

# Microzine<sup>®</sup>

A Computer Learning Library on a Disk™

**Featuring:**

**Tickets to America**

Immigrate to America in 1908

**Solar Pilot**

A weather simulation

**A Traveler's Guide to Fantastic Places**

A data base of real and imaginary places

**Shifty Shapes**

A logic and strategy feature

AWARD WINNING

Apple<sup>®</sup> II Plus, IIe, or IIc; 48K; disk drive; data disk; printer (optional)

 **Scholastic**  
The Most Trusted Name in Learning™

FUN SKILLS SERIES

Ages 9 and up





**Tickets to America**

**Tickets to America**

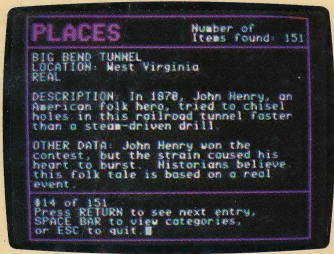
It's 1908 and you've left your family in Italy to start a new life in America. First you must pass inspection at Ellis Island, then find a place to live in New York City, find a job, and go to night school. All the decisions are yours in this historic adventure.



**Solar Pilot**

**Solar Pilot**

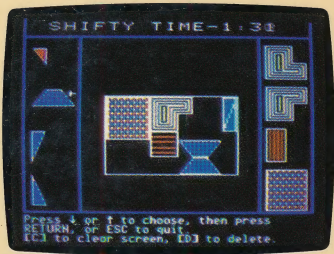
Pilot your solar-powered blimp through thunderstorms, changing winds, and warm and cold fronts in this weather simulation. If you are skillful, you'll be promoted through the ranks from Land Skimmer to Solar Pilot!



**A Traveler's Guide to Fantastic Places**

**A Traveler's Guide to Fantastic Places**

Visit a square-shaped planet, a lofty mountain peak, or a mysterious cave without taking a step! This data base of 152 real and imaginary places will take you on the vacation of your dreams. Print any or all of the entries. There's even a tricky puzzle to challenge you.



**Shifty Shapes**

**Shifty Shapes**

Move the shifty shapes to fill in puzzle outlines. Race against the clock to find solutions in record time, or concentrate on finding a solution no one else has discovered!


**Learning Opportunities:** Reading for detail and comprehension, social studies, history, map skills, math, science, geography, data base management, strategy and problem-solving, computer literacy.

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

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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.

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# Microzine<sup>®</sup>

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



 **Scholastic**

The Most Trusted Name in Learning<sup>®</sup>

|  |   |
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## **GETTING STARTED**

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Read this handbook for clear instructions on how to use each *Microzine* feature. Then try everything. Experiment!

### **Equipment You Need**

1. TV or monitor
2. 48K Apple® II Plus, IIe, or IIc
3. Disk drive

Apple is a registered trademark of Apple Computers, Inc.

*NOTE: To save your solutions in "Shifty Shapes," you will need a blank disk. (See "Initializing a Data Disk," page 32.)*

### **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 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**.)

## **Using Microzine**

### **Menus**

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

### **(Y/N)**

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

### **Entering Information**

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

If you make a mistake while typing, use the ← (left 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.

## TICKETS TO AMERICA

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### A Twistaplot™

May, 1907

Dear Momma and Poppa,

We have been in New York for over three weeks now and it's as exciting and strange as I imagined. New York is nothing like Italy. There are giant buildings and there are people from all over the world. I am even learning to speak English. Lido and I have found good jobs. Soon, we will send you money for sister Marie's ticket to America. We miss Italy, but are happy to build better lives for ourselves in America. . . .

### What You'll Find

In "Tickets to America," you and your brother Lido will immigrate from Italy to America. You will travel by boat to the United States and settle into New York City's "Little Italy," the neighborhood where many Italian immigrants lived in the early 1900s.

### Moving Around Little Italy

Use these keys to move around New York's Little Italy:

Apple II Plus

Apple IIe or IIc

I to move up

↑ to move up

M to move down

↓ to move down

J to move left

← to move left

K to move right

→ to move right

While moving around Little Italy, you may enter any building or area that has a "welcome mat" in front of it.

### Travel Notebook

Type N to see your travel notebook. This notebook will help you keep track of how much money you've saved and spent.

Good luck, and welcome to America!

## **SOLAR PILOT**

---

*"Welcome, noble pilot! I am King Arthur, one of the passengers aboard your solar-powered blimp. I wish to voyage to Slumberland for a restful vacation. My fellow passenger, Mr. Toad, wants to go to the frog races in Calaveras County, and that scoundrel Long John Silver wants to gather gold in El Dorado.*

*"I predict that if you study the weather, make a careful flight plan, and deliver us to our destinations, you'll be awarded one of the highest honors of all time — the rank of Solar Pilot."*

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

"Solar Pilot" contains three weather simulation games. In each one you will fly a solar-powered blimp and deliver five passengers to different locations. You will be given a rank according to the number of miles it takes you to complete your missions.

### **"SOLAR PILOT" MAIN MENU**

"Solar Pilot" has three games you can play. They are Clouds, Winds, and Fronts.

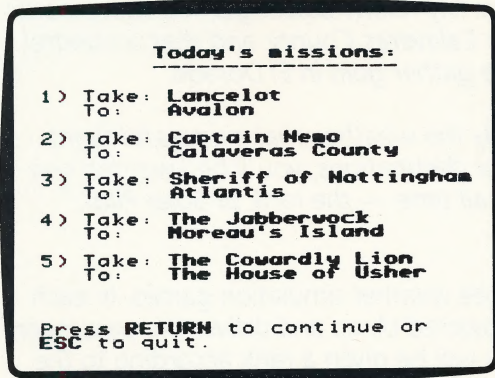
Use the arrow keys to choose a game from the Main Menu. The program will ask, "Do you want instructions? (Y/N)".

If you type Y for yes, the program will display the instructions for that game.

If you type N for no, the program will display the missions for that game.

## Missions

At the start of each game your missions will be displayed. You will take five passengers to different locations.




*NOTE: If you chose "Fronts," the program will also display a weather forecast. (See "Fronts," page 16.)*


## Map


After you've read your missions, press **RETURN** to continue. A map will appear in the upper part of the screen.


At the beginning of each mission your blimp will appear on the map with its anchor lowered. (See "Anchor," page 10.) The following four locations will also appear: the Land of the Snarks, the Secret Garden, Crusoe's Island, and Camelot.


Beside each location is a weather symbol that tells you what the weather is like in that location.

The  symbol represents clear skies.

The  symbol represents clouds.

The  symbol represents heavy clouds.

The  symbol represents rain.

The  symbol represents thunderstorms.

When you use the Compass (see "Compass," below), the map will "move" or scroll as you fly your blimp to different locations.

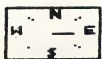
*NOTE: The locations that your passengers want to go to will appear on the map in heavy type.*

When you use the Status or Radio options, the map will change to an overhead map of all 40 locations. (See "Status," page 10, and "Radio," page 11.)

### **Control Panel**

Use the Control Panel to pilot your blimp and learn information about the weather and your mission. The Control Panel appears below the map. It has four options: Compass, Anchor, Status, and Radio.

Press the **SPACE BAR** to select options on the Control Panel. A box will move from option to option.



**Compass:** Use the Compass to choose the direction in which your blimp will fly.

Press the → (right arrow) key to move the compass needle clockwise. Press the ← (left arrow) key to move the needle counterclockwise.



**Anchor:** Use the anchor to stop your blimp and recharge your battery. Use the arrow keys to raise the anchor.

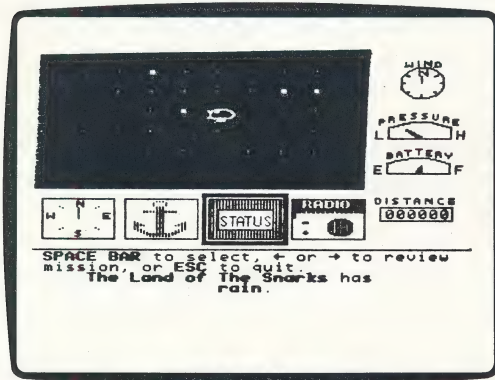
The anchor will be lowered automatically if:

- your battery runs out (see Recharging Your Battery, page 13 ),
- you complete a mission (see Completing Your Missions, page 13 ), or
- you choose the Status or Radio option on the Control Panel.



**Status:** Use the Status option to see an overhead map of all 40 locations and to review your missions. The blimp will appear on the map at the location where you lowered your anchor.

A blinking cursor will appear on the blimp. Large squares will cover any locations remaining on your mission. Your blimp's location and the local weather will appear at the bottom of the screen.



Press the arrow keys to review your mission. The number of missions remaining in your flight will appear at the bottom of the screen.

As you continue pressing an arrow key, the blinking cursor will move to each location remaining in your mission. The name of that location and the passenger who wants to travel there will appear at the bottom of the screen.



**Radio:** Use the Radio option to get a weather report from any of the locations on the map.

A blinking cursor will appear on the map. Move the cursor to the location you want to call for a weather report. (See "Moving the Cursor," below.) Each time the cursor moves over a location, the name of that location will appear at the bottom of the screen. When the cursor is over the location you want, press **RETURN**. The weather report will appear at the bottom of the screen.

### ***Moving the Cursor***

Use these keys in the Radio option to move the flashing cursor to the different locations on the map:

Apple II Plus

I to move up

M to move down

J to move left

K to move right

Apple IIe or IIc

↑ to move up

↓ to move down

← to move left

→ to move right

### ***Flight Meters***

The Flight Meters will give you information about the weather and will tell you how many miles you have traveled. The Flight Meters appear on the right-hand side of the screen. There are four Flight Meters: Wind, Pressure, Battery, and Distance.



**Wind:** The wind meter displays wind direction. The N at the top of the meter represents north. The wind is blowing in the direction the arrow in the wind meter is pointing. (To learn more about the wind meter, see "Winds," page 15.)



**Pressure:** The pressure meter displays air pressure. If the needle points towards L, the air pressure is low. If the needle points towards H, the air pressure is high. (To learn more about the pressure meter, see "Fronts," page 16.)



**Battery:** The battery meter displays the amount of energy left in your blimp's solar battery.

If your battery is empty, the anchor will automatically be lowered and the message "EMPTY" will flash below the battery meter.

When you anchor your blimp, your battery will recharge, and the needle will move towards F for "full." (See "Recharging Your Battery," page 13.)



**Distance:** The distance meter displays the number of miles your blimp has traveled. The fewer miles it takes to complete all five missions, the higher your rank. (See "Solar Pilot Ranks," page 14.)

### ***Recharging Your Battery***

Your solar battery uses solar energy. Here are some facts you should know about recharging your battery:

- Your battery will lose the least energy flying through clear skies, and lose the most energy flying through thunderstorms.
- Your battery doesn't have to be completely empty in order to be recharged.
- As your battery recharges, your blimp will sway on its lowered anchor. This adds mileage to your Distance meter. The longer you stay anchored, the more mileage you will accumulate.
- If you anchor in clear skies, your battery will recharge quickly. If you anchor in a thunderstorm it will recharge slowly.
- You can raise your anchor at any time as long as the battery is not completely empty.
- Your battery will neither recharge nor lose energy when you use the Status or Radio options.

### ***Completing Your Missions***

To complete your flight, you must fly your blimp to each location that appeared in "Today's missions," and "touch" the triangle that represents that location on the map.

Each time you successfully complete one of your missions, your anchor will be automatically lowered. The number of locations remaining in the flight will be displayed at the bottom of the screen.

When you complete the fifth mission, the program will give you a rank.

## **Solar Pilot Ranks**

The "Solar Pilot Association" will rank you according to the number of miles it takes to complete your entire flight. The fewer the miles, the higher your rank. The five ranks are:

SOLAR PILOT: under 599 miles

SKY SCRAPER: 600 to 1,000 miles

CLOUD CAPTAIN: 1,001 to 1,400 miles

FOG FLYER: 1,401 to 1,800 miles

LAND SKIMMER: 1,801 miles or more

After each game, you will either be demoted (lowered in rank), maintain the same rank, or be promoted according to the number of miles it took to complete your flight. For example, if it took you 1,300 miles to complete the first flight and 634 miles to complete the second flight, you will be promoted from Cloud Captain to Sky Scaper.

## **Clouds**

Choose this function to play the Clouds game. In the Clouds game, your blimp will encounter five kinds of weather: clear skies, clouds, heavy clouds, rain, and thunderstorms. The weather in each location will stay the same for the entire game.

*NOTE: Although your wind meter will show the wind's direction, the wind will not affect your solar battery in this game. (See "Winds" page 15, and "Fronts" page 16.)*

*"Attention, pilots! This is the Tin Man from The Wizard of Oz speaking. The Microzine editors asked me to explain how clouds are formed and why rain falls. This subject is important to me, because if I get caught in the rain I will rust.*

*"Clouds are formed when water evaporates from oceans and lakes and turns into vapor. As the vapor rises, it gets colder and begins to condense into droplets which form clouds. When the droplets become too heavy, they fall as rain."*

## **Winds**

Choose this function to play the Winds game. In the Winds game, your blimp will be affected by the wind as well as five kinds of weather.

Your battery will lose the least energy flying with the wind, and lose the most energy flying against the wind.

Use your wind meter to see the wind's direction. (See "Wind Meter," page 12.)

The wind will blow in the same direction for the entire game.

*"MICROZINE USERS! I COMMAND YOU TO LISTEN! It's the Red Queen here. Some citizens of Wonderland think I'm nothing but a 'bag of wind.' Therefore, the Microzine editors asked me to explain what causes wind.*

*"First, let me explain air pressure. Air pressure is the weight of the air against the Earth. Warm air weighs less than cold air. An area of warm air is called a low pressure area. Cold air is heavier than warm air. An area of cold air is called a high pressure area.*

*"When cold air (a high pressure area) sinks to the Earth, it forces the warm air (a low pressure area) to rise. This is what makes wind.*

*"And if you don't understand that, THEN OFF WITH YOUR HEAD!"*

## **Fronts**

Choose this function to play the Fronts game. In the Fronts game, your blimp will be affected by winds and changing weather.

After reading "Today's missions," the program will display a weather report and a forecast. For example, you might be told:

There's a warm air mass in the south moving north.  
There's a cold air mass in the north moving north.

The warm air mass is overtaking the cold air mass.  
This is creating a warm front that is moving north.

Forecast: rainy weather to sweep the north.

Use this information to plan your mission. For example, if rain will sweep the north and you have missions to complete in the north, you might complete the northern missions first because your battery will drain more quickly and recharge more slowly when you fly through rain clouds. (This would add extra mileage to your Distance meter and give you a lower rank from the "Solar Pilot Association.")

*"Welcome to 'Solar Pilot'! Count Dracula here. Since I can change into a bat or wolf, the Microzine editors have asked me to tell you why weather changes.*

*"Changes in weather usually occur when warm air masses (low pressure areas) meet cold air masses (high pressure areas). Warm air masses usually have cloudy skies and cold air masses usually have clear skies. Use your blimp's pressure meter to tell whether you're flying through a high or low pressure area.*

*"If the cold air mass is moving faster than the warm air mass, the cold air pushes under the warm air. This forms a cold front. This can cause a short period of heavy rain or thunderstorms, followed by clear skies.*

*"If the warm air mass is moving faster than the cold air mass, the warm air slides over the cold air. This forms a warm front. This can cause a long period of cloudy weather and rain.*

*"Personally, I love cold fronts. There's nothing better than flapping your bat wings through a dark, stormy night!"*

### **Solar Pilot Tips**

Here are some flight tips from some famous "Solar Pilot" passengers:

- *Lancelot's Tip:* Plan the route of your mission before you start to fly your blimp. Use the Status option to find the five locations to which you must deliver passengers. Use the Radio option to learn the weather in those locations, as well as any other locations you might be passing through.
- *Dr. Watson's Tip:* Flying your blimp to each location as the "crow flies" (a straight line) isn't always the best route if it takes your blimp through bad weather.
- *Zazoo's Tip:* In the Winds and Fronts games, plan your route so the wind helps you as much as possible.
- *Tweedledee's Tip:* In the Fronts game, remember that when a cold front moves across an area, there will be a thunderstorm followed by clear skies. Often, you should deliver passengers to locations in that area last to take advantage of the coming clear skies.

- *Tweedledum's Tip*: In the Fronts game, remember that as a warm front moves across an area, the weather in that area will be constantly rainy. Often, you should deliver passengers to locations in that area before the warm front arrives so you avoid the coming bad weather.
- *Captain Nemo's Tip*: Remember, the less time you spend with the anchor lowered, the less mileage you will accumulate on your distance meter.
- *Guinevere's Tip*: If you lower your anchor to recharge your battery, you don't have to wait until the battery is completely full before you raise your anchor. For example, you might want to lower your anchor in a rainstorm just long enough to get enough energy to travel to a location with clear skies where you can recharge your battery more quickly.
- *Pinocchio's Tip*: If you want to learn more about the locations on your map, consult "A Traveler's Guide to Fantastic Places" data base.

## **A TRAVELER'S GUIDE TO FANTASTIC PLACES**

---

Spend your summer vacation digging for Blackbeard's treasure. Be a guest in a real haunted house. Sightsee on the galaxy's only square-shaped planet. Holly Dayin, the world's most famous tourist, has created a data base of fantastic places for you to visit!

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

"A Traveler's Guide to Fantastic Places" is a data base of 151 real and imaginary places. You can look through the entire data base, or find lists of entries by choosing categories or specific words to search under. You can also print the data base.

You can use the data base to answer questions in the Data Base Puzzle.

### **Printer**

To print the data base, you'll need a printer that is compatible with the Apple II Plus, IIe, or IIc.

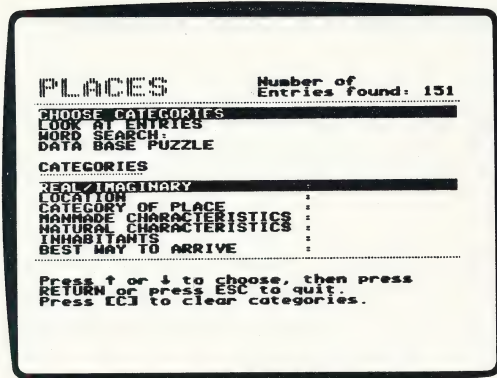
### **"A TRAVELER'S GUIDE TO FANTASTIC PLACES" MENU**

"A Traveler's Guide to Fantastic Places" has four functions, or things you can do. They are Choose Categories, Look at Entries, Word Search, and Data Base Puzzle.

The menu will appear in the upper part of the screen.

### **Choose Categories**

Choose this function to search through the data base for specific categories of places. A highlighter will appear on the list of categories, located on the lower part of the screen.



### **Categories**

There are seven categories you can use to search through the data base. They are Real/Imaginary, Location, Category of Place, Man-made Characteristics, Natural Characteristics, Inhabitants, and Best Way to Arrive.

Use the arrow keys to choose a category, and then press **RETURN**. The screen will display a list of subcategories to search under.

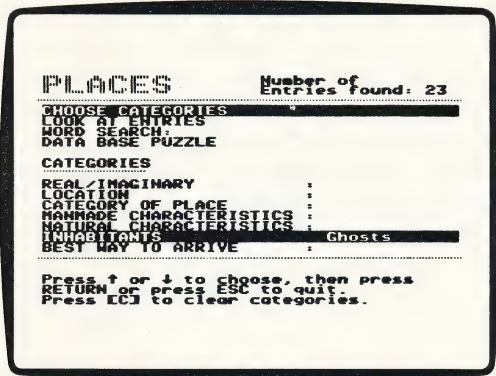
### **Subcategories**

There are up to ten subcategories under each category. For example, the subcategories under "Location" are Europe, North America, South/Central America, Asia, Africa, Atlantic Ocean, Pacific Ocean, Outer Space, Other Dimensions, and Other.

Each category also has a Clear Category option. (See "Clear Category," page 21.)

Press the arrow keys to choose either a subcategory or Clear Category, and then press **RETURN**. The screen will display the data base menu.

The subcategory will appear next to its category. The program will search through the data base to find the places that fit that subcategory. The number of entries found in the search will be displayed at the bottom of the screen.



The number of entries found in a search also appears in the upper right-hand corner of the screen. (If you have not used the Choose Categories or Word Search function, 151 entries will be found — the number of entries in the data base.)

Press **RETURN** to continue using the data base. You may add another category to your search, change subcategories, or clear a category from your search.

Press **ESC** to quit the Choose Categories function.

### *Clear Category*

Clear Category is the last option on each list of subcategories. Choose this to clear that category's subcategories from your search.

For example, if you choose "Location" and the subcategory "Outer Space," and then change your mind, choose "Location" again. Use the arrow keys to move the highlighter to Clear Category, and then press **RETURN**. The subcategory "Outer Space" will be cleared from the search.

### *How to Search Through the Data Base*

You can search through the data base using from one to seven categories. Each time the program finishes a search under one category, you can add another category.

For example, choose "Location" and the subcategory "North America." The program will search for all the entries in the data base that are located in North America.

Then choose "Man-made Characteristics" and the subcategory "Treasure." The program will search through the list of places in North America to find those that have hidden treasure.

Then choose "Inhabitants" and the subcategory "Pirates." The program will search through the list of places in North America that have hidden treasure to find those that are inhabited by pirates.

```
PLACES                               Number of
                                     Entries found: 2
-----
CHOOSE CATEGORIES
LOOK AT ENTRIES
WORD SEARCH
DATA BASE PUZZLE
CATEGORIES
REAL/IMAGINARY                       :
LOCATION                               : N. America
CATEGORY OF PLACE                    :
MANMADE CHARACTERISTICS              : Treasure
NATURAL CHARACTERISTICS              :
INHABITANTS                          : Pirates
BEST WAY TO ARRIVE                   :
-----
Press ↑ or ↓ to choose, then press
RETURN or press ESC to quit.
Press [C] to clear categories.
```

You can change a subcategory under a category. For example, choose "Inhabitants" again. The highlighter will appear over the subcategory "Pirates." Choose the new subcategory "Books, TV, Movies."

The program will erase the places inhabited by pirates from the list. Then the program will search the list of places in North America that have hidden treasure to find those that are inhabited by characters from books, TV, or movies.

If there are no entries found under a subcategory, the program will say, "Sorry, there are no entries found in this search. Please try again." Press **RETURN** to continue and choose another subcategory.

You can also clear a category from the list. (See "Clear Category," page 21.)

*NOTE: If you want to start a new search, you must clear every category where a subcategory has been chosen.*

### **Press C to Clear Categories**

Press **C** to clear all of the categories and the "Word Search" on the data base menu.

For example, if you chose subcategories under all of the seven categories and wanted to start a new search, press **C**. All of the categories will be cleared, and you can start a new search.

### **Look at Entries**

Choose this function to look through all of the places found in a search. If you have not chosen any categories, you can look through all of the entries in the data base in alphabetical order. Use these keys when looking through the data base:

- **RETURN** — Press **RETURN** to see the next entry in the list.
- **SPACE BAR** — Press the **SPACE BAR** to view the data base categories. The list of categories will be displayed. Any subcategories that were used in the search will also appear. Press **RETURN** to return to the data base entries.
- **P** — Type **P** to print the data base. (See "Printing the Data Base," below.)
- **ESC** — Press **ESC** to return to the data base menu.

### **Printing the Data Base**

Type **P** to print the entry on the screen, the entire data base, or only the entries found under a specific search.

The program will tell you to make sure your printer is turned on.

Press the **SPACE BAR** to print the entry that appears on the screen. Press **RETURN** to print all the entries found under a specific search.

Press **ESC** to continue looking through the data base entries.

## **Word Search**

Choose this function to search the data base for a specific word(s), character(s) or number(s).

The program will search through the data base for the word(s), character(s), or number(s) you typed in. If you used the "Choose Categories" function to select a list of entries, the "Word Search" function will search only that list.

Type the word(s), character(s), or number(s) you want to search for, and then press **RETURN**. You can enter up to 25 characters. You can use either upper- or lower-case characters.

For example, you could type MOUNTAIN, GEO, or 23.

If you type MOUNTAIN, the program will search for entries that contain the word "mountain." This also includes words that contain the word "mountain," such as "mountainous."

If you type GEO, the program will search for entries that contain words that have the characters "geo." This includes words such as "geography" or "geology."

If you type 23, the program will search for entries that contain the digits "23," such as "The temperature on the island is 23 degrees below zero," or "The King of Lopvania was born in 1923."

The program will count each entry that the word or number appears in as "1 entry."

If the word or number does not appear in the data base, the program will ask you to try a different word or number.

*NOTE: If a word does not appear in the data base during a Word Search, make sure that you typed or spelled that word correctly.*

If your Word Search choice appears in the data base or selected list, the screen will display the data base menu. The word(s), character(s), or number(s) used in the search will appear next to "Word Search." The number of entries found in the search will appear at the bottom of the screen.

Press **RETURN** to continue using the data base.

To search for a different word, choose "Word Search" again. Type the new word over the old word, and then press **RETURN**.

To turn off the word search function, choose "Word Search" from the menu. Press **ESC** and all of the entries found during the word search will be cleared from the list.

*NOTE: You can also clear the word search by pressing C. This will also clear every category where a subcategory has been chosen.*

### **Data Base Puzzle**

Choose this function to do the Data Base Puzzle. Read the story and type the answers to the questions.

If you don't know an answer, press **ESC** and use the data base to find the answer. (The Choose Category and Word Search functions will help you.)

When you know an answer to a question, type it in. Then press **RETURN**.

If your answer is correct, you may continue reading the story. If the answer is wrong, you will return to the menu screen.

## SHIFTY SHAPES

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

In "Shifty Shapes" you'll fill puzzle outlines with small figures called "shifty shapes." The shapes are "shifty" because you can turn them in different directions and change their position on the screen. If you find a new solution to a puzzle outline or fill a puzzle outline in record-breaking time, your name will be added to the list of players' Solutions or Scores (times).

### **Data Disk**

To use "Shifty Shapes," 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 32.)

### **"SHIFTY SHAPES" MAIN MENU**

The "SHIFTY SHAPES" MENU has four functions, or things you can do. They are Play Shifty Shapes, see Instructions, see Solutions, and see Players' Scores.

### **Play "Shifty Shapes"**

Choose this function to solve a "Shifty Shapes" puzzle. The object of "Shifty Shapes" is to fill a puzzle outline with shifty shapes. You can try to solve a puzzle in record-breaking time, or try to find a new solution to a puzzle.

### **Puzzle Outlines**

There are five different puzzle outlines from which you can choose.

Use the ← and → (left and right) arrow keys to scroll through the puzzle outlines. Press **RETURN** to choose a puzzle outline.

*NOTE: The Shifty Time clock will start as soon as you have chosen your puzzle outline.*

### Choose a Shifty Shape

Use the ↑ and ↓ (up and down) arrow keys to choose shifty shapes to place into the puzzle outline. When the small arrow is pointing to the shape you'd like to place into the puzzle outline, press **RETURN**. The shape you have chosen will appear in the center of the screen.

If you do not want to use the shape you have just chosen, press **ESC**. The shifty shape will disappear from the center of your screen.

### Move a Shifty Shape

Use these keys to move a shifty shape inside a puzzle outline:

Apple IIe or IIc

I to move up

M to move down

J to move left

K to move right

Apple II Plus

↑ to move up

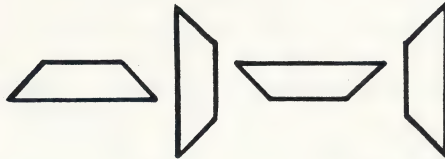
↓ to move down

← to move left

→ to move right

### Rotate a Shifty Shape

To rotate (turn) a shifty shape, type R. Each time you type R, the shifty shape will rotate 90 degrees.



### Place a Shifty Shape

When you have moved a shifty shape into position inside a puzzle outline, press **RETURN**.

### Delete a Shifty Shape

To delete (remove) a shifty shape from a puzzle outline, type D.

The last shifty shape that you added to the puzzle outline will flash on and off.

Press **RETURN** to delete the flashing shape.

To delete other shapes from a puzzle outline, use the arrow keys, or I, J, K, M keys to choose the shape you want to delete. When the shape you want to delete is flashing, press **RETURN**.

To stop deleting shifty shapes, press **ESC**.

### **Solve a Puzzle**

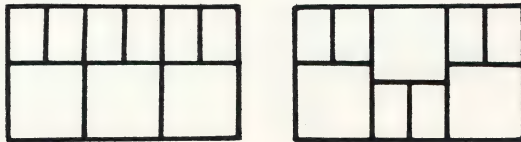
When you solve a puzzle by filling in its outline, the program will ask you to enter your name.

Type in your name and then press **RETURN**. Your name can be up to nine characters long.

If your solution to the puzzle outline is a new one, your solution will be added to the list of players' solutions. (See "Solutions," page 29.)

*NOTE: Simply rearranging the same shifty shapes in a puzzle outline does not make a "new" solution. A new solution must use a different number of at least one shifty shape.*

*For example, the two filled-in outlines below are NOT different, because they contain the same number of shifty shape types, even though the shifty shapes are arranged in a different order.*



If you solved the puzzle in record-breaking time, your name will be added to the list of Players' Scores.

*NOTE: The Shifty Time displayed by the program is much faster than "real" time.*

## ***Instructions***

Choose this function to learn more about "Shifty Shapes."

## ***Solutions***

Choose this function to see the shifty shape solutions that have been found for each of the five "Shifty Shape" puzzle outlines.

The program will show you a picture of the solved puzzle outline, the name of the person who solved the puzzle outline first using the chosen shifty shapes, and what number solution it is.

Press **RETURN** to see the other solutions for that puzzle outline and the solutions for other puzzle outlines.

Use the arrow keys to skip ahead or back to other puzzle outlines.

Press **ESC** to return to the Main Menu.

## ***Players' Scores***

Choose this function to see a list of the names of the users with the twelve fastest solutions for each of the five puzzle outlines. Beside each player's name is his or her fastest time, as well as his or her average time in solving that particular puzzle outline.

Press **RETURN** to see the fastest times for the next puzzle outline.

Press **ESC** to return to the Main Menu.

## COMPUTER STUFF

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"Computer Stuff" has two functions, or things you can do. They are Change Disk Drive/Printer Setup, and Initialize a Data Disk.

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

*Microzine* assumes you have one disk drive. If you have two, choose Change Disk Drive/Printer Setup. Then follow the instructions given.

The advantage of having two drives is that when you need to use a data disk (in "Shifty Shapes," 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/Printer Setup and change back to one drive. You don't have to change the number of drives each time you use *Microzine*—it remembers.

### **Turning the Sound On and Off**

*Microzine* assumes that you want to hear the sound effects in each *Microzine* program. If you do not want to hear the sound effects, choose Change Disk Drive/Printer Setup and follow the instructions to turn the sound off. You don't have to turn the sound off each time you use *Microzine*—it remembers.

### **Changing Printer Setup**

*Microzine* assumes that you do not have a printer. If you do have a printer, choose Change Disk Drive/Printer Setup. Then follow the instructions given.

If you do not know what slot number your printer is connected to, ask somebody who does know, or just press **RETURN**. The program will then assume the answer is slot number 1.

The program will ask what your printer setup is. It will list these options:

- 1) Standard parallel interface card
- 2) Serial card
- 3) Pkaso card™
- 4) Grappler+ card™
- 5) Silentype card™

*Standard parallel interface card:* This card is usually used with printers like the Epson printer.

*Serial card:* This card is usually used with the Imagewriter or Scribe printer.

*NOTE: If you have an Apple IIc, choose the Serial card option. In the IIc the printer card is built-in.*

*Pkaso card:* Choose this if you have a Pkaso card in your computer.

*Grappler+ :* Choose this if you have a Grappler+ card in your computer.

*Silentype card:* Choose this if you have a Silentype card in your computer.

*NOTE: Silentype cards are usually used when the printer is a Silentype printer.*

If you do not know what printer setup you have, ask somebody who does know, or just press **RETURN**. The program will then assume that your printer has a standard parallel interface card. You don't have to change the printer setup each time you use *Microzine*—it remembers.

### **Initializing a Data Disk**

To save your solutions and scores in "Shifty Shapes," 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 Initialize a Data Disk. The program will tell you that you need a blank disk, or one you don't mind erasing. Press **RETURN** and the program 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 program will tell 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 program will tell 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. Press **ESC** to get back to the *Microzine* Table of Contents.

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