

Microzine®



A Computer Learning Library on a Disk™

Featuring:

MicroAgent of the Body Guard

A science fiction adventure

Mission: Mix-Up

A logic and strategy feature

Marvelous Menagerie

A data base of real and imaginary animals

BASIC Training

An introduction to BASIC programming

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

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

FUN SKILLS SERIES

Ages 9 and up

On this disk:

MicroAgent of the Body Guard

Calling all MicroAgents! Evil agents from S.I.C.K. are on the loose. You must miniaturize, travel to different parts of a human body, and defeat the villainous Rhett Null, Professor Brood, and Baha Omen. All of the decisions are yours in this interactive science fiction adventure.

Mission: Mix-Up

You have crash-landed on Snickeron IV and must find your rescue ship. Luckily, you have your chemistry kit along to mix up helpful concoctions. How will you cross a scorching desert? Mix up a camel! Or mix up a rain storm to quench a roaring fire. You'll need sharp wits to play this challenging game.

Marvelous Menagerie

Are Eastern Dragons friendly or very unfriendly? Is the aardvark a carnivore, herbivore, or omnivore? This data base of 150 real and imaginary animals has all of the answers! Print any or all of the entries.

BASIC Training

Explore the classrooms of Computer Programmers University (CPU) to learn some of the basics of programming in BASIC. Then use your knowledge to write a simple program and "talk" to the university's main computer. It may tell you something surprising!

Learning Opportunities: Reading for detail and comprehension, science, math, logic, problem solving, data base management, programming, computer literacy.

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

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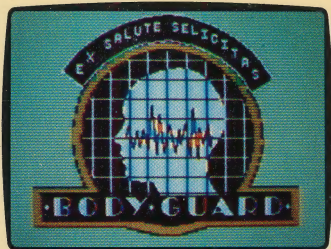
Art Director: Sandi Young Cover Art: Peter Cross

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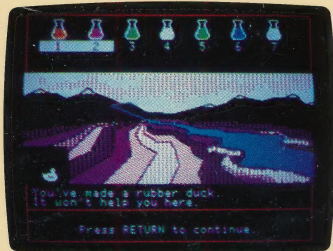
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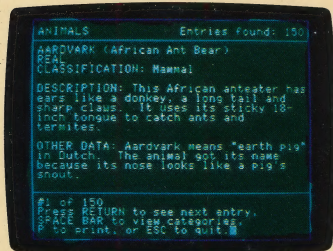
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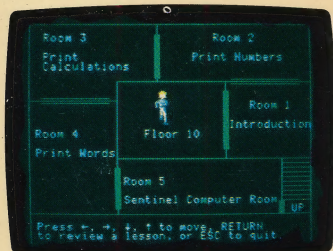
MicroAgent of the Body Guard



Mission: Mix-Up



Marvelous Menagerie



BASIC Training

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Microzine® No. 17

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Apple® 48K

SIDE 1

Letter from the Editor
MicroAgent of the Body Guard
Computer Stuff

SIDE 2

Mission: Mix-Up
Marvelous Menagerie
BASIC Training

What's Next

SIDE ONE.

TURN OVER FOR SIDE TWO.

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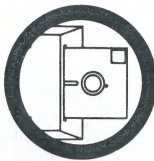




**For extended media life—
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No fingers, please!



For your disk's sake
(and the system's, too)
insert disk carefully.



Magnetic fields erase.
Keep them far away.



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when not in use.



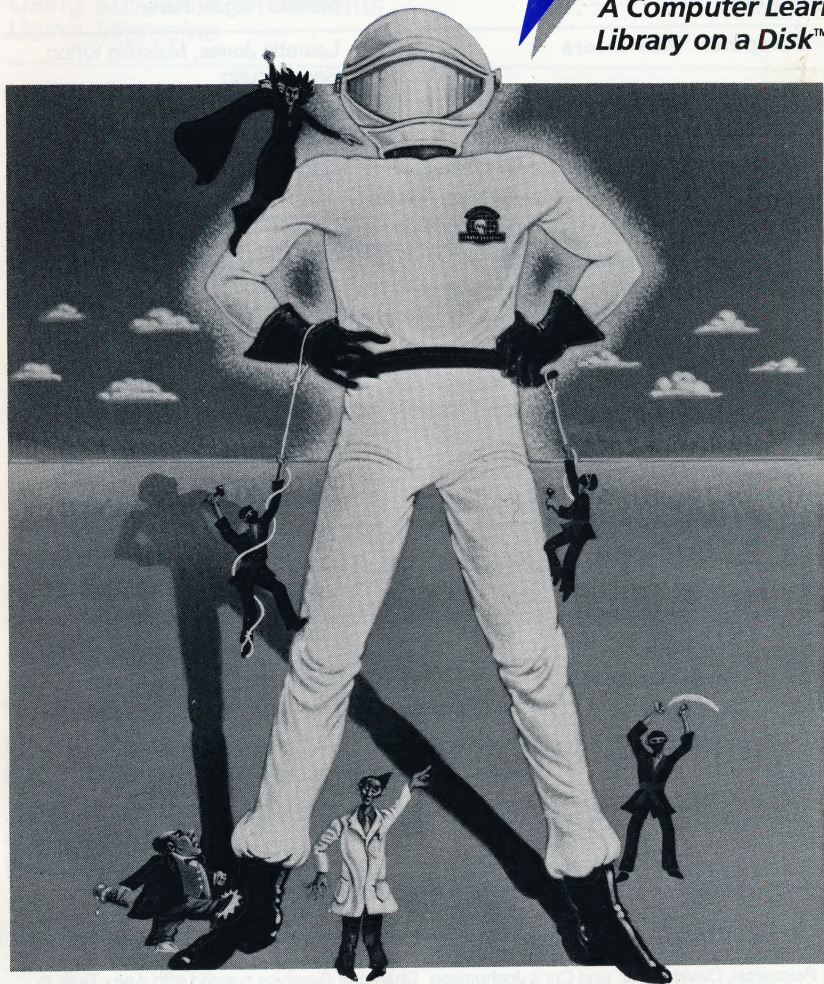
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50° to 125° F.

Microzine[®]

A Computer Learning
Library on a Disk™



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Can you name two mammals that are nocturnal and can fly? Use this data base to learn about these, and 150 other amazing animals!	

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The main computer at CPU is refusing to communicate with anyone who can't program in BASIC. Learn a few basics about BASIC, and talk to the computer.	

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Disk drives, data disks, sound, and printers.	

GETTING STARTED

Read this handbook for clear instructions on how to use each *Microzine* feature.

Equipment You Need

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

Apple is a registered trademark of Apple Computer, Inc.

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 type the information 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

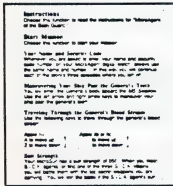
To use *Microzine* on the Apple IIe or IIc, press **CAPS LOCK** down.

MICROAGENT OF THE BODY GUARD

A Twistaplot™

"Pssst, MicroAgent! Major Surgery here. The following information is classified 'Top Secret.' General Anesthesia, the head of the Body Guard, has been attacked by the agents of S.I.C.K. Even worse, top MicroAgent Nora Pinephren has been captured! Your assignment, should you choose to accept it, is to miniaturize and capture the S.I.C.K. agents inside the general's body and rescue Nora Pinephren. Good luck, MicroAgent."

NOTE: This documentation has been miniaturized so you may bring it with you.



What You'll Find

You will travel through General Anesthesia's body searching for three S.I.C.K. villains. The workers in the general's body will give you clues to help you in your search. You will also learn clues to rescue Nora Pinephren.

"MICROAGENT OF THE BODY GUARD" MAIN MENU

"MicroAgent of the Body Guard" has two functions, or things you may do. They are Instructions and Start Mission.

Instructions

Choose this function to read the instructions for "MicroAgent of the Body Guard."

Start Mission

Choose this function to start your mission.

Your Name and Security Code

Whenever you are asked to enter your name and security code number on your MicroAgent digital watch, always use the same name and number. In this way you will continue each of the story's three episodes where you left off.

Maneuvering Your Ship Past the General's Teeth

You will enter the General's body aboard the *MS Swallow*. Use the left arrow and right arrow keys to maneuver your ship past the general's teeth.

Traveling Through the General's Blood Stream

Use the following keys to travel through the general's blood stream:

Apple II+

A to move up

Z to move down

Apple IIe or IIc

↑ to move up

↓ to move down

Suit Strength

Your MicroSuit has a suit strength of 050. When you meet S.I.C.K. agents, or find one of the three S.I.C.K. villains, you will battle them with the top secret weapons you are carrying. You will win the battle if the S.I.C.K. agent's suit strength falls to zero.

If your suit strength ever falls to zero, you will have to leave the general's body.

MISSION: MIX-UP



Microzol + Kidzine = FUN!

What You'll Find

In "Mission: Mix-Up" you are stranded on the planet Snickeroon IV. You will mix imaginary chemicals from your Mix-Up Chemistry Kit to overcome the different obstacles on the planet and reach your rescue ship.

"MISSION MIX-UP" MAIN MENU

"Mission: Mix-Up" has two functions, or things you may do. They are begin an Easy Mission and begin a Hard Mission.

Easy Mission

Choose this function to begin an easy mission on Snickeroon IV. In this version of the game, all of the flasks in your Mix-Up Chemistry Kit will be labeled.

Hard Mission

Choose this function to begin a hard mission on Snickeroon IV. In this version of the game, none of the flasks in your Mix-Up Chemistry Kit will be labeled.

Mix-Up Chemistry Kit Periodic Table	
Chemical	Produces Something That Is
Waterol:	Wet
Transpo:	Used for Transportation
Hotium:	Hot
Coldice:	Cold
Animal:	Animal-like
Airium:	Airy
Rubberol:	Sticky or flexible
Foodium:	Tasty
Toolsine:	Tool-like

Mixing Chemicals

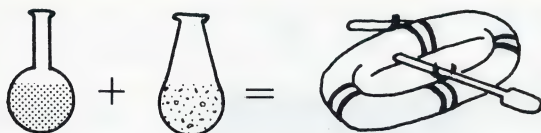
Your chemistry kit contains seven flasks of imaginary chemicals (see the Periodic Table above). By mixing two chemicals, you will create items that may or may not help you overcome the obstacles on the planet.

Use the left arrow and right arrow keys to choose the first chemical you want to mix and then press **RETURN**. The chemical you chose will be highlighted.

If you make a mistake, you may undo your selection and choose another chemical. (See "Undo," page 11.)

Use the left arrow and right arrow keys to choose the second chemical you want to mix with the first chemical, and then press **RETURN**. The chemicals will be mixed and you will see what you've made.

For example, if you find yourself at the edge of a river, you could mix some chemical Waterol with some chemical Transpo. Mixing Waterol and Transpo will make a raft.



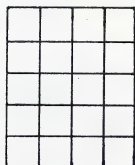
NOTE: The chemicals in your flasks will be different each time you play "Mission: Mix-Up."

Undo

If you choose your first chemical to mix and then change your mind, you may undo your choice by pressing U.

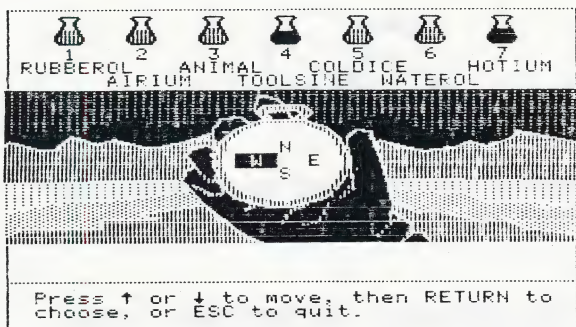
Moving Around Snickeroon IV

The surface of Snickeroon IV is represented by a 4-by-5 grid map.



At the beginning of each game, you are placed at random in one of the grid's squares. Your rescue ship is also placed in one of the squares. All other squares contain Snickeroon obstacles, such as glaciers, forests, and swamps.

After you mix up an object that helps you past an obstacle, a graphic of your hand holding a compass will appear.



Use the left arrow and right arrow keys to choose a direction in which to move. If you choose a direction that will move you off the map, the computer will say "Sorry, you can't go in that direction."

Snookas

The friendly inhabitants of Snickeroon IV are called Snookas. If you can mix up something to make them happy, they may help you in several ways. The Snookas may fill up one of your flasks or, if you are on a Hard Mission, they may label one of your flasks.

The Snookas may also help you by granting you a wish. You may wish for the Snookas to:

- Completely refill one of your chemistry kit flasks, or
- Add two units to each of your flasks, or
- (if you are on a Hard Mission) Label one of your unlabeled flasks.

Use the left arrow and right arrow keys to select a magic wish, and then press **RETURN**.

Snickeroon Snivelers

The unfriendly inhabitants of Snickeroon IV are called Snickeroon Snivelers. To get past these grumpy creatures, you will also have to use your chemistry kit.

Winning the Game

You win "Mission: Mix-Up" by finding your rescue ship and mixing up something to help you reach it.

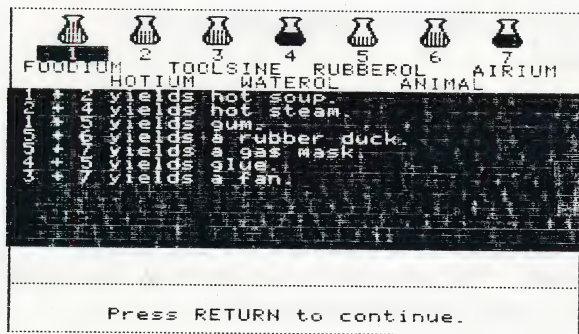
Losing the Game

You may lose "Mission: Mix-Up" by:

- Running out of all of your chemicals before reaching your rescue ship, or
- Running out of one or more chemicals you need to get past an obstacle.

Mix-Up Notebook

Your Mix-Up Notebook contains a record of every chemical mixture you have made in the game. Type N to see your notebook.



Your notebook is especially helpful in the Hard Mission.

You may use logic to guess which chemicals are in which flasks by keeping track of each of your chemical mix-ups.

For example, if your notebook tells you that mixing

Flask 1 + Flask 3 = Watermelon,

you know that either Flask 1 or Flask 3 is Waterol, and that either Flask 1 or Flask 3 is Foodium. If you also know that

Flask 1 + Flask 5 = Raft,

you know that Flask 1 is Waterol, Flask 3 is Foodium, and Flask 5 is Transpo.

Have fun on Snickeroon IV!

MARVELOUS MENAGERIE

Attention future zoologists, expert unicornologists, and just plain animal lovers! Prepare to learn hundreds of facts about your favorite beasts and critters. The *Microzine* staff traveled to the world's darkest jungles and most distant islands to collect information for this data base.

What You'll Find

"Marvelous Menagerie" is a data base of 150 real and imaginary animals. You may look through the entire data base, or find lists of entries by choosing categories or specific words to search under. You may also print the data base.

You may 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.

"MARVELOUS MENAGERIE" MENU

"Marvelous Menagerie" 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 animals. A highlighter will appear on the list of categories, located on the lower part of the screen.

```
ANIMALS                               Entries found: 150
-----
CHOOSE CATEGORIES
LOOK AT ENTRIES
WORD SEARCH:
DATA BASE PUZZLE

CATEGORIES
-----
REAL/FANTASY :
CLASSIFICATION :
FEEDING HABITS :
HABITATS :
RANGE :
PHYSICAL TRAITS :
SPECIAL DATA :

Press ↑ or ↓ to choose, then press
RETURN or press ESC to quit.
Press (C) to clear categories.
```

Categories

There are seven categories you may use to search through the data base. They are Real/Fantasy, Classification, Feeding Habits, Habitats, Range, Physical Traits, and Special Data.

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 "Classification" are Mammal, Bird, Fish, Reptile, Amphibian, Insect/Arachnid, and Other.

ANIMALS	Entries found: 150
CLASSIFICATION	
Mammal	
Bird	
Fish	
Reptile	
Amphibian	
Insect/Arachnid	
Other	
CLEAR CATEGORY	
Press ↑ or ↓ to choose, then press RETURN or press ESC to quit.	

Each category also has a "Clear Category" option. (See "Clear Category," page 18.)

Use 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 animals that fit that subcategory. The number of entries found in the search will be displayed at the bottom of the screen.

```
ANIMALS                               Entries found: 15
-----
CHOOSE CATEGORIES
LOOK AT ENTRIES
WORD SEARCH:
DATA BASE PUZZLE
CATEGORIES
-----
REAL/FANTASY      :
CLASSIFICATION   : Bird
FEEDING HABITS   :
HABITATS         :
DANCE            :
PHYSICAL TRAITS  :
SPECIAL DATA    :
-----
Entries found in this search: 15
Press RETURN to continue.
```

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, 150 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 "Range" and the subcategory "North America," and then change your mind, choose "Range" again. Use the arrow keys to move the highlighter to "Clear Category," and then press **RETURN**. The subcategory "North America" will be cleared from the search.

How to Search Through the Data Base

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

For example, choose "Classification" and the subcategory "Bird." The program will search for all the entries in the data base that are birds.

Then choose "Range" and the subcategory "North America." The program will search through the list of birds to find those birds whose range is in North America.

Then choose "Habitats" and the subcategory "Jungle/swamp." The program will search through the list of birds whose range is in North America to find those who live in the jungle or swamp.

```
ANIMALS                               Entries found: 1
-----
CHOOSE CATEGORIES
LOOK AT ENTRIES
WORD SEARCH:
DATA BASE PUZZLE

CATEGORIES
REAL/FANTASY      :
CLASSIFICATION   : Bird
FEEDING HABITS   :
HABITATS         : Jungle/swamp
RANGE           : North America
PHYSICAL TRAITS :
SPECIAL DATA   :

-----
Entries found in this search: 1
Press RETURN to continue.
```

You may change a subcategory under a category. For example, choose "Habitats" again. The highlighter will appear over the subcategory "Jungle/swamp." Choose the new subcategory "Mountains."

The program will erase the birds that live in the jungle or swamp from the list. Then the program will search the list of birds whose range is North America to find those that live in the mountains.

You may also clear a category from the list. (See "Clear Category," page 18.)

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 may start a new search.

Look at Entries

Choose this function to look through all of the animals found in a search. If you have not chosen any categories, you may 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 see 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 on.

```

ANIMALS                               Entries found: 150
-----
AARDVARK (African Ant Bear)
REAL
CLASSIFICATION: Mammal
DESCRIPTION: This African anteater has
ears like a donkey, a long tail and
sharp claws. It uses its sticky 18-
inch tongue to catch ants and
termites.
OTHER DATA: Aardvark means "earth pig"
in Dutch. The animal got its name
because its nose looks like a pig's
snout.
-----
Make sure your printer is turned on!
Press SPACE to print this entry.
Press RETURN to print all entries.
Press ESC to quit.■

```

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 may enter up to 25 characters. You may use either upper- or lower-case characters.

```
ANIMALS                               Entries found: 150
-----
                                WORD SEARCH
                                wing█
-----
Type in the word(s) you want to find
and press RETURN.
Press ESC to turn off word search.
```

For example, you could type WING, OLOGY, or 23.

If you type WING, the program will search for entries that contain the word "wing." This includes words that contain the characters in "wing," such as "wingspan."

If you type OLOGY, the program will search for entries that contain words that have the characters "ology." This includes words such as "zoology" or "entomology."

If you type 23, the program will search for entries that contain the digits "23," such as "This bird has a wingspan of 23 feet," or "This snake was captured 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.

```
ANIMALS                      Entries found: 11
-----
CHOOSE CATEGORIES
LOOK AT ENTRIES
WORD SEARCH: wing
DATA BASE PUZZLE
-----
CATEGORIES
REAL/FANTASY      ::
CLASSIFICATION   ::
FEEDING HABITS   ::
HABITATS         ::
RANGE            ::
PHYSICAL TRAITS  ::
SPECIAL DATA    ::
-----
Entries found in this search: 11
Press RETURN to continue.
```

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**. All of the entries found during the word search will be cleared from the list.

*NOTE: You may 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 and 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.

BASIC TRAINING

Memo to: All *Microzine* Users
From: Bitser Onnov
Head of Programming
Computer Programmers University

Help! We have a grave crisis at Computer Programmers University. Our Main Computer has stopped communicating. We need your help!

What You'll Find

In "BASIC Training" you will talk to the Main Computer of Computer Programmers University by learning how to program in BASIC, the Beginner's All-purpose Symbolic Instruction Code.

"BASIC TRAINING" MAIN MENU

"BASIC Training" has two functions, or things you may do. They are Climb the Silicon Tower and Instructions.

Climb the Silicon Tower

Choose this function to travel through the three floors of the Silicon Tower and take classes in BASIC.

Moving Through the Silicon Tower

Use the following keys to move from classroom to classroom in the Silicon Tower:

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

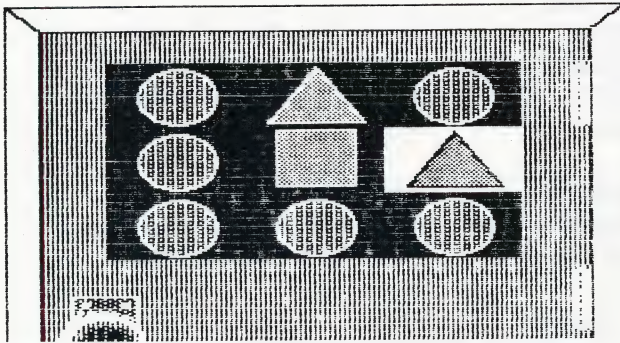
→ to move right

Door Puzzles

The door to each classroom is protected by a combination-lock puzzle. Each puzzle is made of circles, squares, and triangles.

To unlock the door to a classroom, you must change the shapes on the door so they are all the same. Use the movement keys to choose a shape, then press **RETURN**. The shape will change.

For example, if you wanted to change all of the shapes on the door below to circles, you would select the square and triangle shapes on the door to change them to circles.

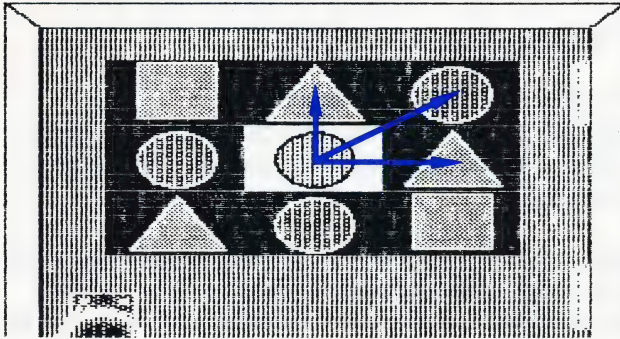


Press ←, →, ↓, ↑ to move, RETURN to change a shape, or ESC to quit.

When all the shapes are the same, the door will open and you will enter the classroom and learn more about BASIC.

On Floors 20 and 30 of the Silicon Tower, each shape you change will affect other shapes on the door. To solve these puzzles and unlock the classroom doors, you must learn the pattern by which all the shapes on the door are affected.

For example, changing the circle shape in the middle of the puzzle will also change these other shapes:



Press ←, →, ↓, ↑ to move, RETURN to change a shape, or ESC to quit.

The Computer Sentinels

After you have been to each classroom on a floor of the Silicon Tower, you will have to pass a Computer Sentinel to go upstairs to the next floor. To pass them you must answer three questions about BASIC.

If you answer the three questions correctly, each Sentinel will give you some important information about CPU's Main Computer, and then let you pass to the next floor.

The CPU Main Computer

CPU's Main Computer is on Floor 30 of the Silicon Tower. After you have visited all of the BASIC classes in the Silicon Tower, you will be ready to communicate with the school's Main Computer.

Instructions

Choose this function to learn more about "BASIC Training."

COMPUTER STUFF

"Computer Stuff" has two functions: 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 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.

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

NOTE: Silentye cards are usually used when the printer is a Silentye 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

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 may 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**. 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** 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 may use it for any *Microzine* feature that requires a data disk.

NOTE: You will not need a data disk to use this issue of Microzine.

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 and then put Microzine back in the drive.
Press RETURN again and you will be sent back to the
main menu. Press ESC to get back to the Microzine Table of
Contents.

You now have a data disk. You may use it for any Microzine
feature that requires a data disk.

NOTE: You will not need a data disk to use this issue of
Microzine.

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