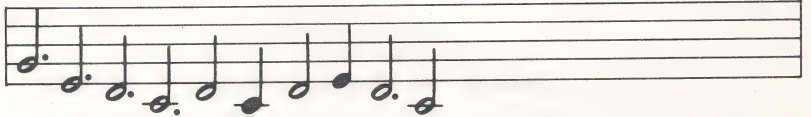
D D E C# D E F# F# G F# E D



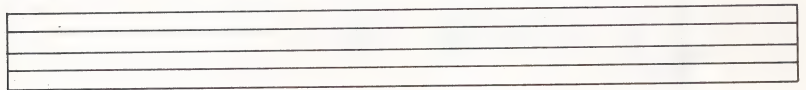
C F C F A G F G



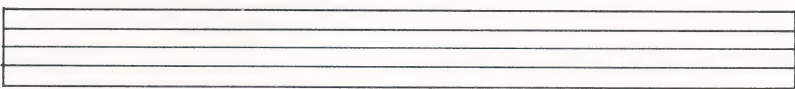
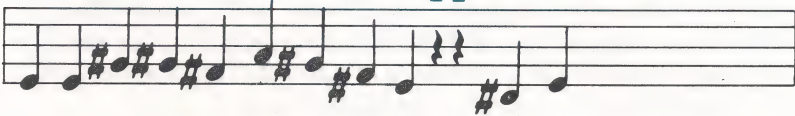
G E D C D C D E D C



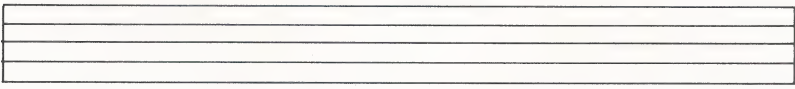
C E G G F E D B B A F E D C



E E G# G# F# A# G# F E REST REST D# E

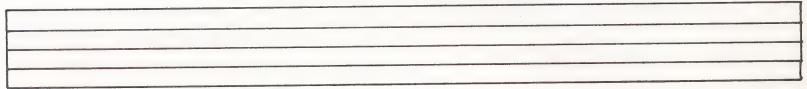


C D E REST D E F REST E E D D C



### Sound Tracks

Now you can write your own sound track, or do sound effects, for plays or radio shows at home or at school. Practice by writing scary music for a ghost story, mournful music for the sad parts, and cheerful music for happy endings.



### Notes and Words

Now that you've become an accomplished composer, how about writing some lyrics (words) to go with your melodies?

## Ride the Wind

Now that you are a top balloonist, try these piloting tests:

1. Move your balloon so that it sails to each corner of the maze, without crashing.
2. Land your balloon in each corner, as tightly as you can.
3. Practice landing your balloon on different spots in the field.

## Word Ladder

Challenge your friends or family to Word Ladder, using the ladders below. All you have to do is write three clues for each lower-case word.

COLD	LOSE	WORD	READ
cord	love	ward	road
corn	live	card	roam
worn	five	care	room
worm	fine	came	boom
WARM	FIND	GAME	BOOK



## What's Next

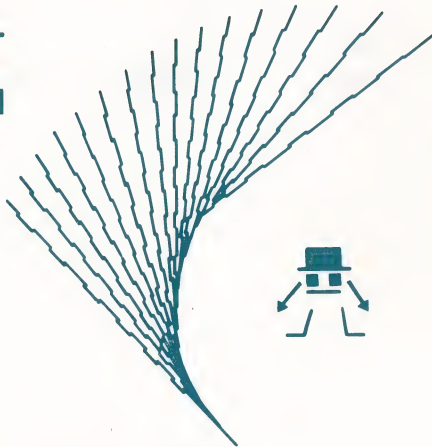
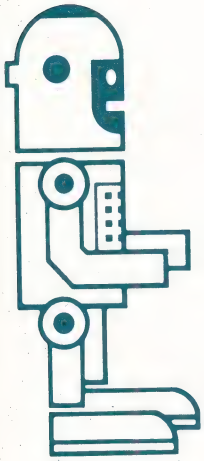
In the next issue of *Microzine* . . .

Your uncle's valuable gold statue has been stolen from the drawing room of his mansion. You are called upon to solve the crime in *Mystery at Pinecrest Manor*, the first *Microzine* mystery.

Move your Amazing Robot through maze worlds as you learn a programming language.

Find the books you want to read in *Bookstore* — a data base containing 200 book titles and descriptions.

And play *Tag*, an electrifying action game. Get those top-hatters, but watch out for the electric net!



## Feedback

*Microzine* is a brand-new idea. Please help us make future issues as exciting and useful as they can be for you.

Please fill out the questionnaire on the next page. Then tear it out and mail it to:

Editor

*Microzine*

Scholastic Inc.

730 Broadway

New York, NY 10003

We're anxious to hear from you!

- My favorite feature in *Microzine* was:

Northwoods Adventure  
 Melody Maker  
 Ride the Wind  
 Word Ladder

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

- My least favorite feature in *Microzine* was:

Northwoods Adventure  
 Melody Maker  
 Ride the Wind  
 Word Ladder

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

- The handbook was —

helpful.  
 not helpful.  
 I didn't use it.

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

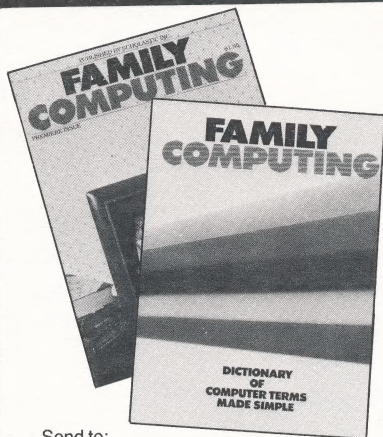
- I wish *Microzine* had \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

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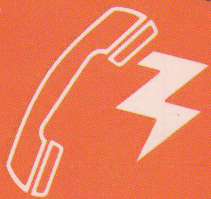
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