

# Microzine®



**A Computer Learning Library on a Disk™**

**Featuring:**

**The Shot Heard 'Round the World**

*A Revolutionary War adventure story*

**Sailing**

*A sailing simulation*

**Billboard**

*A moving-message maker*

**Back Page**

*A comic strip, puzzles, and more*

10



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The Most Trusted Name in Learning®

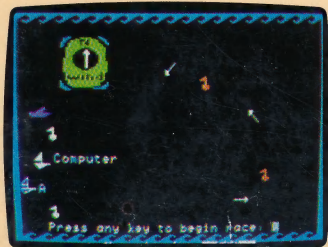
AWARD WINNING  
Apple® II Plus, IIe, or  
IIc; 48K; disk drive;  
data disk

**FUN SKILLS SERIES**

**Ages 9 and up**



**The Shot Heard 'Round the World**



**Sailing**



**Billboard**



**Back Page**

On this disk:

### **The Shot Heard 'Round the World**

The Revolutionary War is about to begin and you are there! As a spy for the Committee of Safety, you must deliver secret messages, escape British soldiers, and hide supplies of ammunition and food. Help Paul Revere and other American heroes—and become an American hero yourself.

### **Sailing**

You are the skipper in this sailing simulation. Race against a friend, the computer, or the clock. Learn how the wind's direction and speed affects how you steer your boat. You'll also learn sailing terms and choose the type of sail you want to rig your boat. This simulation is both a fun game and a true-to-life sailing experience.

### **Billboard**

Turn your computer into an electronic billboard. Create messages that move and flash on the screen. Choose from four different type styles and six different background colors to display your messages. You can save your messages, and edit them.

### **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 Dudley in *Micro-Toon*<sup>™</sup>—*Microzine's* electronic comic strip.

**Learning Opportunities:** Computer literacy; language arts; history; creative writing; math skills; elementary physics; decision making; strategy and problem solving; art and design.

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

Designed and developed by Information Technology Design Associates, Inc.

Art Director: Sandi Young Cover Art: Greg Couch

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Graphics created with Penguin Software's

Graphics Magician. Character graphics created with Apex Text,

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#### **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.

TEACHER EDITION  
ISBN: 0-590-95181-5



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Jefferson City, MO 65102



**Microzine™**

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48K Apple

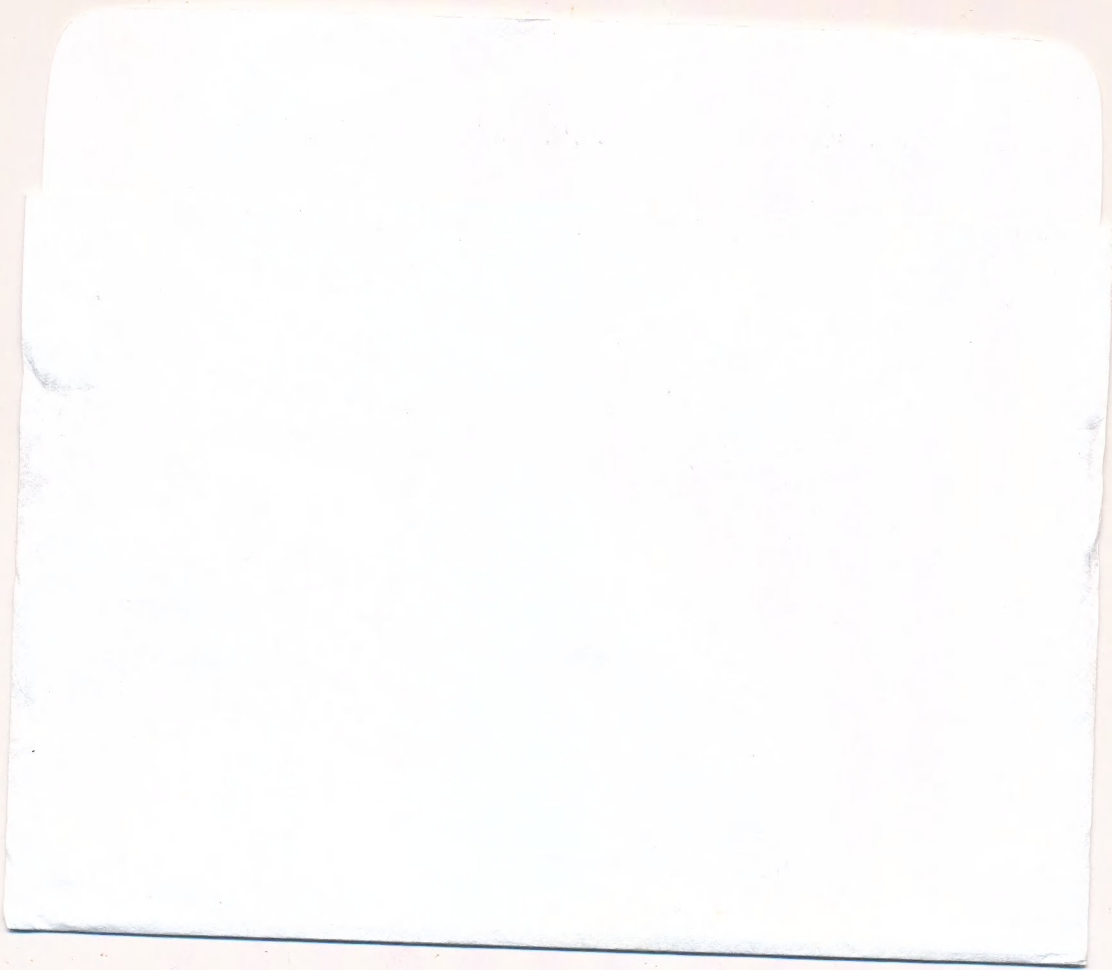
**SIDE 1**

Letter from the Editor  
The Shot Heard 'Round the World  
Computer Stuff

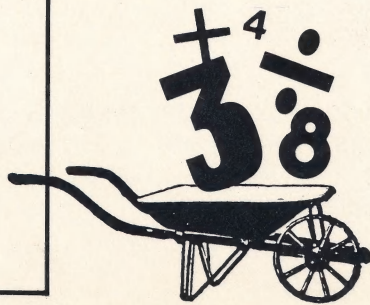
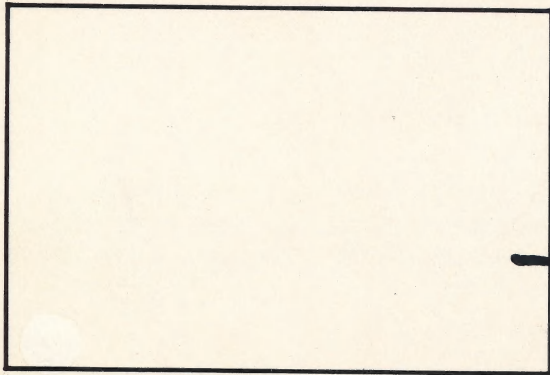
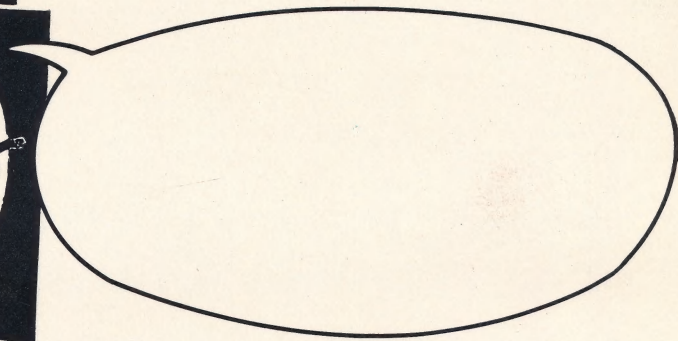
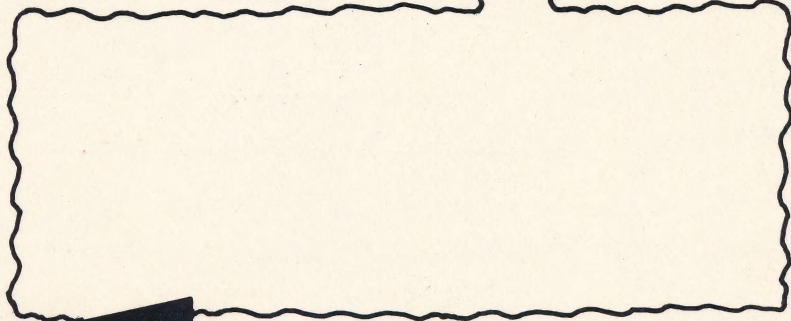
**SIDE 2**

Sailing  
Billboard  
Back Page  
What's Next

Copyright © 1985 by Scholastic, Inc. All rights reserved. DOS 3.3 copyright 1980-81 Apple Computer, Inc. Manufactured in U.S.A. ISBN: 0-590-95178-5 SIDE ONE. TURN OVER FOR SIDE TWO.



USE THE SPACES BELOW TO WRITE YOUR COMMENTS.



# Microzine™

23 QUESTIONNAIRE

Photocopy  
this  
questionnaire  
and give it to  
another  
Microzine  
user!

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

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Where do you get *Microzine*? Home \_\_\_\_\_ School \_\_\_\_\_



## RATE EACH PROGRAM IN THIS ISSUE.

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

\_\_\_\_\_ Escape from ANTcatraz    \_\_\_\_\_ Greetings!

\_\_\_\_\_ Math Mall    \_\_\_\_\_ Monitor Mystery

1. If you could be any type of animal, what would you be? Why?
2. Did you make a card? Share it with us!
3. What was your favorite food in "Math Mall"? Why?



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



If your school put on a play, would you like to be one of the actors, build the sets, help with the costumes and make-up, work the lights and sound effects, or just be a member of the audience? Why?



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Published by Scholastic Inc. ISBN: 0-590-98514-0

# Microzine<sup>®</sup>

Teaching Guide



SCOUTS



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# MICROZINE SCOPE AND

	THE SHOT HEARD 'ROUND THE WORLD	SAILING	BILLBOARD	BACK PAGE
I COMPUTER LITERACY				
A) Computer Fundamentals			●	
1) Vocabulary			●	
2) Capabilities	●	●	●	
3) Limitations			●	
B) How Computers Work				
1) Computer Parts			●	
a) Components				
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			●	

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ISBN: 0-590-95180-7

12 11 10 9 8 7 6 5 4 3

7 8 98

# SEQUENCE CHART

	THE SHOT HEARD 'ROUND THE WORLD	SAILING	BILLBOARD	BACK PAGE
d) Editing			●	
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 SHOT HEARD 'ROUND THE WORLD**

## **A Twistaplot™**

### **Extension Activities**

VOCABULARY PREVIEW: independence, patriot, Minuteman, liberty, erupt, massacre, brewing, Tory, oath, treason, fetch, belfry, militia, fife.

READING/WRITING: Discuss the use of fact and fiction in historical novels and stories. Explain that in historical fiction, an author might add an imaginary character or incident to build a story around a real-life event. The author includes many details that help evoke the time and place.

- As students work through a branch of the Twistaplot, have them make a list of characters, events, and details. Have them check the information to see what is fact and what is fiction. They may find that a woman did offer her petticoat to Paul Revere so that he could muffle his boat's oars.
- Read aloud excerpts from historical novels that take place during American wars, such as *Johnny Tremain* by Esther Forbes, or *April Morning* by Howard Fast.

MAP SKILLS/RESEARCH: Challenge students to draw maps of what they think their town or community looked like in 1775. Then locate an early map or construct one from town records. As a class, draw a reproduction of the map on large poster board. Have students make map keys showing population density, vegetation, and rivers, hills, etc.

TWISTAPLOT ANSWERS: The distances from each location to Lexington are (approximately): Boston Neck: 13 miles; Roxbury: 13 miles; Brookline: 11 miles; Cambridge: 9 miles; Menotomy: 6 miles.

ACTIVITY PAGE ANSWERS: The distances "as the crow flies" are the same as those listed above. The distances from each location to Lexington by following the road are (approximately): Boston Neck: 21 miles; Roxbury: 20 miles; Brookline: 16 miles; Cambridge: 11 miles; Menotomy: 7 miles.

## **SAILING**

### **Extension Activities**

**VOCABULARY PREVIEW:** yacht, triangular, buoy, capsize, rig, variable, erratic, luffing, spinnaker, helm, port, starboard.

**COMPUTER LITERACY:** "Sailing" is a computer simulation. Explain to students that a simulation represents a real-life situation or experience. In this case, the computer simulates the effect of different wind conditions on a sailboat. Simulations help people learn how to do many things, such as fly an airplane, or do a scientific experiment.

- "Sailing" simulates sailing a boat under different wind conditions. Ask students to think of other conditions that might be added that would affect the sailboat race and make the simulation more challenging.
- Explain to students that many simulations and games take advantage of the computer's ability to present random information. For example, in "Sailing," wind direction is generated at random — it may change within each use of the program, or within a single race. What other information is randomly generated in "Sailing"? (The force of wind.)
- Have students design their own simulations. They should start by thinking of something they would like to learn how to do, or an experience they would like to have. They should then list conditions that would affect the simulations. What conditions should be randomly generated? How would they turn their simulation into a game?

**COOPERATIVE ACTIVITY:** Hold an America's Cup race in your classroom. Organize your students in pairs, and have each pair select a name for its boat and design a flag. You might want to schedule pairs to race each other, or have each pair race the clock for the fastest time in the class. Suggest that one member of the pair steers the boat, while the other reads changes in wind direction.

## **BILLBOARD**

### **Extension Activities**

VOCABULARY PREVIEW: style, display, random.

COMPUTER LITERACY: Point out to students that "Billboard" uses a simple text editor. If you use a word processor in your classroom, compare the methods for inserting and deleting characters. You can give students practice using the editor in "Billboard" by typing in a short paragraph with a mistake in each word. Then have each student go to the computer and correct one word.

ART: Discuss the art of typography. Explain to students that different type styles, sizes, and colors can enhance an advertisement, book, or magazine. Cut out some magazine pages and display them on your bulletin board.

- Some students may want to create and name their own type designs. Give them suggestions, such as type that reminds them of skywriting, Japanese writing, or a computer printout.

WRITING: Bring in some short advertisements from newspapers and magazines. Discuss how different type designs and colors can make an advertisement more effective. Have students use "Billboard" to create an advertising slogan for a toy, book, cereal, or some other product.

- Use "Billboard" to write Valentine messages or birthday greetings. If students have their own data disks, have them exchange messages by saving them on each other's disks.
- Assign different students to create daily classroom news bulletins and weather reports using "Billboard."
- If you have access to two computers, and can place them side-by-side, ask students to create a "computerized conversation" between the two machines, using the program's speed and timing controls. One computer talks, the other responds!

## **THE SHOT HEARD 'ROUND THE WORLD Activity**

### **Travel Log**

On your missions for the Committee of Safety, you traveled many miles. Use the scale of miles on the Boston-Lexington-Concord map to write down how many miles you rode, as the crow flies, from town to town. (Hint: copy the scale of miles onto the straight edge of a piece of paper, and use it to measure the distance.)

Then write down how many miles you would have ridden if you'd stayed on the road (the black line on the map) and not ridden directly to each town. (Hint: Mark the scale of miles on a piece of white string, using a black felt marker. Then use the string to measure the distance.)

ORIGIN	DESTINATION	MILES (as the crow flies)	MILES (following the road)
Boston Neck	to Lexington	_____	_____
Roxbury	to Lexington	_____	_____
Brookline	to Lexington	_____	_____
Cambridge	to Lexington	_____	_____
Menotomy	to Lexington	_____	_____

## **BILLBOARD Activity**

### **Poems on the Move**

Some poets use unusual punctuation (like e.e. cummings), or place words in unusual ways on the page (like Ogden Nash) to add emphasis or special meaning to their poems. Use "Billboard" to write an unusual-looking poem about one of the topics below. (Hint: Plan out your poem before you write it by drawing some blank screens on a piece of paper and then filling them in).

#### SUGGESTED POEM TOPICS:

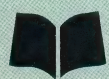
snowflake  
ghosts  
fireworks  
fog  
volcano  
winter

#### EXAMPLE:



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# Microzine<sup>®</sup>



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New York Toronto London Auckland Sydney

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ISBN: 0-590-95177-7 12 11 10 9 8 7 6 5 4

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Deliver secret messages, escape British soldiers, and meet famous American patriots in this Revolutionary adventure.	
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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 messages in "Billboard," you will need a blank disk. (See Initializing a Data Disk, page 25.)*

### **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 Microzine

### 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 each feature. When the feature you want 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**.)

### 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, and 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.

### 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 SHOT HEARD 'ROUND THE WORLD**

### **A Twistaplot™ Adventure**

It's 1775, trouble is brewing between the American colonies and England, and you are about to make a dangerous decision — to become a patriot spy! Join Paul Revere, Ben Franklin, and other heroes to aid the cause of American liberty.

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

You will read and deliver secret messages, and spy on British soldiers. (Remember what you see and hear!)

#### **Reading Your Maps**

You will be given three maps to help you complete your missions. You will need different skills to read each map.

- Boston-Lexington-Concord map: Use this map to learn how far away you are from Lexington "as the crow flies" (traveling in a straight line). Use the scale of miles on the map to figure out the distance.

*HINT:* Copy the scale of miles on a piece of paper and use it to measure the distance from your location to Lexington.

- Close-up of Lexington map: Use this map to find the location mentioned in your secret message. For example, if you are told to go to the schoolhouse at "C-3," find "C" on the left-hand side of the map. Then find "3" at the bottom of the map. The schoolhouse is located in the square that is at the "intersection" of the "C" row of blocks and the "3" column of blocks.

*HINT:* "Ride" your horse directly up to the front door of the building you are visiting.

- Close-up of Concord map: Use this map to learn what direction you'll need to travel to find Barrett's Farm and the North Bridge. Use the compass rose to find the correct directions.

### **Five Secret Messages**

There are five secret messages in this Twistaplot. When you reach an ending in the story, or if you press **ESC**, you can choose to read the same version of the story again (with the same secret message) or choose a new version of the story (with a different secret message).



## **SAILING**

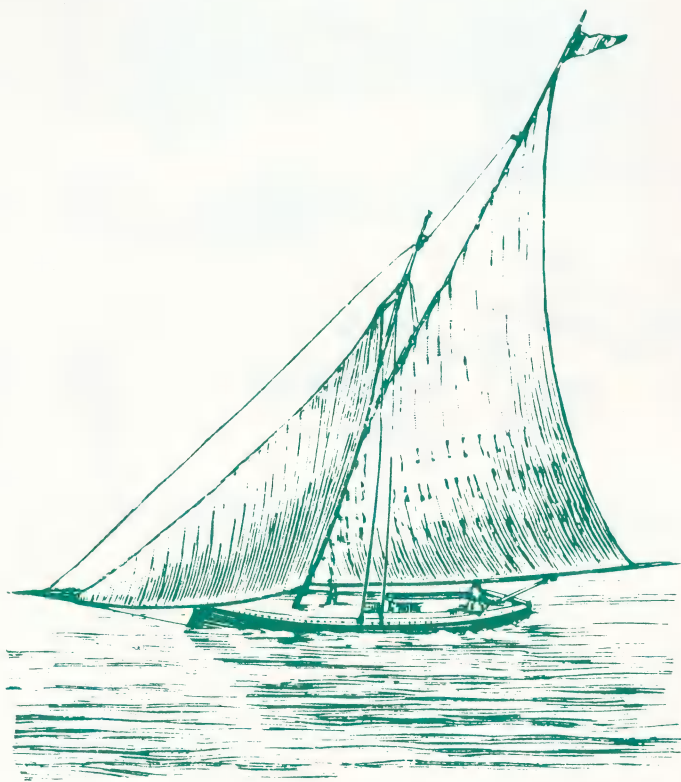
Welcome aboard! The race is about to begin, and you are the sailboat captain! Keep the wind at your back, steer your boat straight and true, and you may become a champion skipper.

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

In this simulation of a sailboat race, you can race against a friend, the computer, or the clock. You will also learn facts about sailing and navigation.

### **Sailing Menu**

"Sailing" has two functions, or things you can do. They are: Race Your Sailboat; and Sailing Tips and Information.



## **Race Your Sailboat**

Choose this function to race your sailboat.

There are three different races to choose from. Type the number of the race you want.

- 1.** Race the clock: Try to beat the time in the "Record Log."

The first entry in the log book is the computer's record time of 59:59. When the computer's time is beaten, the new record and the skipper's name will appear in the Record Log as the best time.

- 2.** Race the computer: Race your black sailboat against the computer's white sailboat.

(See "Helpful Hint," page 14.)

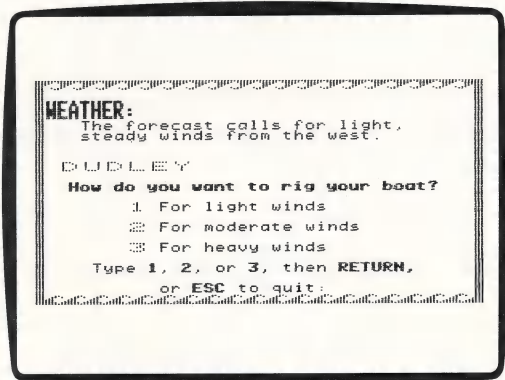
- 3.** Two-boat race: Race your black sailboat against a second player's white sailboat.

Before each race you will enter your name and choose to race using the keyboard or paddles. (See "Keyboard," page 11, or "Paddles," page 11.)

The computer will ask, "Do you want instructions? (Y/N)." To learn how to control your boat with the keyboard or paddles, type Y for yes. To skip the instructions, type N for no.

## Weather Forecast

Read the weather forecast to decide how to rig your boat. ("Rig" means to equip your boat with the proper sails.) You can rig your boat for light winds, moderate winds, or heavy winds.



For example, if the forecast calls for "light, steady winds from the west," rig your boat for light winds. (A sailboat rigged with heavy sails would not go as fast as a sailboat rigged for light winds in these conditions.)

Or, if the forecast calls for "moderate, erratic winds from the north," you might decide to rig your boat for heavy winds because the moderate wind could turn into a heavy wind.

Choose "Sailing Tips and Information" from the main menu to learn more about how weather and wind will affect your sailboat.

## **Keyboards**

Use these keys to control your sailboat:

First Skipper or  
just one player

Second Skipper

<b>A</b>	port (left, or counterclockwise)	<b>J</b>
<b>S</b>	steady	<b>K</b>
<b>D</b>	starboard (right, or clockwise)	<b>L</b>
<b>W</b>	raise and lower spinnaker	<b>I</b>

## **Paddles**

Control your sailboat with a paddle by turning the dial:

Left — port (left, or counterclockwise)

Middle — steady

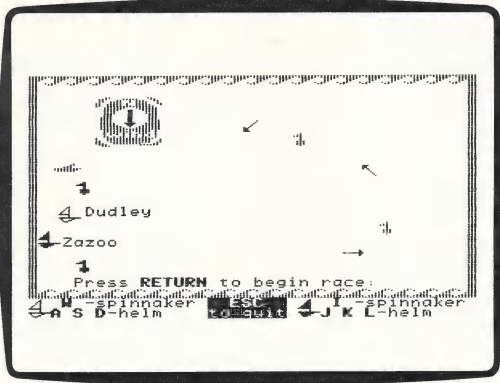
Right — starboard (right, or clockwise)

Button — raise and lower spinnaker

## The Race Course

When you are ready to begin racing, press **RETURN** to fire the starting cannon.

The boats (or boat) start the race between the two buoys on the left side of the course. Sail your boat around the outer edge of the buoy in the lower right-hand side of the course. Then sail up and around the outer edge of the upper buoy. To finish the race, sail between the two buoys you started from.



### **Wind Gauge**

There is a wind gauge on the island in the upper left-hand corner of the course. This shows what direction the wind is blowing in and how strong the wind is.

A thin arrow means the wind is blowing lightly, a medium arrow means the wind is blowing moderately, and a thick arrow means the wind is strong.



Choose "Sailing Tips and Information" from the main menu to learn more about how the wind affects how you sail your boat.

### **Sailing Hazards**

You must avoid the following hazards:

- If you hit a buoy, your boat will sink.
- If you hit the island, your boat will be grounded.
- If you sail into the wind with your spinnaker raised, your boat will capsize and sink.
- If you sail off the screen, you must sail the boat back onto the course or you will lose the race. The computer will beep until your boat is pointed in the right direction. When the computer stops beeping hold your boat steady until it sails back onto the racecourse.

### **Scoring**

- "Race the clock": If you beat the record time, your name and new time will be entered into the Record Log.
- "Race the computer" and "Two-boat race": After each race, the scoreboard will keep track of the winner. The skipper who wins the best of seven races wins the series.

### **Sailing Tips and Information**

Choose this function to learn sailing facts, sailing terms, and how to use the simulation.

You will also have a chance to practice navigating your sailboat using the keyboard.

### **Helpful Hint**

- Race the computer: If the weather forecast calls for variable winds, the computer always rigs its sailboat for moderate winds. If you rig for light or heavy winds, you may notice that the computer's boat will sail at a different speed than your boat.

## **BILLBOARD**

Have you ever seen the electronic billboards that show scores and messages at sports arenas? With "Billboard," you can create your own electronic messages. Make a birthday card that will scroll across your monitor, or use "Billboard" in school presentations.

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

With "Billboard," you will make messages in color that move across your computer monitor screen. Each billboard can have up to five different messages.

### **Data Disk**

To use "Billboard" 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 25.)

### **"Billboard" Menu**

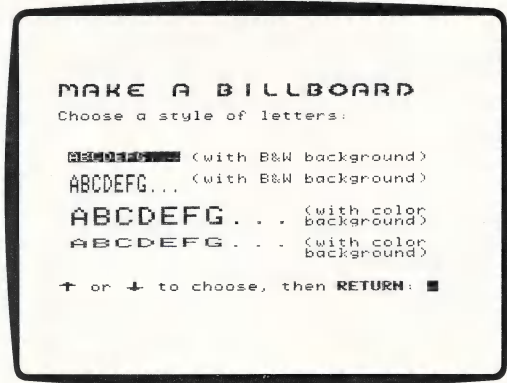
"Billboard" has four functions or things you can do. They are: Make a Billboard; Edit a Billboard; Look at a Billboard; and Erase a Billboard.

## Make a Billboard

Choose this from the main menu to make billboard messages.

### Style of letters:

Choose one of four letter styles. They are:



### Letter and background color:

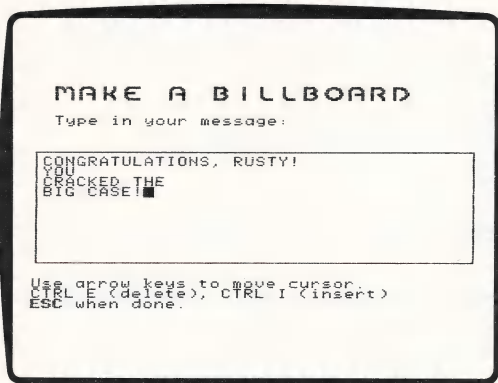
If you choose letter style 1 or 2, you can choose between either black letters on a white background or white letters on a black background.

If you choose letter style 3 or 4, you get to choose one of six background colors. They are: green, purple, white, black, orange, and blue. If you choose a black or white background color, you will have a choice of seven letter colors. If you choose any other background color you get to choose between black or white letters.

- *Message display:* You can choose from four different types of display. They are: moving from right to left, rising from the bottom, nonmoving message, and randomly displayed letters.
- *Flashing border:* If you choose either a "nonmoving message," or "randomly displayed letters," the computer will ask you, "Do you want the border of the billboard to flash? (Y/N)." Type Y for yes or N for no.

### **Entering Your Message**

Type your message in the message screen. The size of the screen will vary depending on which combination of letter style and message display you chose.



*NOTE: When you type in your message, it will appear in the normal type with a black background. When you run your message with "Look at a Billboard" from the main menu, the message will appear in the way you chose. (See "Look at a Billboard," page 22.)*

### **Moving the Cursor**

Apple II Plus

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

Apple //e//lc

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

### **Correcting Mistakes**

- To replace a letter, type over it.
- Press **CTRL-E** to delete a space or letter.
- Press **CTRL-I** to insert a letter space, then type in the missing letter.

### **Capitalizing Letters**

Apple II Plus

- Press **CTRL-A**, and then type a letter to capitalize it.

Apple //e//lc

- Press the **SHIFT** key while typing a letter to capitalize it.
- Lock the **CAPS LOCK** key down to capitalize all letters until the key is unlocked.

### **ESC When Done**

When you finish your message, press **ESC**. The computer will ask you, "Do you want to change this message? (Y/N)."

If you type Y the cursor will appear at the upper left-hand corner of the Message Screen. Change your message or correct mistakes. (See "Correcting Mistakes," page 18.)

If you type N the computer will ask, "Do you want to add another message to the billboard?" Type Y or N.

You can have up to five different messages on a billboard.

### **Saving a Billboard**

When you finish your message you will see a list of the names of the billboards on your disk. Type in the name of your new billboard in capital letters, and then press **RETURN**.

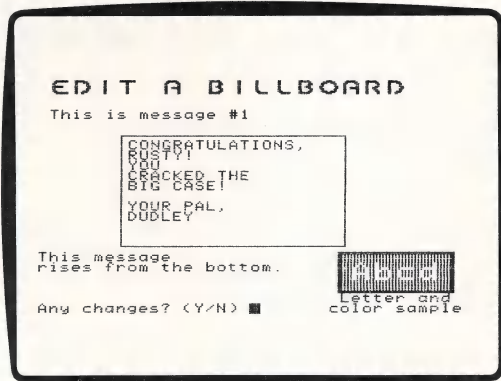
*NOTE: If you give a new billboard the same name as an old billboard, the new billboard will erase the old one.*

You can save up to 21 billboards on a data disk.

## Edit a Billboard

Choose this to work on a billboard already saved on a data disk. Use the arrow keys to pick the billboard you want to edit, and then press **RETURN**.

The first message of that billboard will appear on the screen.



The computer will ask, "Any changes? (Y/N)."

If you want to edit the message, or change the message display, the background color, or letter style, type Y.

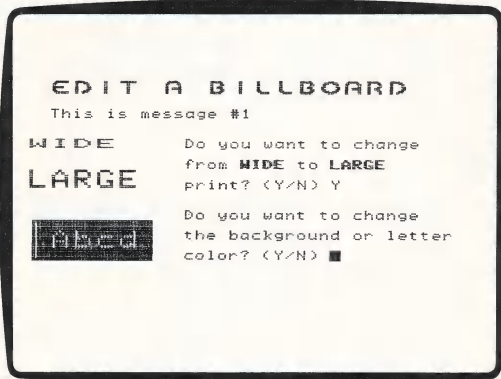
To go to the next message, type N.

- *Edit the message:* If you type Y the cursor will appear at the upper left-hand corner of the message screen. Use the same keys that you used in "Make a Billboard" (see "Moving the cursor," page 18) to edit your message.

When the message is edited, press **ESC**.

You will then be able to change letter style, letter or background colors, and message display. You will be limited as you were in "Make a Billboard" as to the letter style, color and display combinations.

Once more you will be asked, "Any changes? (Y/N)." If your message is the way you want it, type N.



- *Add another message to the billboard:* If you have fewer than five messages on your billboard, you can add additional messages.

Add new messages the same way as you did in "Make a Billboard." (See "Make a Billboard," page 16).

- *Save your edited billboard:* When you are finished editing your billboard a list of the billboards on the disk will appear. The edited billboard's name will appear at the bottom of the screen. If you don't want to change the billboard's name, press **RETURN** and the edited billboard will be saved under the old name. This will replace the original billboard.

If you don't want to erase the old billboard, change the new billboard's name. To do this, use the ← (left arrow) key to back-space, and then type in the new name and press **RETURN**. This way you can save your new billboard under a new name and still have the original billboard under the old name.

### **Look at a Billboard**

Use this function to run your billboard messages. Your messages will be displayed one after another and will run in a continual loop.

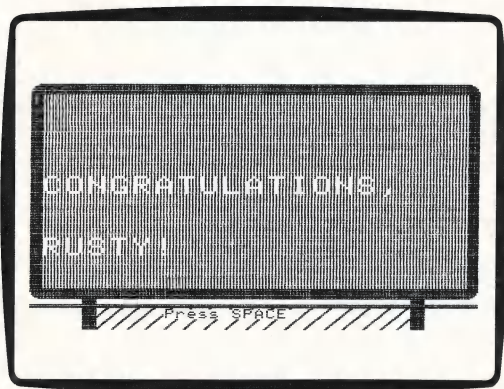
Use the arrow keys to choose the billboard you want to look at.

- Press the **SPACE BAR** to start and stop the messages.
- Press **RETURN** to skip to the next message.
- Press **ESC** to quit.

*NOTE: You can only press **ESC** or **RETURN** when the billboard is running.*

## Erase a Billboard

Choose this to erase a billboard saved on a data disk. Use the arrow keys to choose the billboard you want to erase. The computer will ask, "Are you sure you want to erase this billboard? (Y/N)." Type Y or N.



## **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, Blanket Search, and Micro-Toon™.

### **Letters to the Editor**

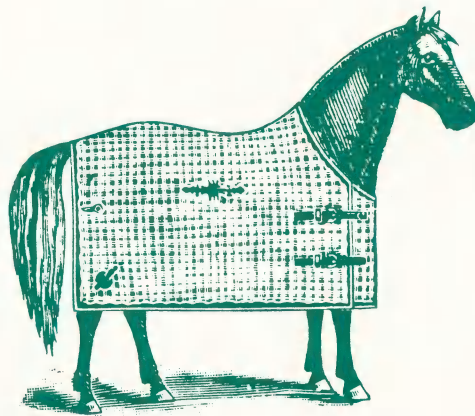
Choose Letters to the Editor from the menu. Read letters from fellow *Microzine* readers from across the country.

### **Blanket Search**

Choose Blanket Search from the menu. Read the clue to figure out which stall has the horse with the red blanket. (The solution is at the bottom of the page.)

### **Micro-Toon**

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



#### **Solution:**

Independence has the red blanket and is in the fourth stall.

## **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 "Billboard," 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 "Billboard," 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 uses its own filing system. For instance, a disk initialized by your Apple can only be used on Apple computers.

To initialize the disk, choose the second function 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 set up for one drive, take the *Microzine* disk out of the drive and put in your disk. If you're set up for 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 and press **RETURN** if you don't want to go ahead.

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

You now have a data disk. You can use it for "Billboard," or for any *Microzine* feature that requires a data disk.

## **FUNSTUFF**

### **The Shot Heard 'Round the World**

#### **Invisible Inc.**

Now that you are the head of the Youth Spy Network, you will be sending secret messages all the time. Here are some formulas for "invisible ink":

- Using a cotton swab, write your message in orange or lemon juice on a sheet of paper, and then let it dry. When a fellow spy holds the paper over a hot light bulb, your message will appear.
- Using a toothpick, write your message in milk on an index card, and then let it dry. When a fellow spy rubs any kind of dark powder (pencil dust, ashes, charcoal) over the index card, your message will appear.
- Smooth a sheet of wet paper over a flat surface. Place a sheet of dry paper over it and write your message with a ballpoint pen. Throw the dry paper away. Your message is now scratched on the wet paper, but it will disappear when the paper dries. When a fellow spy wets the paper again, your message will reappear.

#### **Colonial Bookworm**

Would you like to learn more about the beginning of the Revolutionary War? Check out these books in your library:

- *Lexington & Concord* by Arthur B. Tourtellot, Hastings House Publishers. (nonfiction)
- . . . *If You Lived in Colonial Times* by Ann McGovern, Scholastic Inc. (nonfiction)
- *Lexington & Concord, 1775: What Really Happened* by Jean Poindexter Colby, Norton & Co. Inc. (nonfiction)
- *Phoebe the Spy* by Judith Griffin, Scholastic Inc. (fiction)

### ***The Other Side***

After you've read this Twistaplot, imagine the battles of Lexington and Concord from a Tory's point of view. Write a story about a colonial family who is loyal to the King of England. Or, imagine you are a British soldier. Write a letter home to your family in England describing the American colonies.

### ***Billboard***

#### ***Electric Birthday***

Make a computerized greeting card for a friend or member of your family. For example, make a "Happy Birthday" message for a special friend in your computer class. If you can, get to class early to run your "birthday billboard" on a computer. Turn the computer's monitor off. Put a note on the computer that says "To See Special Message, Turn Monitor On." When your friend comes into the room, he or she will get a "Billboard" birthday surprise! (Also, if you're shy and you want to give someone in your computer class a Valentine's Day card, give them a secret "Billboard Valentine" instead!)

#### ***A Billboard Whodunnit***

Write a "minute mystery" using "Billboard." Use small letters for the beginning of the story. Then, put the mystery's solution on the last screen with letters that appear at random (one at a time). When your "Billboard whodunnit" is shown, challenge your friends to solve the mystery before all the letters on the last screen appear.

### **Homework Helper**

Use "Billboard" to make electronic flash cards to memorize multiplication tables, spelling words, or foreign language vocabulary.

### **Message Mover**

Use "Billboard" to prepare an electronic greeting for visiting parents during Open House.

### **Electric Library**

Present an electronic book report on your favorite novel and run the message at your library's book fair.

### **Computer Chat**

Place two computers side by side and have them "talk" to each other with "Billboard" messages. Experiment with the timing of the message so that one computer "talks" while the other one "listens."

*NOTE: You will need two initialized data disks.*

*HINT: Use periods to act as a timer on the screen of the computer that "isn't talking."*

## **Sailing**

### **Computer Cup**

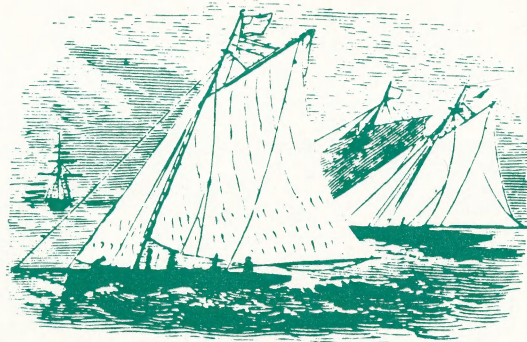
Organize a "Computer Cup" sailing match between your computer class and another computer class. Keep track of which team wins the most matches.

Try sailing your boats in relay races. The first two players sail their boats around the first buoy. As soon as a player's boat is halfway to the second buoy, his or her partner takes over and sails the boat to the finish line.

### **Sailing Story**

Write a series of adventure stories based on sailing races you have against the computer. Imagine the hero of your story is the captain of the boat you control. The captain of the computer's boat is your hero's arch rival.

Then, have a sailing race against the computer. Agree before you start that your story will be based on the outcome of the race. If the computer wins, then in your story the villain beats the hero (remember, there's always a rematch!). If you beat the computer, write a story about the daring sailing skills of your hero. (Describe how he beat the villain skipper even though the villain tried to cheat by using an outboard motor!)





ISBN: 0-590-95177-7