

# Microzine®

A Computer Learning Library on a Disk™

Featuring:

**The Big Nap**  
A hard-boiled private-eye story

**Budget Maker**  
Keep track of money you save and spend

**Quizzler™**  
Create and take quizzes

**Back Page**  
A comic strip, puzzles, and more



9



Scholastic

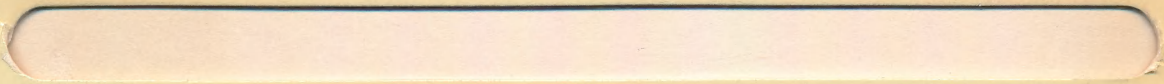
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The Most Trusted Name in Learning®

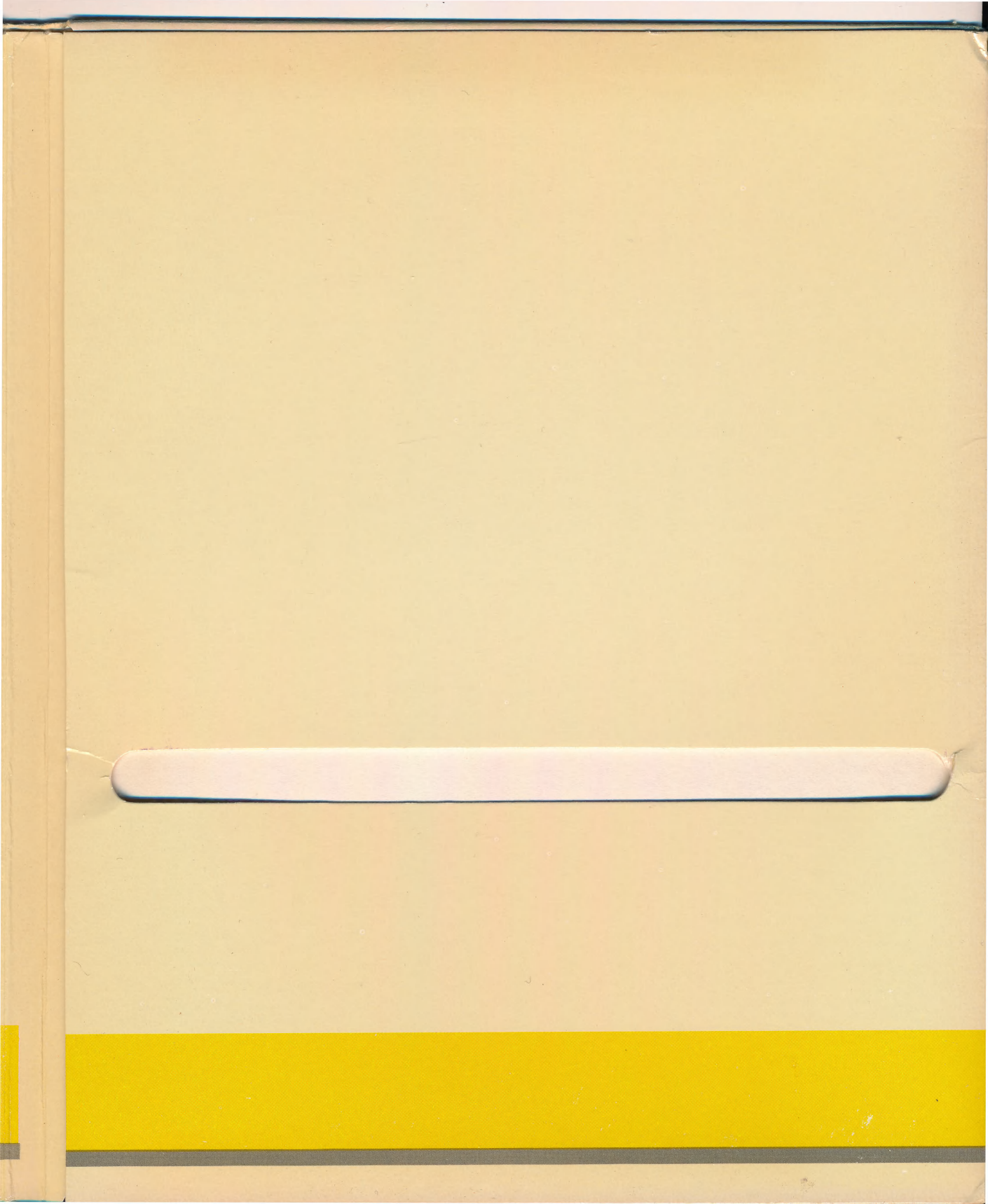
AWARD WINNING  
Apple® II Plus, IIe, or  
IIc; 48K; disk drive;  
printer (optional);  
data disk

FUN SKILLS SERIES

Ages 9 and up



**Scholastic**



# Microzine<sup>®</sup> A Computer Learning Library on a Disk™

On this disk:

## The Big Nap

Who's trying to kidnap Tex Cody, TV's famous Computer Cowboy? Team up with ace private-eye Rusty Rayburn to crack this caper. Use your Slangometer to understand Rusty's private-eye slang. You'll meet some shifty characters and solve some baffling puzzles.

## Budget Maker

Your financial wheelings and dealings will make "cents" with this program. Use the clear and simple balance sheet to keep track of money earned and spent. Organize and sort your accounts, then print them out for a "hard copy" of your records. You can use "Budget Maker" for your own money, family finances, a club's budget, and more.

## Quizzler™

Test your knowledge of books, sports, science, history, and more with this quiz program. Each quiz has Beginner, Intermediate, and Advanced levels. Then create your own quizzes on any topic, and challenge your friends. You can even create a trivia quiz about your friends and family! Save your best scores, and see them displayed on a bar graph.

## Back Page

Scroll through the Letters to the Editor section to learn what kids are thinking and asking about *Microzine*. Then try the challenging word puzzle, and laugh along with Red and Dudley in *Micro-Toon™*—*Microzine's* electronic comic strip!

**Learning Opportunities:** Computer literacy, language arts, creative writing, math skills, decision making, and organization skills.

**Contents:** 1 two-sided disk, 1 handbook, 1 newsletter

Designed and developed by Information Technology Design Associates, Inc.

Art Director: Sandi Young Cover Art: Leslie Cabarga

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Graphics created with Penguin Software's Graphics Magician.

Character graphics created with Apex Text, © 1983, Tim Cimbura.



The Big Nap

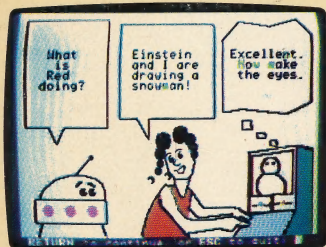
DATE	TRANSACTION	AMOUNT	BALANCE
09/13/83	BEGIN BAL.	500.00	500.00
10/25/83	BUS RENTAL	-200.00	300.00
11/06/83	CONCERT	250.00	550.00
12/03/83	MUSIC COST	-400.00	150.00
01/09/84	FUNDRAISER	7436.50	7586.50
02/05/84	TRIP	-5972.75	← 116.75
Total Income: \$		8166.50	
Total Expense: \$		7972.75	
Account Balance: \$		815.75	

RETURN to continue. ESC to quit.

Budget Maker



Quizzler™



Back Page

ISBN: 0-590-95749-X



Scholastic Inc.  
2931 East McCarty St.  
P.O. Box 7502  
Jefferson City, MO 65102

### Scholastic Guarantee

This computer program has been thoroughly tested by **Scholastic** among teachers and children and is designed to challenge, stimulate and entertain your child. It reflects Scholastic's more than 65 years of experience in developing young minds.

**Microzine**<sup>TM</sup>

**Scholastic**  
The Most Trusted Name in Learning<sup>TM</sup>  
48K Apple

**SIDE 1** Letter from the Editor The Big Nap Computer Stuff

**SIDE 2** Budget Maker Quizzler Back Page What's Next

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right 1980-81 Apple Computer, Inc. Manufactured in U.S.A.

ISBN: 0-590-95171-8 **SIDE ONE. TURN OVER FOR SIDE TWO**

 **Scholastic**



### How To Care for Your Floppy Disk



**DO**  
keep your disk  
in the protective  
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.



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

50 - 125 F



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

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- a brief statement describing the defect
- a \$10.00 check if beyond initial 60-day warranty period
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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be preempted. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all  
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Scholastic Inc.  
P.O. Box 7502  
2931 E. McCarty St.  
Jefferson City, MO 65102

In Canada to:  
SOFTWARE FROM SCHOLASTIC  
123 Newkirk Road  
Richmond Hill, Ontario  
Canada L4C 3G5

# 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) \_\_\_\_\_

ISBN: 0-590-95121-1



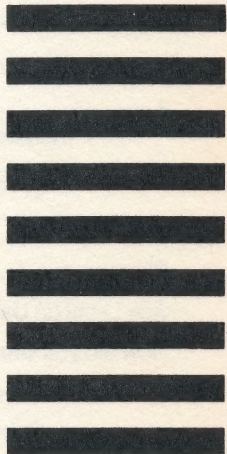
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IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

First Class      Permit No. 9411      New York, NY

POSTAGE WILL BE PAID BY ADDRESSEE

SCHOLASTIC SOFTWARE®  
Scholastic  
730 Broadway  
New York, NY 10003



Attn: Marketing Dept.

**No. 9**

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# 'Zine Scene

1. You are reading the first sentence of *'Zine Scene*: TRUE or FALSE?
2. The question above refers to a program in *Microzine* called:
  - A) The Big Nap
  - B) Budget Maker
  - C) Quizzler™
  - D) Back Page
3. How many terrific programs are there in this issue of *Microzine*? \_\_\_\_\_

(If you filled in "4", your answer wasn't too large or too small, it was just right!)

Pretend that the questionnaire in *'Zine Scene* is just another fun quiz from "Quizzler": Fill in the blanks and let us know what you thought of this issue!

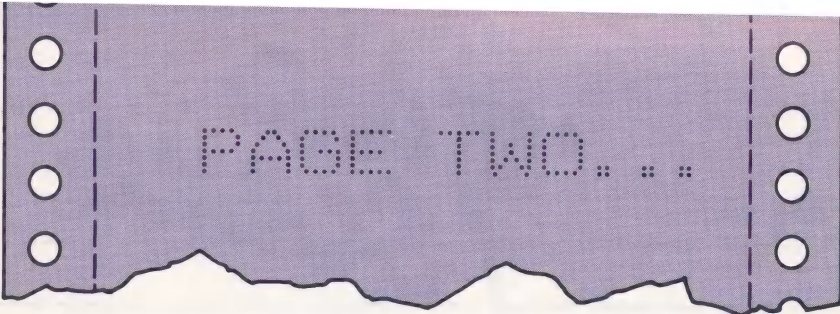
Have fun!



Amy E. McKinley  
Editor

**FUN FACT**  
The F.B.I. stores 20,000  
fingerprints in its computer  
every day.





PAGE TWO...

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## ***THE HISTORY OF COMPUTERS?***

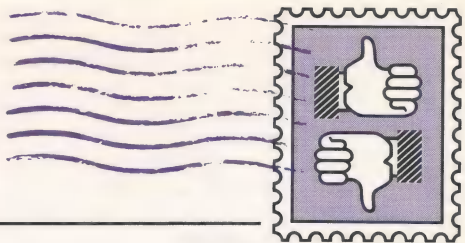
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Can you imagine a quiz too crazy for "Quizzler"? Here it is! Read these little-known facts about computers and decide which ones are true or false.

- 1.** The ancient Chinese used adding-machines that could handle numbers as high as 1 trillion. (Today, this machine is called an "abacus.") True or False \_\_\_\_\_
- 2.** The ancient Greeks gathered every four years to play computer games. The Olympic games were changed to sporting events when gym teachers were invented. True or False \_\_\_\_\_
- 3.** Jesse James was the wild west's most notorious software bandit. When his computer finally broke, he buried it on "Boot" Hill. True or False \_\_\_\_\_
- 4.** One of the first "programmers" was Countess Ada Lovelace, who was born in 1815. True or False \_\_\_\_\_

5. William Tell is famous for shooting an Apple® IIc off his son's head with a bow and arrow. True or False \_\_\_\_
6. Sir Arthur Conan Doyle wrote the Sherlock Holmes stories using a word processor. He would start the story, then let his computer solve the mystery. True or False \_\_\_\_
7. The original munching symbol of Pac-Man® was discovered on a quilt made in 1925. True or False \_\_\_\_
8. In 1932, the first song was played on a computer at Bell Labs. The song was, "Bicycle Built For Two." True or False \_\_\_\_

Answers: 1. T; 2. F; 3. F; 4. T; 5. F; 6. F; 7. T; 8. T.



---

## ***MICRO MAIL***

---

I liked *Microzine* so much that when I was asked to demonstrate a program on the TV show, "Kid's World," it was my first choice. It was fun seeing myself and my friends on TV.

Leslie Anne Sherman  
Staten Island, NY

I would like *Microzine* to have a kind of BASIC program where kids could write easy games on the computer.

Kim Gruly, 12  
Bismark, ND

*Funny you should mention that, Kim. We're working on a program that will teach you how to write your own adventure game! Look for it in a future issue of Microzine.—  
The Editor*

I really love *Microzine*. I am learning more and more about computers. My dad knows a lot about computers and teaches my brother and me.

Vicki Adkins  
Burnsville, MN

PSST!

---

## SNEAK PREVIEW

---

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

It's 1775 in colonial America and you're a patriot spy. You have codes to decipher and secret documents to deliver. Don't get caught by the British "redcoats"—the freedom of the colonies is at stake! You are there at the start of the Revolutionary War in **The Shot Heard 'Round the World**, the next Twistaplot™.

Have you filled out an application to be a passenger on the next space shuttle? Find out what to expect with **Flight of the Columbia**, a space-shuttle simulation. Learn what it's like to orbit the Earth!

Then use **Billboard** to create an *electronic* billboard. Make messages that flash and scroll across your computer screen.

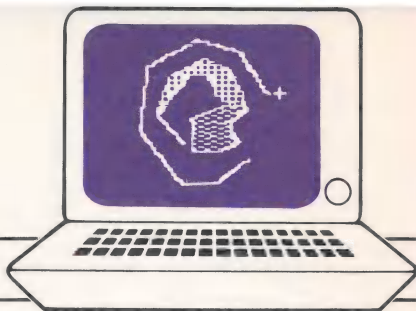
Finally, there's **Back Page**, filled with letters, games, and the further adventures of Einstein — the computer who "crashes" every time Dudley the robot is around. . .



### JOKE

Question: Why did the hacker give his computer a hamburger?

Answer: Because the computer wanted a byte to eat!



## ***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

\_\_\_\_\_ The Big Nap      \_\_\_\_\_ Budget Maker  
\_\_\_\_\_ Quizzler      \_\_\_\_\_ Back Page

My comments and opinions:

copy/disk  
372.4  
MIC

Wm  
TM

# Microzine

Teacher Edition



 **Scholastic**

The Most Trusted Name in Learning.

Winchester School Library  
West Seneca Central School

# MICROZINE

## SCOPE AND SEQUENCE CHART

I COMPUTER LITERACY	THE BIG NAP	BUDGET MAKER	QUIZZLER™	BACK PAGE
A) Computer Fundamentals				
1) Vocabulary		●	●	
2) Capabilities		●	●	
3) Limitations		●	●	
B) How Computers Work				
1) Computer Parts				
a) Computers				
b) Hardware		●		
2) Memory				
a) Storage: Disks		●	●	
3) Using the Computer				
a) Input: The Keyboard	●	●	●	●
b) Storage		●	●	
c) Output		●	●	
C) Programming				
1) Structure				
a) Flow Charts	●			
b) Problem-Solving	●			
2) Languages				
a) Structure		●		
b) Command		●		
c) Function				
d) Editing		●	●	

	THE BIGNAP	BUDGET MAKER	QUIZZLER™	BACK PAGE
D) How Computers Are Used				
1) Application Areas				
a) Simulations				
b) Games			●	●
c) Tools		●	●	
d) Branching Stories	●			
2) Why People Use Computers				
a) Useful Features	●	●	●	
b) Graphics	●		●	
c) Answer-Judging			●	
d) Data Storage/Retrieval		●	●	
E) Developing Computer Skills	●	●	●	
1) Interacting with Computers	●	●	●	●
2) Programming				
II OTHER CURRICULUM AREAS				
A) Language Arts	●		●	●
B) Social Studies		●	●	
C) Science			●	
D) Math		●		
E) Thinking Skills	●	●	●	●
F) Fine Arts	●		●	

## **THE BIG NAP**

### **A Twistaventure™**

#### **Extension Activities**

**VOCABULARY PREVIEW:** caper, gumshoe, sleuthing, jittery, stashed, certified, drowsy, trudges, edition, arch-rival, disbelief, devouring, anchovy

**DISCUSSION:** Ask your students to define "slang" and "dialect," using a dictionary if necessary. Then read aloud selected passages from *The Celebrated Jumping Frog of Calaveras County*, by Mark Twain, and selected passages from "The Big Nap." Discuss the differences between regional dialect and slang words.

**READING:** Discuss the importance of clues in reading detective and mystery stories. What do your students think are the important clues in "The Big Nap"? Examine them with your class, investigating each branch of the story and identifying the important clues.

**WRITING:** Have students make their own Slangometers. Suggest they use a type of slang they might already know (such as "CB" slang or "waitress" slang) or use slang words that they use themselves. The Slangometers should be alphabetized and include definitions. (The Slangometers could also be cross-referenced by definition.) Compile one large, class Slangometer for use in writing short stories, poems, limericks, or other writing assignments.

- Have students select a favorite short story and rewrite the dialogue using slang words.
- Have students write other episodes of "The Big Nap" starring themselves and Rusty Rayburn. Suggest that they start by thinking of a mystery that needs to be solved, then write clues that lead to the mystery's solution.

# BUDGET MAKER

## Extension Activities

**VOCABULARY PREVIEW:** budget, account, financial, transaction

**DISCUSSION:** Ask students: What is the purpose of a budget? Do you think budgets are helpful? Why? Are budgets more important for businesses or governments than they are for individuals? Why?

**SOCIAL STUDIES/RESEARCH:** Have each student pick a favorite historical place and era (Revolutionary-War America, for example) or choose the culture or time period you are currently covering in your social studies lessons. Each student should research that period, then plan what he or she thinks a weekly budget during that time might have been. You might give students ideas for categories of expenses, such as food, shelter, clothing, and entertainment.

**MATH:** Have students enter real or imaginary budgets for one month. Then have them draw a line graph of the day-to-day or week-to-week balances. Explain that many financial software packages used in business generate line and bar graphs. Discuss how such charts and graphs could be helpful in making financial decisions or predictions.

**WRITING:** Have a student input, save, and print out the following account for your class. Then have students write a short story about the imaginary person who has this account:

TRAPEZES	=	-\$50.00
CLOWN NOSES	=	-\$14.00
LION TAMER	=	-\$100.00
NEW SAWDUST	=	-\$4.50
SOFTWARE	=	-\$30.00
TICKET SALES	=	\$125.00

### "Budget Maker" Activity Page Answers:

Feb. Income	=	16.50	Apr. Income	=	15.00
Mar. Income-Balance	=	10.50	May Income-Balance	=	43.50
Mar. Costs	=	-11.00	May Costs	=	-12.50
Apr. Income	=	25.00			

## **QUIZZLER™**

### **Extension Activities**

*VOCABULARY PREVIEW:* topic, level, intermediate

*WRITING:* Have students write "pop," or "surprise" quizzes on topics they are currently studying, or write "electronic flash cards" for drill and practice. Point out that writing a test is a helpful way to find out what you, the test writer, do and don't know about a subject. Have students take each other's quizzes.

- If there is another class of students in the same grade in your school, have both classes create quizzes for each other on subjects they are studying in common.
- Have students create a fun trivia quiz about themselves or their classroom for "Parents' Night" or for a PTA meeting.
- Discuss different methods of writing questions (such as "trick" questions, or questions that require inference skills, in addition to true/false and multiple-choice questions) and have students practice writing examples of each. Or, have students write quizzes that include at least one example of each type of question discussed.

*WRITING/READING FOR DETAIL:* Have students create trivia quizzes for each other based on "The Big Nap."

## Budget Maker Activity Page

### BUILD-A-BUDGET

Can you fill in the missing amounts to complete the budget below? Fill in the blanks. Then enter this account in "Budget Maker" and check to make sure your completed account matches the account on the screen!

DATE	TRANSACTION	AMOUNT	BALANCE
2/1/85	Jan. Income	15.00	15.00
2/1/85	Jan. Costs	- 22.00	- 7.00
3/1/85	Feb. Income	_____	9.50
3/1/85	Feb. Costs	- 9.00	.50
4/1/85	Mar. Income	10.00	_____
4/1/85	Mar. Costs	_____	- .50
5/1/85	Apr. Income	_____	24.50
5/1/85	Apr. Costs	-9.50	_____
6/1/85	May Income	28.50	_____
6/1/85	May Costs	_____	31.00

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**NAME THAT QUESTION**

Use "Quizzler," and your imagination, to turn the answers below into a fun quiz. Each answer is next to a subject category. Think of a question that fits the answer in that category.

For example, for HISTORY—"John Adams," the question might be "Who was the second president of the United States?" Then hide the true answer ("John Adams") among three other multiple-choice answers. Put the question and answers in a "Quizzler" quiz and challenge your friends!

**CATEGORY**

**ANSWER**


Science	H <sub>2</sub> O
History	the Boston Tea Party
Sports	2 points
Books	plot
Movies	Harrison Ford
Geography	isthmus
Music	Michael Jackson
Current Events	Great Britain
Words	hear/here
Math	subtrahend

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# Microzine<sup>®</sup>

A Computer Learning Library on a Disk™



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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**

1. TV or monitor (Black-and-white will work, but color is better.)
2. 48K Apple® II Plus, IIe, or IIc
3. Disk drive

*NOTE: To save your accounts in "Budget Maker" and your quizzes in "Quizzler," you will need a blank disk. (See Initializing a Data Disk, page 28.)*

### **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 the label facing up.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

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

If *Microzine* does not appear on the screen:

- turn the computer off. Turn it back on and try again.
- make sure the disk drive door is closed.
- 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 a 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 the feature you want. 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 5. 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. Press **RETURN**. If the menu has numbers, type the number of your choice. 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.

### **Control (CTRL) Keys**

Sometimes you will have to press the **CONTROL (CTRL)** key and another key at the same time. This will be written as **CTRL-(the key)**. For example, if you see **CTRL-N**, it means press the **CONTROL** key and the **N** key at the same time.

### **ESC to Quit**

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

### **Apple IIe/IIc**

To use *Microzine* on the Apple IIe or IIc, press **CAPS LOCK** down.

## **THE BIG NAP**

### **A Twistaventure™**

"Okay sleuths, button your trench coats and pull down your hat brims. Rusty Rayburn's my name and I need your help on the toughest case this private eye ever faced. Tex Cody, the TV star, has been kidnapped. It's up to us to rescue him and catch the crook who snatched him. But watch out! There is danger at every turn. You'll need quick wits and a smart noggin to crack this caper."

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

You will collect clues and information that will get you out of tight spots, and help you discover who kidnapped Tex Cody (and why).

### **Using the Slangometer**

When either Rusty Rayburn or Suzi Panama use private-eye slang, "Press **M** for Slangometer," will appear at the bottom of the screen.

Press **M**, then press **RETURN**. Your Slangometer will print out the definition of the slang words.

### **Translating Slang Words**

If you are asked to type in the meaning of a slang word, type in the Slangometer's exact definition.

### **Sneaking Up On Tex**

Use the arrow keys (on the Apple IIe or IIc), or the **I**, **J**, **K**, and **M** keys (on the Apple II Plus) to sneak up behind Tex Cody and grab his cowboy boots. You must be directly over the boots to grab them.

If you are moving when Tex moves his eyes, or if you bump into the scenery, Tex will "see" you, and you will have to start over.

## **BUDGET MAKER**

Keeping track of the money you earn and spend is a snap with "Budget Maker." This clear and simple program will help your budget make "cents"!

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

In "Budget Maker" you keep accounts (records) of the money you earn and spend, and save your accounts on a data disk. Each account can have up to 50 entries. These entries are called transactions. You can print out the entire account or selected transactions in the account.

### **Data Disk**

To use "Budget Maker" you'll need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk. (See page 28.)

*NOTE: Use your data disk only for "Budget Maker." Then, when you expand or update your accounts, you will not run out of room on the data disk.*

### **Printer**

To print your "Budget Maker" accounts, you'll need a printer that is compatible with the Apple II Plus, IIe, or IIc.

### **Budget Maker Menu**

"Budget Maker" has five functions, or things you can do. They are: Use the Balance Sheet; See the Transaction Summary; Use a Printer; Delete an Account; and Budget Maker Tips and Sample.

## **Use the Balance Sheet**

Choose this function to create new accounts and update old accounts.

Insert the data disk into the drive and press **RETURN**.

Use the arrow keys to choose the account you want. If you want to create a new account choose New Account.

*NOTE: If there are no accounts on the data disk, the computer will assume you want to enter a new account. Type in the name of your new account and press **RETURN**. The name can be up to 10 characters long.*

*IMPORTANT: Giving a new account the same name as an old account will erase the old one. (See "Updating an Account," page 14.)*

## **Entering Transactions**

Every entry you make on the Balance Sheet is a transaction, whether it is money earned or money spent. Money earned is called income. Money spent is called an expense.

Read the following example to learn how to enter transactions.

On January 10, 1985, your computer club held a cookie sale and raised \$44.33.

**Date:** The flashing cursor will appear under the "date" column ("MM/DD/YY" for "MONTH/DAY/YEAR") on the Transaction Line.

Enter the date, using numbers. Press **RETURN** after each number.

For example, the date of the cookie sale, January 10, 1985, would be entered "1/10/85," or "1, press **RETURN**; 10, press **RETURN**; 85, press **RETURN**."

*NOTE: If you make a mistake, you can change the date after you have entered the transaction's name and amount. (See "Correcting Mistakes," page 14.)*

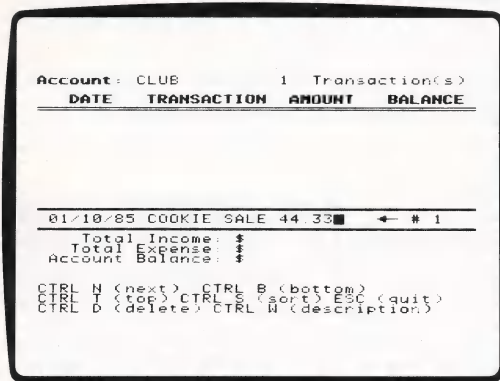
**Transaction:** Type in the name of the transaction, then press **RETURN**. The name can be up to 11 characters.

For example, type "COOKIE SALE" to name the computer club transaction.

**Amount:** Follow these rules for entering the amount of money earned or spent:

- If you are entering an amount of money spent, type a minus sign (-) before the number.
- Do not type dollar signs, cents signs, or commas.
- Put the decimal point between the dollars and cents.
- Your transaction amount can be as high as \$9,999 or as low as -\$9,999.
- Press **RETURN** after entering the amount.

For example, type 44.33 for the amount of the computer club's COOKIE SALE transaction.



To enter another transaction, press **CTRL-N**.

**Balance:** Each time a transaction is added, the new amount is added or subtracted from the balance column.

### **Total Income**

When you enter the amount of money you earned (a positive number), that amount will be added to the Total Income.

For example, when you enter 44.33 for the COOKIE SALE transaction, \$44.33 will appear next to Total Income. If you entered 5.00 for the next transaction, \$5.00 would be added to the Total Income amount.

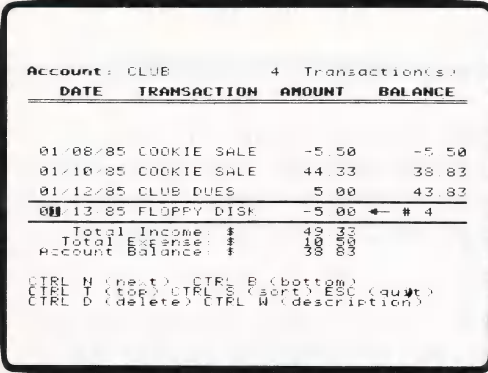
```
Account: CLUB          2 Transaction(s)
  DATE  TRANSACTION  AMOUNT  BALANCE
-----
01/10/85 COOKIE SALE  44.33   44.33
01/12/85 CLUE DUES    5.00   ← # 2
-----
Total Income: $      49.33
Total Expense: $
Account Balance: $    49.33

CTRL N (next) CTRL B (bottom)
CTRL T (top) CTRL S (sort) ESC (quit)
CTRL D (delete) CTRL W (description)
```

## Total Expense

When you enter the amount of money you spend (a negative number), that amount will be added to Total Expense.

For example, if the computer club spent \$5.50 making cookies, you would enter - 5.50 as another transaction. Then \$5.50 will appear next to Total Expense. If you entered - 5.00 for the next transaction, \$5.00 will be added to the Total Expense amount.



DATE	TRANSACTION	AMOUNT	BALANCE
01/08/85	COOKIE SALE	-5.50	-5.50
01/10/85	COOKIE SALE	44.33	38.83
01/12/85	CLUB DUES	5.00	43.83
01/13/85	FLOPPY DISK	-5.00	← # 4
Total Income: \$		49.33	
Total Expense: \$		10.50	
Account Balance: \$		38.83	

CTRL N (next) CTRL B (bottom)  
CTRL T (top) CTRL S (soft) ESC (quit)  
CTRL D (delete) CTRL W (description)

## Account Balance

The Total Expense subtracted from the Total Income equals the Account Balance.

For example, if the Total Income is \$49.33 and the Total Expense is \$10.50, the Account Balance will be \$38.83 (\$49.33 minus \$10.50 equals \$38.83).

## Balance Sheet Commands

*Go to Next Transaction:* Press **CTRL-N** to enter the next transaction on the balance sheet. If you are scrolling through your transactions, the next transaction will appear on the Transaction Line. You can now enter or change this transaction (see "Correcting Mistakes," page 14), or go to the next transaction.

*See Last Transaction:* Press **CTRL-B** to have the last transaction in the account (the bottom of the balance sheet) appear on the Transaction Line.

See *First Transaction*: Press **CTRL-T** to have the first transaction in the account appear on the Transaction Line.

*Sort Transactions*: Press **CTRL-S** to sort, or change the order of, the transactions. You can sort by date, transaction, or amount. Use the ← or → keys to choose what to sort by.

Choose Date to sort every transaction by date. The earliest transaction will be listed first. The most recent transaction will appear as the last transaction.

Choose Transaction to sort your transactions in alphabetical order.

*HINT*: Give similar transactions the same name. For example, every time your computer club has a cookie sale, call that transaction COOKIE SALE. Then when your transactions are sorted in alphabetical order all the COOKIE SALE transactions will be grouped together.

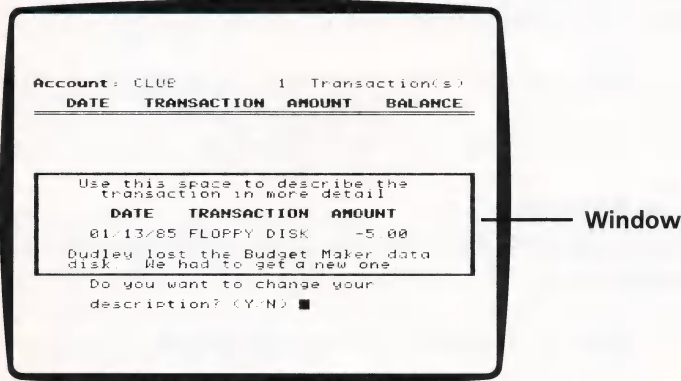
Choose Amount to sort your transactions by amount. The largest expense amount (money you spent) will be listed as the first transaction. The largest income amount (money you earned) will be the last transaction.

```
Account: CLUB          5 Transaction(s)
  DATE  TRANSACTION  AMOUNT  BALANCE
-----
01/08/85 COOKIE SALE   -5.50   -5.50
01/13/85 FLOPPY DISK   -5.00  -10.50
01/12/85 CLUB DUES     5.00   -5.50
01/10/85 COOKIE SALE  44.33  38.83
-----
MM/DD/YY                ← # 5
-----
Total Income: $         49.00
Total Expense: $        10.00
Account Balance: $       39.00
-----
CTRL N (next) CTRL B (bottom)
CTRL T (top) CTRL S (sort) ESC (quit)
CTRL D (delete) CTRL M (description)
```

*Delete a Transaction:* To delete a transaction, move it to the Transaction Line by pressing **CTRL-N**, and then press **CTRL-D**.

*Describe Transaction:* Press **CTRL-W** to enter a description of a transaction, or to see a description you have already entered. The Transaction Line will open up into a "window."

The cursor will appear below your transaction. You can type in two lines of description (34 characters each line). Press **RETURN** after each line.



The computer will ask, "Do you want to change this description? (Y/N)." Type Y for yes or N for no, and then press **RETURN**.

If you type Y, the cursor will appear at the end of the first line. Backspace and retype the information, and then press **RETURN** for the next line. Press **RETURN** again when you're finished.

If you type N, press **RETURN** again to continue. The window will close. To see your description again, press **CTRL-W** when that transaction is on the Transaction Line.

### ***Correcting Mistakes***

After you enter an amount, and press **RETURN**, the cursor will go back to the Date column. If you want to change any of the information, type over it. Press **RETURN** to skip over information you do not want to change.

*IMPORTANT:* Press **RETURN** until the cursor is back in the Date column, and then press **CTRL-N** to add another transaction.

### ***Saving an Account***

To save your account, press **ESC**. The computer will ask, "Do you want to save this account? (Y/N)." Type Y for yes or N for no.

If you type Y, the drive will whirl and your account will be saved.

You can save up to 16 accounts on each data disk.

### ***Updating an Account***

Choose Use the Balance Sheet from the main menu to update or change information on an account.

Use the arrow keys to choose the account you want.

Do any work you want on this account. For example, you can add, delete, or edit transactions or sort your transactions.

When you are finished, press **ESC**. Save your new updated account. (See "Saving an Account," page 14.)

## **See the Transaction Summary**

This option allows you to see selected transactions from any account.

Use the arrow keys to select the account you want.

A list of the transactions will appear. A Transaction Line will appear at the bottom of the screen. When the arrow is pointing at a transaction, it will appear on the Transaction Line.

Use the arrow keys to select the transactions you want included in the summary, and then press **RETURN**. If you select a transaction, and then change your mind, press **RETURN** again.

Press **ESC** when you have selected all the transactions you are interested in. The Balance Sheet screen will appear showing only the transactions you selected.

For example, if your computer club account had three cookie sales and three software sales, you might want to see how much money was lost or made from the cookie sales. You would select all the cookie sales transactions. The Balance Sheet will appear with only the cookie sale transactions you selected.

*NOTE: This will not affect the accounts on the original Balance Sheet.*

At the top of the screen you will see the name of the account, the number of transactions in it, and the number of transaction summaries you've selected to see.

Press **CTRL-N** for the next transaction.

Press **CTRL-T** to return to the first transaction on the list.

### **Income**

The sum of the money gained in these selected transactions will appear. This sum's percentage of the Total Income of the entire account will also appear.

For example, if your computer club's total income is \$250.00 and the income from all the cookie sales is \$125.00, then \$125 and 50% will appear next to "Income." (50% of 250 is 125). This means the income from cookie sales (\$125.00) is 50% of your club's total income.

### **Expense**

The sum of the money spent in these selected transactions will appear. This sum's percentage of the Total Expense of the entire account will also appear.

For example, if your club's total expense was \$20.00 and \$10.00 of that was spent to make cookies for cookie sales, then \$10.00 and 50% will appear next to "Expense." (50% of 20 is 10.) That means that the money spent on the cookie sale was 50% of the total money spent by the club.

### **Difference**

The Expense amount subtracted from the Income amount equals the Difference. This is a balance for these selected transactions.

Account	CLUB	10 Transactions
DATE	TRANSACTION	4 Selected AMOUNT
01/08/85	COOKIE SALE	-5.50
01/10/85	COOKIE SALE	44.33
01/17/85	COOKIE SALE	-4.50
01/18/85	COOKIE SALE	80.67 ← # 4
Summary of selected transactions		
Income:	\$ 125.00	50% of total
Expense:	\$ 10.00	50% of total
Difference:	\$ 115.00	
CTRL T (top) CTRL N (next) ESC (quit) ■		

## ***Use a Printer***

Choose this option from the main menu to print your accounts.

Type in today's date and press **RETURN**.

There are four types of reports you can print. They are: Chart of Accounts; Balance Sheet (One Account); Balance Sheet (All Accounts); and Transaction Summary.

### ***Chart of Accounts***

Use this to print the Income, the Expense, and Balance of each account on your data disk.

### ***Balance Sheet (One Account)***

Use this to print the balance sheet of only one account on your data disk.

### ***Balance Sheet (All Accounts)***

Use this to print the balance sheet of every account on the data disk.

When you choose this, the computer will ask you, "Do you want this report printed with transaction descriptions? (Y/N)." Type Y for yes or N for no. (See "Describe Transaction" on page 13.)

### ***Transaction Summary***

Use this to print selected transactions from one account. This will automatically print transaction descriptions.

Use the arrow keys to choose the report you want to print. Insert the data disk and follow the instructions for each printing choice.

The computer will ask if your printer is turned on. If it is, type Y for yes, and then press **RETURN**. Your account will print out.

## **Delete an Account**

Choose this option from the main menu to delete an account from your data disk.

Use the arrow keys to select the account you want to delete.

The computer will ask you if you are sure you want to delete that account. If you type Y for yes and press **RETURN**, your account will be deleted from the data disk.

*IMPORTANT:* Be sure you want to delete the account. You will not be able to get the account back once you delete it.

## **Budget Maker Tips and Sample**

This option gives you useful information on the types of accounts you can keep, a list of printer options, and a sample account.

## **QUIZZLER**

Meet "Quizzler," the computer Quizmaster. What question will he ask you next? He might challenge you with a scientific question like: What is the number of planets in the solar system? Or try to stump you with: Which hand does Michael Jackson wear his white glove on?

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

In "Quizzler" you can take *Microzine's* quizzes, or make and take quizzes of your own. "Quizzler" will give points for each question you answer correctly. You can save your scores on a data disk.

### **Data Disk**

To save your quizzes and scores, you'll need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk. (See page 28.)

### **Quizzler Menu**

"Quizzler" has four functions, or things you can do. They are: Take a Quiz; Make or Edit a Quiz; See Your Scores; Erase a Quiz.

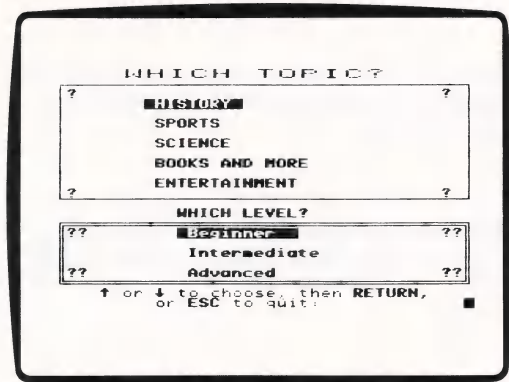
## Take a Quiz

Choose this function to take a quiz. Use the arrow keys to choose either *A Microzine Quiz* or *One of Your Quizzes*.

### A Microzine Quiz

There are five *Microzine* quiz topics. They are: History; Sports; Science; Books and More; and Entertainment.

Each topic is divided into three levels of difficulty. They are: Beginner, Intermediate, and Advanced.



Use the arrow keys to choose a topic. Then use the arrow keys to choose a level of difficulty.

### One of Your Quizzes

Follow the instructions to insert the data disk into the disk drive.

A list of your quizzes will appear. Use the arrow keys to choose the quiz you want to take. Then use the arrow keys to choose a level of difficulty. If your quiz has only one level of difficulty, the computer won't ask you to choose a level. To make quizzes, see "Make or Edit a Quiz," page 22.

## **Answering Quiz Questions**

There are three kinds of questions in "Quizzler":

- Number question: Type in the correct number. For example, for "How many moons does the Earth have?," type "1."
- True/False: Use the arrow keys to choose either True or False. For example, for "Batman's sidekick is named Robin," use the arrow keys to choose True.
- Multiple choice: Use the arrow keys to choose the right answer. For example, for:

London is the capital of \_\_\_\_\_ .

France

England

Mars

United States

use the arrow keys to choose "England."

Press **RETURN** after you answer each question.

## **Scoring**

Each question is worth 10 points when you answer it correctly on the first try.

If you answer a question incorrectly, you will be scored as follows:

- Number question: If you type the wrong number you will receive 0 points and the computer will tell you whether your answer is too high or too low.
- True/False: If you choose the wrong answer you will receive 0 points.
- Multiple Choice: If you choose the wrong answer you will have a chance to try again. If you answer correctly on your second try you will receive 5 points. If you answer incorrectly on your second try, you will receive 0 points.

Your total score will appear on the lower right-hand side of the screen.

### ***Saving Your Score***

When you finish taking a quiz, your score will appear on a bar graph. The computer will ask, "Do you want to save your score? (Y/N)." Type Y for yes or N for no, and then press **RETURN**. If you choose Y, type in your name. It can be up to nine characters long.

Follow the instructions to put your data disk in the drive. Your score will be saved.

*NOTE: If your data disk is already in the drive, your score will be saved after you type your name and press **RETURN**.*

You can take the same quiz as often as you want and save the new scores under your same name (see "See Your Scores" on page 26).

### ***Make or Edit a Quiz***

Choose this function to make or edit one of your own quizzes.

After you choose Make or Edit a Quiz from the main menu, the computer will tell you to put your data disk in the drive if it isn't already there.

If you have already saved quizzes on the data disk, the computer will display a list of the quizzes. Then it will ask you if you want to make a new quiz. Type Y if you want to make a new quiz or add another level of difficulty to a quiz already on your data disk. Type N if you want to edit a quiz on your data disk. (See "Edit a Quiz" on page 25.)

If this is the first quiz on the disk, or you are adding a new quiz, the computer will ask you to type the name of the quiz. The name can be up to nine characters long. Use the arrow keys to choose the level of difficulty you want for your quiz, then press **RETURN**.

To add a level of difficulty to an existing quiz, type the name of the quiz. Use the arrow keys to choose a new level. (If the quiz already has questions for that level, the computer will tell you so. Choose another level.)

The computer will ask you if the quiz name and level are correct. Type Y for yes or N for no, and then press **RETURN**.

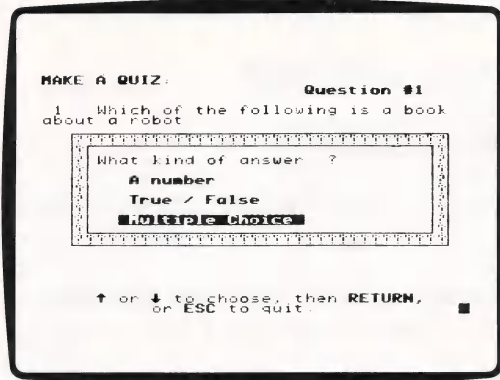
### **Writing Quiz Questions**

There can be up to ten questions per quiz.

Type in the question, then press **RETURN**. The question can be up to 72 characters long.

### **What Kind of Answer?**

Use the arrow keys to choose the type of answer you want, and then press **RETURN**.



### **Correct Answer**

If the type of answer you chose is "A number," type in the correct number, and then press **RETURN**.

If the type of answer you chose is "True/False," use the arrow keys to move the highlighting over either True or False, and press **RETURN**.

If the type of answer you chose is "Multiple Choice," the cursor will appear next to "A)." Type in the first choice, and then press **RETURN**. The choice can be up to 24 characters long.

The letter "B" will appear. Type the next choice. You can have up to four different choices for multiple choice questions. If you have less than four choices, press **RETURN** after "C" or "D."

Use the arrow keys to move the highlighting over the correct choice, and then press **RETURN**.

### ***E to Edit***

Press **E** to edit your question.

The cursor will appear at the beginning of your question. Use the arrow keys to move the cursor.

Replace a character by typing over it.

Delete a character by pressing the **SPACE BAR**.

After you edit the question, press **RETURN**.

Use the arrow keys to choose the kind of answer you want, and then press **RETURN**.

Make any corrections to the answers, and then press **RETURN**. Press **RETURN** to get past any answers you don't want to edit.

When you are finished writing and editing a question, press **RETURN** to add another question.

### ***Save a Quiz***

When you have finished making or editing a quiz, press **ESC**. The computer will ask you if you want to save your quiz. Type Y for yes or N for no.

If you choose Y, the computer will display the quiz name and level, and ask if the information is correct. If you type N for no, you may change the quiz's name or level.

If you type Y for yes, the quiz will be saved. You can save up to five quizzes with three levels of difficulty on one data disk.

The computer will ask you if you would like to take the quiz. Type Y for yes or N for no.

### **Edit a Quiz**

To edit a quiz, type N when the computer asks if you want to make a new quiz. Use the arrow keys to choose the quiz you want to edit, and press **RETURN**.

The first question will appear on the screen. If the question is a true/false or multiple choice question, the highlighting will appear over the correct answer.

Press **E** to edit the question or answer. See "E to Edit," page 24.

If you have less than 10 questions you can add more questions.

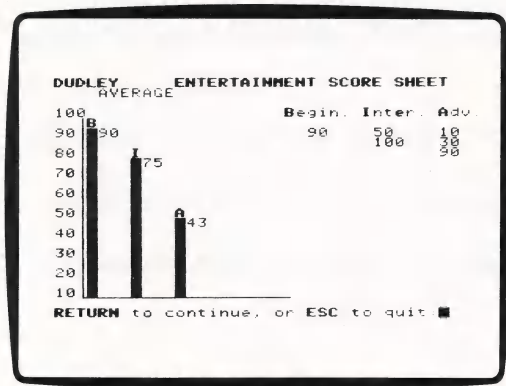
When you are finished, save your edited quiz. (See "Save a Quiz," page 24.)

## See Your Scores

Choose this function to see your scores saved on a data disk. Follow the instructions to insert the data disk in the disk drive.

The Score Sheet will appear. Use the arrow keys to choose the scores you want to see.

The scores will appear on a bar graph. If you took a quiz more than once, the average of the scores will be displayed on the graph. The individual scores will appear on the right side of the screen.



Press **RETURN** to see the scores for the next quiz.

## Erase a Quiz

Choose this function to erase a quiz on a data disk. Follow the instructions to insert the disk in the disk drive. A list of the quizzes on the disk will appear. Use the arrow keys to choose the quiz you want to erase. Use the arrow keys to choose the level you wish to erase.

The computer will ask you if you are sure you want to erase that quiz. Type Y for yes or N for no. If you type Y, your quiz will be erased. If you type N, you will be sent back to the "Quizzler" main menu.

## **BACK PAGE**

Last, but not least, here is "Back Page"! You'll find letters, puzzles, and an electronic comic strip in this feature.

### **"Back Page" Menu**

You will find these options: Letters to the Editor, Slang Sleuth, and Micro-Toon™.

### **Letters to the Editor**

Choose Letters to the Editor from the menu. Read letters from fellow *Microzine* readers from across the country.

### **Slang Sleuth**

Choose Slang Sleuth from the menu. Read the sentences and guess what each person's profession is.

#### **Answers:**

Rhonda is a waitress. She said, "I need an order of pancakes and sausage, and an English muffin to go."

Ralph is a truck driver. He said, "I was speeding in my truck and got a ticket from the police near a drive-in movie theater."

Roxanne is a disc-jockey. She said, "I'm going to play a song from a record that is extremely loud rock 'n' roll."

Clarence is a hacker. He said, "I was working on a computer bulletin-board system and got stolen software that did not work."

### **Micro-Toon**

Choose Micro-Toon from the menu. Press **RETURN** to change the speech balloons for Red, Dudley the robot, and Einstein the computer.

## **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 a data disk (in "Budget Maker," for example) you will be able to put it in the second drive. You will not have to take *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 "Budget Maker" or "Quizzler," 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 your 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 "Budget Maker," "Quizzler," or for any *Microzine* features that require a data disk.

## **FUN STUFF**

### **Big Nap**

#### **Slang Stuff**

Now that you're an official detective, invent your own shamus slang. Maybe you'll call a milk shake "a cold cow from the Klondike," or refer to your lunch box as a "sandwich safe."

See what crazy lingo your friends can come up with, too. Make a "Slangometer" list of your slang expressions — you never know when a Lopvanian might need to understand you!

#### **Lingo List**

What does "groovy" mean? Be a slang historian "to the max"! Ask your parents what slang expressions they used when they were kids. Ask your grandparents, too. Then compare expressions. Which slang words are still used today and which ones have gone out of style?

#### **Household Holmes**

Once you've cracked "The Big Nap," write a detective story about a real mystery you solved. Were you the one who figured out the cat was stealing sandwiches from your sister's lunch bag? Remember the time you figured out who broke into your locker during recess? Be sure to list the clues you discovered. Describe how you arrived at the solution.

#### **Know Your Gumshoes**

Use "Quizzler" to create "The Rusty Rayburn Great Detective Quiz." Write quiz questions about "The Big Nap." (Example: What color hair does Rusty Rayburn have?)

Then make questions about your favorite detectives. Write questions like: "What are the names of 'The Three Investigators'?" or "Sherlock Holmes plays the tuba. True or False?"

## **Budget Maker**

### **A Penny Saved . . .**

Here's an idea for starting your first "Budget Maker" account: Keep track of the money you make or spend during a single month.

Name your account after the month (for example, "January"). Any time you make or spend money, record that transaction in the account.

At the end of the month, review your account. Sort the account by date. Do you have more money at the end of the month than you did at the beginning?

Use the Transaction Summary to look at the ways you earned money. For example, look at all the transactions called YARD WORK. What percentage of the money you made came from yard work? Did you make more money babysitting?

Sort your account by AMOUNT. You might be surprised to find that the 25¢ you spent every day playing "Star Chompers" at the video arcade added up!

Once you become familiar with keeping accounts, you might want to keep two monthly accounts. For example, you could have one for babysitting and one for yard work.

You'll find that the more you keep track of your money, the easier it is to save money! In no time at all you might become a Micro-tycoon!

## **Quizzler**

### ***Have Quiz, Will Travel***

Are you tired of taking science exams and math tests? Now, it's your turn to give quizzes about subjects you're interested in.

After you've made "Rusty Rayburn's Great Detective Quiz," on the Make Your Own Quiz feature, try these quiz ideas:

*School Pals Quiz* — See how well your friends know each other. Write questions like "My friend Eddie's favorite sport is football. True or False?"

*The Great Sci-Fi Movie Quiz* — Find out if your friends are too "down-to-earth." Stump them with questions like: "What were E.T.'s first words?" and "What planet is Superman from?"

*The Horse Quiz* — Find out how much your friends really know about horses. Ask questions like: "What breed of horse was Man O' War?" and "A 'bit' is a type of horse shoe. True or False?"

*The Video Game Quiz* — Your friends may score two million points at their favorite game, but find out how well they know "ancient" history with questions like: "What was the world's first video game?" and "How many points do you need to get an extra man in 'Disk Muncher'?"

*The Microzine Quiz* — Surprise your fellow *Microzine* users with the toughest test of all! Ask questions like: "In which Twist-aventure was Anwee the villain?" and "Barnacus is the fifth planet in the Folderol galaxy. True or False?"