

Scholastic **Wiz**ware™

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

# Micro**Wiz**ine™

Volume I, Number 6

CATCH THE  
EXCITEMENT...



in "Fossils Alive!" — a new Twistaplot™  
PLUS three other computer programs

Ages 10 and up

Graphics created  
with Penguin Software's  
Graphics Magician



**Scholastic Inc.**

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**Scholastic Wizware™**

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**Microzine™** Volume 1, Number 6

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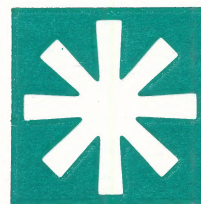
*ISBN: 0-590-95059-2      12 11 10 9 8 7 6 5 4 3 2 1      5      4 5 6 7 8 9/8*

## From the Editor's Keyboard

Welcome! In this issue of *Microzine* (the last issue of Volume I), you'll find a timely adventure, a simulation of an electronic newspaper, a store packed with free (or almost free) items, and a computer tool that plays sound effects.

You've helped us all year long by telling us what you like about *Microzine*. We're thinking about next year, and Volume II. You can really help us out now!

Turn to page 48 of this handbook. Tell us what you think of this issue. Then tell us what you'd like to see in *Microzine* next year. What features would you like us to keep? What features would you like us to add? We're listening to you!



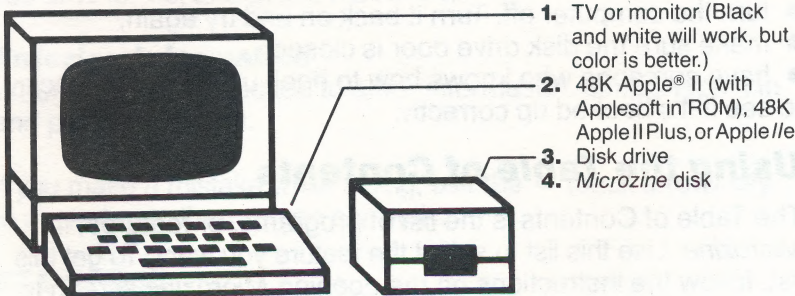
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## Getting Started

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 in this handbook.

### Equipment You Need



**NOTE:** To save your stories and records in "Olympic News" and your lists of sounds in "Sound Off!," you will need a blank disk. (See *Initializing a Data Disk*, page 43.)

### **How to Load Microzine**

1. Open the disk drive door.
2. Hold the disk with the label end 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 disk drive's red light is on.*

If *Microzine* does not appear on the screen:

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

### **Using the Table of Contents**

The Table of Contents is the list of programs, or features, in *Microzine*. Use this list to select the feature you want. To get this list, follow the instructions on the opening *Microzine* screen to press any key. When the Table of Contents appears on your screen, you'll notice that the first feature is highlighted. Use the arrow keys to highlight each feature. When the feature you want to see is highlighted, press **RETURN**. (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**.) The feature will soon appear on the screen. Take a look at Using *Microzine* on page 7. Then turn to the feature in this handbook.

Go ahead and choose the feature.

## Using Microzine Menus

When you are given a menu, or list of choices, use the arrow keys to highlight the choice you want. Then press **RETURN**. If the menu has numbers, type the number of your choice, then press **RETURN**.

### (Y/N)

When you see (Y/N) at the end of a question, it means the computer is waiting for you to answer "yes" or "no." Type Y for yes or N for no, and press **RETURN**.

### Entering Information

Whenever you are asked to enter information, simply type it in and press **RETURN**.

If you make a mistake while typing, use the ← (back arrow) key to move back, then retype correctly.

### ESC to Quit

Press **ESC** to quit what you are doing.

### Apple IIe

To use the *Microzine* on the Apple® IIe, press **CAPS LOCK** so that it is locked down.

*NOTE: You will not always need the **CAPS LOCK** down on Olympic News.*



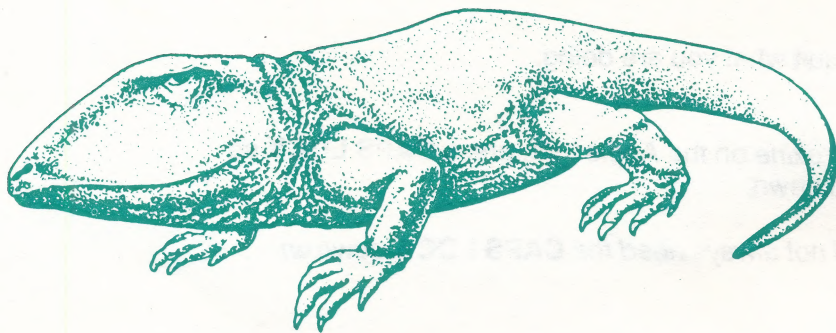


## Fossils Alive!

Saved by a Triceratops??? That'll be the day — the day you start exploring with Dyna Saurus. Go through this Twistaplot™ story as often as you like and find a different path each time. You might be surprised by what finds you! A saber-toothed tiger, a woolly mammoth, Neanderthal people — your neighborhood looks a lot different in prehistoric times. Each decision you make leads to a different adventure.

### Choosing Objects

Point the arrow to the first thing you want to take with you, then press **RETURN**. Do it again to choose what else you want to take. The things you take can help you find new paths in this Twistaplot story. They can also get you out of some pretty tough situations.



## Moving Through the Caves

Use the keys below to move through the caves:

### II Plus

**I** to move up  
**M** to move down  
**J** to move left  
**K** to move right

### Ile

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

There are two different caves and each cave has two paths. The caves are dark, but you'll always find something there to help guide you through them — a flashlight; Mugby, your dog; or even Apatosaur tracks. See "Funstuff" on page 44 for some cave clues.

### Skipping

At the bottom of some screens you will see "S to skip." Pressing **S** at these times will allow you to skip over parts of the story which you have already read. You will skip to the next screen which gives you a choice. Do not skip over parts of the story that you have not read, or you may lose track of the story.

*NOTE: There are 16 different endings in "Fossils Alive!" See if you can find them all.*





## **Olympic News**

Extra! Extra! Read all about the Olympics, past and present. Find out who set what Olympic records and when. Update the records as they are broken in the 1984 games. Test your knowledge of Olympic trivia.

### **Data Disk**

To use some parts of "Olympic News," you will need a data disk initialized by the "Computer Stuff" feature. (See page 43.)

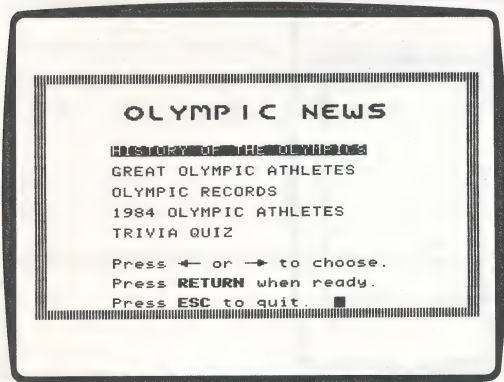
### **What You'll Find**

"Olympic News" is a simulation of an electronic newspaper — the information source of the future. Electronic newspapers allow you to tap into the latest news, sports, weather, and even video games. They also give you information about travel, entertainment, business, and many other topics. How? Just by tuning in to a single TV channel, and choosing from menus.

Imagine you have just tuned in to an electronic newspaper. You want to catch up on the Olympics. One of your choices on the menu is "Olympic News." Read all about it . . .

### **Olympic News Menu**

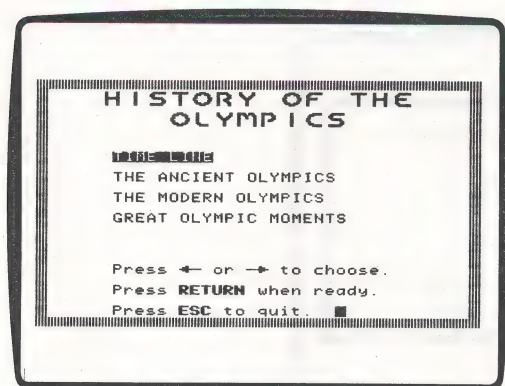
Follow the instruction on the title screen to press **RETURN**. The Olympic News menu will appear. It lists these options: History of the Olympics, Great Olympic Athletes, Olympic Records, 1984 Olympic Athletes, and Olympic Trivia Chase.



If you make a wrong choice from this menu, press **ESC**. You will be sent back to the main menu.

## History of the Olympics

The History of the Olympics menu gives you these options: Timeline, The Ancient Olympics, The Modern Olympics, and Great Olympic Moments.



To move from page to page in these sections, press ← or →.

## Great Olympic Athletes

This section lets you read about some of the greatest Olympic Athletes of all time. Choose an athlete. Press ← or → to move from page to page.

## Olympic Records

This section allows you to see and update the records for 14 men's and 14 women's Olympic events filed on your *Micro-zine* disk. Choose Men or Women, and choose an event.

The computer will list the record, athlete, country, and year. Then it will give you a chance to update that record.



### DISCUS THROW

**RECORD:** 221 FEET 5.4 INCHES

**ATHLETE:** MAC WILKINS

**COUNTRY:** USA

**YEAR:** 1976

Do you wish to change any of the above  
data? (Y/N)    ■

If you want to change the record, see "Changing Data" on page 21.

## **1984 Olympic Athletes**

This section lets you write about your favorite Olympic athletes. For each athlete, you get two pages: one for the athlete's biographical information, and another to write a short "news clip."

To write about the Olympic athletes, you will need a data disk.

The "1984 Olympic Athletes" menu gives you these options: Introduction; Men; Women; Erase-Men; and Erase-Women.

### **Men or Women**

When you make this choice, the computer will list all the athlete files on the data disk, plus the sample files on the *Microzine* disk. It will ask, "Do you want to add an athlete to the list? (Y/N)"

To see the athlete files on the menu, answer N.

To add an athlete file to the list, answer Y. Then type in the name of the athlete.

### **Adding Athlete Files**

#### *Page 1 — Biographical Data*

The computer will list these headings on page 1: Name, Age, Country, and Event(s).

Type in the data for each heading. Press **RETURN** to move to the next heading. To leave a heading blank, just press **RETURN**.

After the last heading, you will have a chance to change the data. (See "Changing Data" on page 21.)

#### *Page 2—Typing the News Clip*

After you type the biographical data on page 1, the computer will give you page 2. Type a short story, or news clip, about the athlete.



### **Planning Line by Line**

If a word is too big to fit on one line, it will be continued on the next line without being hyphenated.

Here are a few ways to avoid breaking your words onto two lines:

- Look for a shorter word to fit on the line, then continue on the next line.
- Finish the line with the last word that fits and continue on the next line.
- Hyphenate the last word on the line and continue on the next line.

### **Moving the Cursor**

#### **Apple II Plus**

**CTRL K** to move up  
**CTRL J** to move down  
← to move left  
→ to move right

#### **Apple IIe**

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

## **Capitalizing Letters**

### *Apple II Plus*

- Pressing **CTRL A** once will capitalize the next character typed.
- Pressing **CTRL A** twice will capitalize all letters until **CTRL A** is pressed again.

### *Apple IIe*

- Pressing **SHIFT** while typing a character will capitalize the character.
- Locking the **CAPS LOCK** key down will capitalize all letters until the key is pressed again to unlock it.

## **Deleting/Replacing**

*Single characters:* To delete a character, move the cursor to the character and press **SPACE BAR**. To replace single characters, type over them.

*Many characters:* Move the cursor to the first character you want to delete on a line. Press **RETURN**. The rest of the line will be deleted.

*NOTE:* Also see "Erasing Files" on page 19.

### **Save**

When you are finished typing, press **ESC**. The computer will ask, "Do you want to change the data? (Y/N)"

If you answer N, the file will be saved under the athlete's name, and you will be sent back to the 1984 Olympic Athletes menu.

If you answer Y, the cursor will jump to the data after the first heading. Type over the old data and press **RETURN**. Do the same for all the data you want to change. If you do not want to change the data beside a heading, just press **RETURN**.

When you are done, press **ESC**. The computer will ask again if you want to change the data.

### **Erasing Files**

To erase files from your data disk, choose Erase on the Olympic Records menu, or Erase-Men or Erase-Women on the 1984 Olympic Athletes menu.

Choose the athlete file you want to erase. The computer will ask if you are sure you want to erase the file. If you answer N, you will be sent back to the 1984 Olympic Athletes menu.

If you want to erase the file, answer Y. The computer will erase the file and send you back to the 1984 Olympic Athletes menu. Be sure you want to erase the file. You will not be able to get the file back once you erase it.

### **Data Disk Tips**

Once you put a data disk in the disk drive, "Olympic News" assumes that that same disk is in the drive. If you want to put a different data disk in, quit "Olympic News" and go back to the Table of Contents. Then start over by choosing "Olympic News" again.

If your data disk is full, the computer will tell you. You will have to create a new data disk to store more files, or erase a file from the old data disk to make room for a new file.

### **Changing Data**

To change data on Olympic Records or Great Olympic Athletes, answer Y when the computer asks, "Do you want to change the data? (Y/N)"

The cursor will jump to the data after the first heading. Type over the old data and press **RETURN**. Do the same for all the data you want to change. If you do not want to change the data beside a heading, just press **RETURN**.

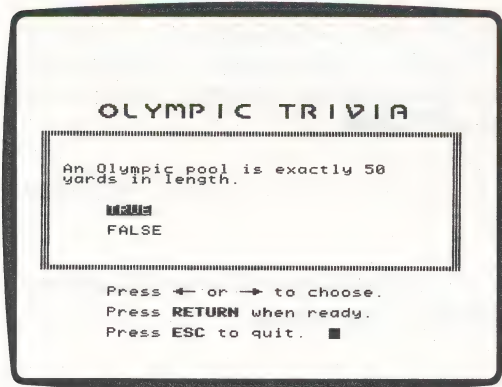
When you are done, the computer will ask if you are sure you want to change the data.

*IMPORTANT: Once you change the data in Olympic Records, you will not be able to get the old data back.*



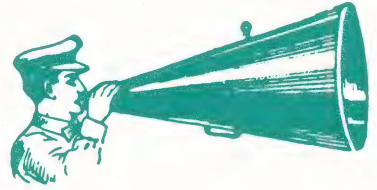
## Olympic Trivia Chase

This section tests your knowledge of Olympic trivia. Each quiz is made up of 10 questions chosen randomly.



Choose the letter of the answer you think is correct.

Each answer is worth 10 points. To win the gold, you need a score of 100.



## **Sound Off!**

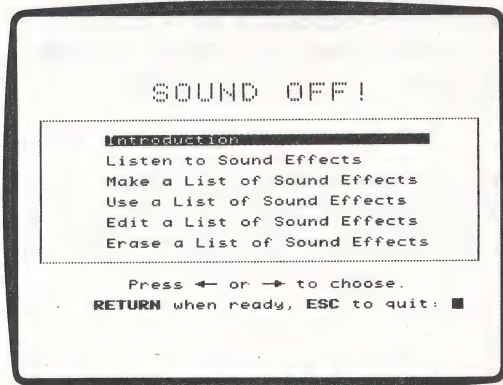
Sound Off puts 40 sound effects at your fingertips. Listen to the sounds, arrange them into lists, edit and save the lists, and play them back anytime. Add excitement to plays and skits at home and in school. If you need a telephone ringing, a car horn honking, a spaceship landing, or any of the other 40 sound effects, use "Sound Off!" to create a list of sounds so that the right sound plays at the correct time. Also, tell stories just with sounds. Think up other uses for "Sound Off!"

### **Data Disk**

You don't need a data disk to listen to the sound effects. But to make, save, and edit lists of sound effects, you will need a data disk initialized using the "Computer Stuff" feature. (See page 43.)

## Main Menu

When you follow the instructions on the title screen to press **RETURN**, the main menu will appear. This menu lists the six functions of "Sound Off!": Introduction, Listen to Sound Effects, Make a List of Sound Effects, Use a List of Sound Effects, Edit a List of Sound Effects, and Erase a List of Sound Effects.



From any screen, you can press **ESC** to get back to the main menu.

## **Introduction**

This function tells you about "Sound Off!" and gives you some tips on making the most of this feature. (See page 35 for more tips.)

## **Listen to Sound Effects**

This function lets you listen to the 40 sound effects in "Sound Off!" The sound effects are arranged in four groups of 10 sounds each. You will be able to see one group at a time. Pressing **M** will allow you to move from group to group. The group names are: Around the House, In Space & On Earth, Whistles and Sirens, and Mood Music. These names will help you remember where to find the sounds. Use your imagination and put a house sound in an outer space story, or a space sound in a sea adventure play.

Choose any sound you want to hear. Most sounds will continue until you press any key to stop them. Some sounds, such as Fast Whistle Down or Ship Landing, have a beginning and an end. When you press any key to stop one of these sounds, it will continue until it's reached its end. Then it will stop and you will be able to choose another sound.

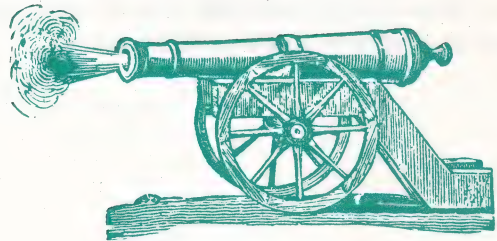
### **Make a List of Sound Effects**

This function allows you to make lists of sounds. The sounds are listed on the left side of the screen. On the right is a space for your list. Choose sounds, one at a time, to add to your list. The sounds will appear on the right side of the screen. You can add up to 99 sounds to your list.

Here are the three steps you must follow to choose each sound effect you want and put it on your list.

- 1.** Press **M** until the group with the sound you want appears.
- 2.** Use the arrow keys to highlight the sound.
- 3.** Press **RETURN**.

The sound will appear on the right side on your list. Do this until you are finished with your list and then press **ESC**.



### **Saving Your List**

When you press **ESC**, you will be asked, "Do you want to save your list?"(Y/N). If you answer Y, you will be asked to type the name of the list. Give it a name of up to 20 characters. Then press **RETURN**. The list will be saved and you will be sent back to the main menu. You can save up to 104 lists on one data disk.

If you answer N, you will be asked whether you want to enter more sounds. If you answer Y, you will then be able to continue making your list. If you answer N, your list will be lost and you will be sent back to the main menu.

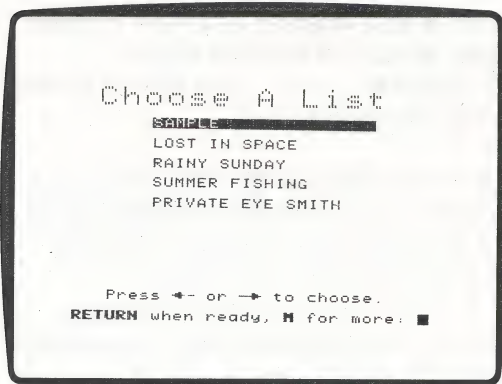
The computer keeps track of the names of the lists on the data disk. It will tell you if you try to give a new list the same name as a list that is already on the data disk. It will ask, "Do you want to replace the old list with this new list? (Y/N)".

If you answer Y, the old list will be erased and the new one will be saved under that name.

If you answer N, you will be asked again to enter a name. Use a different name.

### Use a List of Sound Effects

This function allows you to use a list you have made. If you have only one list on your data disk, it will appear. If you have more than one list on your data disk, you will have to choose a list from the Choose a List screen. This screen displays all the lists you have saved on your data disk. If you have more than eight lists on the data disk, press **M** to see the other lists.



When you choose the list you want, the list will appear with the first sound effect highlighted. Press **RETURN** to hear the sound and then press any key to stop it. The second sound is now highlighted. Press **RETURN** to hear the sound and any key to stop it. Continue with your list of sounds. When you reach the end, the computer will ask, "Do you want to play more? (Y/N)".

If you answer Y, you will be sent back to the Choose a List screen. Choose any list to play.

If you answer N, you will be sent back to the main menu.



### **Edit a List of Sound Effects**

This function allows you to change, or edit, a list you've already made. If you only have one list on your data disk, it will appear. If you have more than one list, you will have to choose the list you want to edit. Then press **RETURN** and your list will appear. If you have more than 10 sounds on your list, press **M** to see the next group of 10 or less. You can delete, or remove, sounds from your list and insert, or add, sounds to your list.

*Deleting Sounds* — To delete a sound, use the arrow keys to highlight the sound you want to remove. Then press **D**. The sound will be deleted from the list and all the other sounds will move up one space.

*Inserting Sounds* — To insert a sound, highlight the sound above which you want to insert the new sound. Then press **I**. A space will open up above that sound.

The first group of sound effects will then appear on the left side of the screen. Choose the sound you want to insert. Then press **RETURN** and the sound will be inserted into the blank space on your list.

When you are done editing your list press **ESC**. The computer will ask, "Do you want to save your list? (Y/N)".

This works the same as described above under "Make a List of Sounds Effects". The only difference is, if you do not want to save your list and you answer N, you will be asked, "Do you want to edit more? (Y/N)". A Y answer here will allow you to edit your list more. An N answer will send you back to the main menu and your editing changes will be lost.

### **Erase a List of Sound Effects**

This function allows you to erase lists from your data disk. Choose the list you want to erase. The computer will ask, "Do you want to ERASE this list? (Y/N)". Answer Y to go ahead and erase the list. If you change your mind and don't want to erase it, type N. You will be sent back to the main menu.



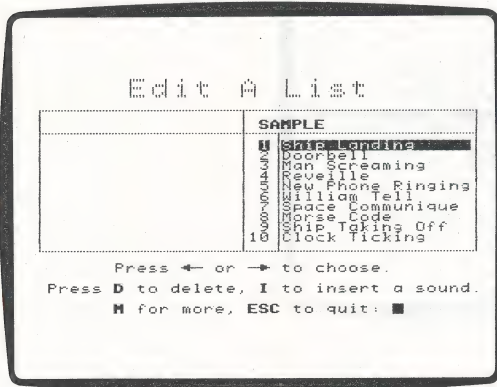
### **Practice**

Here is a sample list. Follow the three steps listed on page 30 to input the sounds on the list. Then save the list and give it a name. Make up a story or skit to go along with the sounds when you're done.

- Ship landing
- Doorbell
- Man screaming
- Reveille
- New phone ringing
- William Tell
- Space communiqué
- Morse code
- Ship taking off
- Clock ticking
- Alarm
- The End

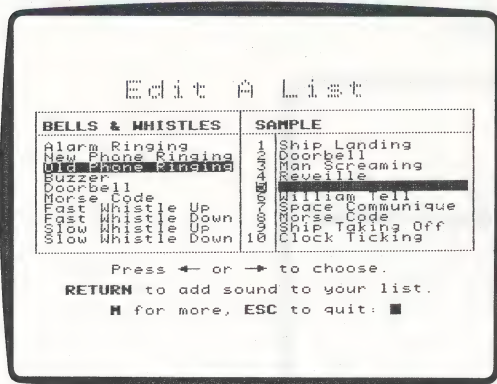
### Editing your Sample List

If you decide that you want to add or delete sounds from the sample list, choose Edit A List of Sound Effects from the main menu. If you have more than one list on your data disk, you will have to choose the sample list. If the sample is the only list on your data disk, it will appear.



If you want to change New Phone Ringing to Old Phone Ringing, use the arrow keys to highlight New Phone Ringing. Then press **D**, for delete. Notice that sound has been taken out and the others have moved up. Now, highlight William Tell, because you want to insert Old Phone Ringing above it. Press **I**, for insert. Notice that all the sounds moved down from the highlighted space. Also, the sound effects appeared on the

left side of the screen. Highlight Old Phone Ringing and press **RETURN**. That sound will be inserted into your list above William Tell. Make as many changes as you want, then press **ESC** and save the new list if you want.



### **Tips**

The next time you are going to perform a play or skit in school or at home, create a list of sounds to go along with the story. You don't need to have sounds playing all the time. But if there's a phone ringing, use "Sound Off!" Or if an alien is going to land or an elephant is going to charge, use those sounds. Put them in the correct order so that the next sound on your list is the next one you need for your story.

Get out your tape recorder and record a radio play with sound effects in the background just like they do on radio shows.

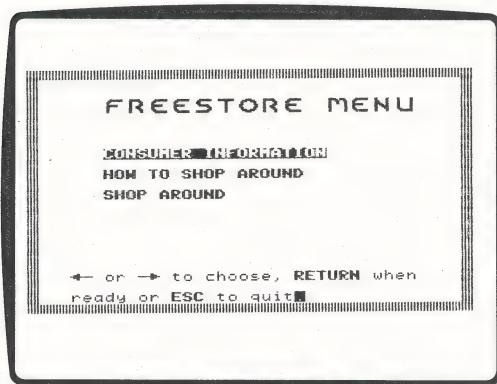


## Free Store

Posters? Guide books? Rainbow glasses? And all for free, or almost free?! That's what you'll find in the "Free Store." Mail away for as many of the items as you like.

### Main Menu

Follow the instructions on the title screen to press **RETURN**. The main menu will appear listing the three sections of "Free Store": Consumer Information, How to Shop Around, and Shop Around.



### **Consumer Information**

In this section, you learn how to write a letter to ask for the items you want. You also get tips on how to send money in the mail, and how to make a self-addressed, stamped envelope.

### **How to Shop Around**

In this section, you learn how to find the items you want. Free Store is divided into three categories: Subject, Type, and Cost.

The Subject category is divided into areas like Earth Science, Outer Space, Careers, and Health.

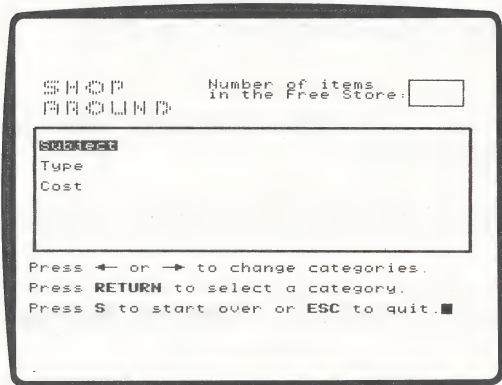
The Type category is divided into areas like Posters, Stickers, and Activity Kits.

The Cost Category is divided into two areas: Free and Not Free.

### Shop Around

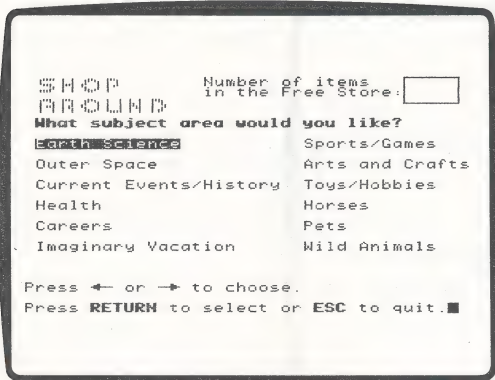
When you choose Shop Around, you will see this menu:

Subject  
Type  
Cost



Choose a category, then press **RETURN**.

After you choose a category, the computer will list the areas under the category. For example, if you choose Subject, the computer will list the 12 areas (such as Pets and Wild Animals) in that category.



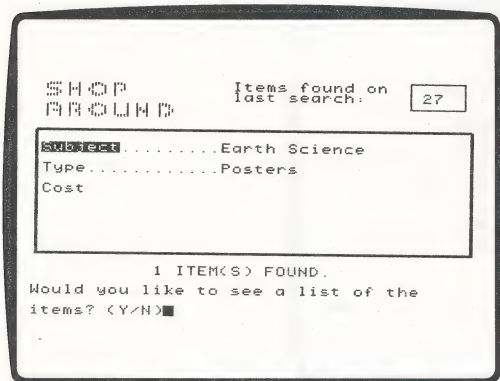
Choose the area you want, and press **RETURN**.

The computer will search through all the items in the "Free Store" to find the ones in your chosen area. At the bottom of the screen the computer will show how many items it found. Then it will ask if you want to see the items.

If you answer Y, the items will be displayed one at a time.

If you answer N, the computer will ask if you want to choose another category.

For example, if you choose Earth Science, the computer will find 27 items. If you choose to shop further, you could choose type, and then Posters. The computer will list the number of Earth Science posters in the "Free Store."



If you chose once more to shop further, you could choose Cost, and then Free, and the computer will list the number of free Earth Science posters.

You can see the list of items the computer has found at any time.

### **Area Empty**

Sometimes the computer won't let you make certain choices. The words "Area now empty. Choose another," will appear. That means that you have already eliminated all the items from that area by the previous choices you've made.

For example, if you've chosen Posters and Free, the computer won't let you select Careers in the Subject category. That's because there are no posters that are about careers and are free.

### **Ordering Your Items**

Once you've found an item that you really want, write down the exact name of the item, the address of the company, and the instructions for getting that item.

Send your request to the company, following all of the instructions exactly. Soon you will receive your item in the mail!

### **Starting Over**

If you change your mind about any of the choices you've made, press **S** to start over.



## Computer Stuff

### **Changing Number of Disk Drives**

*Microzine* assumes you have one disk drive. If you have two, choose CHANGE DISK DRIVE SETUP. 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 "Olympic News" or "Sound Off!", for example) you will be able to put it in the second drive. You will not have to take the *Microzine* disk 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 use "Olympic News" or "Sound Off!", you need a data disk. A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*.

Initializing a disk gets it ready to save your data for *Microzine*. The computer sets up a filing system by dividing the disk into sections, called tracks and sectors. Each brand of computer has its own filing system. For instance, a disk initialized by an Apple can only be used on Apple computers.

To initialize the disk, take the second choice on the Computer Stuff menu. The computer will tell you that you need a blank disk, or one you don't mind erasing. Press **RETURN** and 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 in your disk. If you're using two drives, just put your 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? (Y/N)" 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.

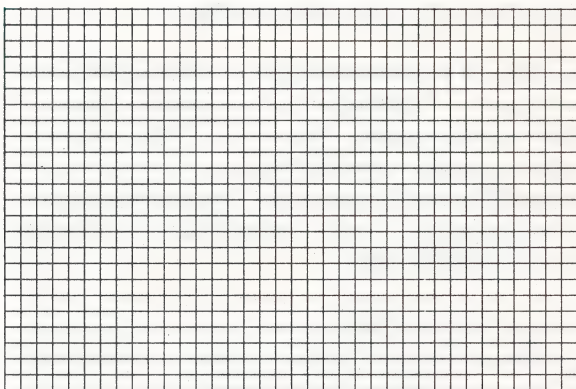
You now have a data disk. You can use it for "Olympic News," "Sound!", or for any past or future issues of *Microzine*.



## Fun Stuff

### **Fossils Alive!**

How long were you lost in the dark caves? Use the blank grid below to map the different paths in the caves. Each step you take in the caves moves you ahead one square. Color one square on the grid for every step. Make each path in the caves a different color.



*Cave Clues: There are two caves in "Fossils Alive!" Each cave has two separate paths.*

You can make up other branching stories in "Fossils Alive!" The more you learn about prehistoric times, the more stories you can create. Add new animals, characters, and environments. Let your friends and family make the decisions. Lead them into exciting adventures in times they thought were gone forever.

### **Olympic News**

Are you a 1984 Olympic athlete? You can be. Set up your own Olympic games. Decide what events you want to include, then have your friends join you in a competition. Enter your names, ages, and events. Then write short news clips about your Olympics.

Write down your own trivia quiz about the 1984 Olympics. Test your friends and family. Who knows the most trivia about the Olympics?

### **Sound Off!**

Challenge your friends to a Sound Off Playoff. Have your friends sit where they cannot see the computer screen. Then play a sound. Can they guess what the sound is? How close can they come to the correct names?

Create a list of sounds that tells a story. Play the list for your friends, and see if they can guess what the story is about. (Maybe they'll come up with a better story than the one you had in mind!)

Create a list of sounds. Then try to make up stories using those sounds. How many different stories did you and your friends think of?

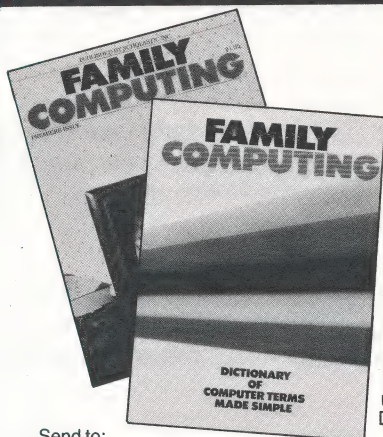
### **Free Store**

Organize a Free Store Exchange with your friends. Swap items that you have received in the mail, trade booklets, and share activity kits.

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8AW 12

## What's Next

The next issue of *Microzine* begins Volume II — packed with exciting programs designed just for you. You'll make your own animated movies, make and break secret codes, program robots, and have exciting adventures in every issue's Twistaplot.

Here is what you'll find in the next issue of *Microzine* . . .

Do you have what it takes to be a Star Scout? Find out if you've got the right stuff in an out-of-this-world Twistaventure.™ What's a Twistaventure? We've taken the terrific stories from Twistaplots, added the excitement of adventure games, and created a whole new type of program for you: Twistaventures!

You'll be able to make your own survey with a new *Microzine* tool. How many students in your class prefer chocolate to vanilla? There's only one way to find out: Take a survey! And see your survey results displayed in a table and on a colorful bar graph!

Build your own city scenes and landscapes by moving a construction worker through a world of shapes and objects. Build a city of the future, or your next-door neighborhood. The only tool you need is your imagination!

And next year, each issue of *Microzine* will feature BACK PAGE: a collection of puzzles, jokes, riddles, brain teasers, and an electronic comic strip!





## Feedback

Help us make *Microzine* terrific! Please fill out the questionnaire below. Then tear it off and mail to:

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

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We're anxious to hear from you!

Please rate the features in *Microzine* on a scale from 1 to 4  
(1 = Most Favorite. 4 = Least Favorite.)

- \_\_\_\_\_ Fossils Alive!
- \_\_\_\_\_ Olympic News
- \_\_\_\_\_ Free Store
- \_\_\_\_\_ Sound Off!

The handbook was

- \_\_\_\_\_ helpful.
- \_\_\_\_\_ not helpful.
- \_\_\_\_\_ I didn't use it.

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

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

My age is \_\_\_\_\_ .



**Microzine™**

Vol. 1, No. 6

**Scholastic Wizware™**  
Apple® II, II Plus, or IIe

**SIDE 1**  
What's Inside Fossils Alive! Computer Stuff

**SIDE 2**  
Olympic News Free Store Sound Off! What's Next

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ISBN: 0-590-95058-4  
**SIDE 1. TURN DISK OVER FOR SIDE 2.**

