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*Microzine*

# Microzine®

The Learning Library on Disk

31

Presenting! • *Classroom Publishing/Writing*  
*Volcanic Voyager* • *Reading /Science*  
*Game Plan* • *Critical Thinking/ Math*  
*The Mystery of the Mechanical Mutt* • *Visual Discrimination*

31

Apple® II Plus, IIe, IIc,  
IIc Plus, or IIGS; 64K; disk  
drive; printer optional

 SCHOLASTIC

Ages 9 and up

# Microzine

is the learning library on disk.

Every issue contains four challenging programs to help students master basic subject matter skills and learn key curriculum concepts while they enjoy themselves on the computer. It's like taking part in a variety show that spins yarns, makes music, tickles your imagination, and challenges you to think, read, write, and reason. Included in each issue are the popular Twistaplot™ interactive reading adventures as well as three other programs that enhance critical thinking, problem solving, math, science, and language arts skills, and more.

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1984 Best Software of the Year • *Classroom Computer Learning & Learning Magazine*  
1985 Critics' Choice Award • *Family Computing*  
1987 Educational Software Award • *Learning Exchange*  
1987 "Top Six" Winner, Best Software of the Year • *Classroom Computer Learning*  
1988 Enhancement Award • *Classroom Computer Learning*  
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**Microzine**

No. 31

**DISK 2**    **Side 1: Volcanic Voyager**  
**Side 2: Game Plan**

Apple © 64K

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Lincoln Elementary Library  
Hay, Kansas

**Microzine**

No. 31

DISK 1

Side 1: *Microzine Guide, The Mystery of the Missing Mechanical Mutt*

Side 2: *Presenting!*

Apple @ 64K

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Lincoln Elementary Library  
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# Microzine<sup>®</sup>

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STUDENT HANDBOOK  
AND TEACHER'S GUIDE



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Lincoln Elementary Library  
Hay, Kansas

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*Microzine*  
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## 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, IIe, IIc, IIc Plus, or IIGS
3. Disk drive

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### *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 disk 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.*

---

## 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 disk 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, type B: and then press 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.

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 Return or Enter.*

**PRESENTING!:** Type **P** and then press Return or Enter.

**VOLCANIC VOYAGER:** Type **VV** and then press Return or Enter.

**GAME PLAN:** Type **GP** and then press Return or Enter.

**THE MYSTERY OF THE MISSING MECHANICAL MUTT:**  
Type **TMOTMMM** and then press Return or 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

---

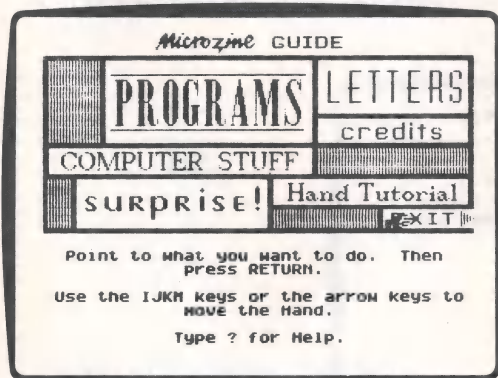
## Using the *Microzine* Hand

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, or M to move the Hand.

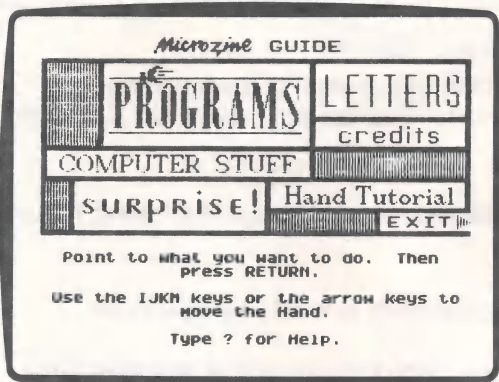
Use the Hand to point to what you want to do, and then press Return or Enter.

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

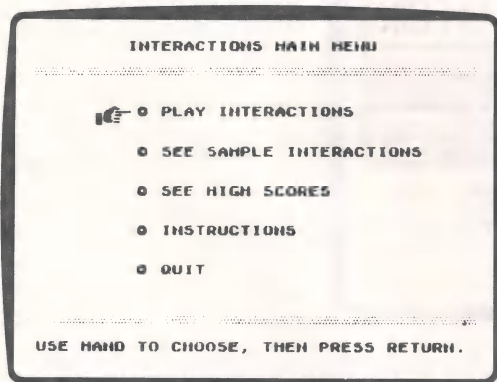
1. Make the Hand touch some part of the word that describes what you want to do. If you wanted to exit a program or screen, you would make the Hand touch the word Exit, or the circle in front of Exit, and then press Return or Enter.



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 Tutorial, 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," page 46.

### **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 Tutorial 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," page 7.

## 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.

### Sound

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

---

## Troubleshooter

We have included this new section in the *Microzine* Handbook to help you if you run into problems using *Microzine*. Each *Microzine* program is documented in the Handbook, and specific hints for using the program are included there. However, we occasionally receive calls about more general problems.

### Loading *Microzine*

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.

## Printing

Although *Microzine* is now compatible with more printers and more printer cards than ever before, we occasionally hear from customers who are having trouble printing material from a program. Most problems are caused by improper printer or interface card settings. Here are some solutions:

- If you have an *Apple IIc* computer, tell the Classroom Publishing program that you have an Apple IIc Serial Port printer interface card.
- If you have an *Apple IIIGS* computer, tell the Classroom Publishing program that you have an Apple Firmware printer interface card.
- If you have a *Grappler C* printer interface card, tell the Classroom Publishing program that you have an Apple IIc Serial Port printer interface card.
- If you have a *TexPrint* printer interface card, tell the Classroom Publishing program that you have a Grappler + printer interface card.
- If you have a *ProGrappler* printer interface card, tell the Classroom Publishing program that you have an Apple Parallel printer interface card.
- If you have a *parallel* printer interface card that is not listed in the program, tell the Classroom Publishing program that you have an Apple Parallel printer interface card. If you continue to have problems, try the other parallel printer interface cards on the list.

# PRESENTING!

*Microzine's* Classroom  
Publishing Feature

---



## What You Will Find

"Presenting!" is the newest type of Classroom Publishing: it does not print on paper. Instead, it is a computer presentation tool. Use "Presenting!" to create slides (pictures on the computer screen), choose a transition to go from one slide to another, choose sound effects for your slides, and then present them in a slide show!

You may use backgrounds made with two other Classroom Publishing programs, "Screen Artist" (issue 29) and "Poster Maker" (issue 30) in your "Presenting!" slides.

You may also print your "Presenting!" slides using "Poster Maker" (issue 30).

You may make extra copies of "Presenting!" to share with your friends. See "Copy a Program," page 46, to learn how.

## Data Disk

To use "Presenting!," you will need a data disk initialized by the Computer Stuff feature in *Microzine* (page 46). Now is the time to initialize a data disk.

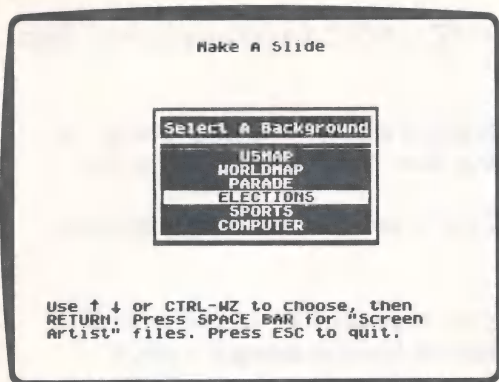
## "Presenting!" MAIN MENU

The "Presenting!" MAIN MENU has six functions, or things you may do. They are MAKE A SLIDE, EDIT A SLIDE, MAKE A SCRIPT, EDIT A SCRIPT, PRESENT A SLIDE SHOW, and INSTRUCTIONS.

---

## MAKE A SLIDE

Choose this function to make a slide. First select a background for your slide.



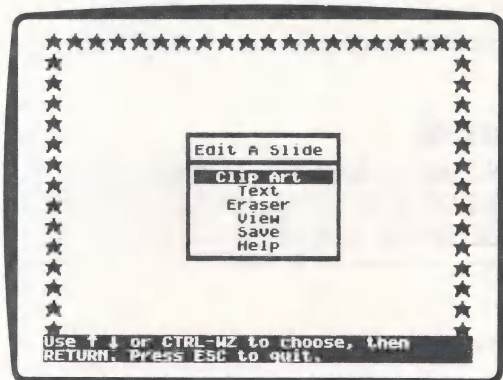
Use the arrow keys or Ctrl-WASZ to select the background you want, then press Return or Enter.

The background will appear on the screen. Now you may use any of the other MAKE A SLIDE options.

## MAKE A SLIDE Options

There are seven options from which you may choose. They are Make a Slide, Clip Art, Text, Eraser, View, Save, and Help.

The Options menu will appear on top of your background.



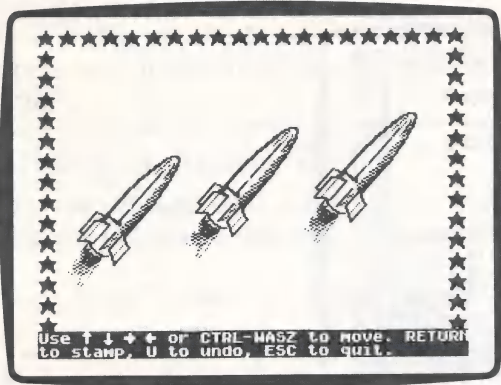
Use the arrow keys or Ctrl-WASZ to select the option you want, then press Return or Enter.

Clip Art: Choose this option to select clip art. You may "stamp," or place, clip art anywhere on your slide, as many times as you like.

Use the arrow keys or Ctrl-WASZ to select a piece of clip art, then press Return or Enter.

Use the arrow keys or Ctrl-WASZ to position the clip art on your background. Then press Return or Enter to stamp it in place.

You may "stamp" clip art as often as you like.

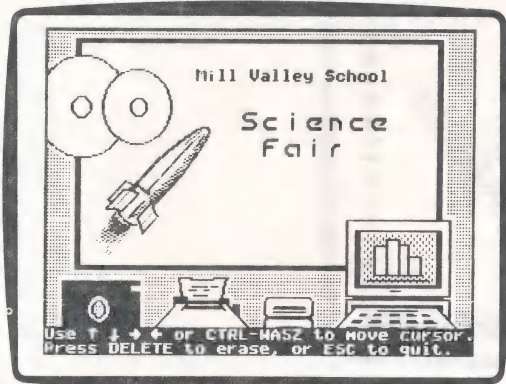


You may press U to undo the last "stamp." Press Esc to return to the Options menu.

**Text:** Choose this option to write text on your slide. Use the arrow keys or Ctrl-WASZ to select a font, then press Return or Enter.

Use the arrow keys or Ctrl-WASZ to position the cursor on your background where you want to type text. Then press Return or Enter.

Use the Delete key or Ctrl-D to delete text. Press Esc to return to the Options menu.



- **Eraser:** Choose this option to erase all or part of your slide. Use the arrow keys or Ctrl-WASZ to position the eraser over the area you want to erase. Then press Return or Enter. You can choose how much or how little you would like to erase by moving the arrow keys or Ctrl-WASZ. When you are ready to stop erasing, press Return or Enter. Press Esc to return to the Options menu.
- **View:** Choose this option to see your entire slide, without the prompt lines at the bottom of the screen. Press Esc to return to the Options menu.
- **Save:** Choose this option to save your slide on a data disk. The program will ask you to type a name for your slide. It may be up to 10 characters long.

Type a name and press Return or Enter. Press Esc to return to the Options menu.

- **Help:** Choose this option to read instructions on how to use the MAKE A SLIDE options.

---

## EDIT A SLIDE

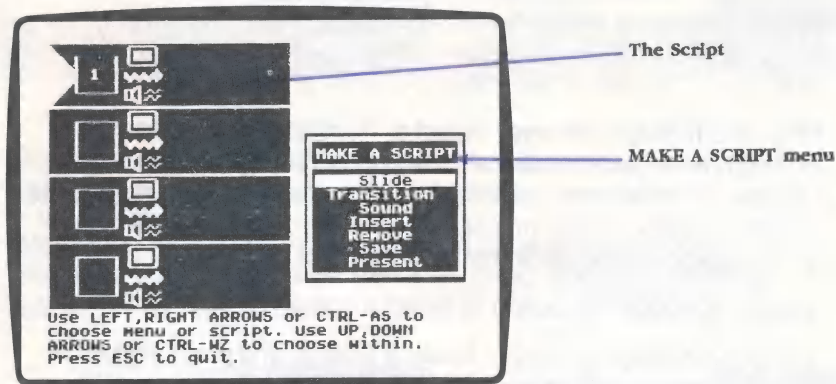
Choose this function to work on a slide saved on a data disk. Use the arrow keys or Ctrl-WASZ to select a saved slide, and press Return or Enter.

---

## MAKE A SCRIPT

Choose this function to make a script. A script is a group of slides that you put in a certain order, with sounds and transitions.

You will see the MAKE A SCRIPT screen:



There are two features on the MAKE A SCRIPT screen. They are the Make a Script menu, and the Script.

Use the Right and Left arrows keys, Ctrl-A, or Ctrl-S to choose the MAKE A SCRIPT menu or the Script. Use the Up and Down arrow keys, Ctrl-W, or Ctrl-Z to choose options within the MAKE A SCRIPT menu or the Script.

Move the highlight bar over the slide you want to work on in the Script. Then choose an option from the MAKE A SCRIPT menu.

## **MAKE A SCRIPT Menu**

The MAKE A SCRIPT menu has seven options, or things you may do. They are Slide, Transition, Sound, Insert, Remove, Save a Script, and Present.

- **Slide:** Choose this option to select a slide. Move the highlight bar over Select a Slide. Put your data disk in the drive, and press Return or Enter. A menu of the slides on your data disk will appear. Use the arrow keys or Ctrl-WASZ to choose a slide, then press Return or Enter. The name of the slide you chose will appear on the script, for the slide that is highlighted.
- **Transition:** Choose this option to select a transition that will appear between the slide that is highlighted and the next slide in the script. A transition is a visual effect, like a curtain raising, or an explosion. Transitions will make your slide presentation fun!

Move the highlight bar over Select a Transition, and press Return or Enter. A menu of the transitions in "Presenting!" will appear. Use the arrow keys or Ctrl-WASZ to choose a transition, then press Return or Enter. The name of the transition you chose will appear on the script, for the slide that is highlighted.

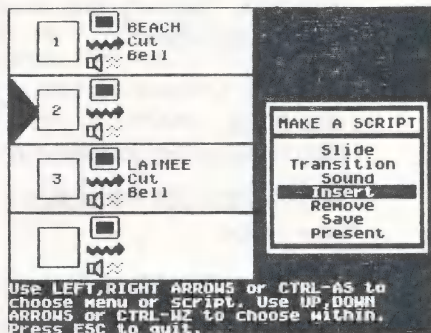
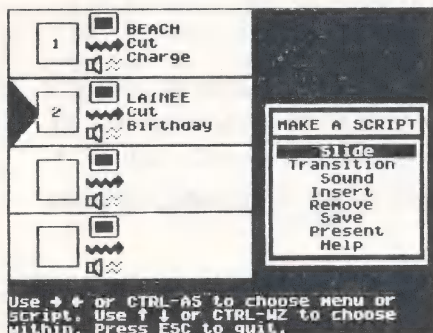
- **Sound:** Choose this option to select a sound for your slide.

Move the highlight bar over Select a Sound, and press Return or Enter. A menu of the sounds in "Presenting!" will appear. The "Presenting!" sounds will play while the slide is on the screen.

Use the arrow keys or Ctrl-WASZ to choose a sound, then press Return or Enter. The name of the sound you chose will appear on the script, for the slide that is highlighted.

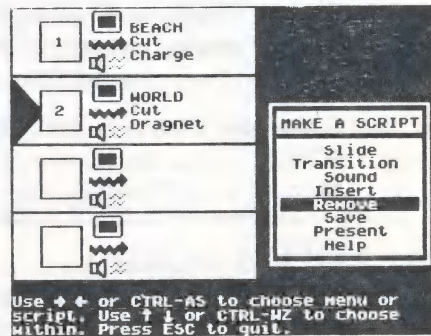
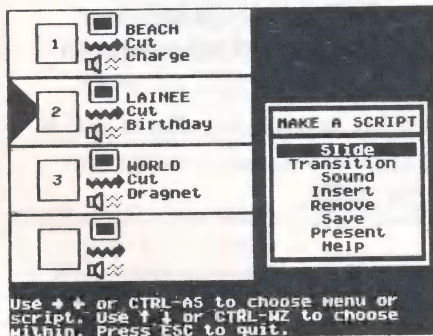
- **Insert:** Choose this option to insert a new slide between two slides on your script. Move the highlight bar over the slide where you want to insert a new slide. For example, if you want to insert a new slide between Slides 1 and 2, move the highlight bar over Slide 2.

Move the highlight bar over Insert a Slide, and then press Return or Enter. You will see a blank slide for Slide 2, and the original Slide 2 is now Slide 3.



- **Remove:** Choose this option to remove a slide from your script. Move the highlight bar over the slide you want to remove.

Move the highlight bar over Remove a Slide, and then press Return or Enter. Your slide will be removed, and the remaining slides will be renumbered.



- **Save:** Choose this option to save a script to a data disk. Move the highlight bar over Save a Script and then press Return or Enter. The program will tell you to put a data disk in the drive.

Type the name of your script, and then press Return or Enter. Your script name may be up to 10 characters long.

You may save a script of approximately 16 slides on a 5.25-inch data disk. You may save a script of approximately 90 slides on a 3.5-inch data disk.

- **Present:** Choose the option to run the presentation according to your script. Use this to make sure your script will give you exactly the presentation you want to make.

You may choose this option as often as you want while you make your script.

## **Script**

The Script has three categories. They are Slide, Sound, and Transition.

The highlight bar shows the slide you are working on. Use the arrow keys or Ctrl-WASZ to move the highlight bar.

- **Slide:** When you choose Select a Slide on the MAKE A SCRIPT menu, the name of the slide you select will appear after the Slide icon on the script.
- **Sound:** When you choose Select a Sound on the MAKE A SCRIPT menu, the name of the sound you select will appear after the Sound icon on the script.
- **Transition:** When you choose Select a Transition on the MAKE A SCRIPT menu, the name of the transition you select will appear after the word Transition icon on the script.

---

## **EDIT A SCRIPT**

Choose this function to edit a script saved on a data disk. Use the arrow keys or Ctrl-WASZ to select a script, and press Return or Enter.

---

## PRESENT A SLIDE SHOW

Choose this function to present a slide show. You will see the Present a Slide Show control panel.

The Present a Slide Show control panel has four options, or things you may do. They are Sound, Advance, Recycle, and Start Slide Show.

- **Sound:** Choose this option to turn the sound on or off for your slide show. Use the arrow keys or Ctrl-WASZ to choose, then press Return or Enter.
- **Advance:** Choose this option to have your slide show advance, or move forward from slide to slide, manually or automatically. If you choose Manual, you will need to press Space Bar to have each slide appear on the screen. If you choose Automatic, each slide will appear automatically.

Use the arrow keys or Ctrl-WASZ to choose, then press Return or Enter.

- **Recycle:** Choose this option to have the slide show automatically start over when it finishes the presentation, or to have it stop when it finishes its presentation. If you choose Yes, the slide show will automatically recycle to the beginning. If you choose No, the slide show will stop when it finishes its presentation.

Use the arrow keys or Ctrl-WASZ to choose, then press Return or Enter.

- **Start Slide Show:** Choose this option when you are ready to start your slide show!

---

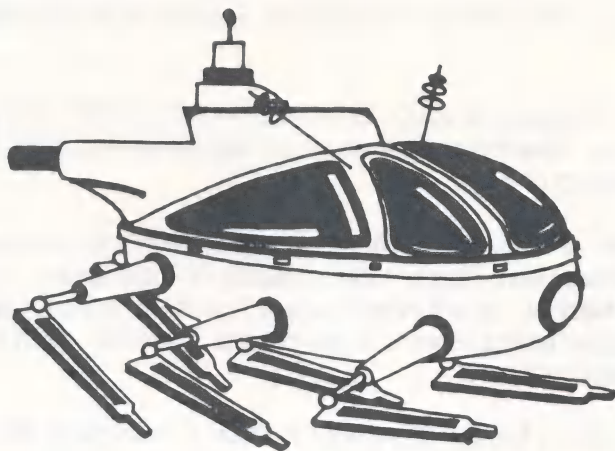
## INSTRUCTIONS

Choose this function to read instruction screens on making and editing slides, and making and editing scripts.

# VOLCANIC VOYAGER

A Twistaplot™  
Adventure

---



You are called by the Chief Lava agent for an important assignment. Dr. Volcay No has planted three bombs in volcanos around the world. It's up to you to find them before he blows them up!

## What You Will Find

You will land your Firefly rocket inside volcanos. You will have to time your landing to avoid the burning chunks of lava that burst from the volcano. Once inside, you must crack a number or letter code that will deactivate the bomb.

With all three bombs located and deactivated, you will proceed to Dr. No's headquarters and stop him once and for all. Good luck! This adventure is almost too hot to handle!

## Moving in the Maze and Landing the Firefly

Use the following keys to move through the maze, and to safely land the Firefly inside a volcano:

### Apple II Plus

I to move up  
J to move left  
K to move right  
M to move down

### Apple IIe/IIc/IIc Plus/IIIGS

I or ↑ to move up  
J or ← to move left  
K or → to move right  
M or ↓ to move down

### MS-DOS

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

## The Atlas

Use the "Volcanic Voyager" Atlas feature to figure out in which countries and continents the volcanos you want to visit are located.

To see the Atlas, type **A** and press Return or Enter. You may read the Atlas as often as you like.

## Password

If you want to stop reading the story and continue playing "Volcanic Voyager" another time, press Esc at any time.

The program will ask you to type a password. Remember it well! When you play "Volcanic Voyager" again, you may enter your password and continue the story.

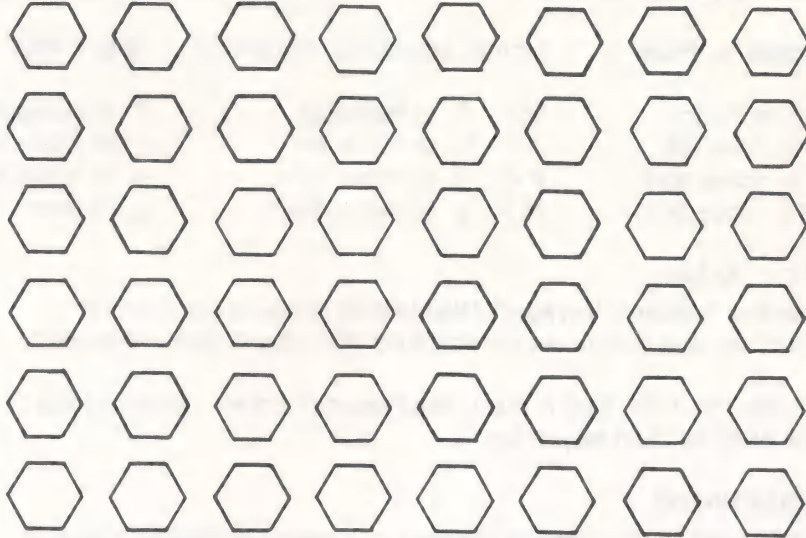
## Helpful Hints

Here are a few hints to help you defeat Dr. No:

- The heat shield that protects the Firefly from the boiling temperatures inside a volcano gets weaker every time you enter a volcano. Decide which volcanos you think have bombs inside them *before* you get in the Firefly.
- You will learn a lot of facts about volcanos throughout your mission. Write down information that seems important. You will have to use your knowledge of volcanos to defeat the evil Dr. No.

# GAME PLAN

## A Critical Thinking Feature



### What You Will Find

Welcome to "Game Plan," the program that lets you make and play board games on the computer! Challenge your friends! Entertain your family! You will have hours of fun with *Microzine's* "Game Plan." We planned it that way!

### Data Disk

To use "Game Plan," 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 46).

## "Game Plan" MAIN MENU

The "Game Plan" MAIN MENU has six functions, or things you may do. They are MAKE A GAME, EDIT A GAME, PLAY A GAME, SAVE A GAME, LOAD A GAME, and INSTRUCTIONS.

### MAKE A GAME

Choose this function to make a game. There are eight steps you will follow to make a game. They are: plan your game, make the game board, choose a spinner, set up the board, choose the number of pieces for each player, make the rules, choose how a player wins the game, and choose the winning board position or piece totals.

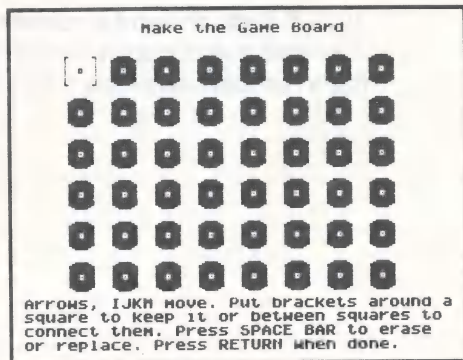
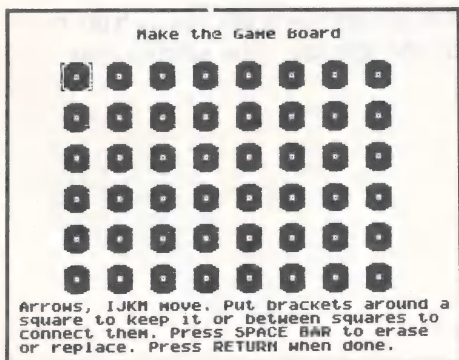
#### Step 1: Plan Your Game

The first step in making a game is to plan it! How does a player win the game? What playing pieces will be used? What are the rules of the game? What does the game board look like? Think about each of these questions. Then use "Game Plan" to make your game.

#### Step 2: Make the Game Board

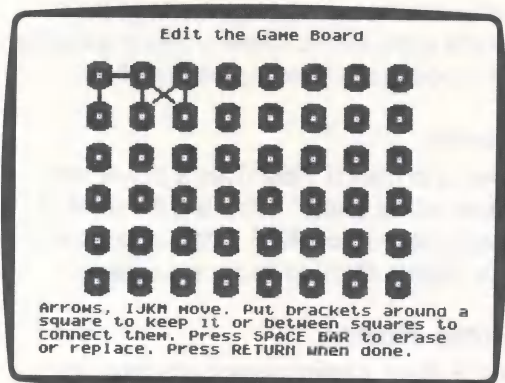
What does the game board look like? Choose which squares you want on your game board and then connect those squares.

- **Erase Squares:** Use the arrow keys or IJKM to move the brackets to the square you want to erase. Put the brackets around a square, and press the Space Bar. The square will disappear. Press the Space Bar again to make the square reappear.



- **Connect Squares:** Use the arrow keys or IJKM to move the brackets between the squares you want to connect. Put the brackets between two squares, and press the Space Bar. A connecting line will appear. Press the Space Bar again to make the line disappear.

You may connect squares from top to bottom, from side to side, or diagonally.



Press Return or Enter when you are done making the game board.

### Step 3: Choose a Spinner

Do you want a spinner in your game? Type **N** if you do not want a spinner.

Type **Y** if you do want a spinner. The program will ask you to type in the highest and lowest numbers on the spinner. The spinner may have numbers between 0 and 99.

Type in the lowest number on the spinner and press Return or Enter.  
Type in the highest number on the spinner and press the Return or Enter.

Use the arrow keys, or IJKM to move the cursor between the lowest and highest number.

Press Return or Enter when you are done.

### **Step 4: Set Up the Board**

Are there any playing pieces on the board when the game begins? If so, what pieces are on the board and where are they placed?

There are four playing pieces from which you may choose. They are:



Circle



Tee



Square



Triangle

Use the arrow keys or IJKM to move the brackets. Put the brackets around a square, and press the Space Bar. The circle will appear.  
Press the Space Bar until the playing piece you want is in the square.



Type in the number of playing pieces each player starts the game with. Use the Space Bar, the arrow keys, or IJKM to move the cursor.

Press Return or Enter when you are done.

### **Step 6: Make the Rules**

What are the rules of your game? There are five options from which you may choose. They are Rule, Type of Move, Which Piece, How Many Squares, and Captures.

- Rule: Which rule are you working on? Use the Space Bar to choose the number of the rule you want to make. Choose New Rule to make your first rule. Choose New Rule again to make another rule. You may have up to 10 rules in your game.

Use the arrow keys or IJKM to move the cursor to other options. Press Return or Enter when you are done.

- Player: Does this rule apply to Player 1, to Player 2, or to both players?

For example, if Player 1 has circle pieces, and Player 2 has triangle pieces, you will only want Player 1 to be allowed to move the circle pieces.

Use the arrow keys or IJKM to move the cursor to 1 or 2. Press the Space Bar to highlight the 1, the 2, or both the 1 and the 2.

Press Return or Enter when you are done.

- Type of Move: Does this rule tell you how to *put* a piece on the board, how to *move* a piece on the board, or how to *remove* a piece from the board?

"Put a Piece on the Board" means a player can take a piece from their holding box and put it on the board. The piece(s) you put on the board can also capture your opponent's playing pieces (see "Captures," page 30).

"Move a Piece on the Board" means a player can move one of their pieces on the board. The piece(s) you move on the board can also capture your opponent's playing pieces (see "Captures," page 30).

"Remove a Piece from the Board" means a player can remove a piece from the board.

Use the Space Bar to choose the type of move. Press Return or Enter when you are done. Use the arrow keys, or IJKM to move the cursor to other options.

- Which Piece: Which piece is this rule about? Use the Space Bar to choose the piece you want to put, move or remove. You may choose from one to four pieces. Press Return or Enter when you are done.

Use the arrow keys or IJKM to move the cursor to other options.

- How Many Squares: How many squares do you want the playing piece(s) to move on the board? Type the number of squares, then press the Space Bar. Or type S, for Spinner, to let the spinner decide the number of squares the piece may move. Press Return or Enter when you are done.
- Captures: What playing piece(s) may be captured by the playing pieces you are putting or moving on the board? For example, if you chose to put a circle on the board, will it capture a square or a triangle if your circle lands on those pieces?

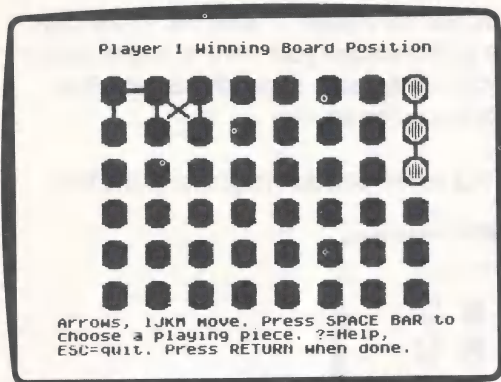
Use the Space Bar to choose the piece you want to capture. You may choose from zero to four pieces. Press Return or Enter when you are done.

Use the arrow keys or IJKM to move the cursor to other options.

## Step 7: Choose How a Player Wins the Game

How does a player win the game? Does the player win by getting his playing pieces in a certain position on the game board, or does the player win by collecting a certain number of playing pieces?

For example, one winning board position might be getting three circles in a row.



Or, a player might win the game by being the first player to collect 20 circles.

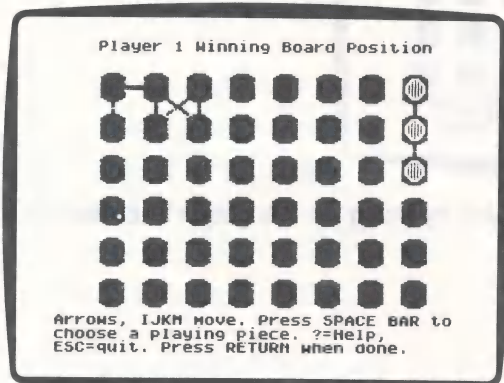
Use the arrow keys or IJKM to move the cursor. Press Return or Enter to choose.

## Step 8: Choose the Winning Board Position or Piece Totals

**Winning Board Position** What is the winning board position for your game? How are the playing pieces positioned?

Choose the winning board position for Player 1. Use the arrow keys or IJKM to move the brackets to the square you want to select, and press the Space Bar. The circle will appear. Press the Space Bar until the playing piece you want is in the square.

For example, Player 1's winning board position might look like this:



Press Return or Enter when you are done.

The program will ask if the playing pieces must appear on the exact squares you chose, or if the playing pieces can appear in the same pattern anywhere on the board.

Use the arrow keys or IJKM to move the cursor. Press Return or Enter to choose.

Now choose the winning board position for Player 2.

**Piece Totals** How many of each playing piece(s) must a player have to win?

Use the arrow keys or IJKM to move the cursor to Piece Totals. Press Return or Enter.

The program will display a chart of the playing pieces, and Players 1 and 2.

Winning Piece Totals		
Pieces	Player 1	Player 2
⚪	8	0
⚫	0	8
⚪	5	0
⚫	0	5

Type a number. Arrows or IJKM move cursor. Press RETURN when done. ?=Help, ESC=quit.

Type in the number of each playing piece a player must have to win the game.

Press Return or Enter to move. Press Return or Enter when you are done.

Now you have planned a game! See "Save a Game," page 36, to save your game on a data disk, or "Edit a Game," page 34, to edit your game.

---

## EDIT A GAME

Choose this function to edit a game. The Edit a Game menu has six functions, or things you may choose. They are Edit the Board, Edit the Spinner, Edit the Board Setup, Edit the Rules, Edit the Winning Board, and Instructions.

You may edit all of your game, or any part of your game. Edit your game by following the instructions for making a game.

---

## PLAY A GAME

Choose this function to play a game.

To play a game you have just made, choose Play a Game from the MAIN MENU. To play a game saved on a data disk, choose Load a Game from the MAIN MENU (see "Load a Game," page 36).

The program will ask you to type the names of Player 1 and Player 2. Type the names and press Return or Enter.

Play a Game has seven options, or things you may choose. They are Put, Move, Remove, Skip Turn, Quit, Review Rules, and Review Goals.

- Put: Choose this option to put a piece on the board. Use the arrow keys or IJKM to move the brackets to the playing piece you want to choose, and then press Space Bar.

Move the brackets to the square where you want to put your playing piece, and then press Space Bar.

- Move: Choose this option to move a piece on the board. Use the arrow keys or IJKM to move the brackets to the playing piece you want to choose, and then press Space Bar. A dot will appear in the middle of the playing piece, so that you will remember which piece you are moving.

Now use the arrow keys or IJKM to move the brackets to the square where you want to move your playing piece. Press the Space Bar. The playing piece will move.

Press Return or Enter when you are done with your move. Press Esc to start your move over.

- **Remove:** Choose this option to remove a piece on the board. Use the arrow keys or IJKM to move the brackets to the playing piece you want to remove, and then press Space Bar. A dot will appear in the middle of the playing piece, so that you will remember which piece you are removing.

Press Return or Enter when you are done. Press Esc to start over.

- **Skip Turn:** Choose this option to skip your turn when you cannot put, move, or remove a piece on the board. Sometimes your opponent will outwit you and you will not be able to take your turn. Watch out!
- **Quit:** Choose this option to quit playing your game. The program will ask, "Are you sure you want to quit?" Type **N** to keep playing the game. Type **Y** to quit the game.
- **Review Rules:** Choose this option to review the rules of the game.  
Use the arrow keys, or IJKM to choose the rule you want to review, then press Return or Enter. Press Esc to return to the game.
- **Review Goals:** Choose this option to review the goals of the game. You will see the winning board positions for Player 1.  
Press Return or Enter to see the winning board position for Player 2. Press Esc to return to the game.

---

## SAVE A GAME

Choose this function to save a game you have made.

Type in the name of your game, and then press Return or Enter. The name of your game may be up to 12 characters long.

---

## LOAD A GAME

Choose this function to load a game you have saved on a data disk.

Use the arrow keys or IJKM to choose the game you want to load, then press Return or Enter.

Now choose to Edit a Game or Play a Game from the MAIN MENU to edit or play the game you loaded.

---

## INSTRUCTIONS

Choose this function to read instructions on making and editing a game.

Press ? when making a game to read the instructions on making a game.

Press ? when editing a game to read the instructions on editing a game.

### *Microzine Games*

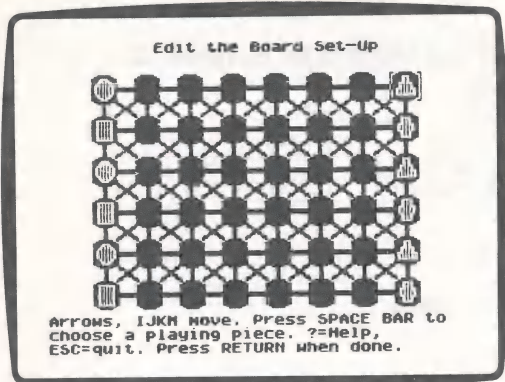
The *Microzine* editors and programmers have been hard at work playing games! Here are two of our favorite games we made with "Game Plan."

## MICROZINE CHECKERS

In this game, Player 1 wants to fill the far-right column of squares with square pieces, and Player 2 wants to fill the far-left column of squares with triangle pieces.

Player 1 has circles and squares. Player 2 has triangles and tees.

The board setup looks like this:



Player 1 has 12 square pieces in her holding box. Player 2 has 12 circle pieces in his or her holding box. The spinner spins from 1 to 4.

### Rule 1:

Rule:  2 New

Player:  2

Type of Move:  Move Piece Remove Piece

Which Piece:   +

How Many Squares Can the Piece Move (S for Spinner): S

Through   +

The  May Capture the  +

**Rule 2:**

Rule: 1  2 New

Player: 1  2

Type of Move:  Put Piece  Move Piece  Remove Piece

Which Piece:  ○ +  □ +  △

How Many Squares Can the Piece Move (S for Spinner): S

Through  Empty  ○ +  □ +  △

The  ○ May Capture the  ○ +  □ +  △

**Rule 3:**

Rule: 1 2  3 New

Player:  1 2

Type of Move:  Put Piece  Move Piece  Remove Piece

Which Piece:  ○ +  □ +  △

How Many Squares Can the Piece Move (S for Spinner): S

Through  Empty  ○ +  □ +  △

The  □ May Capture the  ○ +  □ +  △

**Rule 4:**

Rule: 1 2 3 **4** New

Player: 1 **2**

Type of Move: Put Piece **Move Piece** Remove Piece

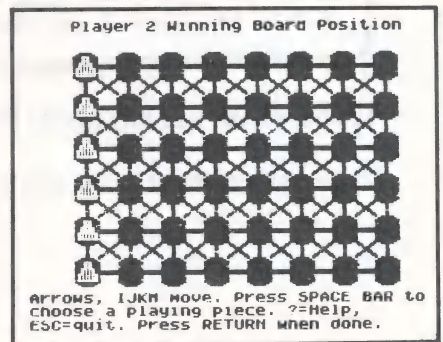
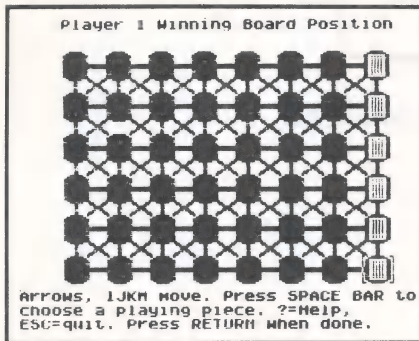
Which Piece: **○** + □ △

How Many Squares Can the Piece Move (S for Spinner): S

Through **Empty** ○ + □ △

The ○ May Capture the ○ + **□** △

The winning board positions for Player 1 and Player 2 look like this:

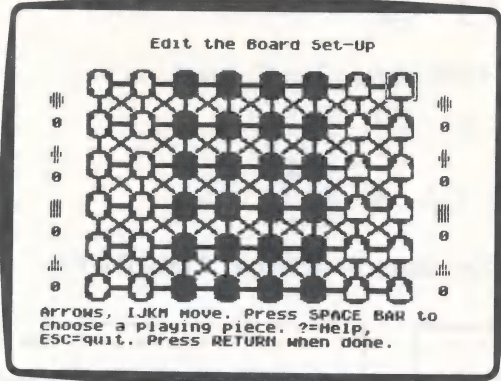


## GOTCHA!

In this game, each player wants to surround his opponent's pieces with his own pieces.

Player 1 has tee pieces. Player 2 has triangle pieces.

The board setup looks like this:



Neither player has any pieces in his holding box.

There is no spinner in this game.

There are two rules in this game:

**Rule 1:**

Rule:  2 New

Player:  2

Type of Move: Put Piece  Remove Piece

Which Piece:  ○  □ △

How Many Squares Can the Piece Move (S for Spinner): 1

Through  ○ + □ △

**Rule 2:**

Rule: 1  New

Player: 1

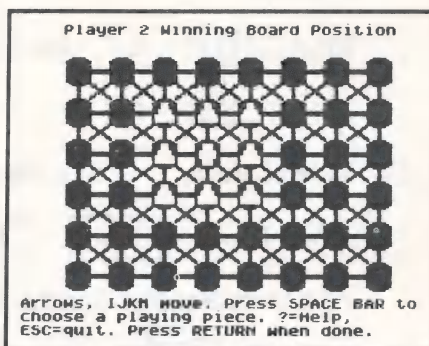
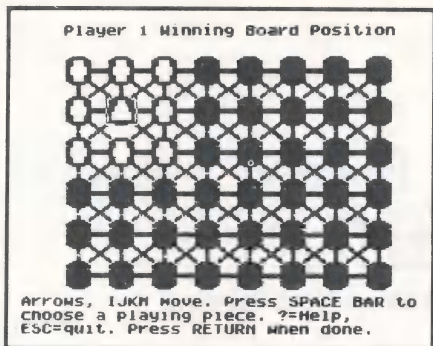
Type of Move: Put Piece  Remove Piece

Which Piece: ○ + □

How Many Squares Can the Piece Move (S for Spinner): 1

Through  ○ + □ △

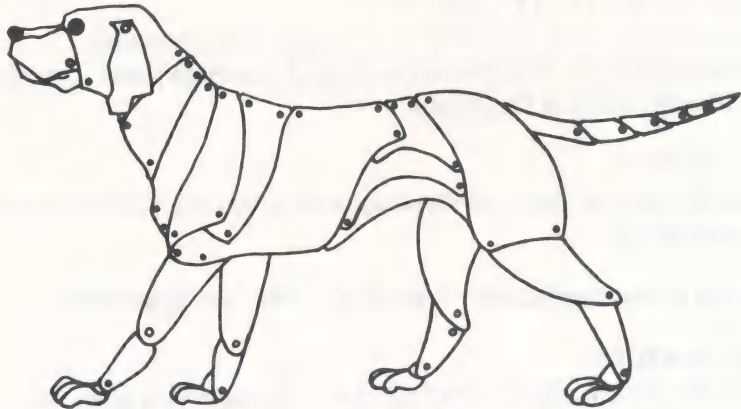
The winning board positions for Player 1 and Player 2 look like this:



# MONITOR MYSTERY

## "The Mystery of the Missing Mechanical Mutt"

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We at the *Microzine* Mystery Society used our powers of observation and logic to deduce that you would be using Monitor Mystery today. Last night one of our agents secretly turned your everyday computer into a Sherlock 221B Mystery-solving Computer! Can the two of you work together to solve this doggone mystery?

### **What You Will Find**

You will read a story, look at a picture, and then answer questions to solve "The Mystery of the Missing Mechanical Mutt."

### **"The Mystery of the Missing Mechanical Mutt"**

#### **MAIN MENU**

This Monitor Mystery has two functions or things you may do. They are INSTRUCTIONS and THE MYSTERY OF THE MISSING MECHANICAL MUTT.

---

## INSTRUCTIONS

Choose this function to learn how to solve "The Mystery of the Missing Mechanical Mutt."

---

### THE MYSTERY OF THE MISSING MECHANICAL MUTT

Choose this function to solve "The Mystery of the Missing Mechanical Mutt." The mystery is divided into three parts: the Story, the Picture, and the Questions.

#### The Story

Read the story to learn the mysterious facts you will need to answer the questions.

Type **P** to see the picture. Type **Q** to answer the questions.

#### The Picture

Study the picture and search it for clues. A magnifying glass will appear. Move the magnifying glass over every object in the picture, and then press Return or Enter. Clues will appear at the bottom of the screen.

Use these keys to move the magnifying glass:

#### Apple II Plus

I to move up  
J to move left  
K to move right  
M to move down

#### Apple IIe/IIc/IIcPlus/IIgs

I or ↑ to move up  
J or ← to move left  
K or → to move right  
M or ↓ to move down

#### MS-DOS

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

Type **S** to read the story. Type **Q** to answer the questions.

## **The Questions**

Answer the questions to solve "The Mystery of the Missing Mechanical Mutt." Your Sherlock 221B computer will tell you if all your deductions are correct.

If one or more of your deductions is wrong, your Sherlock 221B computer will ask you to type in the number of the answer you want to change.

When all your answers are correct, your Sherlock 221B computer will ask you one final question.

### **FINAL QUESTION**

Answer the final question to solve the mystery. If your answer is wrong, your Sherlock 221B computer will ask you if you want to try to answer the final question again. Type **Y** for Yes, and **N** for No.

When you answer the final question correctly, your Sherlock 221B computer will ask if you want to compare your deductions with it. Type **Y** for Yes, and **N** for No.

You will then read the final story screens.

## ***Microzine* Mystery Society**

Mystery-solving tips:

- A smart sleuth reads the story carefully to learn all the facts.
- An inventive investigator checks each object in the picture for clues.
- If the Sherlock 221B computer says that at least one answer is wrong, a daring detective carefully reexamines each answer to make sure an "obviously" right answer is not, in fact, dead wrong!
- After answering the final question correctly, a magnificent mystery-solver always compares deductions with the Sherlock 221B computer to see how logical minds think alike.

# COMPUTER STUFF

A Utility

---



## What You Will Find

On the Computer Stuff MAIN MENU, you will find COPY A PROGRAM and INITIALIZE A DISK.

---

## COPY A PROGRAM

You may use any ProDOS copy utility to make copies of "Presenting!" to share with your friends. Follow the directions on your copy utility to copy a disk.

---

## 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. You may use it for "Presenting!" or any *Microzine* feature that requires 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.

# TEACHER'S GUIDE

## MICROZINE SCOPE & SEQUENCE CHART

PRESENTING!

VOLCANIC VOYAGER

GAME PLAN

THE MYSTERY OF THE  
MISSING MECHANICAL MUTT

### CURRICULUM AREAS

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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# PRESENTING!

*Microzine's Classroom  
Publishing Feature*

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

**VOCABULARY PREVIEW:** slide, transition, sound effect, font, graphic, background

---

## SCHOOL ACTIVITIES

**DISCUSSION:** Computer presentations are the newest form of publishing. Discuss the evolution of publishing as a form of communication with your students (covering the earliest paintings on cave walls, through writing on stone or wax tablets, to handwriting on paper, setting type, word processing, and computer presentations). Have students speculate what forms publishing will take in the future.

Discuss the role and effect of transitions (such as wipes, fades, etc.) in computer presentations, and compare them with transitions in cinema or television. Have students suggest other transitions that might appear in future software products, movies, or television.

**WRITING/ART & DESIGN:** Have students create a presentation on a book they are reading for pleasure. Encourage them to make their presentation reflect their opinion of the book, either encouraging or discouraging other students from reading the book.

---

## HOME ACTIVITIES

**WRITING:** Have students make a presentation of a typical week in their life, showing how much time they spend on homework, playing, working, doing chores, etc. Students could create one slide for each day in the week, or create several slides for each day.

# VOLCANIC VOYAGER

A Twistaplot™  
Adventure

---

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

**VOCABULARY PREVIEW:** eruption, defuse, menacing, recruit, divert

---

## SCHOOL ACTIVITIES

**SCIENCE/RESEARCH:** Have students choose one of the nine volcanos in "Volcanic Voyager." Tell them to go to the school or local library, and research the history of the volcano they chose.

Tell students to include in their reports the volcano's location, when it first appeared, and when it last erupted.

**LANGUAGE ARTS/SCIENCE:** Students learned a lot of new terminology and vocabulary on volcanos in this Twistaplot. Tell students to keep a log of all new words and definitions they find in "Volcanic Voyager."

Students may find the chart on page 53 helpful in setting up their logs.

---

## HOME ACTIVITIES

**SCIENCE/ART & DESIGN:** Have students draw a cut-away diagram showing the inner structure/composition of a volcano. Tell them to label the parts of their diagrams using the terminology they learned while playing "Volcanic Voyager."

# GAME PLAN

A Critical  
Thinking Feature

---

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

**VOCABULARY PREVIEW:** setup, position, goal, bracket, rule

---

## SCHOOL ACTIVITIES

**CRITICAL THINKING:** Encourage students to plan their games before they actually create them with "Game Plan." Students may find the "Game Plan" Planner on page 54 useful in planning their games.

Assign teams of 3 to 5 students, and have each team create a simple game. Have teams save their games on a data disk, and exchange games. The games should be named so that the teams that created them will not be identified. After each team has had a chance to play every game, hold a vote to determine the most popular game.

Encourage students to discuss why they voted for a particular game, citing the strengths and weaknesses of each.

**WRITING:** Have students write a short story based on a game they have created. The story could be about creating the game, or the writer could use an "Alice in Wonderland" theme, imagining himself or herself as one of the playing pieces.

---

## HOME ACTIVITIES

**MATH:** Have students make games with mathematical themes, such as a game where one player's pieces can only move an odd number of squares and his or her opponent's pieces can only move an even number. Students could also plan a game where every element of the game is numbered in multiples of two: the squares on the game board, the number of playing pieces each player starts the game with, the number of squares each piece may move on the board, and so on.

# MONITOR MYSTERY

"The Mystery of the  
Missing Mechanical Mutt"

---

*DIFFICULTY LEVEL:* Challenging, Average, Easy

*VOCABULARY PREVIEW:* mechanical, electronics, gadget

---

## SCHOOL ACTIVITIES

*READING FOR DETAIL/WRITING:* When solving a mystery, it is important that students determine which facts are relevant to the mystery, and which are not. Ask students to note all details as they read the story and examine the picture for clues. Have students write down the clues they think will lead them to the mystery's solution. Have them also write down clues they think will not lead them to the mystery's solution.

Students may find the chart on page 55 helpful in completing this activity.

---

## HOME ACTIVITIES

*ART & DESIGN/WRITING:* Ask students to think of a simple, original mystery. Then tell them to draw a picture of the scene of the "crime," with numbers next to each clue. Have them list clues that correspond to the picture on a separate piece of paper.

Have students swap pictures and solve the mysteries.

# DEFINITION DIARY

You'll pick up lots of new and interesting terms while adventuring through "Volcanic Voyager." Use the chart below to keep track of all the new words and scientific terms you learn.

**NEW WORDS/TERMS**

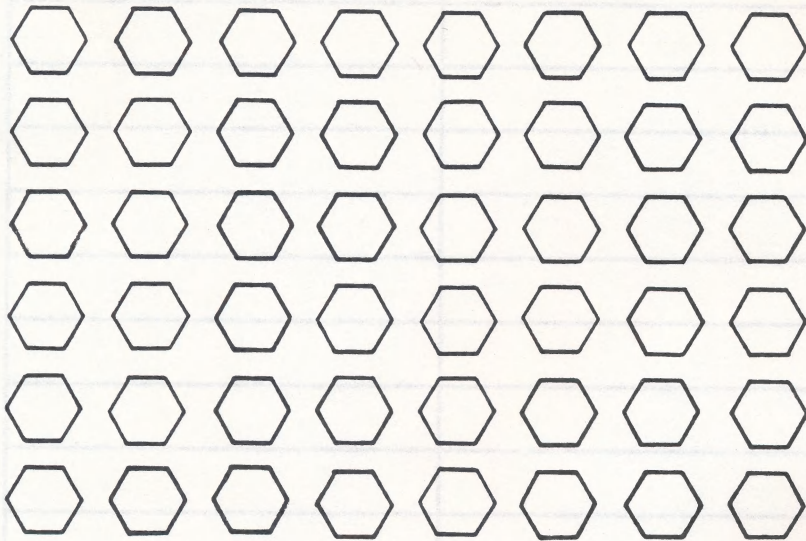
**DEFINITIONS**

NEW WORDS/TERMS	DEFINITIONS

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# "GAME PLAN" PLANNER

Smart game makers always plan their games carefully. Use the sample game board below to plan the starting setup of your game. Choose which squares will be in your game, then choose how those squares will be connected. What playing pieces are in your game, and where do they appear on the board? Draw the playing pieces on the board. When you have planned your game, use "Game Plan" to create it!



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# CLUE KEEPER

Use the chart below to keep track of all the information you uncover while solving the mystery. List the clues that helped you solve the mystery. Then list the clues that did not help you solve the mystery.

## MYSTERY-SOLVING CLUES

## OTHER CLUES


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