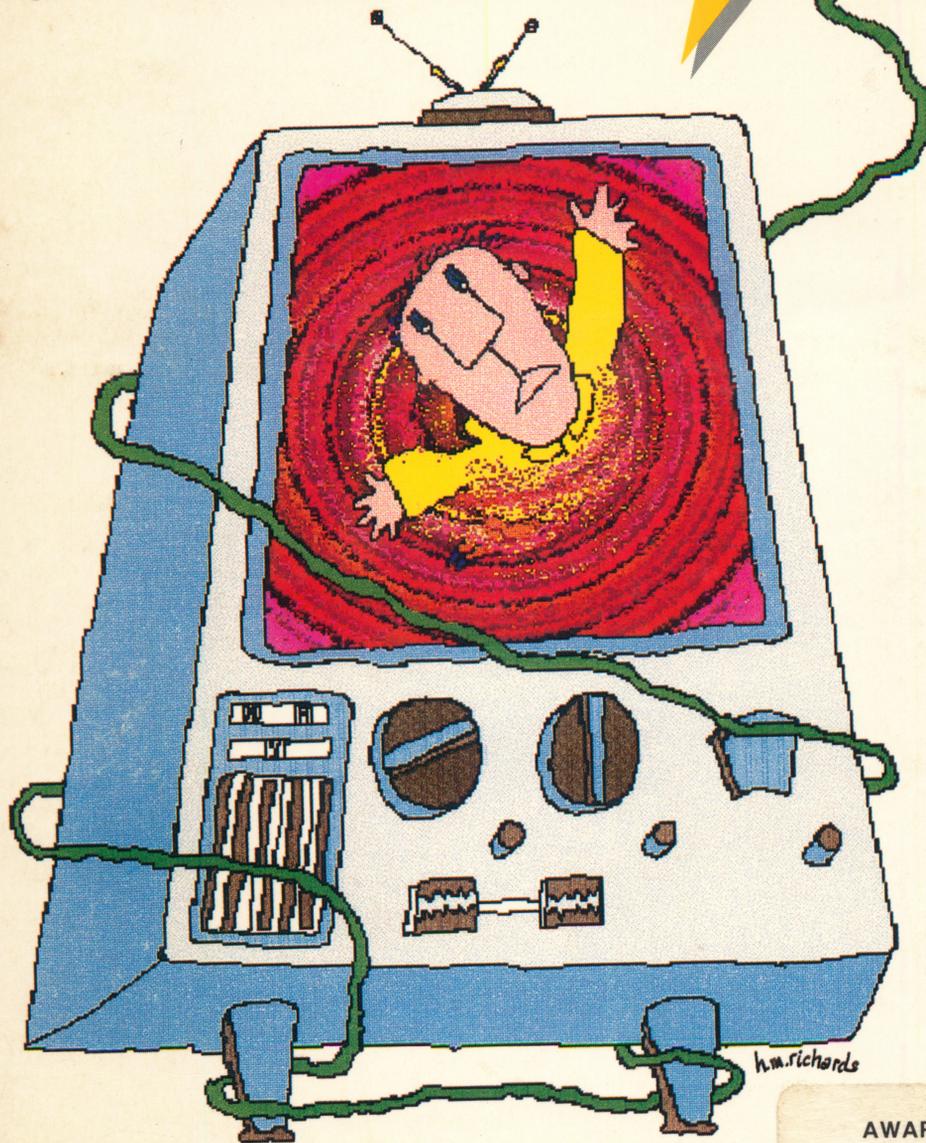


Microzine[®]



A Computer Learning Library on a Disk™

Featuring:

The Haunted Channels

A fine-tuned adventure

NewsPrint

Write and print your own newspaper

Math Mall

A challenging math feature

Monitor Mystery

Solve a puzzling mystery

AWARD WINNING

Apple® II Plus, IIe, IIc, or IIGS
64K; disk drive, data disk.
Optional: printer

Scholastic
The Most Trusted Name in Learning[®]

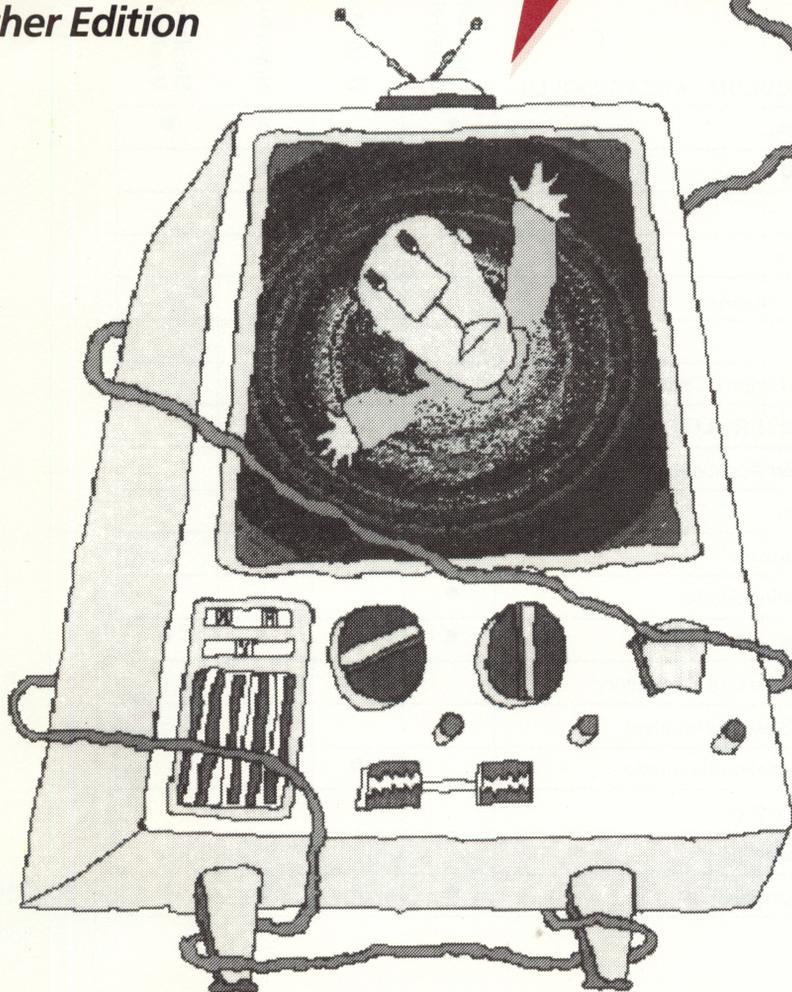
FUN SKILLS SERIES

Ages 10 and up

Microzine™

Teacher Edition

22



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

MICROZINE SCOPE AND SEQUENCE CHART

CURRICULUM AREAS/SKILLS	Haunted Channels	Math Mail	NewsPrint	Monitor Mystery
Reading	●		●	●
Writing			●	
Math		●		
Science				
Social Studies				
Fine Arts			●	
Maps/Graphs/Charts	●			
COMPUTER LITERACY				
Computer Applications				
Utilities			●	
Simulations		●		
Branching Stories	●			
Games	●	●	●	●
Why People Use Computers				
Data Storage/Retrieval			●	
Computation/Estimation		●		
Text Editing			●	
Programming				
Entertainment	●	●	●	●

HAUNTED CHANNELS

A Twistaplot™

DIFFICULTY LEVEL: Challenging

VOCABULARY PREVIEW: monstrous, antique, static, cyclone, jingles, rotund, sponsor, precaution, lout, mosey, ventriloquist, feline, aerial, furor

School Activities

GEOGRAPHY: Students will use both cardinal and intermediate directions as they adventure through The Haunted Channels. Remind them that each intermediate direction lies between two cardinal directions. If they need extra review, play the following game. Locate north in your classroom. Have several students stand in a circle, with one student facing north. Then have that student call out an intermediate direction, such as southeast or southwest, and have the closest student standing in that position respond.

MATH/COMPUTER LITERACY: Encourage students to find their way through the adventure by making a flowchart that shows the direction in which to go for each channel, what lies between channels, and the options for moving north, south, east, west, or up.

Home Activities

Suggest that students create a TV trivia game. Have them think of details from their favorite shows, write some questions with those details as answers, then quiz their friends.

Hints for solving "The Haunted Channels": Type LOOK and C on each channel. Use these other commands on the following channels:

- Channel 1:** PRESS MY EAR AGAINST THE ICE, PUT ON THE SNOWSHOES, TALK TO WALLY NIMBUS
- Channel 2:** TALK TO ALFRED HITCHPLOT, TALK TO ROD SPERLING, TALK TO MERRY MASON, STOOKIE BILL, JENKINS, ZWORYKIN
- Channel 3:** LISTEN TO THE SONG, SHUFFLE, BOP, TALK TO THE VAMPIRE, (talk to vampire 3), EAT THE BURGER
- Channel 4:** TALK TO PROF. TV, STRAIGHTEN THE ANTENNA, I LOVE LUCY
- Channel 5:** TALK TO THE WEREWOLF, RAIN, STICK MY HEAD OUT OF THE WINDOW, UNROLL THE MAP
- Channel 6:** TALK TO THE GHOSTS, USE THE PILLOW, GO UP THE LADDER, ANSWER THE SHOE
- Channel 7:** TALK TO THE ALIEN, SPRAY THE SPRAY, NATIONAL ANTHEM STOPS
- Channel 8:** TALK TO THE MUMMIES, (2 mummies, 4 cowboys), OPEN THE MUMMY CASE, UNWRAP THE MUMMY
- Channel 9:** COUNT THE STARS, (go W twice, then SEARCH), TALK TO THE RABBIT, SPOCKRAMDEN
- Channel 10:** FELIX, (don't trade snowshoes for the curtain, do trade the snowshoes for Door #1), 51
- Channel 51:** PULL THE PLUG

MATH MALL

DIFFICULTY LEVEL: Challenging

VOCABULARY PREVIEW: finicky, stellar

School Activities

MATH: Before playing, have students practice a few problems similar to the ones they will encounter in the game. Work through, step by step, a strategy they can use to solve the problems. (They will be able to use the same strategy in all of the stores in the mall.) The first thing to check is whether any of the three body-part numbers is a factor of the number of alien body parts the customer wants. For example, suppose the three body-part numbers are 6, 9, and 7, and the customer wants 45 body parts. Since 9 is a factor of 45, you can solve the problem with simple division. On the other hand, if the customer wants 41 body parts, then you need to look at multiples of 6, 9, and 7 and subtract them from the desired number. For example, you know that $7 \times 5 = 35$, and that $41 - 35 = 6$. So, you could give the customer 5 animals with 7 body parts and 1 animal with 6.

Students might play "Math Mall" in pairs, or in teams, with each student or team scoring a point (or a fin or a feelez!) for finding the correct solution to each problem.

ART: Have students choose some of the body parts from the mall and draw a new alien animal. Or, have them make up their own body parts that can be combined in different ways. (See page 8 of this guide for a structured approach to this activity.)

Home Activities

Have students use "Math Mall" for a fun at-home math drill. Use a timer to keep track of how long it takes the student to empty each store, each time he or she plays the game.

NEWSPRINT

DIFFICULTY LEVEL: Average

VOCABULARY PREVIEW: column, layout, edit

"NewsPrint" is the first feature in *Microzine's* Desktop Publishing series. Each of the five programs in this series will have its own collection of graphics that will be compatible with the other four programs. Each of these five programs will be on a separate disk that you may copy and share with your colleagues and students.

School Activities

LANGUAGE ARTS: Look through some local and national newspapers with your students. Explain the purpose of a news story, a column, a feature, a department, and an editorial. Look for special graphics that appear with regular departments, or that illustrate stories. Then have the class decide what kinds of articles to include in their newspaper.

Once you have a basic plan for your newspaper, assign them to staff positions and allow students to change jobs periodically so that everyone has a chance to experience each job. You might want to assign students to the jobs of editor, art director, copy editors, proofreaders, reporters and writers.

Use the classroom newspaper to give assignments in other curriculum areas, such as:

- Compiling a travel section on trips to the various states or countries they have visited, or studied
- Writing a feature article on a science or history topic
- Reporting on a national or international event in each issue

Home Activities

Students can also use "NewsPrint" to set up a family newspaper to report on family or neighborhood news.

MONITOR MYSTERY

"Flimflam at the Flicks"

DIFFICULTY LEVEL: Easy

VOCABULARY PREVIEW: caper, marquee, superstitious, critic, slinks

School Activities

READING FOR DETAIL: Encourage students to solve the mystery by deducing who fits Inspector Minkley's description of the spy. Suggest they list every fact they learn about Mickey MacFlix, Phil Philm, and the usher by studying the picture. Then have them match the facts with the three clues: The spy is near-sighted, left-handed, and superstitious. Any one of the three who doesn't have one of these traits can be eliminated, revealing the true spy. The list will also help students answer the other questions at the end of the program.

Have students use the same problem-solving skills in a game with their classmates. Think of three traits (such as brown hair, left-handed, and red shoes) that apply to only one student in the class. Then have the rest of the class try to deduce who that student is.

Home Activities

Have students check your local library for mystery books such as the Encyclopedia Brown, Hardy Boys, or Nancy Drew series.

"NewsPrint" Activity Page

PLAN IT!

Before writing a single word, you need to think about who is going to read your newspaper—your audience! Consider your audience's ages, school interests, hobbies, clubs, sports, and other special activities and interests. Knowing your audience helps you choose what to write about!

ORGANIZE IT!

Once you pick a topic to write about, you need to organize your information. Use the chart below to record key words and phrases which answer the five standard questions of news reporting:

Who? _____

What? _____

Where? _____

When? _____

How? _____

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"Math Mall" Activity Page

PET FEAST

Choose your favorite alien pet, and think of what foods it would eat. Write them in the blanks below.

My favorite alien pet is _____.

It likes to eat:

Draw a picture of your pet eating its out-of-this world delicacies.

Now think of games you would play with your pet and write them in the blanks below. Do Laptypes like frisbee?

My alien pet and I play:

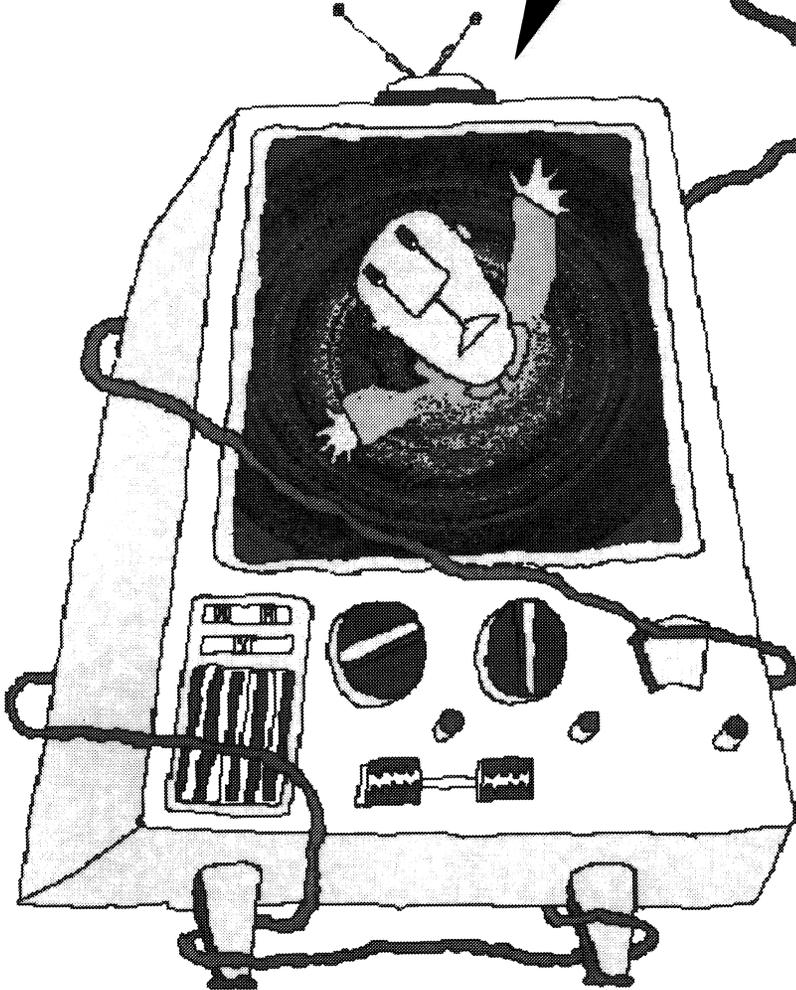
Draw a picture of your pet playing the games you selected.

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Microzine™

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Software Design and Development	The <i>Microzine</i> Team
Publisher	Scholastic Software 730 Broadway New York, NY 10003
President	Richard Khaleel
Director of Technology	Walter Koetke
Director of Editorial Development	Philip Miller
Senior Product Editor	Amy E. McKinley
Programming Manager	Christopher McQuilkin
Associate Editor	Lisa Mandel
Programmer	Alissa Nordlicht
Contributing Editor	Rose Trivisonno
Contributing Programmers	Al Borchers, Cary Hammer, Andrew Kaplan, Jim Markowich, Mark Nichols, Emily Schaffer, Aaron Weaver
Art Director	Linda Gottfried
Assistant Art Director	Malcolm Kirton
Computer Illustrators	Joan Auclair, Will Kefauver, Jim Markowich, Harriet Richards
Production Manager	Pamela Lawson



Scholastic Inc. New York Toronto London Auckland Sydney

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Your grandfather is trapped in a block of blue ice, and you're trapped inside your TV set. There are ghosts everywhere, and a monstrous fiend named U.H.F. is after you. Good luck!	
NewsPrint: <i>A Desktop Publishing feature</i>	10
Write your own news stories, choose the perfect graphics, and lay them out in a newspaper. Then print your paper so that your friends can read all about it!	
Math Mall: <i>A math feature</i>	23
You're a clerk in an alien shopping mall where the customers want pets with scales, feelez, suntops, and other strange features. Can you serve your customers quickly and accurately? You'll have fun trying!	
Monitor Mystery: <i>A logic feature</i>	27
There's a new feature playing at the Bijou Theater, and it's not the latest comedy starring the <i>Microzine</i> Team! Someone or something is sending secret messages from the theater. Can you put the spotlight on the spy?	
Computer Stuff	29
Disk drives, data disks, printers, and sound.	

GETTING STARTED

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

Equipment You Need

1. Monitor or TV
2. 64K Apple[®] II Plus, IIe, IIc, or IIGS
3. Disk drive

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

How To Load *Microzine*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. Insert the disk slowly with the label facing up.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

NOTE: Never remove or insert a disk while the disk drive's red light is on.

If *Microzine* does not appear on the screen:

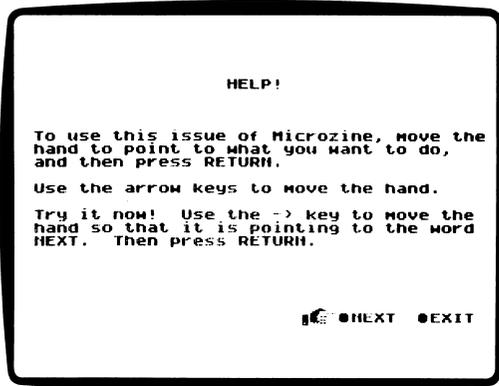
- Turn the computer off. Turn it back on, and try again.
- Make sure the disk drive door is closed.
- Check to see if the disk drive is hooked up correctly.

Using the *Microzine* Hand

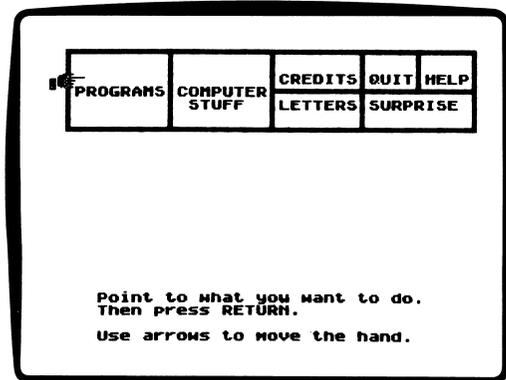
You will use the *Microzine* Hand icon in most of the programs and features in this issue of *Microzine*. Use the arrow keys, or the I, J, K, and M keys to move the Hand.

Use the Hand to point to what you want to do, and then press **RETURN**. There are three different ways to point to what you want to do:

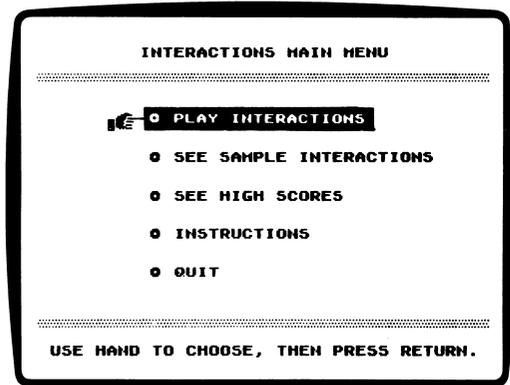
1. Make the Hand touch some part of the word that describes what you want to do. If you want to quit, make the Hand touch the word "QUIT," or the circle in front of "QUIT," and then press **RETURN**.



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. The Hand may touch any part of the box. Make the Hand touch the box, and then press **RETURN**.



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



The Table of Contents

The Table of Contents lists the *Microzine* features in a collection of boxes at the top of 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**.

A list of items "inside" that box will appear. Use the Hand again to point to what you want to do. For example, if you point to the box labeled "Programs" and press **RETURN**, a list of the programs in this issue of *Microzine* will appear. Use the Hand to point to the program you want to use, and then press **RETURN**.

To choose another box from the Table of Contents, point to the word "Exit" at the bottom of the list, and press **RETURN**. Now you may choose another box from the Table of Contents.

Programs

Use the Hand to point to "Programs" on the Table of Contents, and then press **RETURN** to see a list of the programs in this issue of *Microzine*.

Computer Stuff

Use the Hand to point to "Computer Stuff" on the Table of Contents, and then press **RETURN** to see a list of the functions in "Computer Stuff." (See "Computer Stuff," page 29.)

Credits

Use the Hand to point to "Credits" on the Table of Contents, and then press **RETURN** to see the credits for this issue of *Microzine*.

Quit

Use the Hand to point to "Quit" on the Table of Contents, and then press **RETURN**, to quit using *Microzine*.

Help

Use the Hand to point to "Help" on the Table of Contents, and then press **RETURN**, to learn how to use the *Microzine* hand. (Also, see "Using the Microzine Hand," page 4.)

Letters

Use the Hand to point to "Letters" on the Table of Contents, and then press **RETURN** to read letters from the *Microzine* Editor and Programmer, and from *Microzine* readers.

Surprise

?

HAUNTED CHANNELS

A Twistaplot™ Adventure

The villainous U.H.F. (Ugly Horrible Fiend!) plans to hold the whole world prisoner in a rerun! Mankind is counting on you to pull the plug on this station stalker before he grabs all late night movie watchers into their TV sets forever!

What You Will Find

You will wander through the stations in the Haunted Channels searching for U.H.F. You'll meet many people who can help you on your search. Listen carefully to their advice.

Moving Through the Haunted Channels

In this Twistaplot, you can communicate with the computer by typing words (commands) on the white command bar at the bottom of the screen. When you see the command bar at the bottom of your screen, it means the computer is waiting for you to type in a command. You may command the computer to move through the Haunted Channels, talk to the people you meet, or to use objects you have been given.

Talking to the Computer

The computer will understand the following commands:

- Type ? and then press **RETURN**, to read the instructions.
- Type LOOK and then press **RETURN**, to read a description of the channel you are in.
- Type TALK TO and the name of the person you want to speak with, and then press **RETURN**, to talk to the character. For example, in Channel 1 you would type TALK TO GRANDFATHER, and then press **RETURN**.
- Type C for compass, and then press **RETURN**, to find which directions are available for each channel.

To move between channels, use the following commands: NW for Northwest, NE for Northeast, SW for Southwest, SE for Southeast.

To move within a channel, use the following commands: N for North, S for South, E for East, W for West, U for Up.

NOTE: If you travel within a channel, you must always return to the point you started from before you can move to another channel. For example, if you choose to go (North) in Channel 5, you must then move back (South) before you can leave the channel.

There are many other commands you can use in this Twistaplot. Make sure you pay attention to what the characters ask for, and to the facts they tell you. If you type a command that the computer can't answer for that screen, you will see the message, "I DO NOT UNDERSTAND!" If this happens, make sure you spelled your command correctly, or try typing another command.

Station Breaks

Lurking between some of the channels is the Sultan of Station Breaks. He will ask you to choose between two commercials. Follow the Sultan's directions to choose a commercial. After hearing the commercial, the commercial product is yours to use on another channel. But if you run into Wee Paws, he will steal it from you!

The Land of Reruns

You may become trapped in the Land of Reruns. If you feel you are permanently lost, press **ESC**, and try this Twistaplot again.

Correcting Mistakes

If you make a mistake while typing a command, use the (left arrow) key to backspace over your mistake. To replace a character, type over it. To delete a character, space over it.

Helpful Hints

- When you enter a channel for the first time, type the command **LOOK**. This will help you learn where you are and what you want to accomplish in this channel.
- Make a map of the channels as you move through the TV. Write down the characters and the shows on each channel in case you need to return to them.
- When one of the characters gives you information, write it down. You never know when that knowledge will be useful to you on another channel.

NEWSPRINT

Microzine's Desktop Publishing Series

What You Will Find

In "NewsPrint" you will write, edit, and print your own newspaper. You may use the "NewsPrint" graphics with this feature or any other *Microzine* Desktop Publishing program.

You may make extra copies of the "NewsPrint" disk as backup disks or to share with your friends. Use a DOS 3.3 copy program to make copies of this disk.

You may use "NewsPrint" by choosing it from the *Microzine* Table of Contents, or you may use "NewsPrint" by booting the "NewsPrint" disk separately.

Options

"NewsPrint" needs to know the following information:

- How many disk drives do you have?
- Do you want the sound turned on or off?
- Do you have a printer?
- To which slot is your printer connected?
- Do you want extra line feeds when printing your newspaper?

If you use "NewsPrint" by choosing it from the *Microzine* Table of Contents, you must use the "Computer Stuff" feature to tell the computer this information. See the "Computer Stuff" section in your handbook. If you boot the "NewsPrint" disk separately, "NewsPrint" will ask you these questions. When you have answered all of the questions, the "NewsPrint" Work Screen will appear.

Data Disk

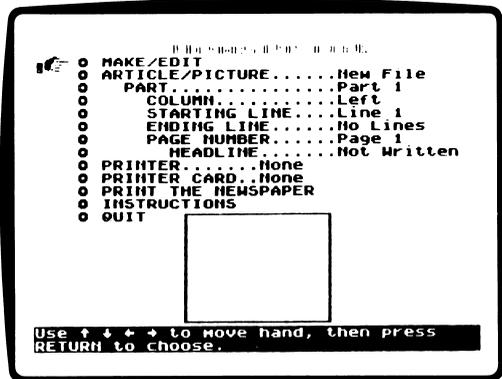
To save your articles, you will need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk (see page 32).

Moving the Hand

See "Using the *Microzine* Hand," on page 4, to learn how to move the hand to choose functions on the Work Screen.

"NewsPrint" Work Screen

"NewsPrint" has seven functions, or things you may do. They are Make/Edit, Article/Picture, Printer, Printer Card, Print the Newspaper, Instructions, and Quit. The Article/Picture function has six options. They are Part, Column, Starting Line, Ending Line, Page Number, and Headline.



Make/Edit

Choose this function to write or edit an article saved on a data disk.

Write a New Article

To write a new article, move the hand to Article/Picture on the Work screen. Press **RETURN** until the words "New File" appear. This means you are ready to start a new file (an article) that will be saved on your data disk.

Move the Hand to Make/Edit and press **RETURN**.

The cursor will appear in the upper-left corner of a blank screen. You are now ready to write your article.

Moving the Cursor

Use these keys to move the cursor:

Apple II Plus:

CTRL-T to move up
CTRL-V to move down
CTRL-F to move left
CTRL-G to move right

Apple IIe/IIc/IIGS:

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

To move to the beginning of the article, press **CTRL-B**.

To move to the end of the article, press **CTRL-E**.

To move the cursor forward five spaces, press the **TAB** key (on the Apple IIe, IIc and IIGS.)

To insert text in a line, move the cursor to the character in front of where you want to insert text, and then type your text.

Using "NewsPrint" on the Apple II+

You may only use capital letters when writing articles on an Apple II+. If you write an article on an Apple IIe, IIc, or IIGS using both upper and lower-case letters, save it on a data disk and then display that article on an Apple II+, the lower-case letters will not be legible.

Correcting Mistakes

Use these keys to correct typing mistakes:

Apple II Plus:	← key
Apple IIe/IIc:	CTRL-D , DELETE key
Apple IIGS:	CTRL-D , CTRL-X , the DELETE key, or the CLEAR key

New Paragraph

To start a new paragraph, or to add a line of space in your article, press **RETURN**.

Each time you press **RETURN**, a small arrow will appear on the right side of the screen. The arrow means you are beginning a new line. This arrow will not appear when your article is printed.

Article Length

Each article may be approximately 768 lines long. When your article is full, the computer will say, "There is no more room for text in this article." You may delete text and then finish your article, or save your article as is and continue it in a new file.

Saving an Article

Press **ESC** when you are ready to save your article. The Work screen will appear and the computer will ask, "Do you want to save this article? (Y/N)"

Press **Y** for yes, or **N** for no. If you press **Y**, the computer will ask you to type in the name of the article. The name may be up to eight characters long. Type in the name and then press **RETURN**. The computer will add the characters ".TXT" to your article name. This tells the computer, and you, that the article you just saved is a text file.

The name of the article you saved will appear after Article/Picture on the Work screen with the characters ".TXT" after it.

Messages

There are two messages you may receive when you write an article. If your article uses the maximum number of text space available (letters, numbers, punctuation, and spaces), the program will say, "There is no more room for text in this article." If your article uses the maximum number of lines available, the program will say, "There is no more room for new lines in this article." Save your article as is and continue it in another file, or delete some text or lines to end your article.

NOTE: When the program says, "There is no more room for new lines in this article," the cursor will automatically move to the first character in your article. You may not use **CTRL-E** to move back to the end of your article. Use the down arrow key (or **CTRL-V** on an Apple II+) to move the cursor to the end of your article.

Edit an Article

Move the Hand to Article/Picture, and press **RETURN** until the name of the article you want to edit appears.

Move the Hand to Make/Edit, and then press **RETURN**.

Edit the article the same way you did in "Write a New Article." (See "Write a New Article," page 12.)

When you are done editing the article, press **ESC**. The program will ask if you want to save the article.

Press **Y** for yes or **N** for no.

If you press **Y**, the original name of the article will appear. If you want to change the name of the article, use the ← to erase the name and type in the new name. If you want to use the same name for the edited article, press **RETURN**.

***IMPORTANT:** If you use the same name for the edited article, you will erase the original article from your data disk.*

If you shorten an article that you have already laid out in your newspaper (see "Lay Out Your Newspaper," page 16), the shortened version of the article will appear when you print it. You might want to edit your layout before you print your newspaper, to fill up the empty lines your shortened article left (see "Editing Your Layout," page 19).

Article/Picture

Choose this function to choose the article or picture you want to work on.

If you want to write a new article, put a data disk in the drive. Move the Hand to Article/Picture and press **RETURN** until the words "New File" appear. Move the Hand to Make/Edit and press **RETURN**.

To edit an article, put the data disk that has the saved article on it in the drive. Move the Hand to Article/Picture and press **RETURN** until the article's name appears. Move the Hand to Make/Edit and press **RETURN** (see "Edit an Article," on page 13).

To choose a picture, put the "NewsPrint" disk in the drive. Move the Hand to Article/Picture and press **RETURN** until the name of the picture you want appears.

You cannot edit or change the pictures in any way.

***NOTE:** You may use the graphics from any of the Microzine Desktop Publishing series of programs (Issues 22-26) with "NewsPrint." Put the disk that contains the graphics you want in the drive and press **RETURN** until the name of the picture you want appears.*

When you lay out the articles and pictures in your newspaper, you will use each of the following options: Part, Column, Starting Line, Ending Line, and Page Number.

Pictures

Here are the graphics you may choose from on this "NewsPrint" disk:



GLOBE



SCORES



CITY



MAP



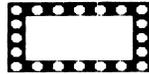
MUSIC



FARM



FLAG



MOVIE



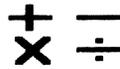
BUS



CHART



MASKS



MATH



SCALE



CHEFHAT



FOOD



RIBBON



ART



BOARD



STADIUM



DANCE



BOYWINS



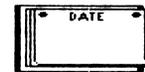
GIRLWINS



COMPUTER



CLOCK



DATES



SPEAKER



ABC



SPORTS



SLEUTH



PARADE

Lay Out Your Newspaper

When you have written all of your articles, you are ready to lay out, or arrange, your newspaper.

You may lay out up to 100 articles or pictures in your newspaper.

At the bottom of the Work screen is a miniature picture of a page of your newspaper.

As you lay out your articles and pictures, lines will appear on the miniature page to show the position of the articles and pictures on the page.

The article you are currently laying out will appear as either orange, or patterned, lines. The article or pictures you have already laid out will appear as white lines.

When you have laid out your entire newspaper, you are ready to print it (see "Print the Newspaper," page 22).

You may lay out your newspaper in any order you choose, but you may find the order below to be a clear and simple way to lay out your newspaper.

1. **Headline:** Write the headline for your newspaper.
2. **Article/Picture:** Choose the article or picture you want to lay out first.
3. **Page Number:** Choose the page number where you want the article or picture to appear.
4. **Part:** Choose the part of the article or picture you want to lay out.
5. **Column:** Choose the column where you want the article or picture to appear.
6. **Starting Line:** Choose the line where you want the article or picture to start.
7. **Ending Line:** Choose the line where you want the article or picture to end.

***IMPORTANT:** You will not be able to save your laid-out newspaper. When you have finished laying out your newspaper, print it (see "Print the Newspaper," page 22).*

Part

Choose this option to select which part of the article or picture you want to lay out.

A part is a "piece" of your article or picture. For example, you might want to have an article start on page 1 of your newspaper, and then continue on page 3. So you would lay out your article in two parts, or pieces, with the first part on page 1 and the second part on page 3.

You must lay out the parts of an article or picture in order. For example, you must lay out Part 1 first, and then Part 2, and so on.

You may have up to 255 parts of articles or pictures in your newspaper. You may have one article split into 255 parts, or you may share the 255 parts among the different articles and pictures in your newspaper.

Now choose the Column option to continue laying out your article or picture you are working on (see "Column," below).

Column

Choose this option to lay out an article or picture in the left column or right column of your newspaper.

Move the Hand to "Column" and press **RETURN**. The word "LEFT" will change to "RIGHT." Press **RETURN** until the column you want appears.

Now choose the Starting Line option to continue laying out your article or picture you are working on (see "Starting Line," below).

Starting Line

Choose this option to choose the line where you want the article you are working on to start.

The starting line may be from line 1 to line 64.

NOTE: Your newspaper will have 66 lines per page, but the top and the bottom lines are always left blank.

Move the Hand to "Starting Line" and press **RETURN** until the number of the starting line you want appears.

NOTE: If you have a headline on the page, you may not use lines 1-6 as starting lines. (See "Headline," page 19.)

Now choose the Ending line option to continue laying out your article or picture you are working on. (See "Ending Line," below.)

Ending Line

Choose this option to choose the line where you want the part of your article or picture to end.

The ending line may be from line 1 to line 64.

NOTE: Your newspaper will have 66 lines per page, but the top and the bottom lines are always left blank.

Move the Hand to "Ending Line" and press **RETURN** until the line where you want the part of your article or picture to end appears.

The total number of lines in your article or picture will appear in the prompt line at the bottom of the screen. Each time you press **RETURN**, the number of the ending line will increase by one and the number of lines left in the article will go down by one.

For example, you might have an article that is 10 lines long. Choose to have the article start on line 1. Then move the Hand to "Ending Line" and press **RETURN**. The words "No Line" will change to "Line 1," and the prompt will change from "There are 10 lines left," to "There are 9 lines left."

As you press **RETURN**, each line of the article or picture you are laying out will appear in the miniature newspaper at the bottom of the screen. This will help you plan the layout of your newspaper (see "Lay Out Your Newspaper," page 16).

Page Number

Choose this option to choose the page where you want the part of your article or picture to appear.

Move the Hand to "Page Number" and then press **RETURN** until the page number you want appears.

Your newspaper may be up to 20 pages long.

Headline

Choose this option to write the headline for your newspaper.

Move the Hand to "Headline," and then press **RETURN**. Type in the headline and then press **RETURN**. The words "Not Written" will change to "Written" and a white bar will appear on the miniature newspaper at the bottom of the screen.

The headline may be up to 20 characters long.

~~The headline must be on the top six lines of the newspaper page.~~ If you have already laid out an article or picture on any of the top six lines of the page, move the Hand to "Starting Line," and press **RETURN** until the article has been moved down to at least the seventh line on the page. (See "Editing Your Layout," below.)

If you want to change the headline, move the Hand to "Headline" and press **RETURN**. The headline will appear in the Prompt line at the bottom of the screen. Use the ← to erase the headline. Type in the new headline, and then press **RETURN**.

NOTE: When your newspaper is printed, the characters in the headline will be four times larger than the text in your articles. We suggest that you use the Headline option to only create headlines for your newspaper. To create a headline for each article, start off each article by typing the headline in capital letters.

Editing Your Layout

Here are a few hints to help you edit (change) your layout.

To move a part of an article or picture to another position on the same page:

1. Move the Hand to "Article/Picture," and press **RETURN** until the name of the article or picture you want to move appears.
2. Move the Hand to "Column," and press **RETURN** to change the column.
3. Move the Hand to "Starting Line," and press **RETURN** until the article is in the new position.

To move a part of an article or picture to another page:

1. Move the Hand to "Article/Picture," and press **RETURN** until the name of the article or picture you want to move appears.
2. Move the Hand to "Page Number," and press **RETURN** to change the page number where the article or picture will appear.

To delete a part of an article or picture:

1. Move the Hand to "Article/Picture," and press **RETURN** until the name of the article or picture you want to delete appears.
2. Move the Hand to "Page Number," and press **RETURN** until the correct page number appears.
3. Move the Hand to "Ending Line," and press **RETURN** until the words "No Lines" appears after "Ending Line." Press **RETURN** once more and the article or picture will be deleted.

Printer

Choose this function to tell "NewsPrint" what kind of printer you have.

"NewsPrint" is compatible with all of the following printers.

ANADEX DP-9000	EPSON LQ-1500	OKIDATA MICROLINE 83A
ANADEX DP-9500	EPSON LQ-80	OKIDATA MICROLINE 84
ANADEX DP-9001	EPSON MX-80 WITH GRAFTRAX	OKIDATA MICROLINE 92
ANADEX DP-9501	EPSON MX-100	OKIDATA MICROLINE 93
APPLE DOT MATRIX (DMP)	EPSON RX-80	OKIDATA MICROLINE 192
APPLE IMAGEWRITER	GORILLA BANANA	OKIDATA MICROLINE 193
APPLE IMAGEWRITER II	HP THINKJET	PANASONIC KX-P1090
APPLE SCRIBE	IDS MICROPRISM	PANASONIC KX-P1091
BLUE CHIP M120/10	IDS PAPER TIGER 440	PANASONIC KX-P1092
BROTHER M-1009	IDS PAPER TIGER 445	SEIKOSHA
C. ITOH PROWRITER	IDS PAPER TIGER 460	SMITH CORONA D100
C. ITOH PROWRITER II	IDS PAPER TIGER 560	SMITH CORONA D200
C. ITOH 7500	IDS PRISM 80	SMITH CORONA D300
C. ITOH 8510	IDS PRISM 132	STAR DELTA 10
CENTRONICS 739	LEGEND 1385	STAR DELTA 15
DATASOUTH 180	MALIBU 200	STAR GEMINI 10
EPSON AP-80	MANNESMANN TALLY 160	STAR GEMINI 15
EPSON FX-80	MANNESMANN TALLY 180	STAR RADIX 10
EPSON FX-85	MANNESMANN TALLY SPIRIT-80	STAR RADIX 15
EPSON JX-80	NEC PC-8023	RANSTAR 315T
EPSON LQ-800	NEC PC-8025	TRS-80 DMP-105
EPSON LQ-1000	OKIDATA MICROLINE 82A	TRS-80 DMP-400

Move the Hand to "Printer," and press **RETURN** until the name of the printer you have appears.

NOTE: Some of the printer names appear in abbreviated form on the screen. They are **APPLE DOT MATRIX DMP** (Apple Dot Matrix (DMP)), **EPSON MX-80 GRAFTRAX** (Epson MX-80 WITH GRAFTRAX), **MAN. TALLY SPIRIT-80** (Mannesmann Tally Spirit-80), **OKIDATA MICROLINE82A** (Okidata Microline 82A), **OKIDATA MICROLINE83A** (Okidata Microline 83A), **OKIDATA MICROLINE192** (Okidata Microline 192), and **OKIDATA MICROLINE193** (Okidata Microline 193).

Printer Card

Choose this function to tell "NewsPrint" what kind of printer card you have.

"NewsPrint" is compatible with all of the following printer cards:

APPLE IIC SERIAL PORT	FRANKLIN DUAL PORT	PRETTY PRINT
APPLE III SERIAL PORT	GRAFSTAR	PRINTER PRO
APPLE CENTRONICS PARALLEL	GRAPHICARD	PRINTERFACE
APPLE COMMUNICATIONS	GRAPPLER	PRINTERMATE
APPLE FIRMWARE	GRAPPLER+	PRINTMAX
APPLE PARALLEL	GRAPPLER SERIAL	QUADRAM-APIC
APPLE SERIAL	K-T PARALLEL	SPIES NICEPRINT SUPER-MX
APPLE SUPER SERIAL	MBI VIP	SSM-AIO-II PARALLEL
APRICORN PARALLEL	MICROBUFFER II	SSM-AIO-II SERIAL
APRICORN SERIAL	MICROSYSTEMS MSE 1022 PARALLEL	SSM-APIO
CCS 7710A SERIAL	MICROTEK RV-611C	SSM-APPIC
CCS 7720 PARALLEL	MICROTEK SV-622C	SSM-ASIO
CCS 7728 PARALLEL	MOUNTAIN PARALLEL	TEXPRINT PRINT-ITI
DISPATCHER	MOUNTAIN SERIAL	TRANSTAR PICS
DUAL-COMM PLUS	MPC AP-80	TYMAC
DUMPLING 64	MPC AP-GRAPH	VERSACARD PARALLEL
DUMPLING GX	MPC AP-S10	VERSACARD SERIAL
EPSON APL	MPC GRAPHWRITER	VIDEX PSIO PARALLEL
FINGERPRINT	OMNIGRAPH	VIDEX PSIO SERIAL
FINGERPRINT+ PARALLEL	ORANGE	VIDEX UNIPRINT
FINGERPRINT+ SERIAL	PKASO	WIZARD IPI
	PKASO/U	WIZARD-BPO

Move the Hand to "Printer Card," and press **RETURN** until the name of the printer card you have appears.

NOTE: Some of the printer names appear in abbreviated form on the screen. They are **AP. CENTRONICS PARA.** (Apple Centronics Par'el), **MIC.SYS MSE1022 PARA** (Microsystems MSE1022 Par'el), and **SPIES NICE. SUPER-MX** (Spies Niceprint Super-MX).

Print the Newspaper

Choose this function to print your newspaper.

NOTE: You must choose Printer and Printer Card before you choose Print the Newspaper to tell "NewsPrint" what kind of printer and printer card you have. The "Line Feed" option in "Computer Stuff" may affect how your newspaper prints (see "Line Feed," page 31).

Make sure your printer is turned on and the paper is aligned.

Move the Hand to "Print the Newspaper" and press **RETURN**. The words "Not Printing" will change to "Printing" and your newspaper will print. You may print as many copies of your newspaper as you wish.

IMPORTANT: You will not be able to save your laid-out newspaper. When you have finished laying out your newspaper, you should print it. If you quit the program before you print your newspaper, you will lose your layout.

Instructions

Choose this function to learn more about "NewsPrint."

Quit

Choose this function to quit "NewsPrint."

The computer will ask, "Are you sure you want to quit? (Y/N)"

Press **Y** for yes or **N** for no.

If you press **Y**, the computer will tell you to take the "NewsPrint" disk out of the drive, and put in Side 1 of the *Microzine* disk. Put the *Microzine* disk in the drive and then press **RETURN**. The *Microzine* Table of Contents will appear.

MATH MALL

What You Will Find

Our alien Math Mall has ten pet shops which house weird pets. They all have some very unusual body parts (like griptoes and feelez). You'll have to help the aliens determine how many of each pet to buy so that they end up with the right number of body parts.

How the Game Works

You are in charge of all the shops in the Math Mall. Since you are the only salesperson, you have to serve as many aliens as you can in each shop.

The Math Mall has three floors. Each shop sells only one kind of pet. You will be selling the following pets:

Pet	The Pet's Body Parts
Searuses	flippers and tusks
Junglers	neckups and legs
Laptypes	ears and tails
Woofers	wigglers and spines
Kolaroos	claws and pockets
Treebies	griptoes and spots
Burrd	crests and wings
Buh-ughs	feelez and pincers
Feesh	fins and tailbits
Reptiils	scales and sunups

Aliens Served

At the top-left corner of the screen you will see how many aliens you have served in the Math Mall.

Aliens Lost

At the top-right corner of the screen you will see how many aliens have left the mall since the game began.

Moving in the Math Mall

Use the following keys to move around the Math Mall:

Apple II Plus:

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

Apple IIe/IIc/IIIGS:

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

To enter a shop, walk to the shop door and then press the **SPACE BAR**.

You will see three pets in each shop. For example, enter the Buh-ughs shop.



All the Buh-ughs are different and have different numbers of feeleez, the body part the alien customer wants. You'll have to make sure that the alien gets the exact number of body parts it requests.

When you enter a shop for the first time, you have two options. You can press **S** to start working or you can press **I** to read instructions.

S to Start Working

Press **S** to start working, and then press **RETURN**. Fill each customer's order as quickly as you can. See "I to Read Instructions" below to learn how to fill your customers' orders.

I to Read Instructions

Press **I** to read the instructions, and then press **RETURN**.

Look at the Alien Wants box to find out the number of body parts the alien wants his pets to have.

The name of the body part and the number of the body part that each pet has is under the shelf that the pets sit on. In the Buh-ugh shop, you see the name feelez and that one pet has 5 feelez, one has 3, and the third has 2.

There are boxes filled with question marks in front of each pet. To move from the box in front of one pet to the box in front of another, use the ← → keys. Type in the total number of each pet you will need to fill the order in these boxes, and then press **RETURN**.

When you press **RETURN** the total number of pets you've selected will appear in the box labeled "YOU HAVE."

When you are sure that you have chosen the correct number of each pet, and filled the alien's order correctly, press the **SPACE BAR** to give the alien his new pets.

If you do not complete the order correctly, you will see the message, "You aren't filling the order correctly. Check the numbers again." Review your choices again.

When you do complete the order correctly, you will see a message congratulating you. The next alien's order will appear in the Alien Wants box.

When you have filled the order of the last alien waiting on line, you will see a message telling you to go to another shop. The Math Mall will automatically appear on the screen again, and you will be in front of the shop you just finished working in.

The aliens become more demanding as you serve them. After you help five aliens in line, the remaining aliens will ask for pets with two kinds of body parts.



In the Buh-ugh shop, for example, you now have to fill orders for pets with a certain amount of feelez and pincers.

Warning Messages

As you are working, aliens will be entering and leaving the mall. When this happens, warning messages will flash on the screen and interrupt your sale. For example, when there are eight aliens in line at the Burrd shop, you will see the message, "8 aliens are getting antsy in Burt's Burrds."

You can either go to the shop the warning message tells you about, or continue working where you are.

Ending the Game

Aliens will leave the mall when the shop they are waiting in becomes overcrowded. When the tenth customer enters a shop, all the aliens on line will leave.

No matter how fast you work some shops will eventually become overcrowded and you will lose aliens. But don't worry. New aliens will enter the mall. With so many aliens to serve there is always someone else who needs your help.

The game is over when 50 aliens leave the math mall.

MONITOR MYSTERY

"Flimflam at the Flicks"

What You'll Find

You will read a story, look at a picture, and then answer questions to solve "Flimflam at the Flicks."

"MONITOR MYSTERY" MAIN MENU

"Monitor Mystery" has two functions, or things you may do. They are Instructions and Flimflam at the Flicks.

Instructions

Choose this function to learn how to solve "Flimflam at the Flicks."

"Flimflam at the Flicks"

"Flimflam at the Flicks" is divided into three parts: the story, the picture, and the questions.

The Story

Read the Story to learn the facts you will need to solve the mystery.

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

The Picture

Study the Picture and search for clues.

Press **S** to read the Story. Press **Q** to answer the questions.

C for Clues

Press **C** to search for clues in the picture. A magnifying glass will appear. Move the magnifying glass over each object in the picture, and then press **RETURN**.

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/IIIGS:

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

The Questions

Answer the questions to solve "Flimflam at the Flicks." Your Sherlock 221B computer will tell you if 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 of 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 the final question again. Press **Y** for yes, or **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. Press **Y** for yes, or **N** for no.

You will then read the final story screens.

COMPUTER STUFF

Moving the Hand

See "Using the *Microzine* Hand," page 4, to learn how to move the Hand to choose functions and options.

Use the Hand to choose "Computer Stuff" from the *Microzine* Table of Contents, and then press **RETURN**. The list of the "Computer Stuff" functions will appear.

What You Will Find

"Computer Stuff" has three functions, or things you may do. They are Options, Initialize Disk, and Exit.

Options

Use the hand to choose Options, and then press **RETURN**. The Options screen will appear.

Use the Hand to choose the correct options for your computer setup.

Disk Drives

Microzine assumes you have one disk drive. If you have two disk drives, use the Hand to point to "Disk Drives", and then press **RETURN**. The "1" will change to a "2."

The advantage of having two drives is that when you need to use a data disk you will be able to put it in the second drive. You will not have to take the *Microzine* disk out of its drive.

You don't have to change the number of drives each time you use *Microzine*—it remembers.

Printer

Microzine assumes that you do not have a printer. If you do have a printer, then use the Hand to point to "Printer," and then press **RETURN**. The "NO" will change to "YES."

You don't have to tell *Microzine* that you have a printer each time you use *Microzine*—it remembers.

NOTE: To print your "NewsPrint" newspapers, use your NewsPrint Desktop Publishing disk. That disk offers a wider variety of printers and printer cards (see "Print the Newspaper," page 22).

Printer Setup

If you have a printer, then *Microzine* assumes that you also have a standard parallel interface card. If you have a different interface card, then use the Hand to point to "Printer Setup," and then press **RETURN**.

Each time you press **RETURN**, a different interface card will appear. Press **RETURN** until the interface card that is in your computer appears.

The interface cards are:

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

Serial card: This card is usually used with the Imagewriter or Scribe printer. (If you have an Apple IIc, choose the Serial Card option. In the IIc, the printer card is built-in.)

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

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

Silentype card™: Choose this if you have a Silentype card in your computer. (Silentype cards are usually used with a Silentype printer.)

If you do not know what interface card you have, ask someone who does know, or do not choose the Printer Setup option. *Microzine* will then assume that your computer has a standard parallel interface card.

You don't have to change the printer setup each time you use *Microzine*—it remembers.

Printer Slot

Your printer must be connected to Slot 1 to print material from this issue of *Microzine*.

Sound

Microzine assumes that you want to hear the sound effects in each program. If you do not want to hear the sound effects, use the Hand to point to "Sound," and then press **RETURN**. The "YES" will change to "NO." You don't have to turn the sound effects off each time you use *Microzine* — it remembers.

Line Feed

Microzine assumes that you do not want the Line Feed option turned on. If you do want this option turned on, use the Hand to point to "Line Feed," and then press **RETURN**. The "NO" will change to "YES."

"Line Feed" 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 Feed 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 Feed option turned on ("YES").

To test whether you need the Line Feed option turned on or off, print a graphic or text. If the graphic or text appears as one solid black line, you need to have the the Line Feed option turned on ("YES").

If the graphic or text appears with white line spaces between lines of the graphic or text, you need to turn the the Line Feed option off ("NO").

You don't have to turn the the Line Feed option on or off each time you use *Microzine*—it remembers.

Exit

Use the Hand to point to "EXIT," and then press **RETURN** to go back to the list of "Computer Stuff" functions.

Initialize Disk

A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*.

Initializing a disk gets it ready to save your data for *Microzine*. The computer sets up a filing system by dividing the disk into sections called tracks and sectors. Each brand of computer uses its own filing system. For instance, a disk initialized by your Apple may only be used on Apple computers.

To initialize a data disk, use the Hand to choose "Initialize Disk" and then press **RETURN**.

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**.

The program will tell you to put the disk into Drive 1. 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**.

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 "NewsPrint," or for any other *Microzine* feature that requires a data disk.

Exit

Choose this function to clear the "Computer Stuff" list of functions from the *Microzine* Table of Contents.

***Microzine* Bulletin**

You may use "NewsPrint" by choosing it from the *Microzine* Table of Contents, or you may use "NewsPrint" by booting the "NewsPrint" disk separately.

Options

"NewsPrint" needs to know the following information:

- How many disk drives do you have?
- Do you want the sound turned on or off?
- Do you have a printer?
- To which slot is your printer connected?
- Do you want extra line feeds when printing your newspaper?

If you use "NewsPrint" by choosing it from the *Microzine* Table of Contents, you must use the "Computer Stuff" feature to tell the computer this information. See the "Computer Stuff" section in your handbook. If you boot the "NewsPrint" disk separately, "NewsPrint" will ask you these questions. When you have answered all of the questions, the "NewsPrint" Work Screen will appear.

Messages

There are two messages you may receive when you write an article. If your article uses the maximum number of text space available (letters, numbers, punctuation, and spaces), the program will say, "There is no more room for text in this article." If your article uses the maximum number of lines available, the program will say, "There is no more room for new lines in this article." Save your article as is and continue it in another file, or delete some text or lines to end your article.

NOTE: When the program says, "There is no more room for new lines in this article," the cursor will automatically move to the first character in your article. You may not use CTRL-E to move back to the end of your article. Use the down arrow key (or CTRL-V on an Apple II+) to move the cursor to the end of your article.

Using "NewsPrint" on the Apple II+

You may only use capital letters when writing articles on an Apple II+. If you write an article on an Apple IIe, IIc, or IIGS using both upper and lower-case letters, save it on a data disk and then display that article on an Apple II+, the lower-case letters will not be legible.

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Microzine[®]

QUESTIONNAIRE



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

_____ The Haunted Channels

_____ NewsPrint

_____ Math Mall

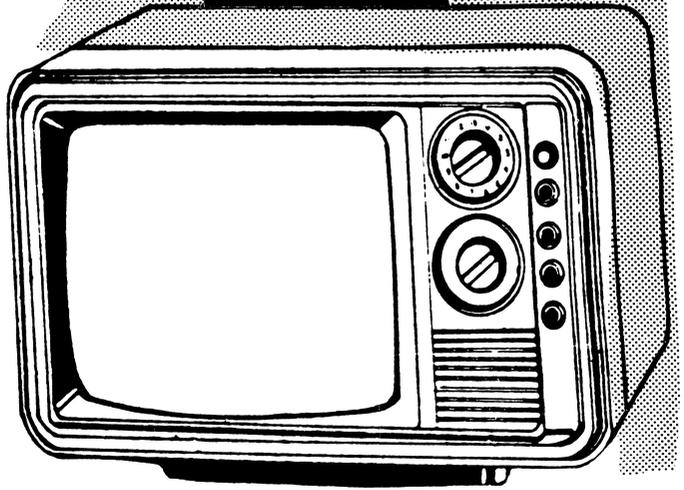
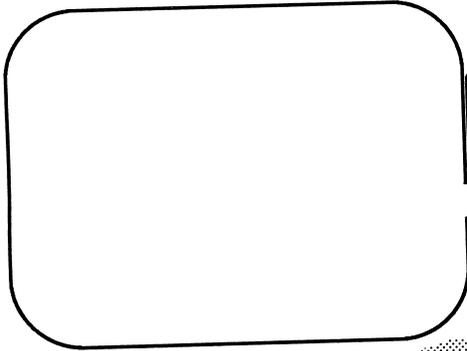
_____ Monitor Mystery

1. If you could add another channel and TV show to "The Haunted Channels," what kind of show would it be, and who would star in it?
2. Did you make a newspaper? Share it with us!
3. What was your favorite store in "Math Mall"? Why?

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

If you could buy an alien pet, what would it be? Draw a picture of it for us!

**USE THE SPACES BELOW TO WRITE YOUR
COMMENTS.**



ISBN: 0-590-98504-3

Microzine® A Computer Learning Library on a Disk™

On this disk:

The Haunted Channels

The villainous U.H.F. (Ugly Horrible Fiend) wants to pull everyone inside their TV sets and imprison them forever. Only you can stop him! You must travel from channel to channel, meeting ghosts, monsters, and stars from old reruns. All of the decisions, and risks, are yours in this interactive adventure.

NewsPrint

Microzine proudly announces its Desktop Publishing series of programs with this first feature. You can write, edit and save articles. Then lay them out with included graphics, and print your newspaper. "NewsPrint" is on a separate disk that you may copy and share.

Math Mall

Aliens love pets, too, and you will help them buy fesh, woofers, buh-ughs, and other bizarre creatures. Use your math skills to fill each customer's order by choosing pets that have the correct number of body parts. The more your math skills improve, the more they will be tested!

Monitor Mystery

Someone or something is sending secret messages from the Bijou Theater. Who is the spy? Use your magnifying glass to examine every detail. Then answer a series of questions to determine if you know the solution to "Flimflam at the Flicks."

Learning Opportunities: Reading for detail and comprehension, creative writing, math skills, deductive reasoning, art and design, computer literacy.

Art Director: Linda Gottfried Cover Art: Harriet Richards

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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.



The Haunted Channels



NewsPrint



Math Mall



Monitor Mystery

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Scholastic Inc.
2931 East McCarty St.
P.O. Box 7502
Jefferson City, MO 65102

