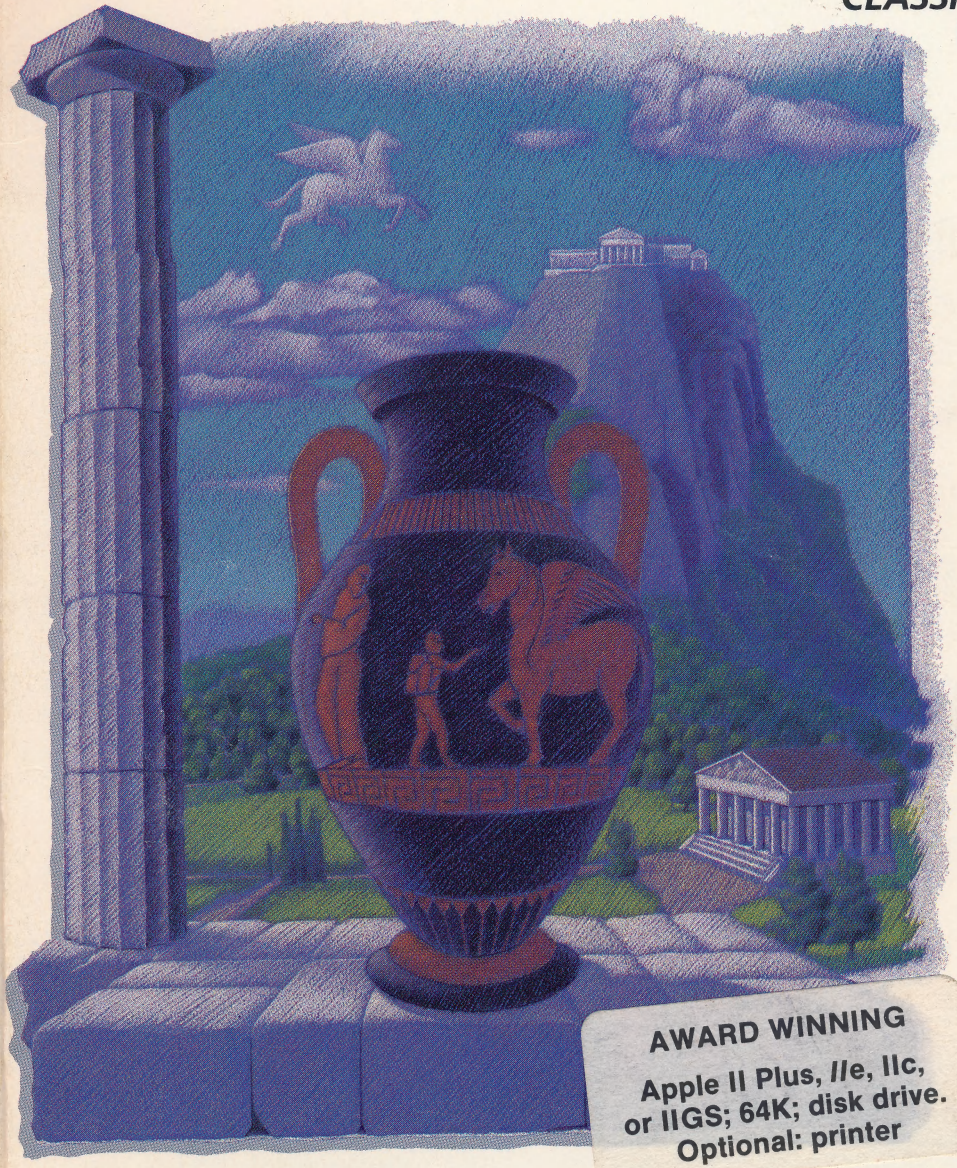
CS
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M

Microzine®

CLASSROOM PUBLISHING SERIES



FEATURING:

CLASSROOM PUBLISHING/ ART & DESIGN
Screen Artist

READING/MAPPING
The Myths of Olympus

SCIENCE/ PROBLEM SOLVING
Light on Target

VISUAL DISCRIMINATION
Desert Dilemma

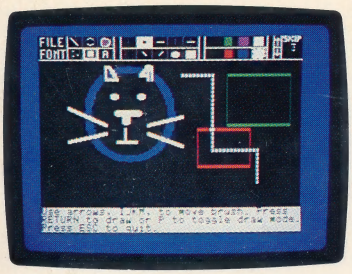
AWARD WINNING

Apple II Plus, *II*e, IIc, or IIGS; 64K; disk drive. Optional: printer

29

SCHOLASTIC

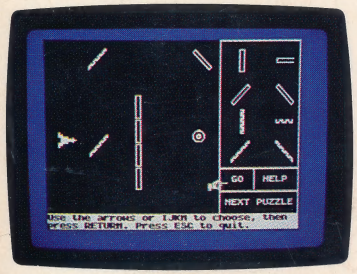
The Learning Library on a Disk *AGES 9 AND UP*



Screen Artist



The Myths of Olympus



Light on Target



Desert Dilemma

In this issue:

Screen Artist

This feature is the third in *Microzine's* Classroom Publishing series. Choose from 10 brush styles and eight colors and patterns to create beautiful screen graphics. You can even add text to your drawings and print them. You may make copies of "Screen Artist" to share.

Learning Opportunities: *Art & design, computer literacy.*

The Myths of Olympus

What are you doing trapped in a maze in ancient Greece? You'd better talk to all of the gods and goddesses, and learn what they have to teach you. Avoid the vicious Minotaur, too! If you make your way out of the maze, you will go before the Council of the Gods to answer their questions about Greek mythology.

Learning Opportunities: *Reading for detail and comprehension, map skills.*

Light on Target

The laser is on, but the light beam can't get past the obstacles to reach the target. Use mirrors, walls, and pools of water to reflect and bend the light waves. If you are clever, you will hit the target!

Learning Opportunities: *Science, problem solving.*

Desert Dilemma

Things are really heating up in this desert. Can you find all of the mistakes in this picture? Look carefully and correct the desert scene. If you are successful, you will receive a reward.

Learning Opportunities: *Visual discrimination.*

Art Director, *Microzine*: Tara Framer
Assistant Art Director: Jenny Grant
Cover Art: Paul Kuhrman
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Jefferson City, MO 65102

Scholastic Guarantee
Scholastic has thoroughly tested these programs among teachers and children and they are designed to challenge, stimulate and entertain your child. They reflect Scholastic's more than 65 years of experience in developing young minds.

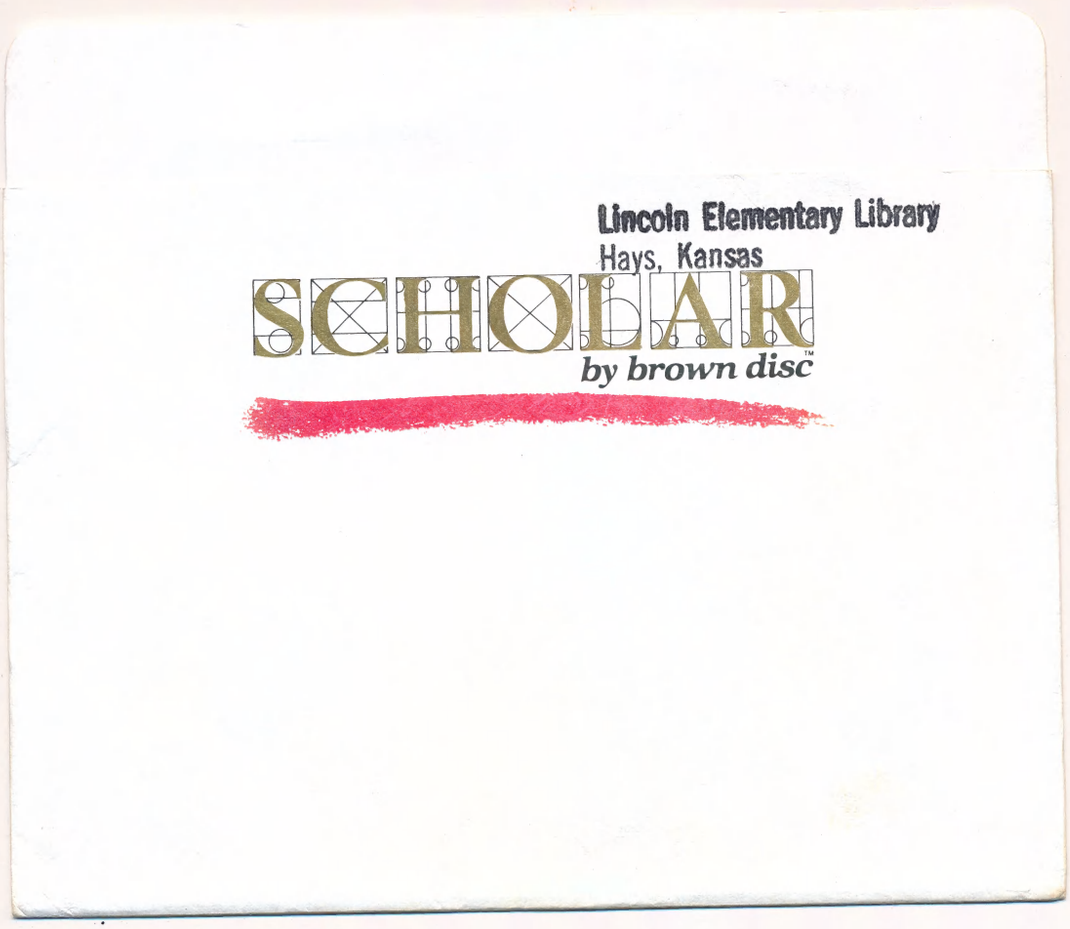
ISBN 0-590-99394-1

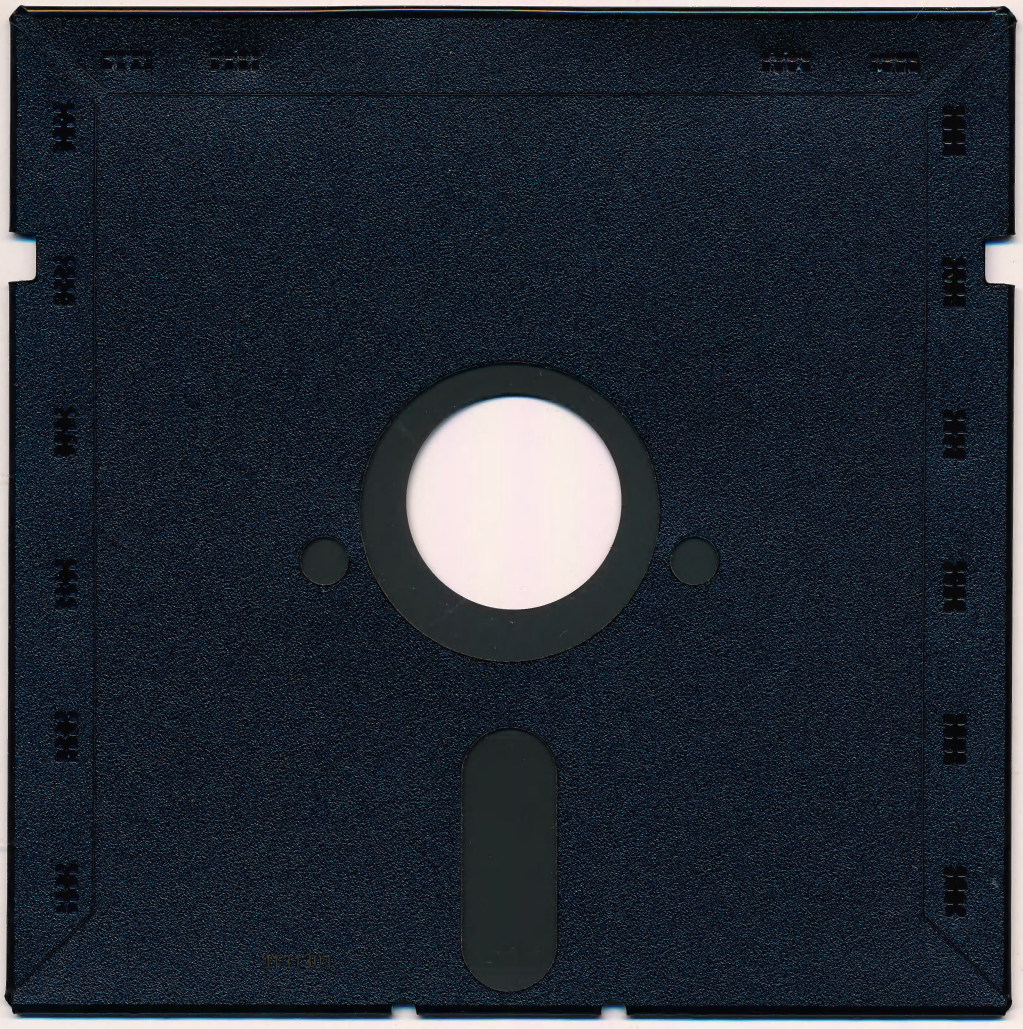
0 78073 99394 9



Lincoln Elementary Library
Hays, Kansas


Microzine® No. 29
Side 1: The Myths of Olympus
Side 2: Light on Target
Apple ® 64K
SCHOLASTIC
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ISBN: 0-590-86875-6


Lincoln Elementary Library
Hays, Kansas
SCHOLAR™
by brown disc





Protect

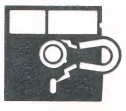
10°C-52°C
50°F-125°F





No

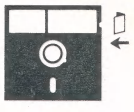
Never





Insert Carefully

Data Protection



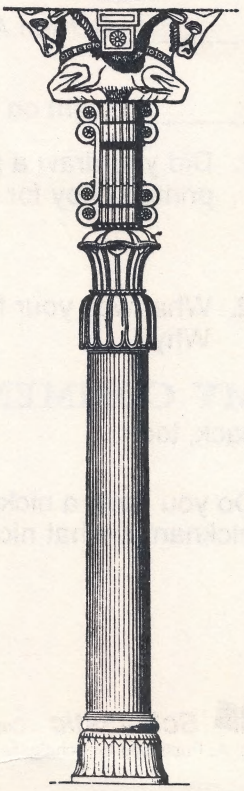


Never



USE THE SPACES BELOW TO WRITE YOUR COMMENTS.







Microzine™ 29 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

_____ Screen Artist

_____ The Myths of Olympus

_____ Light on Target

_____ Desert Dilemma

1. Did you draw a picture using "Screen Artist"? Send us a printed copy for our *Microzine* art gallery!

2. What was your favorite part of "The Myths of Olympus"? Why?

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

Do you have a nickname? What is it? If you don't have a nickname, what nickname would you like to have?

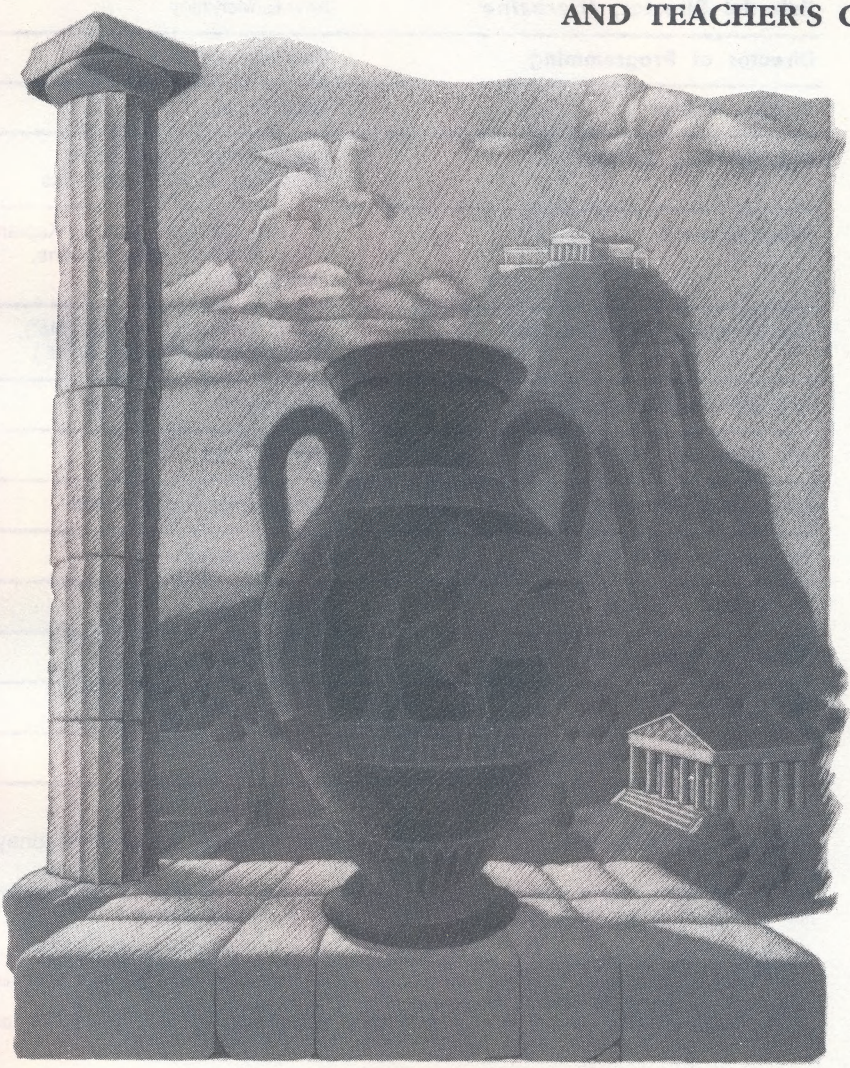
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Microzine

Lincoln Elementary Library
Hays, Kansas

29

STUDENT HANDBOOK AND TEACHER'S GUIDE



SCHOLASTIC

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CONTENTS

GETTING STARTED

Apple	Equipment You Need	5
	Loading *Microzine*	5
MS-DOS	Equipment You Need	6
	Loading DOS	6
	Loading *Microzine*	7
	Using *Microzine*	8
Using the *Microzine* Hand		8
The *Microzine* Guide		10

STUDENT HANDBOOK

Screen Artist: *Microzine's Classroom Publishing feature*	12
The Myths of Olympus: *A Twistaplot ™ adventure*	28
Light on Target: *A science simulation*	30
Picture This: *"Desert Dilemma"*	36
Computer Stuff: *A utility*	38

TEACHER'S GUIDE

Scope and Sequence Chart	40
Screen Artist *activities*	41
The Myths of Olympus *activities*	42
Light on Target *activities*	43
Desert Dilemma *activities*	44
"*The Myths of Olympus*" ACTIVITY PAGE	45
"*Light on Target*" ACTIVITY PAGE	46
"*Desert Dilemma* " ACTIVITY PAGE	47

GETTING STARTED

Read this handbook for instructions on using each *Microzine* feature.

Apple Computers Equipment You Need

1. Monitor or TV
2. 64K Apple II Plus, *II*e, IIc, or IIGS
3. Disk drive

Apple ® is a registered trademark of Apple Computer, Inc.

Loading *Microzine*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. If you have a 3.5-inch disk, insert the disk slowly with the label facing up. If you have a 5.25-inch disk and the program you want is on Side 1 of the disk, insert the disk slowly with the label facing up. If the program you want is on Side 2 of the disk, insert the disk slowly with the label facing down.
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.

6. If *Microzine* does not appear on the screen, turn the computer off. Then turn it back on and try again. Make sure the disk drive door is closed, and check to see that the disk drive is hooked up correctly.

MS-DOS Computers
Equipment You Need

1. Monitor or TV
2. 256K IBM with a color graphics adapter (CGA), Tandy 1000, or any 100% compatible
3. Disk drive
4. Disk Operating System (DOS), version 2.0 or higher

Loading DOS

You must load DOS into your computer before you can load *Microzine*.

1. If you have a hard drive, turn the computer on.

   If you have DOS on a 5.25-inch disk or on a 3.5-inch disk, open the drive door and insert the disk. Turn the computer on.

2. You will see a DOS prompt. The prompt will be a letter followed by a greater-than sign (A>, for example). The letter of the prompt corresponds with the disk drive.

3. If you want to load *Microzine* in the drive that corresponds with the letter of the prompt (for example, if the DOS prompt is A> and you want to load *Microzine* into Drive A), put the *Microzine* disk in that drive.

   If you want to load *Microzine* in a drive that is different from the drive indicated by the DOS prompt (for example, the prompt is A> and you want to load *Microzine* in Drive B), type the letter of the drive and a colon, then press Enter (for example, **B:**, then Enter). You will see a new DOS prompt (for example, B>). Put the *Microzine* disk in the drive.

Loading *Microzine*

Choose a program you want to load. Find the disk with that program's name on the label. If the program you want is on Side 1 of the disk, insert the disk in the drive with the label facing up. If the program you want is on Side 2 of the disk, insert the disk in the drive with the label facing down.

Type these commands to load the *Microzine* programs:

***MICROZINE* GUIDE:** Type **MZ** and then press Enter.

NOTE: You may also load the other Microzine *programs from within the* Microzine *Guide. Choose "Programs" and then choose the* Microzine *program you want to load. Choose the option "Start the Program" and then press Enter.*

SCREEN ARTIST: Type **SA** and then press Enter.

THE MYTHS OF OLYMPUS: Type **TMOO** and then press Enter.

LIGHT ON TARGET: Type **LOT** and then press Enter.

DESERT DILEMMA: Type **DD** and then press Enter.

NOTE: In each issue of Microzine, *you may load any program by typing the initials of the program name at the DOS prompt.*

If the *Microzine* program does not appear on the screen, read the instructions once more, starting with "Loading DOS," and try again.

USING *MICROZINE*

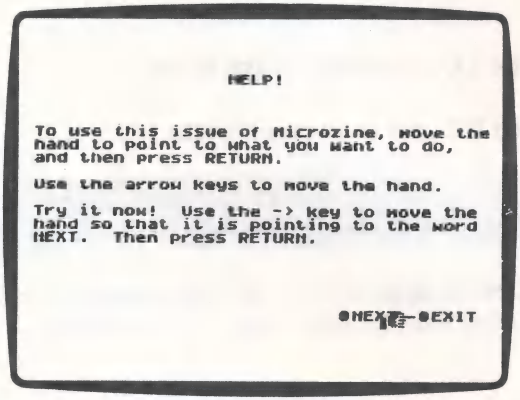
Using the *Microzine* Hand

You will use the *Microzine* Hand icon in most of the programs and features in this issue of *Microzine*. Use the arrow keys, or I,J,K,M, to move the Hand.

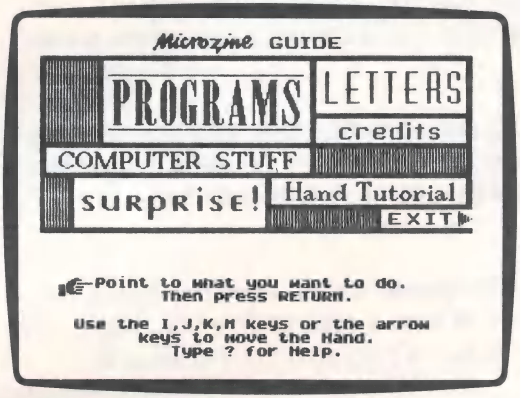
Use the Hand to point to what you want to do, and then press Return or Enter.

There are three different ways to point to what you want to do:

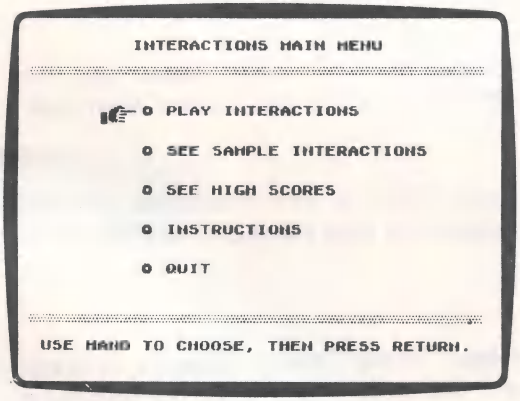
1. Make the Hand touch some part of the word that describes what you want to do. If you wanted to exit a program or screen, you would make the Hand touch the word Exit, or the circle in front of Exit, and then press Return or Enter.



2. Make the Hand point to a box that contains a word that describes what you want to do, such as the boxes on the Table of Contents. Make the Hand touch any part of the box, and then press Return or Enter.



3. Make the Hand move a highlight bar over what you want to do. Main menus will use highlight bars. Make the Hand move a highlight bar over what you want to do, and then press Return or Enter.



The *Microzine* Guide

There are seven features in the *Microzine* Guide. They are Programs, Computer Stuff, Credits, Letters, Hand, Surprise, and Exit. The features are listed in a collection of boxes on the screen. Each box is labeled.

Use the Hand icon to point to the box that describes what you want to do. For example, to read the Credits, use the Hand to point to the box labeled "Credits," and then press Return or Enter.

Programs

Use the Hand to point to "Programs" on the *Microzine* Guide, and then press Return or Enter, to read a description of the programs in this issue of *Microzine* or to load a program from this issue of *Microzine*.

Computer Stuff

Use the Hand to point to "Computer Stuff" on the *Microzine* Guide, and then press Return or Enter to see a list of the functions in "Computer Stuff." See "Computer Stuff," on page 38.

Credits

Use the Hand to point to "Credits" on the *Microzine* Guide, and then press Return or Enter, to see the credits for this issue of *Microzine*.

Letters

Use the Hand to point to "Letters" on the *Microzine* Guide, and then press Return or Enter, to read letters from the *Microzine* Editor and *Microzine* readers.

Hand

Use the Hand to point to "Hand" on the Table of Contents, or press ?, and then press Return or Enter to learn how to use the *Microzine* Hand. Also, see "Using the *Microzine* Hand," on page 8.

Surprise



Exit

Use the Hand to point to "Exit" on the *Microzine* Guide, and then press Return or Enter to quit using Microzine.

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.

Apple *II*e/IIc/IIGS

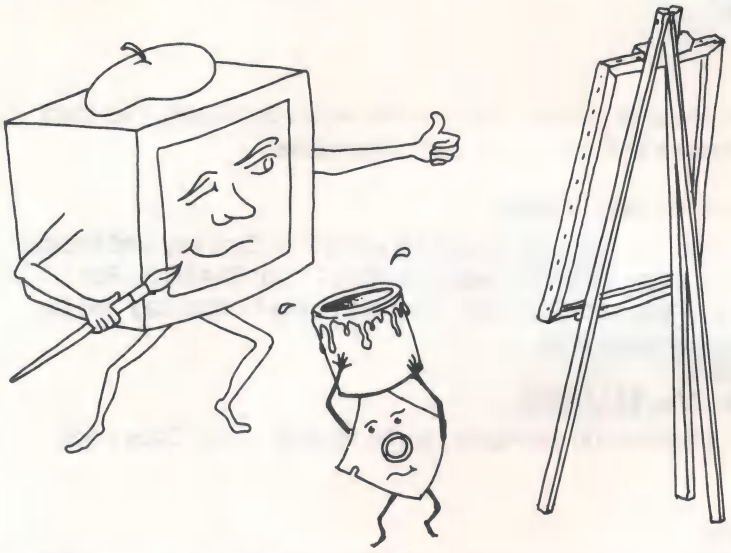
To use *Microzine* on the Apple *II*e , IIc, or IIGS, press Caps Lock down.

Sound

To turn the sound On or Off in any *Microzine* feature, press Ctrl-N when you are using that feature.

SCREEN ARTIST

***Microzine*'s Classroom Publishing Feature**



What You Will Find

With "Screen Artist" you will use 10 brushes, six drawing tools, and different colors and patterns to create your own computer graphics. You may print your graphics, and save them on data disks.

Keep your data disks in a safe place! The graphics you create with "Screen Artist" can be used with the Classroom Publishing programs in issues 30 ("Poster Maker") and 31 ("Presenting!").

You may make copies of "Screen Artist" as backup disks or to share with friends. Use a ProDOS copy program or the "Computer Stuff" feature in *Microzine* (see page 38).

Data Disk

To use "Screen Artist" you will need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk (see page 39).

Printer Setup

You need to tell "Screen Artist" about your computer setup. The program will display a menu of options for printing. They are Done, Printer, Card, Slot, and Line Feeds.

- Done: Use the Hand to choose Done and press Return or Enter when you have told "Screen Artist" about your computer setup.
- Printer: Use the Hand to choose Printer and press Return or Enter. The program will display a list of printers.

"Screen Artist" is compatible with the following printers:

ANADEX DP-9000
ANADEX DP-9500
ANADEX DP-9001
ANADEX DP-9501
APPLE DOT MATRIX (DMP)
APPLE IMAGEWRITER
APPLE IMAGEWRITER II
APPLE SCRIBE
BLUE CHIP M120/10
BROTHER M-1009
C. ITOH PROWRITER
C. ITOH PROWRITER II
C. ITOH 7500
C. ITOH 8510
CENTRONICS 739
DATASOUTH 180
EPSON AP-80
EPSON FX-80
EPSON FX-85
EPSON JX-80
EPSON LQ-800
EPSON LQ-1000
EPSON LQ-1500
EPSON LQ-80
EPSON MX-70
EPSON MX-80 WITH GRAFTRAX
EPSON MX-100
EPSON RX-80
GORILLA BANANA
HP THINKJET
IDS MICROPRISM
IDS PAPER TIGER 440
IDS PAPER TIGER 445
IDS PAPER TIGER 460
IDS PAPER TIGER 560
IDS PRISM 80
IDS PRISM 132
LEGEND 1385
MALIBU 200
MANNESMANN TALLY 160
MANNESMANN TALLY 180
MANNESMANN TALLY SPIRIT-80
NEC PC-8023
NEC PC-8025
OKIDATA MICROLINE 82A
OKIDATA MICROLINE 83A
OKIDATA MICROLINE 84
OKIDATA MICROLINE 92
OKIDATA MICROLINE 192
OKIDATA MICROLINE 193
PANASONIC KX-P1090
PANASONIC KX-P1091
PANASONIC KX-P1092
SEIKOSHA
SMITH CORONA D100
SMITH CORONA D200
SMITH CORONA D300
STAR DELTA 10
STAR DELTA 15
STAR GEMINI 10
STAR GEMINI 15
STAR RADIX 10
STAR RADIX 15
TRANSTAR 315
TRS-80 DMP-105
TRS-80 DMP-400

Use the arrow keys or Ctrl-IJKM to choose a printer, and then press Return or Enter.

- Card: Use the Hand to choose Card and press Return or Enter. The program will display a list of interface cards.

"Screen Artist" is compatible with the following interface cards:

APPLE IIC SERIAL PORT
APPLE III SERIAL PORT
APPLE CENTRONICS PARALLEL
APPLE COMMUNICATIONS
APPLE FIRMWARE
APPLE PARALLEL
APPLE SERIAL
APPLE SUPER SERIAL
APRICORN PARALLEL
APRICORN SERIAL
CCS 7710A SERIAL
CCS 7720 PARALLEL
CCS 7728 PARALLEL
DISPATCHER
DUAL-COMM PLUS
DUMPLING 64
DUMPLING GX
EPSON APL
FINGERPRINT
FINGERPRINT+ PARALLEL
FINGERPRINT+ SERIAL
FRANKLIN DUAL PORT
GRAFSTAR
GRAPHICARD
GRAPPLER
GRAPPLER+
GRAPPLER SERIAL
K-T PARALLEL
MBI VIP
MICROBUFFER II
MICROSYSTEMS MSE 1022 PARALLEL
MICROTEK RV-611C
MICROTEK SV-622C
MOUNTAIN PARALLEL
MOUNTAIN SERIAL
MPC AP-80
MPC AP-GRAPH
MPC AP-SIO
MPC GRAPHWRITER
OMNIGRAPH
ORANGE
PKASO
PKASO/U
PRETTY PRINT
PRINTER PRO
PRINTERFACE
PRINTERMATE
PRINTMAX
QUADRAM-APIC
SPIES NICEPRINT SUPER-MX
SSM-AIO-II PARALLEL
SSM-AIO-II SERIAL
SSM-APIO
SSM-APPIC
SSM-ASIO
TEXPRINT PRINT-ITI
TRANSTAR PICS
TYMAC
VERSACARD PARALLEL
VERSACARD SERIAL
VIDEX PSIO PARALLEL
VIDEX PSIO SERIAL
VIDEX UNIPRINT
WIZARD-IPI
WIZARD-BPO

Use the arrow keys or Ctrl-IJKM to choose a printer interface card, and then press Return or Enter.

NOTE: "Screen Artist" is not compatible with the TexPrint printer card. If you have this card, tell "Screen Artist" that you have a Grappler+ card. Then "Screen Artist" will allow you to print your picture.

- Line Feeds: "Screen Artist" assumes that you want the Line Feeds option turned on. If you want the Line Feeds Option turned off, use the Hand to choose Line Feeds, and press Return or Enter. The program will ask if you want line feeds.

Use the arrow keys or Ctrl-IJKM to choose Yes or No, and press Return or Enter.

The Line Feeds option moves the paper through your printer one line at a time. Some hardware (printers, or printer cards, for example) automatically moves the paper through the printer one line at a time, so you will want the Line Feeds option turned off (NO).

Some hardware does not automatically move the paper through the printer one line at a time so you will want the Line Feeds option turned on (YES).

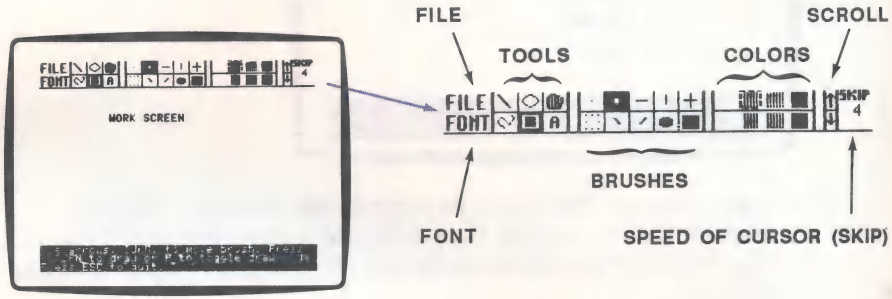
To test whether you need the Line Feeds option turned on or off, print a "Screen Artist" graphic or text.

If the graphic or text appears as one solid black line, you need to have the Line Feeds option turned on.

If the graphic or text appears with white line spaces between the lines of the graphic or text, you need to turn the Line Feeds option off.

You don't have to choose these options each time you use "Screen Artist." It remembers.

The "Screen Artist" Work Screen



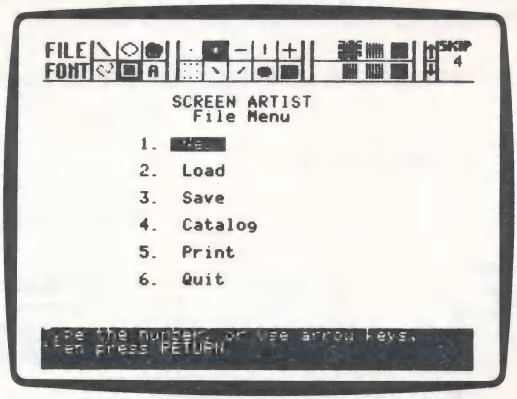
You will draw graphics on the Work Screen by moving a "brush" cursor over the screen. Use the following keys to move the cursor:

Apple II Plus	Apple *IIe*/IIc/IIGS	MS-DOS
I to move up	I or ↑ to move up	↑ to move up
J to move left	J or ← to move left	← to move left
K to move right	K or → to move right	→ to move right
M to move down	M or ↓ to move down	↓ to move down

There are seven functions, or things you may do, on the Work screen. They are FILE, FONT, DRAWING TOOLS, BRUSHES, COLORS, ARROWS, and SKIP.

File

Choose this function to use one of the six options from the "Screen Artist" FILE MENU. They are New, Load, Save, Catalog, Print, or Quit. Press Esc to return to the Work screen.

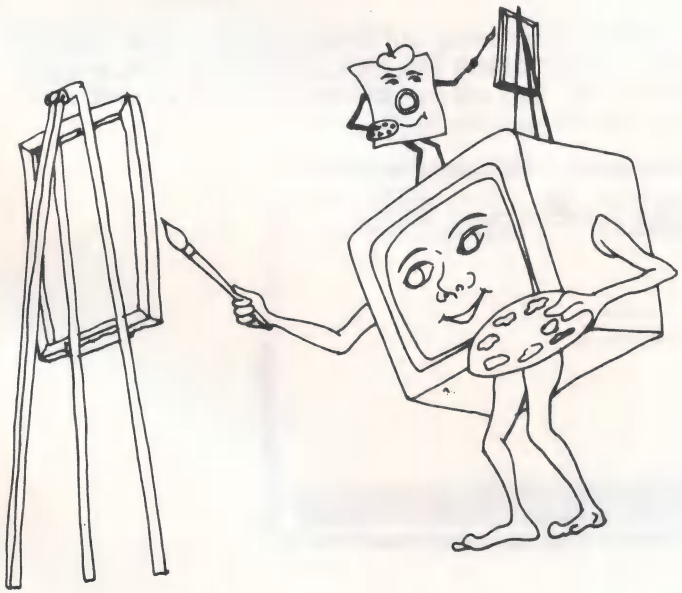


- New: Choose this option to begin a new drawing. Use the highlight bar to choose New, and then press Return or Enter. The Work screen will be blank and you can begin drawing a new picture.
- Load: Choose this option to work on a drawing saved on a data disk. Use the highlight bar to choose Load, and press Return or Enter. Type the name of the file (or saved drawing) on which you want to work. To see all the files you may load, choose the Catalog option.

- Save: Choose this option to save a drawing on a data disk. Use the highlight bar to choose Save, and press Return or Enter. Type a file name for your drawing. It can be up to nine characters long.
- Catalog: Choose this option to see the names of all the files saved on your data disk. Use the highlight bar to choose Catalog, and press Return or Enter.
- Print: Choose this option to print a drawing. Use the highlight bar to choose Print and press Return or Enter.
- Quit: Choose this option when you are finished playing with "Screen Artist." Use the highlight bar to choose Quit, and press Return or Enter.

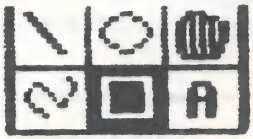
Font

Choose this function to select one of five fonts to write text in your drawings. Point to the font you want to use on the "Screen Artist" FONT MENU, and press Return or Enter. Press Esc to return to the Work screen.

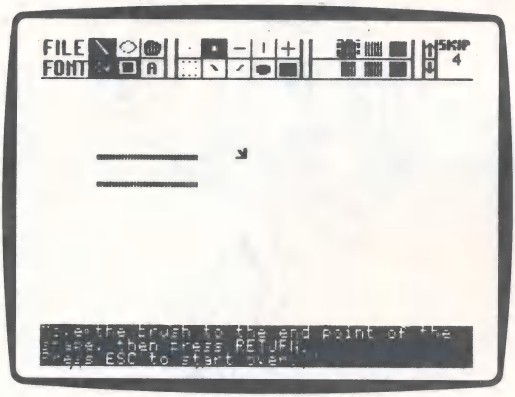


Drawing Tools

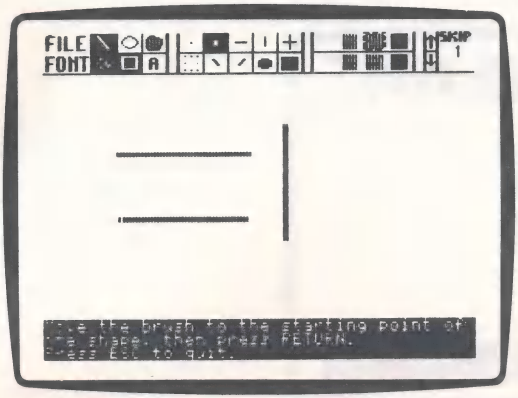
"Screen Artist" has six DRAWING TOOLS from which you may choose. They are a Line, a Circle, a Filled-in Circle, Free Drawing, a Rectangle, and Text. You may only use one drawing tool at a time, and you must choose a drawing tool before you may draw.



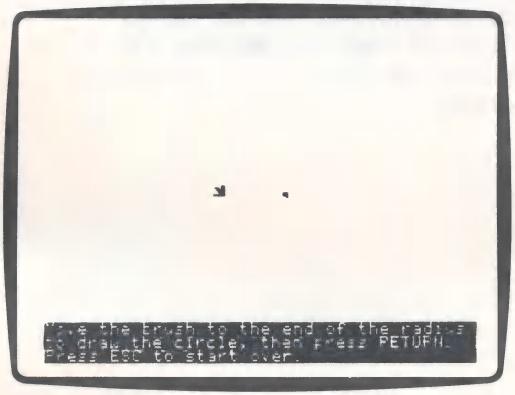
- Line: Choose this drawing tool to draw a straight line. Move the cursor to the point where you want to begin your line, and press Return or Enter. You will see an arrow, or "anchor," which marks the place where your line begins.



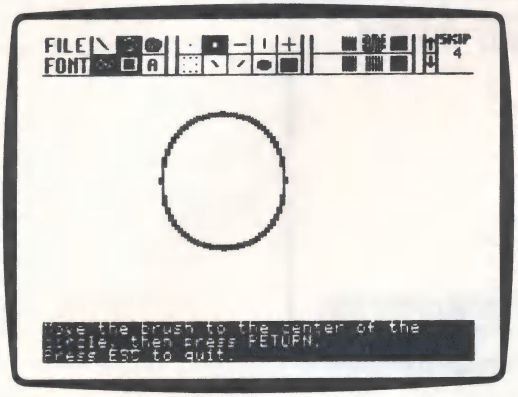
Now move the cursor to the point where you want to end your line. The arrow will disappear, and you will see a line connecting the two points you selected.



- Circle: Choose this drawing tool to draw a circle. Move the cursor to the point where you want the center of your circle to be, and press Return or Enter. You will see an arrow, or "anchor," which marks the center of your circle.



Now move the cursor to the point where you want the outside edge of your circle to be, and press Return or Enter. (This distance is called the radius of the circle.) The arrow will disappear and you will see a circle.

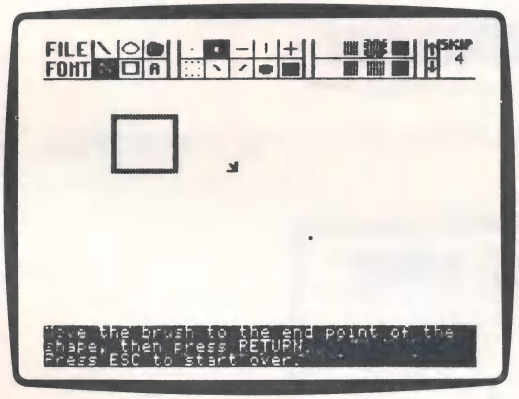


- Filled-in Circle: Choose this drawing tool to draw a circle filled with a color or pattern. Move the cursor to the point where you want the center of your circle to be, and press Return or Enter. You will see an arrow, or "anchor," which marks the center of your circle. Now move the cursor to the point where you want the outside of your circle to be, and press Return or Enter (this distance is called the radius of the circle). The arrow will disappear and you will see a circle filled with a color or pattern.

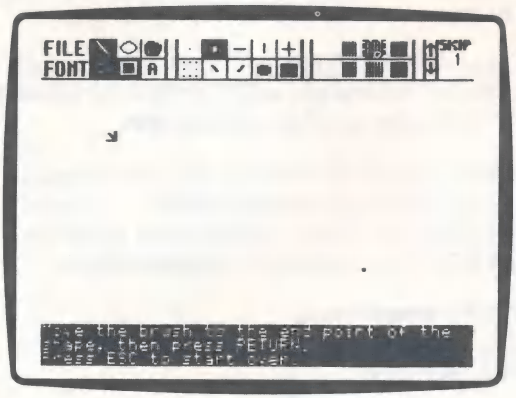
- Free Draw: Choose this drawing tool to draw anywhere on the screen, in any shape you want. Move the brush cursor to the place you want to begin drawing and press Return or Enter. Press the P key to put the "pen" or "brush" down on the screen. Now use the arrows or I, J, K, and M to draw.

  Press the P key again to pick up the "pen" or "brush" and move it to another place on the screen where you want to draw, or move it to the top of the screen to choose another drawing tool.

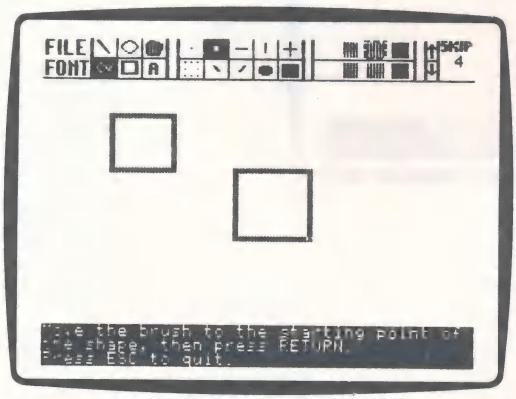
- Square: Choose this drawing tool to draw a square or rectangle. Move the cursor to the point where you want to place one corner of your square, and press Return or Enter. You will see an arrow, or "anchor," which marks the place where your square begins.



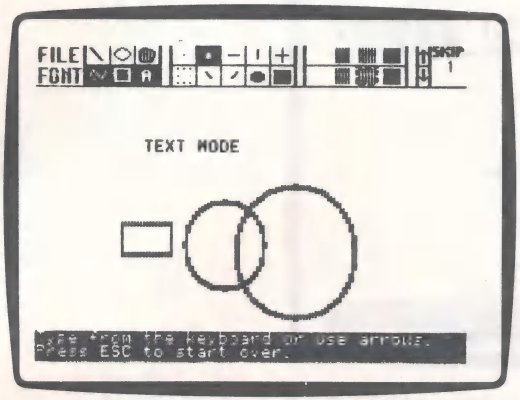
Now move the cursor to the point where you want to place the corner of your square that is diagonally across from the first corner you placed.



The arrow will disappear, and you will see a square or rectangle appear.



- Text Mode: Choose this drawing tool to write text in your drawing. Move the cursor to the place you want to begin typing text and press Return or Enter. Type the text.

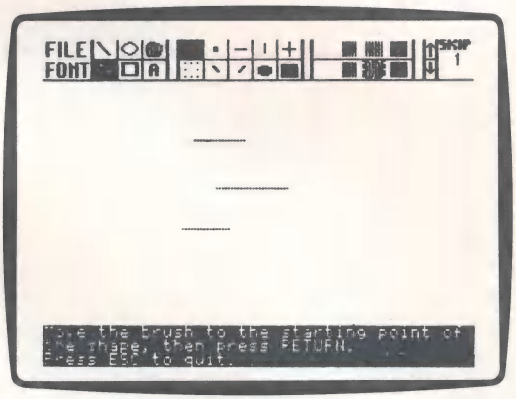


Press Return to move to the next line. Press Esc when you are finished typing.

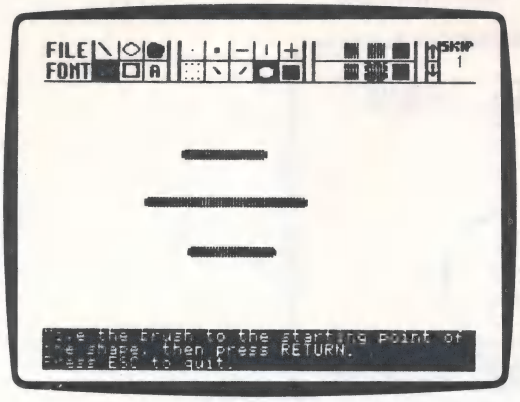
Brushes

The brush is the blinking cursor you see on the screen. When you move the cursor over the screen, the graphics you make will be the size and shape of the brush you use.

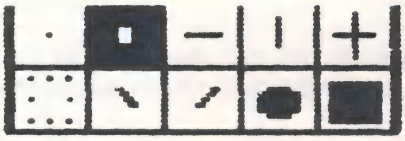
For example, if you select the small dot brush, your drawing will be a series of small dots.



If you select the large circle brush, your drawing will be a series of thick, bigger dots.

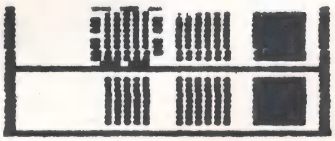


There are 10 brush sizes from which you may choose:



Colors

In "Screen Artist" you may draw with eight colors and patterns. The colors and patterns on the Work screen are displayed in two rows.



NOTE: On the Apple computer, some colors can be placed next to each other, while others cannot. For example, if you place a purple line next to a green line, you will see one purple line and one green line. But if you place a purple line next to an orange line, the orange line will turn purple.

The top row of colors and patterns (black, orange, blue, and white) will look best when they are used together. The bottom row of colors and patterns (black, purple, green, and white) will look best when they are used together.

The black and white colors that are next to orange and blue will work best with those colors. The black and white that are next to purple and green will work best with purple and green.

Lincoln Elementary Library
Hays, Kansas

Arrows

Choose this function to scroll, or move, the screen up and down.



You may use the entire Work screen to draw your graphic. Point to the Up Arrow on the screen and press Return or Enter to move the screen, so that you may draw in the area covered by the functions at the top of the screen.

Then point to the Down Arrow on the screen and press Return or Enter to move the screen back to its original position.

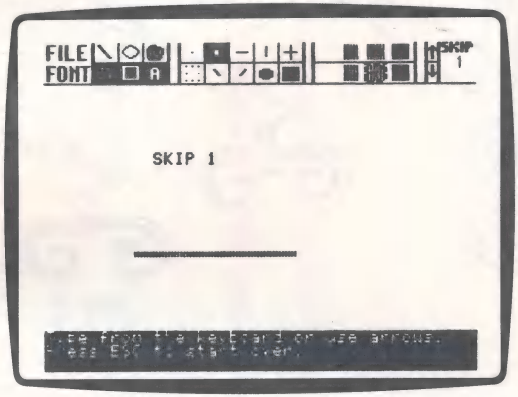
Skip

The SKIP function controls the speed at which the cursor, or brush, moves on the screen.

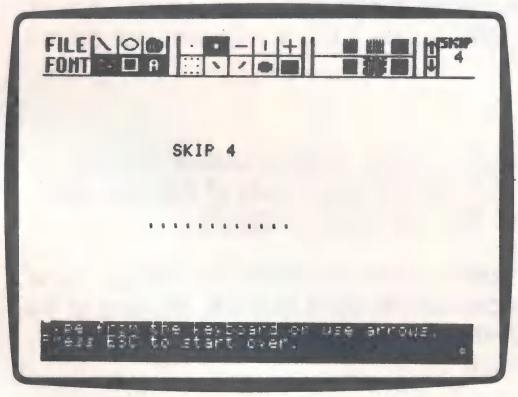


The are six speeds at which the brush may move. Number 1 is the slowest speed and moves the cursor in small steps. Number 6 is the fastest speed and moves the cursor in large steps.

For example, if you choose SKIP 1, the brush will stop at the next point on the screen with each keypress. If you choose SKIP 4, the brush will move over the screen and stop on every fourth point on the screen with each keypress. Look at the difference between the line drawn using SKIP 4 and SKIP 1.

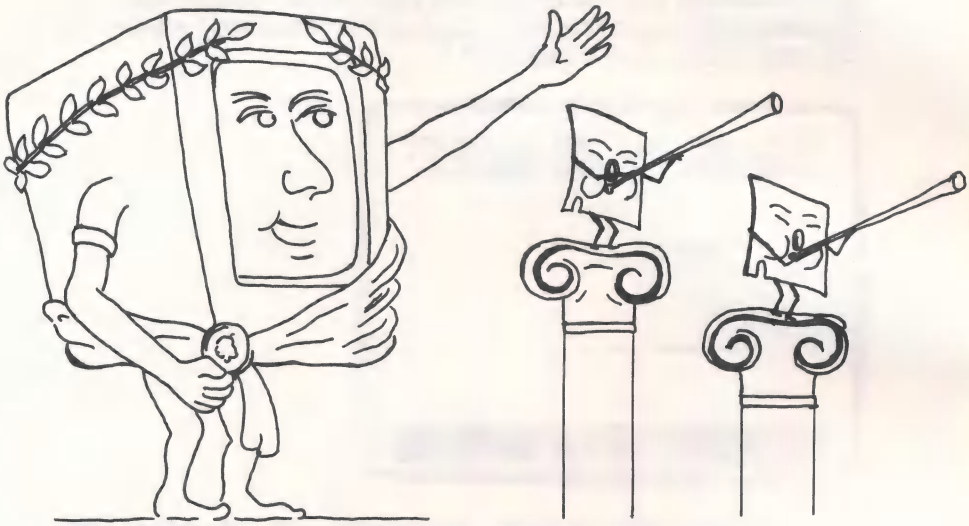


Use the + key to raise, or speed up the SKIP. Use the - key to lower, or slow down the SKIP.



THE MYTHS OF OLYMPUS

A Twistaplot™ Adventure



You're caught unprepared for a surprise quiz on a book about the Greek gods. Gulp! Now you've been summoned to ancient Greece by the king of all the gods. Who knows if you'll ever see your school again!

What You Will Find

You will wind your way through a marble maze in ancient Greece. While you look for the way out, you will meet many of the gods and goddesses you should have learned about in school.

Pay attention to what they teach you now! Before you can go home, you'll have to prove your knowledge of them to Zeus, the king of the gods. If you don't come up with the right answers, you may spend eternity wandering in the maze.

Moving Through the Olympus Maze

Use the following keys to move through the Olympus Maze:

Apple II Plus	Apple *IIe*/IIc/IIGS	MS-DOS
I to move up	I or ↑ to move up	↑ to move up
J to move left	J or ← to move left	← to move left
K to move right	K or → to move right	→ to move right
M to move down	M or ↓ to move down	↓ to move down

The Minotaur

The maze is not entirely safe. The evil Minotaur, the half-man half-beast, also lives there. The gods you meet in the maze will teach you how to soothe the savage Minotaur. If you don't know how to calm him, or don't act quickly when you see him, the Minotaur will stop you!

Four Versions

There are four versions of this story. In each version, Zeus gives you a different gift. If you want to read a different version of "The Myths of Olympus," type the name of the gift you received.

Password

If you want to stop reading the story and continue playing the same version of "The Myths of Olympus" another time, use the cursor to choose the Quit option at the bottom of the screen.

The program will ask you to type a password. Remember it well! Then, when you play "The Myths of Olympus" again, you may type your password and continue reading the story where you left off.

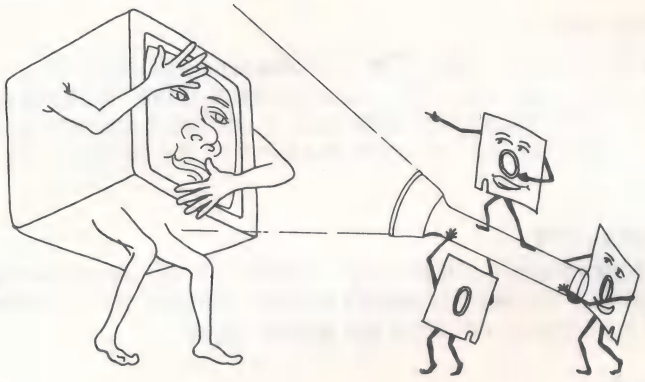
Helpful Hints

Here are a few hints that will assure you a safe trip home from Olympus.

- Be respectful to the gods and goddesses you meet. Never take anything without asking permission first. Always make sure you hear everything the gods have to say before saying good-bye.
- Make a map of all the chambers and halls in the maze. Write down what or who you find in each chamber. This way, if you want to visit someone again, or avoid someone, you'll know where to find them.
- Make a different map for each version of the story.

LIGHT ON TARGET

A Science Simulation



Zero in on our challenging games of laser beams and targets. Even the finest marksmen will have to know all the angles to score with "Light on Target!"

What You Will Find

You will figure out the best way to hit the target with a laser beam. We'll put obstacles in your way. It's your job to get around them!

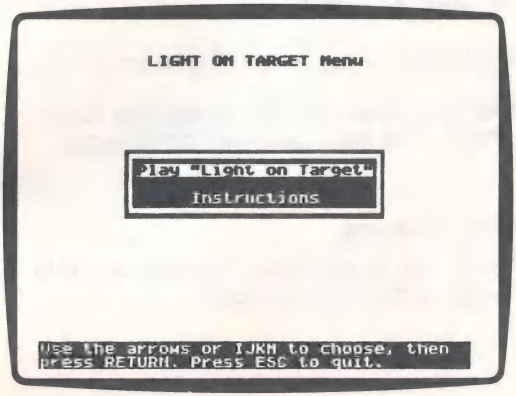
Moving Around "Light on Target"

Use these keys to move around "Light On Target":

Apple II Plus	Apple *IIe*/IIc/IIGS	MS-DOS
I to move up	I or ↑ to move up	↑ to move up
J to move left	J or ← to move left	← to move left
K to move right	K or → to move right	→ to move right
M to move down	M or ↓ to move down	↓ to move down

"Light on Target" MAIN MENU

The "Light on Target" MAIN MENU has two functions or things you may do. They are Play "Light on Target" and Instructions.

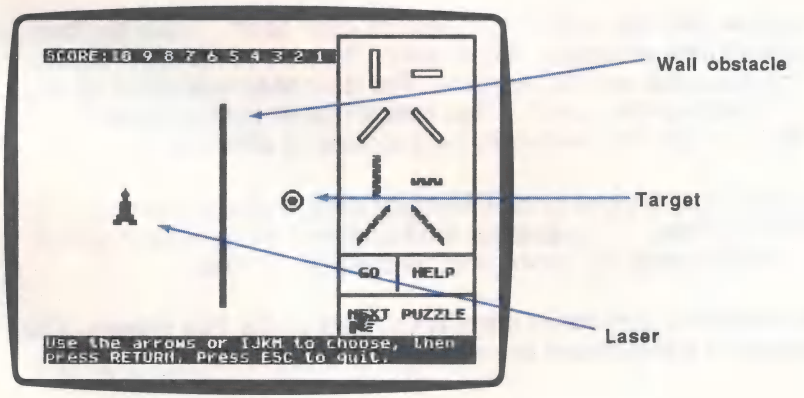


Play "Light on Target"

Choose this function to play "Light on Target."

The Play Screen

The object of this program is to hit the target with a beam of light from the laser. Your goal is to set up light-bending tools on the Play screen so that the beam of light travels the shortest distance possible to the target. In every game, there is a laser, a target, and one or more obstacles.



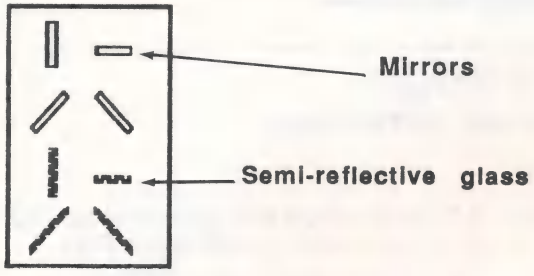
Obstacles

There are two "Light On Target" obstacles. They are wall obstacles and water obstacles. There may be one or more of each obstacle that blocks the laser from the target in a game.

- Wall obstacles: When the laser beam hits a wall, the beam will stop.
- Water obstacles: When the laser beam reaches water, the beam will bend as it enters the water. The laser beam will bend again when it exits the water.

Tools to Bend the Laser Beam

There are two kinds of tools you may use to direct the laser beam to the target. They are mirrors, and semi-reflective glass.



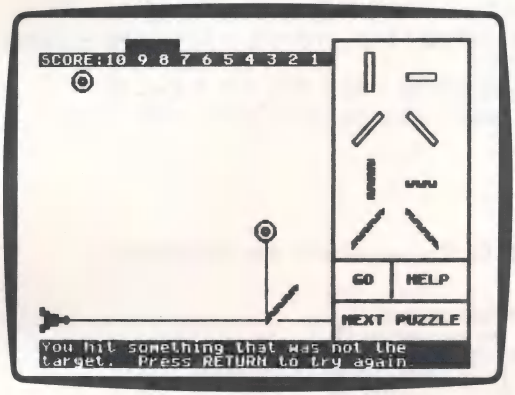
- Mirrors: Choose a mirror to reflect the laser beam. There are four mirrors from which you may choose. They are horizontal, vertical, right diagonal, and left diagonal. The laser beam will reflect off of both sides of the mirrors. That means that no matter where the beam of light hits the mirror, it will bounce off of the mirror.

Use the Hand to point to the mirror you want to use, and press Return or Enter. Then position the Hand on the Play screen where you want to place the mirror, and press Return or Enter.

You may move a mirror as often as you want on the Play screen. You may use as many mirrors as you want in each game.

- Semi-reflective Glass: Choose semi-reflective glass to reflect the laser beam. There are four semi-reflective glasses from which you may choose. They are horizontal, vertical, right diagonal, and left diagonal.

When the laser beam hits the semi-reflective glass, half of the laser beam will pass through the glass. The other half of the laser beam will reflect off of the glass.



Use the Hand to point to the semi-reflective glass you want to use, and press Return or Enter. Then position the hand on the Play screen where you want to place the semi-reflective glass, and press Return or Enter.

You may move a semi-reflective glass as often as you want on the Play screen. You may use as many semi-reflective glasses as you want in each game.

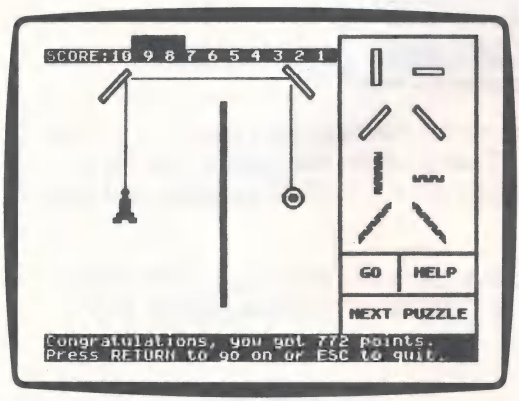
Play Screen Options

There are three options, or things you may do, on the "Light on Target" Play screen. They are Go, Help, and Next Puzzle.

- Go: Choose this option to make the laser shoot a light beam. Use the Hand to choose Go, and press Return or Enter. A beam of light will shoot from the laser and continue until it hits the target, the edge of the Play Screen, or an obstacle.
- Help: Choose this option if you need help to play "Light on Target." Use the Hand to choose Help, and press Return or Enter.
- Next Game: Choose this option to play a different "Light on Target" game. Use the Hand to choose Next Game, and press Return or Enter.

Winning the Game

You win the game when you hit the target with the laser beam.



In each game, there are many ways to make the laser beam hit the target. Remember, the challenge of the game is to hit the target so the laser beam travels the shortest distance possible.

In "Light on Target," the highest score means the laser beam hit the target and traveled the shortest distance possible.

A lower score means there are shorter ways to reach the target.

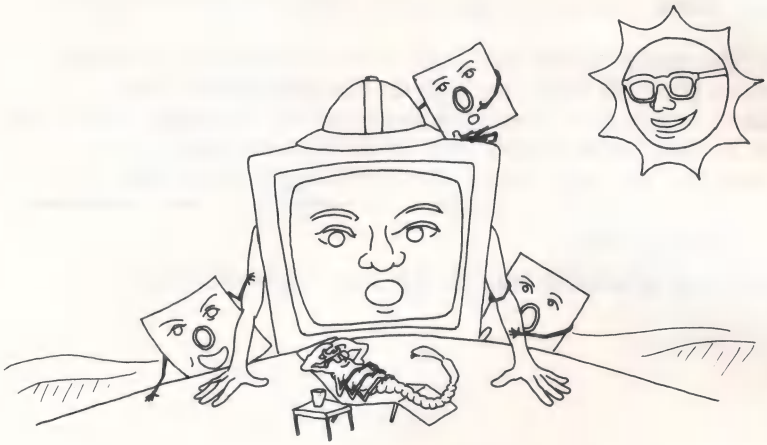
If the laser beam misses the target, choose more mirrors or semi-reflective glass, or move the tools on the screen to a different position. Experiment! Then choose Go again. You may try to hit the target as many times as you want. Your final score will include the distance the laser beam traveled each time you chose Go.

Instructions

Choose this function to learn how to play "Light on Target."

PICTURE THIS

"Desert Dilemma"



It is not exactly cactus heaven in "Desert Dilemma." Find everything that does not belong in the desert and bring this picture back to earth. We will not desert any daring desert detectives! We'll reward them.

What You Will Find

You will look at a picture and then use a magnifying glass to uncover the errors in "Desert Dilemma."

Moving Around in "Desert Dilemma"

Use the magnifying glass to point to what you want to do, and to point to errors in the picture.

Use these keys to move the magnifying glass:

Apple II Plus	Apple *IIe*/IIc/IIGS	MS-DOS
I to move up	I or ↑ to move up	↑ to move up
J to move left	J or ← to move left	← to move left
K to move right	K or → to move right	→ to move right
M to move down	M or ↓ to move down	↓ to move down

You may use the C key to move the magnifying glass directly to the Check Up option at the bottom of the screen.

You may use the ? key to move the magnifying glass directly to the Help option at the bottom of the screen.

You may use the Esc key to move directly to the Quit option.

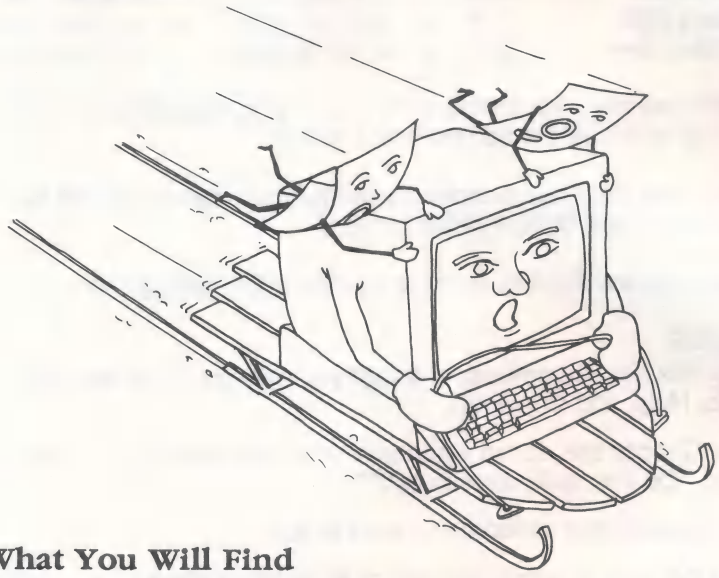
Options

Picture This has five options, or things you may do. They are Quit, Yes, No, Help, and Check Up.

- Quit: Choose this option when you're finished playing. You will be asked, "Do you really want to quit?"
- Yes: Choose this option if you want to quit.
- No: Choose this option if you want to continue playing.
- Help: Choose this option to read the directions at any time.
- Check Up: Choose this option to see how many mistakes you have found.

COMPUTER STUFF

A Utility



What You Will Find

"Computer Stuff" has two functions, or things you may do. They are COPY A PROGRAM and INITIALIZE A DISK.

Copy a Program

Choose this function to make extra copies of the "Screen Artist" program.

Follow the instructions to put the "Screen Artist" disk in Drive 1 and press Return or Enter. If you have two disk drives, the program will tell you to put a blank disk in Drive 2. If you only have one disk drive, put a blank disk in Drive 1 when the computer tells you to do so.

NOTE: You may copy "Screen Artist" using a ProDOS copy program or you may use the Microzine *Copy a Program utility. The Copy a Program utility is much slower than other ProDOS copy programs, especially if you only have one disk drive. It will take several minutes to make a copy of a program using the Copy a Program utility.*

Initialize a Disk

Choose this function to initialize 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*.

IMPORTANT: You may only use a data disk initialized by "Computer Stuff" with this issue of Microzine. *You may not use a data disk initialized by another ProDOS or MS-DOS utility.*

To initialize a data disk, use the hand to choose INITIALIZE A DISK and then press Return or Enter.

The program will tell you that you need a blank disk, or one you don't mind erasing. The hand will be pointing to "Next." Press Return or Enter.

The program will tell you to insert your blank disk. The program will tell you that the disk will be erased. It will ask, "Do you want to go ahead?" Use the hand to point to "Yes" or "No," and then press Return or Enter.

The program will initialize the disk. Then the "Computer Stuff" list of functions will appear. You now have a data disk.

NOTE: Issues 1 through 26 of Microzine *require a DOS 3.3 data disk. Beginning with issue 27, each issue of* Microzine *that requires a data disk will require a ProDOS data disk for Apple computers or an MS-DOS data disk for MS-DOS computers.*

MICROZINE SCOPE & SEQUENCE CHART

CURRICULUM AREAS	SCREEN ARTIST	THE MYTHS OF OLYMPUS	LIGHT ON TARGET	DESERT DILEMMA
Reading		•		•
Writing				
Math			•	
Science			•	•
Social Studies		•		
Fine Arts	•			•
SKILLS				
Problem Solving		•	•	
Critical Thinking	•	•		•
Maps/Charts/Graphs		•	•	
Visual Discrimination			•	•
COMPUTER LITERACY				
Word Processing/Publishing	•			
Computation/Estimation			•	
Data Storage/Retrieval	•			
Programming				
Simulation			•	

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SCREEN ARTIST

***Microzine*'s Classroom Publishing Feature**

DIFFICULTY LEVEL: **Challenging**, Average, Easy

VOCABULARY PREVIEW: font, tool, brush

School Activities

WRITING: Have students write captions for the graphics they make with "Screen Artist." The caption may be a description of their graphic, a funny punch line, or a title.

ART & DESIGN: Have students create a design using all 10 brushes and six drawing tools available in "Screen Artist." Challenge them to come up with a design that uses the entire screen. Remind students that the screen can scroll up or down. Therefore, their graphics can be bigger than what is seen on the screen at one time.

Then have students print their graphics. The graphics could be arranged as a "Classroom Art Gallery."

Home Activities

WRITING: Have students write a short story about their favorite graphic. Distribute copies of students' finished stories to the class. See if students can match the stories to the graphics which are described.

THE MYTHS OF OLYMPUS

A Twistaplot™ Adventure

DIFFICULTY LEVEL: Challenging, **Average**, Easy

VOCABULARY PREVIEW: minotaur, labyrinth, trident, brine, lyre

School Activities

RESEARCH/LANGUAGE ARTS: Have students research the Roman names of the Greek gods in this Twistaplot. Then have students study these names and their applications in our lives today.

For example, an Adonis is an extremely good-looking man, an Achilles heel is a person's weak point, Mercury is synonymous with speed, Apollo is the name of a space mission, and *The Poseidon Adventure* is the name of a movie about a disaster at sea.

ART: Have students draw a picture of their favorite scene from "The Myths of Olympus." Ask the students to imagine how they themselves would fit into the scene. How would they look, what would they wear, what would they be doing?

Home Activities

WRITING: Have the students pick a different scene from "The Myths of Olympus" than the one they illustrated, and write a short story from where the action leaves off.

Hints on playing "The Myths of Olympus":

If Zeus asks you a question about:
Hephaestus, answer "He has weak legs."
Athena, answer "She gave olive trees."
Poseidon, answer "A horse pulls the chariot."
Ares, answer "She threw a golden apple."
Apollo, answer "His son's name is Phaeton."
Hermes, answer "He used tree bark."
Aphrodite, answer "She brought a sculpture to life."

LIGHT ON TARGET

A Science Simulation

DIFFICULTY LEVEL: **Challenging**, Average, Easy

VOCABULARY PREVIEW: lense, laser, obstacle, reflect, target

School Activities

SCIENCE/WRITING: Explain to your students that a beam of light reacts differently when it hits different surfaces. Teach them that light will bounce off a solid wall or mirror, but will bend when it passes through a lense or water.

Turn off the lights and shine a flashlight on several surfaces in your classroom. Have students keep a log of the effects of the flashlight on each surface you use.

ART & DESIGN: Have students sketch successful solutions to the *Microzine* games as a hint book for other students. Remind students that there are often several ways to reach the target. As new solutions to a game are discovered, add them to the hint book.

Home Activities

SCIENCE/ART & DESIGN: Have students sketch their own "Light On Target" games on a piece of paper. Suggest they draw symbols to represent the target and obstacles. Have them draw a key so other students can recognize the symbols they choose.

Then let students swap games. Display the most challenging games on a bulletin board.

PICTURE THIS

"Desert Dilemma"

DIFFICULTY LEVEL: Challenging, Average, **Easy**

VOCABULARY PREVIEW: inhabitant, nomad, iguana, dune, sandstorm, tepid, fiery

School Activities

GEOGRAPHY/SOCIAL STUDIES: Use a map to show students the location of deserts in the U.S. (i.e., Colorado Desert, Arizona Desert, Mohave Desert, Death Valley, Great Basin Desert). Then lead the students in a group discussion about life in the desert. Ask them to describe what type of plants, animals and climate can be found in the desert.

ART: Have students draw an Arabian desert scene, including pictures of camels, oases, etc. Then have the students compare their drawings with the corrected scene in "Desert Dilemma."

Home Activities

WRITING: Have students write a short story, imagining themselves living in a desert. Have them explain how they would dress, what they would eat and how they would spend an average day.

MYTH MATCHUP

Draw a line to match each god or goddess below with his or her role in Greek mythology.

THE GOD NAMED...	IS THE GOD OF...
Athena	Love
Poseidon	Fire
Ares	Wisdom
Apollo	King of the gods
Hermes	Sea
Aphrodite	Queen of the gods
Hephaestus	War
Zeus	Messenger of the gods
Hera	Sun and music

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TARGET LOG

Below is a chart to help you keep track of your attempts to hit the target in "Light On Target."

# OF TARGETS	
# OF MIRRORS USED	
# OF SEMI-REFLECTIVE GLASSES USED	
# OF WALLS	
# OF POOLS OF WATER	
TARGET HIT?	

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ERROR ROUNDUP

Use the chart below to list all of the errors you found in "A Day in the Desert." Then use an encyclopedia, or other reference book, to research each mistake in the scene, and list the correct place what each might be found.

MISTAKES FOUND	CORRECT PLACE

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