TALES OF READING ADVENTURES

HANDBOOK

CONTENTS

GETTING STARTED

Apple Computers

Equipment You Need
1. Monitor or TV
2. 64K Apple® II Plus, //e, //c, or IIGS
3. Disk drive

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How to Load the Reading Adventures
1. Open the disk drive door.

2. Hold the disk with the label end facing you.

3. Insert the disk slowly. To read the adventure on side 1, insert the disk with the label facing up. To read the adventure on side 2, insert the disk with the label facing down.

4. Close the drive door.

5. Turn on the computer and monitor (or TV).

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

If the reading adventure 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.

MS-DOS Computers

Equipment You Need
1. Monitor or TV

2. 128K IBM with a color graphics adapter (CGA), IBM PCjr (for "The Funhouse Caper," and "MicroAgent of the Body Guard," a BASIC cartridge must be inserted in the machine), Tandy 1000, and all 100% compatibles

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3. Disk drive

4. Disk Operating System (DOS), version 2.0 or higher

Preparing the Program Disk

Before you read these adventures for the first time, you'll need to add a copy of your DOS program to your program disk. This procedure is called "installing" DOS. To install DOS onto your program disk, follow the steps below. After you've completed them, you'll be able to start the program with the program disk alone. No DOS disk will be necessary after you have installed it once.

To Install DOS:

1. Make sure your computer is turned off.

2. Turn on your monitor.

3. Insert the DOS disk that comes with the IBM system. If you have two drives, insert DOS into drive A (on the left).

4. Turn on the computer. Instructions will appear on the screen telling you to enter the date and time. Press the ENTER key twice to skip this information. Then you will see the A > prompt. Now you're ready to install DOS.

5. IF YOU HAVE TWO DISK DRIVES:

- Remove the DOS disk from drive A and put it in drive B.

- Insert the program disk in drive A.

- Type **INSTALL** and press **ENTER**.

IF YOU HAVE ONE DISK DRIVE:

- Remove the DOS disk from drive A.

- Insert the program disk in drive A.

- Type **INSTALL** and press **ENTER**.

You will be prompted to swap disks several times during the installation procedure. Follow the prompts.

6. After DOS has been installed, the computer will give you this message: "Your program disk is now ready to use. Please put a write-protect tab over the notch." If you do not get this message, DOS has not been installed.

7. After you get the message that DOS has been installed, the A > prompt will appear again. The program disk is now ready to use.

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

How to Load the Reading Adventures

1. Hold the disk with the label end facing you.

2. Insert the program disk (with DOS added) into the disk drive. (If you have two disk drives, place the program disk in drive A, the drive on the left.)

NOTE: If you are using a PCjr and you are reading "The Funhouse Caper," or "MicroAgent of the Body Guard," be sure the BASIC cartridge that came with your computer is inserted. (See your PCjr user's manual for instructions.)

3. Insert the disk slowly, with the label facing up.

4. Close the drive door.

5. Turn on the monitor (or TV).

6. Turn on the computer. After the computer does a memory check, the red light on the disk drive will come on. This means the computer is now loading both DOS and the program.

7. When the program finishes loading you will see the title graphic of the reading adventure.

If the reading adventure does not appear on the screen:

• Open and close the door on the disk drive. Then press the **DEL** key while you hold down the **CTRL** and **ALT** keys. This will restart the program. Sometimes a disk doesn't load because it isn't centered properly the first time.

• You may not have installed DOS on your program disk properly. To be sure, repeat the DOS installation procedure.

How to Use the Reading Adventures
RETURN or ENTER
Whenever you make a choice or type information into the computer, you must press **RETURN** if you are using an Apple computer, or **ENTER** if you are using an IBM computer. This tells the computer you are ready to go ahead.

Correcting Mistakes
Use the ← (left arrow) key to erase any typing mistakes. Then type the information correctly.

Moving Across the Screen
In many of the reading adventures, you will be moving a cursor or picture across the screen. Read the prompts at the bottom of the screen to learn which keys to use. These are the keys you will use most often to move cursors or pictures:

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

The Funhouse Caper

"Come celebrate the opening of the Amazing Storybook Room at my Faburama Funhouse," reads the invitation from the funhouse's owner George Goodwin. But when the costume party begins and the jeweled key to the Amazing Storybook Room is stolen, it is up to you and your robot Wesley to solve the mystery and find out . . . whodunnit?

What You Will Find

Dressed as your favorite storybook character, you will travel around the rooms of the Faburama Funhouse looking for clues that will lead you to the sneaky thief.

Gathering Clues

As you travel through the funhouse, write down what each party guest you meet is saying and doing. These notes might contain clues that will help you solve the caper.

NOTE: You will have to visit some rooms in the funhouse more than once to discover a clue.

"Zapping" Guests

Your robot Wesley can help you solve the caper by "zapping" any party guests you meet.

When Wesley zaps a guest, he discovers information about the guest and stores it in his memory banks. This information may help you solve the crime.

Whenever you are in a room with at least one party guest, type **Z** to have Wesley zap the guest. If there is more than one guest in the room, you will be asked which guest you want Wesley to zap.

NOTE: You cannot zap a guest unless Wesley is in the room with you.

Solving the Caper

Once you think you have gathered enough clues to solve "The Funhouse Caper," type **S** and then press **RETURN** or **ENTER**. You will be asked which party guest committed the crime.

Zazoo Come Home

You've just written a story for your creative writing class about a fantastic character named Zazoo. But your story is swiped by Anwee, the Evil Dullard. Now it's up to you to rescue your story. . . and Zazoo!

You'll get help from many famous characters, like Long John Silver, the Cheshire Cat, and Cinderella. But watch out! If you bump into Anwee or one of his guards, you'll be a prisoner of the Dullards for all eternity!

What You Will Find

As you go through this adventure, you will uncover information that will help you rescue Zazoo.

Rescuing Zazoo

Anwee has erased the parts of your story that describe Zazoo. It's up to you to fill in the missing words by discovering what Zazoo looks like.

Your story is five pages (screens) long. If you insert a word that is incorrect, you will be sent back to Anwee's kingdom. You must correctly complete one screen before you can try the next screen.

TALES OF FANTASY

The Dark Tower
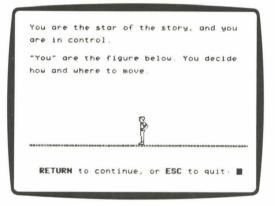
If you hear footsteps behind you, don't worry—it's only a phantom in armor stalking you through the mysterious rooms in King Arthur's castle. If you're clever and can perform a little magic, you'll discover the secrets of the Dark Tower and win a treasure fit for a king!

What You Will Find

You will wander through the rooms of King Arthur's castle searching for treasure. There are many objects that will help you on your search. Be on the lookout for secret passageways.

Moving Your Figure

In this Twistaplot™, "you" are the figure below. Type commands to move your figure through the castle.

```
You are the star of the story, and you
are in control.

"You" are the figure below. You decide
how and where to move.




                    ☺



_____

      RETURN to continue, or ESC to quit: ■
```

Use these commands to move your figure:

- **W** for **WALK**: Type **W** to walk in the direction you are facing.

You will continue to walk in that direction until you type another command, bump into a wall or obstacle, enter another room, or walk down a stairway.

- **C** for **CLIMB**: While you are walking, type **C** to climb a stairway.

- **J** for **JUMP**: Type **J** to jump into or over something.

HINT: If you don't want to walk down a stairway, jump over it.

- **Z** for **ZIP** (Run): Type **Z** to run through a room or run from danger.

- **S** for **STOP**: Type **S** to stop walking or running.

- **R** for turn **RIGHT**: Type **R** to turn your figure to the right.

- **L** for turn **LEFT**: Type **L** to turn your figure to the left.

- **ESC** for **QUIT**: Press **ESC** to quit reading "The Dark Tower." The program will ask, "Do you want to quit? Y/N."

Type **Y** for yes to quit reading the story. Type **N** for no to continue reading the story.

- **G** for **GET** object: Type **G**, and the name of the object you want to pick up. For example, if you want to get a sword, type **G SWORD**.

NOTE: Because this castle is haunted, some of the objects de-scribed are real, while other objects are ghostly figments of your imagination. You can't pick up ghostly objects.

- **U** for **USE** object: Type **U** and the name of the object you want to use. You must "GET" an object before you can "USE" it. For example, if you have a sword and want to use it against a dragon, type **U SWORD**.

- **I** for **INVENTORY**: Type **I** to see a list of the objects you are carrying. Press **RETURN** or **ENTER** to continue exploring the castle.

- **?** for command list: Type **?** to see the list of commands. Press **RETURN** or **ENTER** to continue exploring the castle.

*NOTE: If you type **G** or **U** to **GET** or **USE** an object and then decide you want to use a different command (such as **W** for **WALK**), you must backspace over everything you've typed and press **RETURN** or **ENTER**. Then type your new command.*

Five Treasures

There are five different versions of this story. In each version there is a different treasure hidden in King Arthur's castle. Each time you read "The Dark Tower," the computer will randomly choose a version of the story for you.

Helpful Hints

- Make a map of the rooms as you move through King Arthur's castle. Mark the locations of stairways and secret passageways. In each of the five versions of the story, the floorplan of the castle remains the same.

- Keep a list of useful objects—or dangerous enemies—you find in each room. Make a list for each of the five versions.

The Frog and the Fables

Once there was a frog who always threw away his Reading Adventures handbook. One day, he was reading the exciting adventure "The Frog and the Fables" when the evil wizard Oxon suddenly appeared. The frog was so flustered he forgot which computer keys to press. The frog searched in vain for his handbook, but it was too late. Oxon turned him into a green data disk.

MORAL: Never throw away your handbook, even if you are a frog.

What You Will Find

You will travel through a forest and search a palace for fables. The sun, the animals in the forest, and the statues in the palace will help you in your search.

You must match the fables to the correct morals before the sand in your magical hourglass runs out.

Magical Hourglass

The frog king will ask you if you want to take his magical hourglass.

If you type **Y** for yes, the magical hourglass will appear in the upper right-hand corner of the screen.

As long as there is sand in the top of the hourglass, you will be safe from Oxon. You must find the fables and match them to the morals before the sand runs out.

NOTE: While you are matching the morals and the fables, the sand in the hourglass will stop falling.

Searching the Palace

You will search the palace for hidden fables. The fables are in rooms with statues of the king's courtiers. By listening to the statues, you will know whether or not there is a fable in the room. If you think there is a fable hidden in the room, type **S** to search.

If a statue uses correct grammar, it is telling the truth. For example, if a statue says, "There is no fable behind the curtain so don't waste your time," you will know there really is no fable hidden behind the curtain because the statue used correct grammar.

If a statue uses incorrect grammar you will know it is really Oxon in disguise. Oxon will lie to you to make you waste time, or to trick you into not searching a room that really has a fable. Always do the opposite of what he says.

For example, if a statue says, "Don't looking in the wood or fireplace for a fable," you will know that the statue is really Oxon because the statue used incorrect grammar. You should search the room because there really is a fable hidden in the fireplace.

If you search a room where there is no fable you will waste valuable time.

Matching a Moral to a Fable

When you find a fable, press **RETURN** or **ENTER** to place it in the Book of Fables.

The first page of the fable will appear in the top half of the screen. Type **P** to go to the next page of the fable. Read the fable.

```
      THE COUNCIL OF MICE           ⬒
   The   mice   were   tired   of being
chased by the cat.  So, they called
a meeting to discuss the problem, but no
one could come up with a good plan.


                P for next page.
   WHICH MORAL?  _     → for next moral.
MORAL A: Learn from what you see happen-
ing to others.
RETURN to match/unmatch, or ESC to quit.
```

The first of the four possible morals for that fable will appear at the bottom of the screen. Press the → (right arrow) key to page to the next moral. Read all the morals.

Matching or Unmatching a Fable

When you find the moral that matches the fable, press **RETURN** or **ENTER**. The words "WHICH MORAL?" will change to "MORAL CHOSEN." The letter of the moral you chose will appear after these words.

```
      THE COUNCIL OF MICE           ⬒
   The   mice   were   tired   of being
chased by the cat.  So, they called
a meeting to discuss the problem, but no
one could come up with a good plan.


                P for next page.
   MORAL CHOSEN: C     → for next moral.
MORAL C: Easier said than done.


RETURN to match/unmatch, or ESC to quit.
```

If you change your mind, press **RETURN** or **ENTER** to "unmatch" the moral to the fable. Then choose a different moral.

Each fable has only one correct moral. You can use each moral only once. For example, you can't match Moral A to two fables.
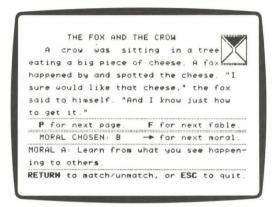
Press **ESC** to return to the king's palace.

Book of Fables

Type **B** to go to the Book of Fables. You must find at least one fable to open the book.

Next Fable

If you have found two or more fables, the book screen will have this extra command: **F** for next fable.

```
        THE FOX AND THE CROW
     A  crow  was  sitting  in a tree
eating a big piece of cheese. A fox
happened by and spotted the cheese. "I
sure would like that cheese," the fox
said to himself. "And I know just how
to get it."
   P for next page.    F for next fable.
   MORAL CHOSEN: B    → for next moral.
MORAL A: Learn from what you see happen-
ing to others.
RETURN to match/unmatch, or ESC to quit.
```

Type **F** to page ahead to the next fable.

If you match a moral to a fable and then change your mind, you must first "unmatch" the moral, and then match it to the correct fable.

For example, if you matched Moral A to "The Hen and the Jewel" fable and then decided that Moral A really belongs to "The Dog and the Bone" fable, type **F** to page to "The Hen and the Jewel." Press **RETURN** or **ENTER** to unmatch Moral A. Then type **F** to page to "The Dog and the Bone." Press **RETURN** or **ENTER** to match Moral A to "The Dog and the Bone."

Four Versions

There are four versions of this Twistaplot™. In each version, the animals are in different parts of the forest, and the king's study and wizard's workshop are in different rooms in the palace.

Four of the 14 fables in this Twistaplot™ will appear randomly in the different versions.

When you finish the story, or if you press **ESC**, you can choose to read the same version of the story again (with the same map and the same fables) or choose a new version of the story (with a different map and up to four different fables).

Helpful Hints

Here is a mini-guide for playing "The Frog and the Fables."

1. Take the hourglass from the frog king.
2. Talk to all of the animals in the forest and write down what they tell you.
3. Find the animal with the morals.
4. Go into the king's palace. Search the rooms for the fables, using the statues to guide you.
5. When you find a fable, read it and match the correct moral to the fable.
6. When you find all four fables and match morals to them, leave the palace and take the Book of Fables back to the king.

Read the instructions in "The Frog and the Fables" for more information.

MicroAgent of the Body Guard

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

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

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

Start Mission
Choose this function to start your mission.

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

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

Traveling Through the General's Blood Stream
Use the following keys to travel through the general's blood stream:

Apple II+		Apple IIe or IIc	
A to move up		↑	to move up
Z to move down		↓	to move down

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

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

What You Will Find

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

"MICROAGENT OF THE BODY GUARD" MAIN MENU

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

Instructions

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

Start Mission

Choose this function to start your mission.

Your Name and Security Code

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

Maneuvering Your Ship Past the General's Teeth

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

Suit Strength

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

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

2088: An Oval Office Odyssey

Welcome, campaigners! It's the year 2088 and you're running for reelection as President of the United States of America! But be careful. Your arch-rival Grimsby Snood is running against you, and he's ready to turn your every mistake to his political advantage!

What You Will Find

In 2088, you will find an exciting new America. Dolphins can vote, two new states have joined the United States (on the moon and on Mars), and robots have become as common as automobiles! You will choose a Vice-Presidential running mate and then campaign on Earth and on Mars. Your popularity will rise or fall depending on the decisions you make during your campaign.

Popularity Polls

After you and your Vice President finish campaigning in any location, Jeff (your Presidential computer) will tell you your standing in the polls. To win reelection, you need over 50 percent of the popular vote on November 2, Election Day.

Good luck, and happy campaigning!

TALES FROM HISTORY

The Shot Heard 'Round the World

It's 1775, trouble is brewing between the American colonies and England, and you are about to make a dangerous decision—to become a patriot spy! Join Paul Revere, Ben Franklin, and other heroes to aid the cause of American liberty.

What You Will Find

You will read and deliver secret messages, and spy on British soldiers. (Remember what you see and hear!)

Reading Your Maps

You will be given three maps to help you complete your missions. You will need different skills to read each map.

- **Boston-Lexington-Concord map**: Use this map to learn how far you are from Lexington "as the crow flies" (traveling in a straight line). Use the scale of miles on the map to figure out the distance.

HINT: Copy the scale of miles on a piece of paper and use it to measure the distance from your location to Lexington.

- **Close-up of Lexington map**: Use this map to find the location mentioned in your secret message. For example, if you are told to go to the schoolhouse at "C-3," find "C" on the left-hand side of the map. Then find "3" at the bottom of the map. The schoolhouse is located in the square that is at the "intersection" of the "C" row of blocks and the "3" column of blocks.

HINT: "Ride" your horse directly up to the front door of the building you are visiting.

- **Close-up of Concord map**: Use this map to learn in which direction you'll need to travel to find Barrett's Farm and the North Bridge. Use the compass rose to find the correct directions.

Five Secret Messages

There are five secret messages in this story. When you reach an ending in the story, or if you press **ESC**, you can choose to read the same version of the story again (with the same secret message) or choose a new version of the story (with a different secret message).

Wagons West

You're heading west to rejoin your family in California. Or will you choose to go to Oregon instead? Where you finally settle is up to you, as you journey across America in a wagon train, in 1854. You will meet sneaky traders, cross dangerous mountains, and make a new friend in this historic Twistaplot adventure.

What You Will Find

You will use several maps to help you travel from fort to fort. You will also trade for items you need in trading posts along the way.

TALES OF SUSPENSE

History Mystery

What You Will Find

You will search the rooms of the haunted Microville World History Museum for the stolen Babylonian hourglass. There are many ghosts and objects that will help you on your search.

"HISTORY MYSTERY" MAIN MENU

"History Mystery" has three functions, or things you may do. They are: Read Part One, Read Part Two, and Instructions.

Helpful Hints

* Make a map of the rooms as you move through the museum. Mark the position of the stairways and elevators. Mark which floors the express elevators travel to.

* Listen to the tape in each room of the museum. Knowing historical facts will help you find the stolen hourglass.

* When you enter a room, search the room before you try to get objects. You never know when a ghost will pop up with a useful object.

* If you find a museum room blocked by an evil ghost or by Winsome Slugg, try going up to the next floor, then use the down express elevator or a stairway to reach your destination.

The Big Nap

"Okay sleuths, button your trench coats and pull down your hat brims. Rusty Rayburn's my name and I need your help on the toughest case this private eye ever faced. Tex Cody, the TV star, has been kidnapped. It's up to us to rescue him and catch the crook who snatched him. But watch out! There is danger at every turn. You will need quick wits and a smart noggin to crack this caper."

What You Will Find

You will collect clues and information that will get you out of tight spots, and help you discover who kidnapped Tex Cody (and why).

Using the Slangometer

When either Rusty Rayburn or Suzi Panama uses private-eye slang, "Press M for Slangometer" will appear at the bottom of the screen.

Press **M**, then press **RETURN** or **ENTER**. Your Slangometer will print the definition of the slang words.

Translating Slang Words

If you are asked to type in the meaning of a slang word, type in the Slangometer's exact definition.

ANSWERS

Are you sure you want to peek? Please don't read this section unless you absolutely, positively have to!

Tales of Daring

The Funhouse Caper

There are three parts to this story. Search each room of the Funhouse in each part.

Part 1: The thief is the QUEEN OF HEARTS. The key is hidden in the PINEAPPLE UPSIDE-DOWN CAKE.

Part 2: The thief is the MAD HATTER. The key is hidden in his HAT.

Part 3: The thief is the TIN MAN. The key is hidden in his CHEST.

Zazoo Come Home

The missing parts to your story are:

BALL
PURPLE
PURPLE
READ
THREE
Z
ENERGY
TALKS
QUIET
SPARKLES

Tales of Fantasy

The Dark Tower

Here is a list of the items and commands you will need to gain entry to the Dark Tower:

Wine Cellar: **GET** the **BOTTLE**. Merlin will give you a secret password. Remember it!

Stables: GET the PITCHFORK. Then GET the KEY.

Jester's Room: The answer to the jester's joke is **HELLO, HELLO**. The jester will give you a hat.

Tapestry Room: Give the sad gnome the jester's hat by typing **U HAT**. The gnome will show you a secret stairway. Walk up the stairs.

Secret Room: The bored damsel will give you a sword.

Jewel Room: Kill the dragon with the sword by typing **U SWORD**. (You will get a sword in the "Secret Room." After you kill the dragon, **GET** the **DIAMOND**.)

Silver Room: GET the KNIFE.

Gold Room: GET the GOBLET.

Baths: Hit the sea monster with the goblet by typing **U GOBLET**.

Blue Room: Give the diamond to the invisible knight by typing **U DIAMOND**. (You will get the diamond in the "Jewel Room" after you have killed the dragon.)

Closet: Try on an article of clothing. Try on the clothing that "matches" the password Merlin gave you in the Wine Cellar.

Herb Room: Take the tonic by typing **G TONIC**.

Ivy Room: Kill the ivy with the knife by typing **U KNIFE**. Type this command immediately after the ivy has crept around your neck.

Soft Room: Get some pep and energy by drinking the tonic. Type **U TONIC**. (You will get the tonic in the Herb Room.)

Sorcery Room: Open the locked door with the key by typing **U KEY**. (You will get the key in the Stables.)

Then type the password Merlin gave you in the Wine Cellar by typing **U** (password).

Dark Tower: If the article of clothing you chose from the closet matches the password Merlin gave you in the Wine Cellar, the closed door will open.

King Arthur will ask you a question. Here are the answers arranged by PASSWORD/ARTICLE OF CLOTHING/ANSWER:

Dragon/Tunic/Jewel, or Jewel Room
Lion/Belt/Stars or Diamonds
Unicorn/Jacket/Gnome, or Dwarf, or Elf
Magic/Hat/Merlin
Falcon/Gloves/Hood

The Frog and the Fables
There are four versions of this story. In each version, the animals and statues will be in different locations, and there will be different fables in the Book.

Choose to **HELP** the frog and **TAKE** the hourglass.

Before you will be allowed to enter the palace, you must find the following creatures in the forest and talk to them:

CROW
RABBIT
BEAR
SUN
DOG

Once you are inside the palace, search for four fables. Beware of any statue that uses bad grammar—it is really the evil Oxon in disguise!

Here is a list of the fables and their morals:

TWO FRIENDS AND THE PURSE
If you are not willing to share your good fortune, don't expect to share your bad fortune.

THE FOX AND THE LION
Learn from what you see happening to others.

THE FOX AND THE CROW
Beware of flattery.

THE COUNCIL OF MICE
Easier said than done.

THE BULL AND THE GOAT
If you take advantage of your neighbor's difficulties you may regret it.

THE WEASELS AND THE MICE
Pride often leads to disaster.

THE ANT AND THE GRASSHOPPER
Prepare for the days ahead.

THE HARE AND THE TORTOISE
If you really want something, keep trying for it even though it may seem hopeless.

THE DONKEY AND THE HORSE
The strong should help the weak so that both their lives may be better.

THE DONKEY IN THE LION'S SKIN
A fool may disguise himself, but his words will give him away.

THE HEN AND THE JEWEL
What is valuable to one person may be worthless to another.

THE DOG AND THE BONE
Don't be greedy.

THE LION AND THE MOUSE
Sometimes the weak may help the strong.

THE BOY WHO CRIED WOLF
If people know you as a liar, they will never believe you, even if you tell the truth.

Tales of the Future

MicroAgent of the Body Guard
There are three episodes in this story.

Episode 1: Go to the eyes, then go to the kidneys. Rhett Null is in the hand.

Episode 2: Go to the stomach, then go to the heart. Professor Brood is in the ear.

Episode 3: Go to the heart, go to the liver, then go to the stomach. Baha Omen is in the lungs.

You will also need to know:

The combination to the lock is 4-2-1-2-87.
Arby Sea stands for Red Blood Cell.
Arby's code number is 008.

2088: An Oval Office Odyssey

You must read this story at least three times, choosing a different Vice President each time, in order to win reelection with 100% of the vote.

We recommend that you make the following decisions:

PULL THE BAND'S PLUG
ALLOW DOLPHINS TO GO TO SCHOOL ONLY IF THEY WANT TO
POSTPONE THE WORLD SERIES AND WORK OUT A
　　COMPROMISE
PUSH THE BUTTON AND MAKE CONTACT WITH THE SPACE
　　PROBE

Answers to Questions:

HEADPHONES
TIME TOP HAT
SONAR
THE EMPIRE BIKES BACK

Tales from History

The Shot Heard 'Round the World

There are five versions of this story. The answers for each version are:

Secret Messages:

1. Break seal/rub with butter/dip in water/sprinkle with sand/read message
2. Break seal/squeeze a lemon/rub with lemon juice/wait/read message
3. Break seal/warm over candle/rub with cider/sprinkle with sand/read message
4. Break seal/dip in water/hold over candle/rub with vinegar/read message
5. Break seal/rub with potato/sprinkle with sand/hold over candle/read message

Horses

1: Yankee Doodle
2: Independence
3: Liberty
4: Patriot
5: Justice

Distances:

To Boston Neck: 13 miles
To Roxbury: 13 miles
To Brookline: 11 miles
To Cambridge: 9 miles
To Menotomy: 6 miles

To Teacher's Questions

1: George III
2: The French and Indian War
3: Boston
4: 1765
5: 1770

Wagons West

You will reach your family in California only if you make the right decisions at each point in your journey.

- Choose to buy MULES.
- Choose to bring the following items on your wagon:

  HATCHET
  ROPE
  WATER BARRELS

- Fort Leavenworth: Don't trade your candles for a hatchet.
- Choose to ford the river slow and easy.
- Fort Laramie: Do not trade your candle molds for water barrels.
- Choose the second Indian hand signal, the one that means "friend."
- Choose to trade the pillows for blankets.
- Choose to leave some furniture behind in the Sierra Nevada foothills.
- Always choose to follow the route to California.
- Sutter's Fort: Trade your blankets for the letter.

Tales of Suspense

History Mystery

Press **T** for Tape and **S** for Search in every room of the museum. All the clues you need to solve the mystery can be found in this manner.

You must also make a map, paying special attention to the elevators, express elevators, and stairways. In Part II, Winsome Slugg will chase you, and you must know the most efficient way through the rooms of the museum to escape him.

Part I:

Dinosaur Room: If you are wearing armor, type **GET KEY**.

Bronze Age Room: Type **S** to learn the phone number to call for the answer to Einstein's question: **QB7-7419**.

Egyptian Room: USE KEY, and go downstairs to the secret basement.

Secret Basement: GET RAVEN to learn that the hourglass was hidden in the time machine on the fifth floor.

Roman Empire Room: Type **T** to learn that Julius Caesar was a famous emperor.

Chinese Room: Type **T** to learn that the Chinese invented paper.

Dark Ages Room: You must have the lightbulb from Thomas Edison to make the unhappy ghost appear. Use the False Nose to cheer him up. The ghost will tell you about using the key in the Egyptian room to open the mummy case.

Medieval Room: GET ARMOR. Then go back to the Dinosaur room to get the key.

Renaissance Room: Answer **YES** to Mona Lisa and she will give you a false nose. Use the nose in the Dark Ages room.

Age of Reason Room 2: Type **S** to learn that the steam engine will help you remove the satellite in the Industrial Revolution Room.

Industrial Revolution Room: USE STEAM ENGINE to move the fallen satellite.

Age of Invention Room 1: Type **S** to make the ghost of Einstein appear. **GET LIGHT BULB** by answering Edison's question (Chinese). Use the light bulb in the Dark Ages room.

Age of Invention Room 3: GET TELEPHONE, and answer the ghost's question with the phone number you found in the Bronze Age Room—**QB7-7419**. You will learn that Fulton invented the first practical steamboat.

20th Century Room 1: Answer Einstein's question of who invented the first practical steamboat—**Fulton**. You will learn that the hourglass was hidden in the Byzantine Era. Press **T** to learn that Farnsworth invented the television.

20th Century Room 3: GET COMPUTER.

World of Tomorrow Room: Type T to learn that the time vending machine is in the room. USE TIME VENDING MACHINE. Type in BYZANTINE ERA to get the hourglass.

Cafeteria: USE AUTOMAT to get a Napoleon pastry

The password to Part II is THE SANDS OF TIME.

Part II:

Secret Basement: GET SPHINX to get the magic sand; GET LOOKING GLASS to protect yourself from the Medusa in the Ancient Greece Room.

Babylon Room: Go here if you have both the hourglass and the magic sand from the secret basement.

Ancient Greece Room: Do not go in this room unless you have the Looking Glass from the secret basement.

Age of Reason Room 1: When the ghost of Napoleon appears, USE NAPOLEON. (You will get the Napoleon pastry in the Cafeteria). Now you may enter the Age of Reason Room 2—you must do this in order to avoid Winsome Slugg and gain entrance to the Babylonian Room.

Cafeteria: USE AUTOMAT before you press any other key. GET NAPOLEON PASTRY. Then run away from Winsome Slugg.

The Big Nap
You must investigate each branch of the story to learn as much private-eye lingo as possible. Once that is done, the quickest way to the solution is to:

DO NOT OPEN THE SUITCASE
STAY ON THE TRAIN
"TELL THE DOG TO STEAL THE GUN AND RUN AWAY"
THE DOG'S NAME IS "BURGERS"