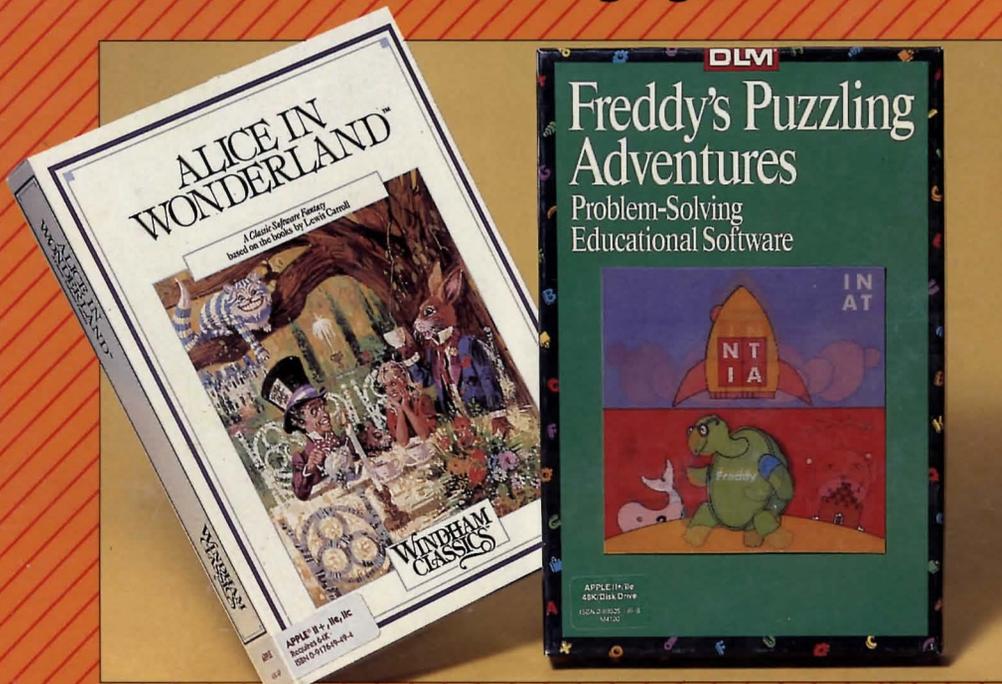


From The Learning Advantage

**TWO COMPLETE SOFTWARE PROGRAMS—  
FOR THE PRICE OF ONE:**

**ALICE IN WONDERLAND**  
Delightful Fantasy Game

**FREDDY'S PUZZLING ADVENTURES**  
Colorful and Challenging Puzzle Fun



**ALSO INSIDE**

**Complete Guide to Using Your Disks**  
**Big, Colorful Poster For Your Wall**  
**Computer News & Activities • Pages & Pages of**  
**Puzzles, Jokes, Articles, & Reading Fun**



# **MIGHTY MICRO POSTER**

**On the back of this flap, you'll find your exclusive poster for this issue.**

**Tear it out carefully and put it up on your wall.  
We'll bring you a big color poster every month. You'll want to collect them all!**

# **MIGHTY MICRO POSTER**

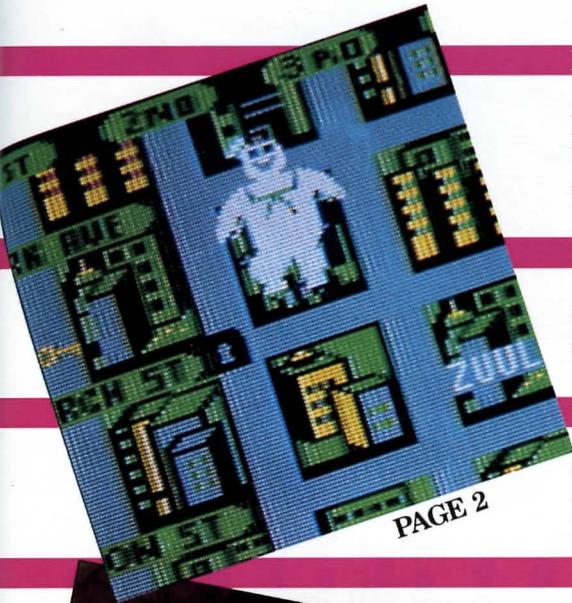
**On the back of this flap, you'll find your exclusive poster for this issue.**

**Tear it out carefully and put it up on your wall.  
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## MENU

Hi, gang! I'm Mighty Micro, and I'm roaring in with a mighty amount of fun for you and your computer. I have exciting software disks — and page after page of how to get more fun out of your micro! Look what's on the menu this month. . . .



PAGE 2

### PAGE 2

#### MOVIES COME TO MICROS

Your big-screen favorites are on their way to your monitor screen in these exciting action games.

### PAGE 5

#### MIGHTY MICRO'S HIDDEN PICTURE PUZZLE

Can you help the lion find his friends?

### PAGE 6

#### THE BLACK CAULDRON

How Disney animators used computers to make this magical film.

### PAGE 9

#### THE INSIDE STORY

A 16-page guide to using the disks we've selected for you this month. Plus all kinds of fun and activities.

### PAGE 25

#### COMPUTER CRAZY

It's micro madness! A joke page just for computer cuckoos!

### PAGE 26

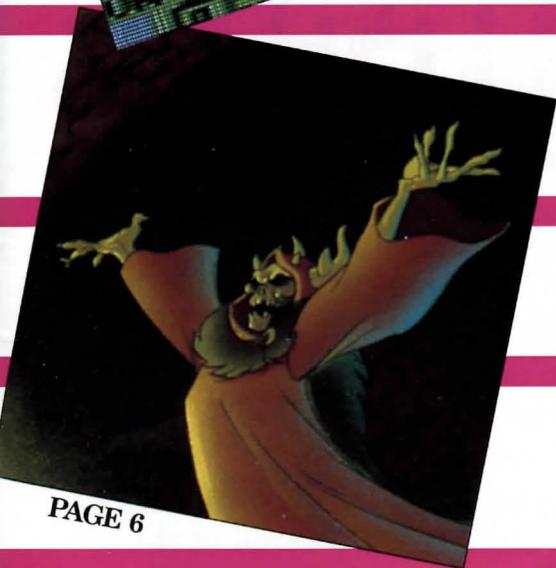
#### PUZZLE PAGES

Here come four pages of pencil puzzlers and brain bugglers, featuring none other than Mighty Micro and his doggy pal Gutenberg.

### PAGE 30

#### LITTLE BITS

News Briefs & Best Bets — it's the Inside Scoop from the snoops at MIGHTY MICRO.



PAGE 6

**FROM  
THE SILVER  
SCREEN  
TO THE  
MONITOR  
SCREEN...**



# **MOVIES COME TO MICROS**

By Nancy Olshan

**Would you like to go on an exciting jungle adventure as Indiana Jones?**

**Or maybe you'd like to chase after scary spirits with the Ghostbusters?**

Software makers are giving you the chance to be like your favorite movie stars. Lots of new computer games are based on your favorite movies. The games give you a chance to be part of the big screen action.

Want to find out what the excitement is all about? Here are some of the newest additions to the movie madness. Ready — lights, cameras, ACTION!

## Screen from *INDIANA JONES IN THE LOST KINGDOM*



## INDIANA JONES IN THE LOST KINGDOM

When Indiana Jones searches for lost treasures, he doesn't always play by the rules.

When you play *Indiana Jones in the Lost Kingdom*, you don't play by the rules, either. That's because there *are* no rules!

All you know for sure is that you must find the treasure that holds the secrets of a lost country. To do that, you have to make your way out of six rooms. How you get out of each room is up to you!

If you have a really hard time solving all the puzzles, there is a special Indiana Jones Hot Line for you to call. The telephone number comes with the game.

*Indiana Jones in the Lost Kingdom* is a Mindscape game.

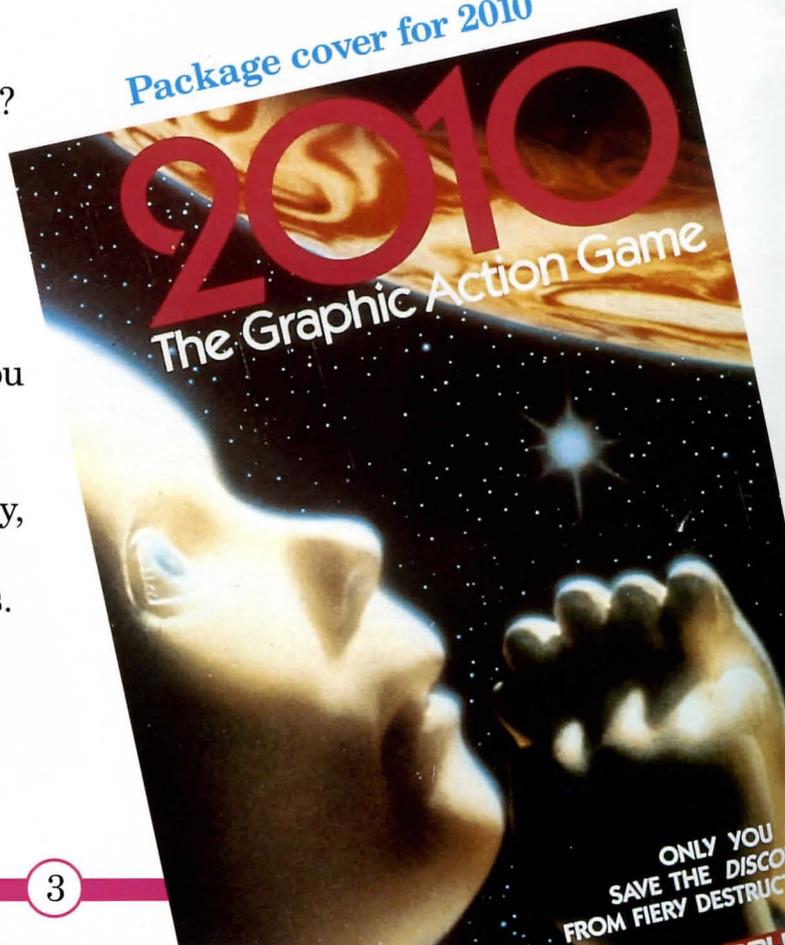
## GHOSTBUSTERS

When there's something weird in the neighborhood, who ya gonna call? *Ghostbusters*, of course!

Have you ever dreamed about catching a few ghosts of your own? Thanks to the people at Activision, that's what you get to do in the new *Ghostbusters* game. On the screen, you get suited up in a Ghostbuster suit, you get your Ghostbuster tools, and then you are off to the city. In the city, you must try to catch all the ghosts you can. The ghosts are worth points. But be careful! That Marshmallow Man will be out to get you!

This game is for Commodore 64, Atari, and Apple II computers.

Package cover for 2010

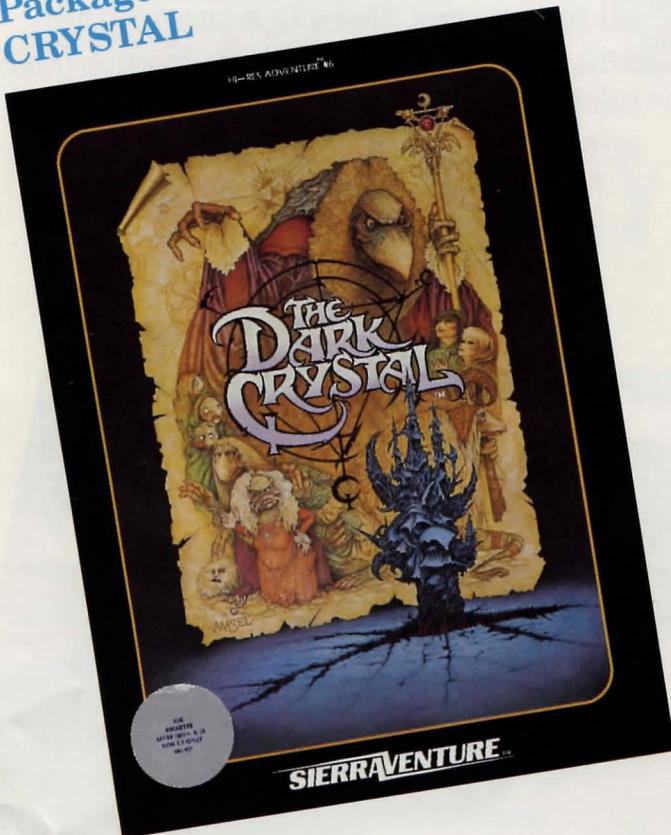


## 2010

The year is 2010. The spaceship *Discovery* is flying in the wrong direction. Discovery's computer, HAL, isn't working right. If the computer isn't fixed soon, the ship will fly right into Jovian Moon IO! You have got to fix the computer, and repair the ship before the crash!

That is your mission when you play *2010*, the text adventure game from Coleco. It's based on the movie *2010: The Year We Make Contact*.

Package cover for THE DARK CRYSTAL



## THE DARK CRYSTAL

Far away in another world, something exciting is about to happen. All three suns are about to crash together!

It is up to you, Jen the Gelfling, to

get the magic crystal away from the mean Skeksis tribe before the suns collide. If you don't, evil will spread all over the land!

This action game is based on *The Dark Crystal* movie. The game has text and graphics. The graphics are colorful and exciting. Jim Henson, the man who made the muppets, also created all the characters for *The Dark Crystal*.

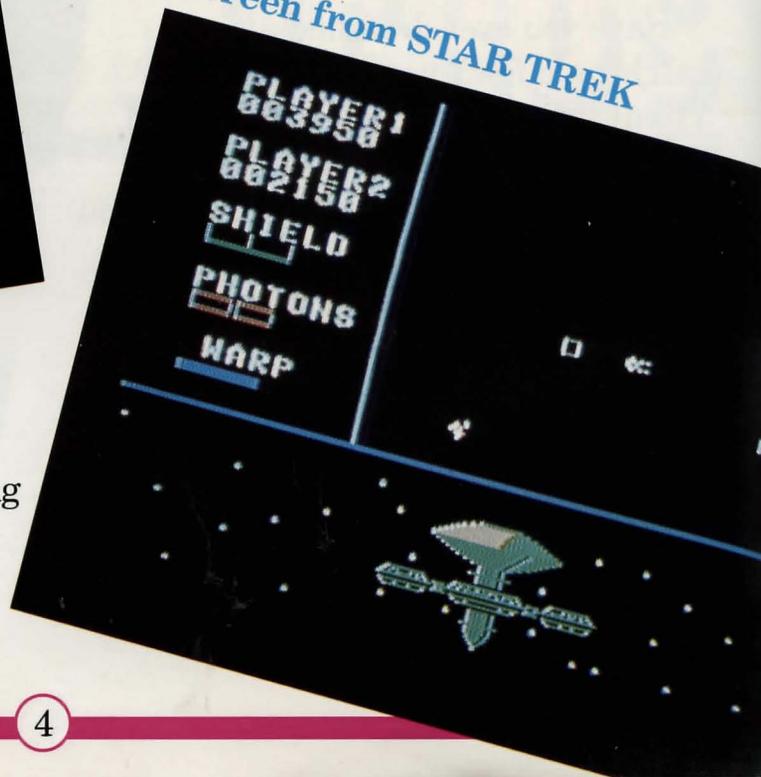
The game is made by the Sierra On-Line Company. It can be played on Apple computers.

## STAR TREK

You don't have to be a vulcan like Mr. Spock to ride in the Starship *Enterprise*. With the new *Star Trek* game from Coleco, you get to use your space-age weapons to beat the Klingons and the NOMAD space ship. The phasers, guns, and shields you use in your mission are all up to you.

This game is based on all of the *Star Trek* movies. If you're a *Star Trek* fan, it's a micro must!

Screen from STAR TREK



# HIDDEN PICTURE PUZZLE

Mighty Micro's friends are playing a joke on him. He wants to play with them in the park, but they are all hiding from him. There are ten different animals hiding all over the park. Help Mighty Micro find them all so that they can play together.

(Answer on Page 32.)



# The Black Cauldron



**A STORY OF EVIL KINGS, WISE PIGS,  
A MAGICAL CAULDRON — AND COMPUTERS!**

By Nancy Olshan

What do a princess, a king, a pig, and a computer all have in common? They are all part of the new film, *The Black Cauldron*, from Walt Disney Studios.

*The Black Cauldron* is the story of the evil Horned King. He wants control of the powers inside the Black Cauldron. It is up to Taran the pigkeeper, Hen Wen the pig, and Princess Eilonwy to keep the cauldron from the evil king.



*The Black Cauldron* is one of the most expensive films Walt Disney Studios has ever made. It cost more than 23 million dollars. It took five years to draw the two and a half million drawings for the film. It would have taken them a lot longer if they hadn't had the help of a computer called the *Animators' Helper*.



### ARTISTS AND COMPUTERS TOGETHER

The artists who draw cartoons are called *animators*. Before *The Black Cauldron*, all the art in cartoons was drawn by animators. But in *The Black Cauldron*, the computer did some of the work. *The Black Cauldron* is the first film in which artists and computers worked together on an animated film.

Mostly, the artists used the Animators' Helper to speed up their work. The computer drew a lot of the objects in the film.

The computer was used to draw the shining jewel that the Princess uses to light the way during the escape she and Taran make together. The boat they escape in was also drawn by the Animators' Helper. The Cauldron itself was drawn by the computer.



Joe Hale worked on the making of *The Black Cauldron*. Joe told MIGHTY MICRO that the artists had to learn some computer programming to use the Animators' Helper.

For example, when the artists used the Animators' Helper to draw the boat, they had to input all the sizes of the boat. Then they had to input the directions they wanted the boat to face. Once the computer had all the information, it could draw an outline of the boat for the artists.

### **MIX THE PAINT!**

When the outlines of the boat were drawn, the artists started mixing the paint. Even though the computer could have mixed the paint and painted the boat, the artists wanted

to do that themselves. Since there were 1,165 different colors used in the movie, and 400 gallons of paint, that sure was a lot of mixing!

All the people and characters in *The Black Cauldron* were drawn by hand. Disney artists believe that only a human being can make an animated human look real!

"The computer can save us thousands of hours of work," Joe told us. "But it is really just a tool. The real work is done by the artists. A computer will never replace them."

Maybe not. But with all the time the Animator's Helper can save artists, you can bet it will be used to help make many more movies. From now on, the computer may just be a cartoon artist's best friend!

# A LETTER TO PARENTS

The noted educator Seymour Papert recently gave a speech at the New York Academy of Sciences in which he talked about the beneficial roles of the computer in educating students. "I believe that the presence of the computer has a much greater impact on education than simply allowing old methods of instruction to be applied more effectively," Papert said. ". . . The computer's presence gives us the potential for transforming the ways in which we think about the learning process itself and for creating new kinds of learning environments."

The learning environments created by the microcomputers our kids are using today are indeed new—and exciting. I watch with special interest and enormous pleasure every time my kids begin to explore the possibilities of a new piece of software, every time they enter and begin to move their minds around in a new environment that comes to life on their monitor screen.

The mastery they develop, the logic they use, the skills they learn are their own reward. Yet seeing how much *fun* they have doing all this adds immeasurably to my sense that this new educational environment is here to stay.

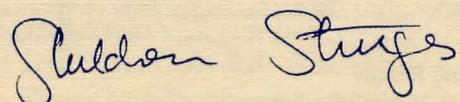
I created *THE LEARNING ADVANTAGE* as a result of my experience with my kids and their microcomputer adventures. And I believe this product is a new kind of learning environment. It is an environment that blends the old world of *print* with the new world of the *computer*.

Thus *THE LEARNING ADVANTAGE* has been produced with the following goals:

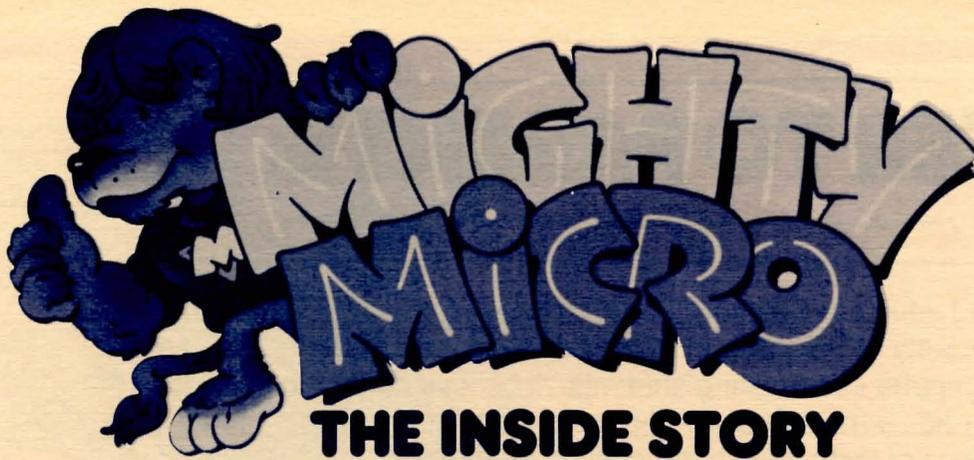
1. To provide intelligent, challenging software, selected by experts and suitable for your child's learning level and development.
2. To provide information, suggestions, guidance, and activities that will enhance the fun and learning value of each software program we select for your child.
3. To provide reading materials that are lively, fun, and informative, a publication that will form the all-important link between reading, writing, and computer use.

I am most eager to hear about your reactions to this "new environment" we are presenting. I hope you will share with me your experiences with your children as each month you use the programs and publication that make up *THE LEARNING ADVANTAGE*.

Yours truly,



Sheldon Sturges  
President



Each month, MIGHTY MICRO brings you two exciting software programs. This is the part of the magazine that brings you the Inside Story about the programs we have picked for you. And this is where we bring you the Inside Story about what's happening in the world of computers.

You can get an inside peek at your two new disks, starting on page 11. Then you can try thinking like a computer.

Get your pencil out — and try our *binary* dot-to-dot puzzle. It's on page 16.

If you like to write, or paint, or create music, we'll tell you about some special software to help you do it. Look for the Inside Story on page 18.

Look for this special section inside MIGHTY MICRO every month. Here's where you will always find The INSIDE STORY about your computer and all of the great things you can do with it.

MIGHTY MICRO EDITOR: Robert L. Stine

MIGHTY MICRO Art Direction: Greg Wozney Design

Software Selection & Project Consultant: Daniel Klassen, President, Information Technology Design Associates.  
Sheldon Sturges, President.

## THE LEARNING ADVANTAGE

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President, Interactive Picture System, Inc.  
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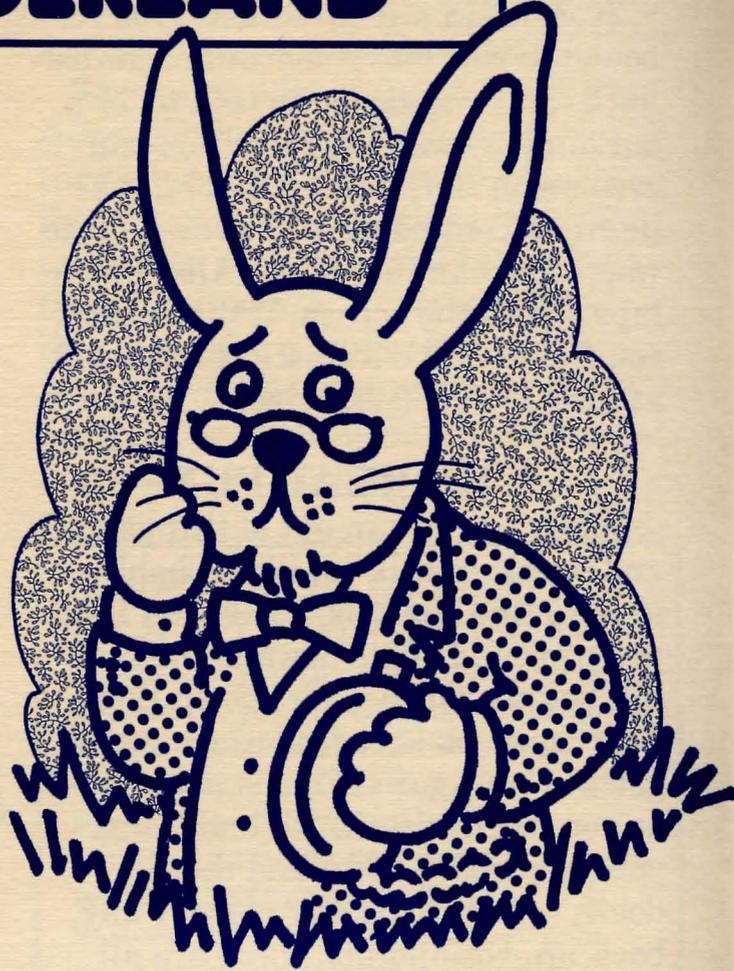
# THE INSIDE STORY ABOUT ALICE IN WONDERLAND

By Louise Kohl

Have you ever been reading a story and noticed that a character is about to do something really dumb? Didn't you want to grab him and tell him the right thing to do? Well, this computer version of *Alice In Wonderland* not only lets you grab the character, it lets you *be* the character. (And if you think it'll be no fun because you're a boy and Alice isn't, think again.) This means that you get to think out all the smart moves—and make all the dumb ones—for yourself.

There have been lots of different versions of this story. In fact, the very first book wasn't even called *Alice In Wonderland*. It was called *Alice's Adventures Underground*, and there was only one copy. The Reverend Charles Dodgson (Lewis Carroll's real name) wrote it for a little girl named Alice Liddell, who was the original "Alice." There have been stage plays and movies of *Alice*, a Disney cartoon, and several TV *Alice's*, including one made just last year.

When Spinnaker Software decided to make an *Alice* game, they wanted it to be as funny and fun as the book. So they asked some actors to pretend that they were the characters and talk to each other. When the actors said something funny, the people who were designing the game wrote it down and used it. The game charac-



ters don't say exactly the same thing as the ones in the book. But they say the same kinds of things, and a lot of it is very funny indeed.

The game starts you out as Alice somewhere on the banks of the river Thames. You're bored. Ready for something that's more interesting than the French you're supposed to be studying with your older sister. (Which means you're ready for just about anything!) Try talking to your sister, anyway. She might have some useful information for you. Don't worry. She'll talk to you in English. (The only thing she says in French is,

“*Le gigot est content.*” This means, “The mutton is content.” You don’t have to pay one bit of attention to that.)

Start off in any direction—you’re bound to run into something interesting to do, or someone to talk to, or a building or two to explore. You can even swim in the river. In fact, it’s highly recommended. There’s a place where you can just make Alice swim laps across the screen, if that’s what you feel like. It’s a waste of time, but at least it’s good exercise!

## THE REAL FUN

When you’ve run out of things to do and people to talk to, it’s probably time to find the rabbit hole and head underground. This is when the real fun begins. Once you’re down there, your main job is to find some way of getting out again. This is not as easy as you might think. For one thing, you keep going down and there doesn’t seem to be any normal way back up. For another, there are all these talking animals who say weird things to you, or sing to you, or just grin at you. Remember the songs and what they’re about, even if it means keeping a list. You might have to perform a song or two yourself later on.

Whenever you run into anyone—or anything—that looks like it can talk—be sure to talk with him, her, or it. On the “options” screen you can pick out whatever you want to do, including “argue,” “coax” (which is sweet-talking people into doing something they really don’t want to do), “sing” and “eat.”

Seth Godin, who helps develop new

products for Spinnaker, told MIGHTY MICRO that with this kind of menu, “you can try everything, so do it, even if it doesn’t seem to make sense.” (When I tried this with one character, he said, “You like to babble so much that you must have been born in a brook!”)

If you do the right thing, the person will say something back, and maybe even give you something you can use later on. Like all adventure-type games, you should *take* anything that isn’t nailed down. You never know when something will come in handy.

You have to get really close to a character or an object in order to talk or examine. It doesn’t hurt to be standing right over whatever it is.



The characters don't seem to mind, except for a mouse who asks you not to step on his tail!

Sometimes when you're trying to look at something, you get a wise-guy message from the computer: "Time to visit the eye doctor. There's nothing to examine." When this happens, it might mean that you aren't close enough to the thing, or that it isn't important. Don't give up the first time you get the message. Just move around a couple of times and keep trying—you never know.

You'll be surprised how much territory there is to explore in Wonderland. Don't expect to finish the whole game at one sitting. You can save a game in the middle if you have a

blank disk to put it on. It's very easy. Just go to the option screen and choose "Disk Storage." The computer will tell you what to do, including how to prepare a blank disk to use. It doesn't take very long, either.

There are a lot of things to do in *Alice*. You have to find your way through mazes, answer riddles, and figure out puzzles, such as what you can eat to make yourself big—and then small again. If you're like me, this may take a while. But it's hard not to have a good time while you're figuring everything out. Give my regards to the Cheshire Cat!



### TIPS FOR PLAYING *ALICE IN WONDERLAND*

1. Be sure you have the parasol; if you don't, you'll be landing everywhere upside down and seeing stars. When you get to a good place to practice falling with the parasol, save the game so you can get it right without having to start over.
2. Keep an eye on the time—there are clocks everywhere. You don't want to be late like the White Rabbit.
3. Don't "Calm" the Dormouse. It only puts him back to sleep.
4. If you want to move faster, point the joystick in the direction you want to go and jump. Don't let go of the joystick and you'll run like crazy. If you let go for just a second, you'll be strolling again—unless you just ran over the edge of a cliff. In which case you'll be falling (see tip #1).
5. Watch the sample game. It may give you some useful hints.
6. Try reading the book, and see if that helps!

# THE INSIDE STORY ABOUT FREDDY'S PUZZLING ADVENTURES

By Louise Kohl

There are two kinds of computer games that try to teach you things: the ones that are fun and the ones that aren't. This is one of the ones that's fun.

There are ten puzzles on this disk. Four are word puzzles, and six are number puzzles. But these aren't arithmetic and spelling games. They are *logic* games. They teach you to solve problems in tricky ways. You can also make up to 14 more word puzzles of your own.

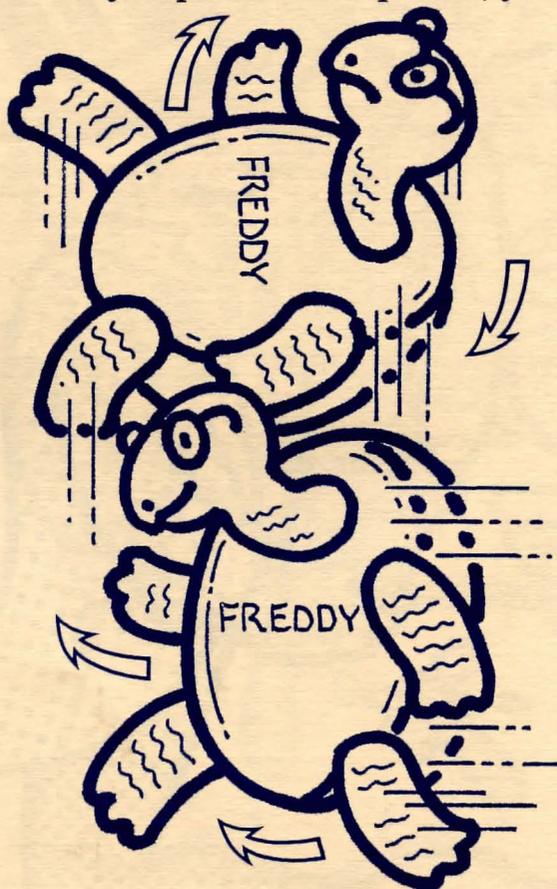
Have you ever had one of those small puzzles where you have to slide 15 numbers around to get them in order? Then you'll have a good idea about how to play these games. In fact, the word puzzles are set up on a square in the same way. The number puzzles come in a lot of different shapes and are, at least for me, a little harder.

In case you were wondering who Freddy is, he's a turtle that you move around the screen using four letter keys: I (up), M (down), J (left), and K (right). If two players play, one controls the up-and-down-movement and one controls the left-to-right. The people at DLM (the company that makes Freddy) told MIGHTY MICRO that

most people think playing with two players is the most fun. (And it means that if you make the wrong move, you can always blame your sister!)

If two of you are playing, the *up* key is A, the *down* is Z, J moves *left* and K moves *right*. Remembering which keys send Freddy where takes a while. But soon you'll be able to hit the right keys without even looking. (If you don't want to bother remembering, look down in the corner of the screen.)

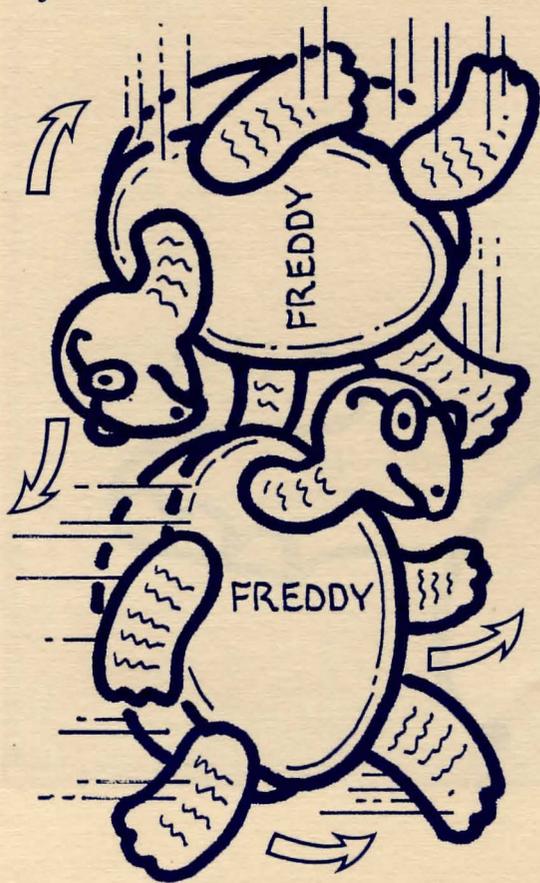
When you pick a word puzzle, you'll



see a grid of squares. The size of the grid depends on the puzzle you pick. The largest is "People Panic," which is four squares wide and four squares deep. You will see at least two blank squares. The rest will have letters in them.

Push the W key and a list of words will appear in the upper righthand corner. Your job is to put all the letters on the grid so that they spell these words in the order they're listed. You do this by having Freddy move the letters one at a time. If Freddy is carrying a letter, he can't go over an occupied square. If he drops a letter in the right place, a yellow rectangle appears.

This might not sound like a lot of fun, but it is. It takes a lot of figuring out. And you really feel as if you've "beaten" the computer when you solve a puzzle! There's no time limit, but the computer does count your moves. If you take 57 moves the first time,



you can try the same puzzle again and see if you can do it in 47. If you want to play a crazy version of the game, don't look at the words. Just move letters around until you start getting the yellow rectangles. After a while, you'll probably be able to figure out which words you need.

The number puzzles work pretty much the same way, but they have stranger shapes and only one blank space. Numbers in circles show you where each number is to go. You have to figure out how to get them there. I'm still trying to figure out one called "Freddy's Friends." Moving around in these puzzles is a little harder because you have to zig-zag a lot. Happy ziggling!

### TIPS FOR PLAYING:

1. Start with the simpler puzzles. Look on the signs and count the dots under the puzzle's name. The ones with the most dots are the hardest.
2. Take time to look at the puzzle before you start moving things around. You don't want to trap a letter or number way down in a bottom corner when you need it at the top.
3. *Same puzzle* means EXACTLY the same puzzle; not another one of the same kind. If you don't want to play the same one over and over, go back to Freddy's pond and choose another one.
4. The *Help* screen doesn't help you with any particular puzzle. You have to ask a friend or your Mom or Dad for that.
5. If you really like puzzles like this, the last page of the instructions lists some puzzle books you'll like, too.

# BINARY DOT-TO-DOT

You've got to think like a computer to solve this dot-to-dot puzzle. Your computer thinks in a binary language of 1's and 0's — and this is a binary dot-to-dot. Can you read the binary code, connect the dots, and figure out what animal this is? (The answer is on the top of page 24.)



100●

11●

10●

●  
1

● 1111

●  
0

**HERE ARE  
THIS MONTH'S DISKS  
SELECTED FOR YOU BY  
THE LEARNING ADVANTAGE**

Remove the disks and documents carefully from the envelope. Then carefully pull out the envelope from the magazine. You can use the envelope as a disk wallet.









110

• 111

101

• 1010

• 1011

1001

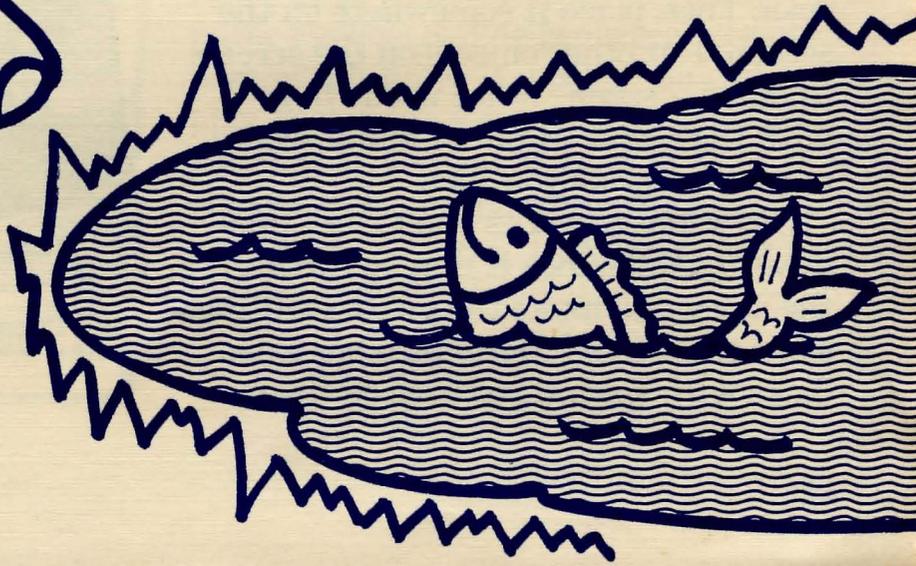
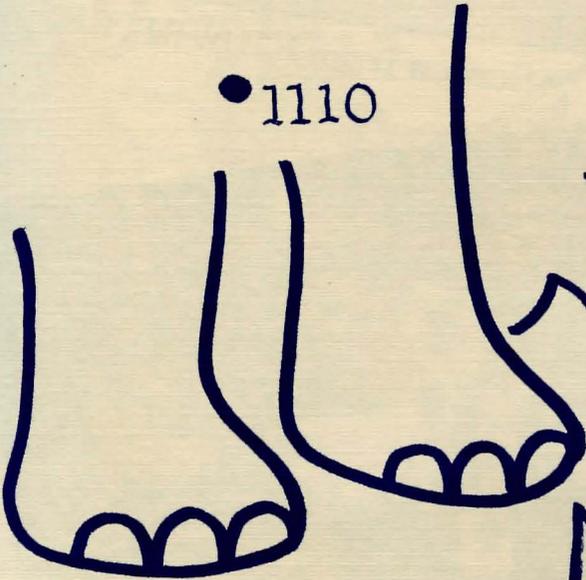
• 1000

• 1100



• 1101

• 1110



# EXPRESS YOURSELF!

Here's the Inside Story on disks to help you create stories, paintings, music — and FUN!

By Lorraine Hopping

Do you like to draw? Are you a music fan? Or is W-R-I-T-E how you spell "fun"? Whether you use words, pictures, or musical notes to express yourself, we have just the thing for you! Here's a list of computer programs that can help you make your mark in 10 different ways. You can use these programs to create songs, poems, paintings, books, cartoons, and much more!

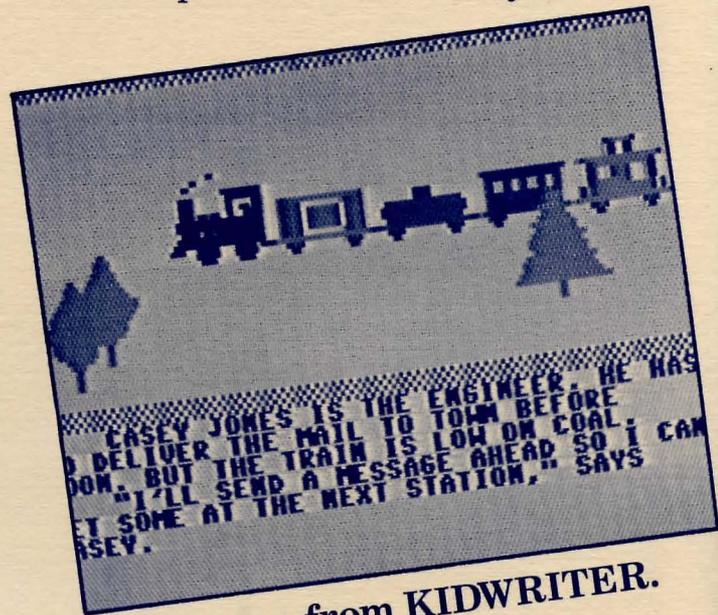
## 1. Write a Story

What will your next story be about? A brave horse? A friendly alien? A fun trip? *Kidwriter* and *Story Maker: A Fact and Fiction Tool Kit* can help you decide. Both programs help you write stories about anyone or anything — complete with pictures!

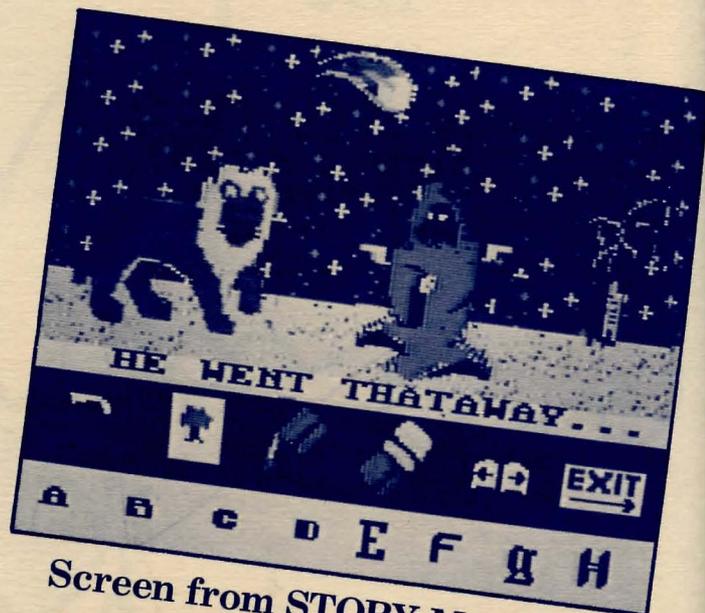
*Kidwriter* asks you to make the picture first. To do this, pick an object, such as a robot, from a list of 99 objects. Make it big or small. Change its color. Then place it somewhere on the screen. Put other objects on the screen to make a scene. Write words to go with the scene. Make as many scenes in your story as you like.

*Story Maker* works about the same way. One difference is that you write the story and make the pictures at the same time. *Story Maker* also has extra disks with special pictures on them.

For example, one disk has pictures of planets, stars, and spaceships to go with a space adventure story.



Screen from KIDWRITER.



Screen from STORY MAKER.

## 2. Write a Poem

*Tanka*, *haiku*, and *Sijo* aren't just funny words. They're names for different kinds of poems. *Poetry Express* gives you examples of these and four other types of poems. The program then shows you how to write your own poems.

## 3. Write a Book

If you like to read books, why not *write* one? It's easy with *Playwriter* programs. There are four programs in the series: *Adventures in Space*, *Tales of Me*, *Mystery*, and *Castles and Creatures*.

In each program, you answer a series of questions. For example: Who will be in the book? What will happen to them? Where will the action take place? The program puts your answers together in the form of a story. Change the story until it's just right. Then print it out on special book-size paper and add colorful stickers. The book paper and stickers come with the programs.

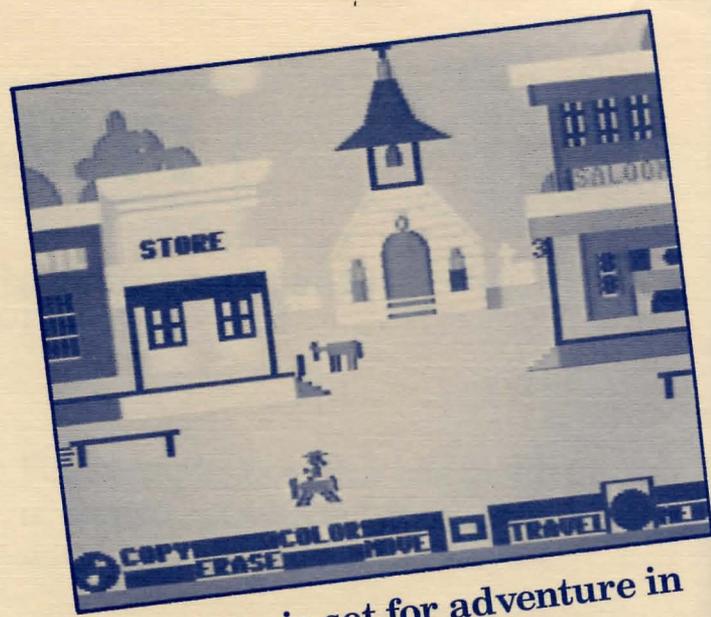
## 4. Compose a Song

Even if you can't read music, you can write it! With *Songwriter*, you play notes by pressing keys on the computer keyboard. The program remembers which notes you play. You can play back your song at any time. If you don't like how it sounds, change the notes. Keep changing the notes and playing it back until your song is just the way you want it.



## 5. Make a Western Movie

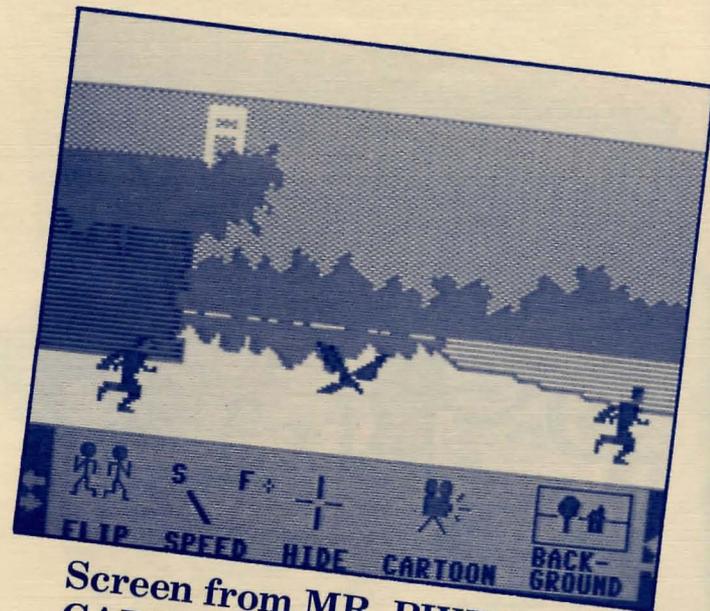
Set the scene. Pick the players. Then roll 'em! Use *Ranch* to make an action-packed western movie on the computer. To set the scene, choose what you need from pictures of horses, buildings, cactus plants, and other objects. Pick a good guy, a bad guy, and any other players you want. Then start the action. Stage a gunfight! Rustle cows! Fight off Indians! But never forget: The good guy always wins!



The scene is set for adventure in RANCH.

## 6. Create a Cartoon

Watch out, Garfield! *Mr. Pixel's Cartoon Kit* is on the loose! The *Cartoon Kit* is full of fun characters. Pick which ones you want to use in a cartoon. Then make them lazy, like Garfield, or peppy, like Odie. They can even be wishy-washy like Charlie Brown. The characters will do whatever you tell them to. You can make them move — and draw your own animated characters, too.



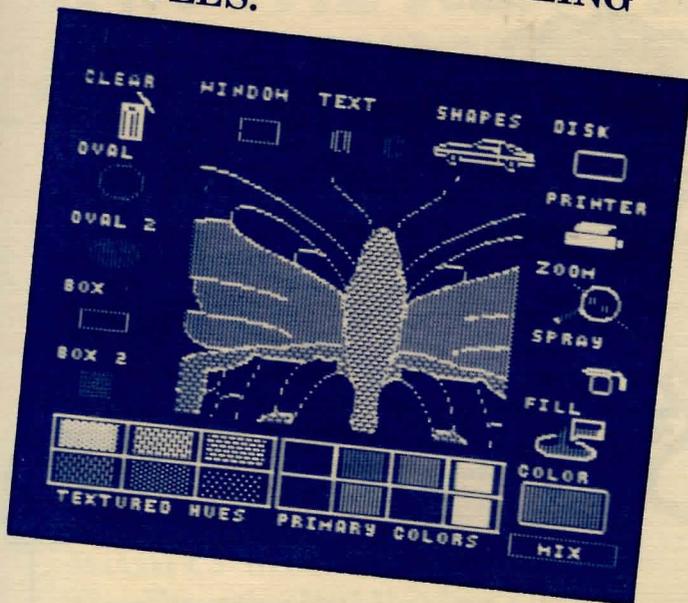
Screen from MR. PIXEL'S CARTOON KIT.

## 7. Build a Country or City Scene

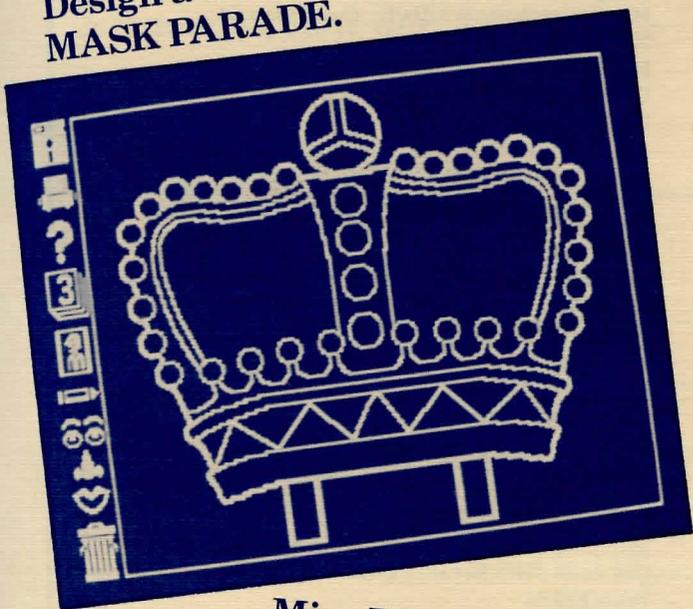
*Kids at Work* puts you to work building a city or country scene. To make the city scene, place cafes, stores, apartments, bridges, and other objects on the screen. A construction worker will help you with the heavy lifting. In the country scene, you'll find barns, animals, fences, and the like. A friendly farmer will help you put them together.



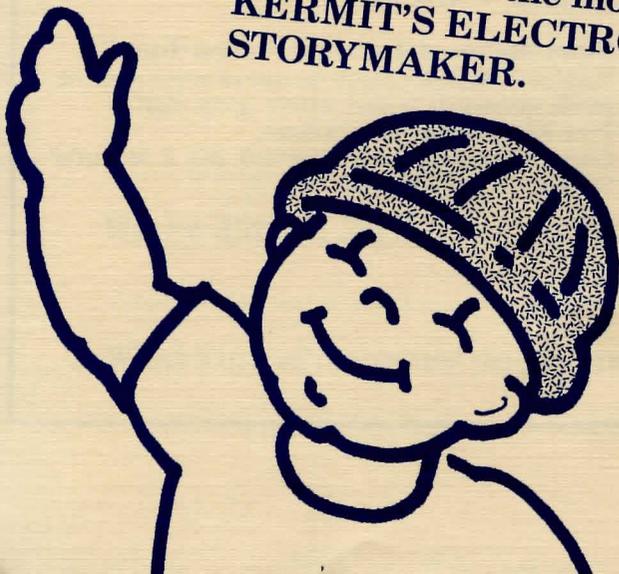
Paint a picture with **BLAZING PADDLES**.



Design a crown in **MASK PARADE**.



Miss Piggy on the move in **KERMIT'S ELECTRONIC STORYMAKER**.



## 8. Paint a Picture

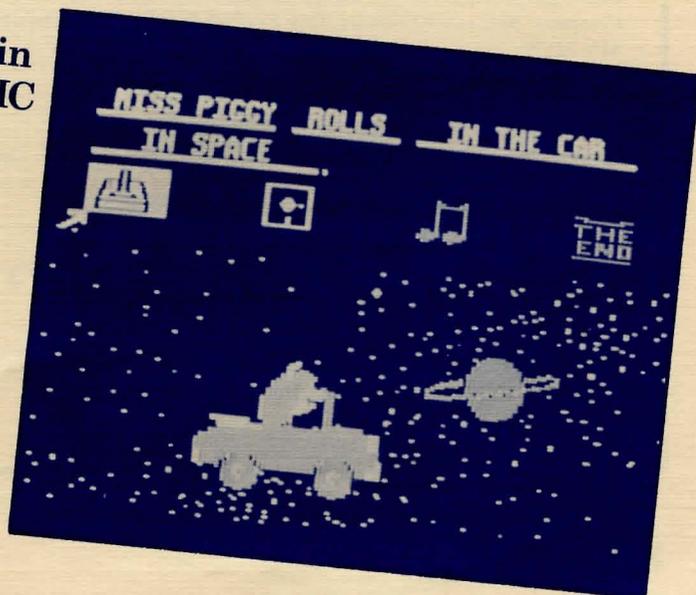
How do you finger paint without making a mess? On the computer, of course! *Blazing Paddles* is one of many programs that let you paint a picture on the screen. Choose the colors you want to use and the size of the brush. Then use a joystick to paint away!

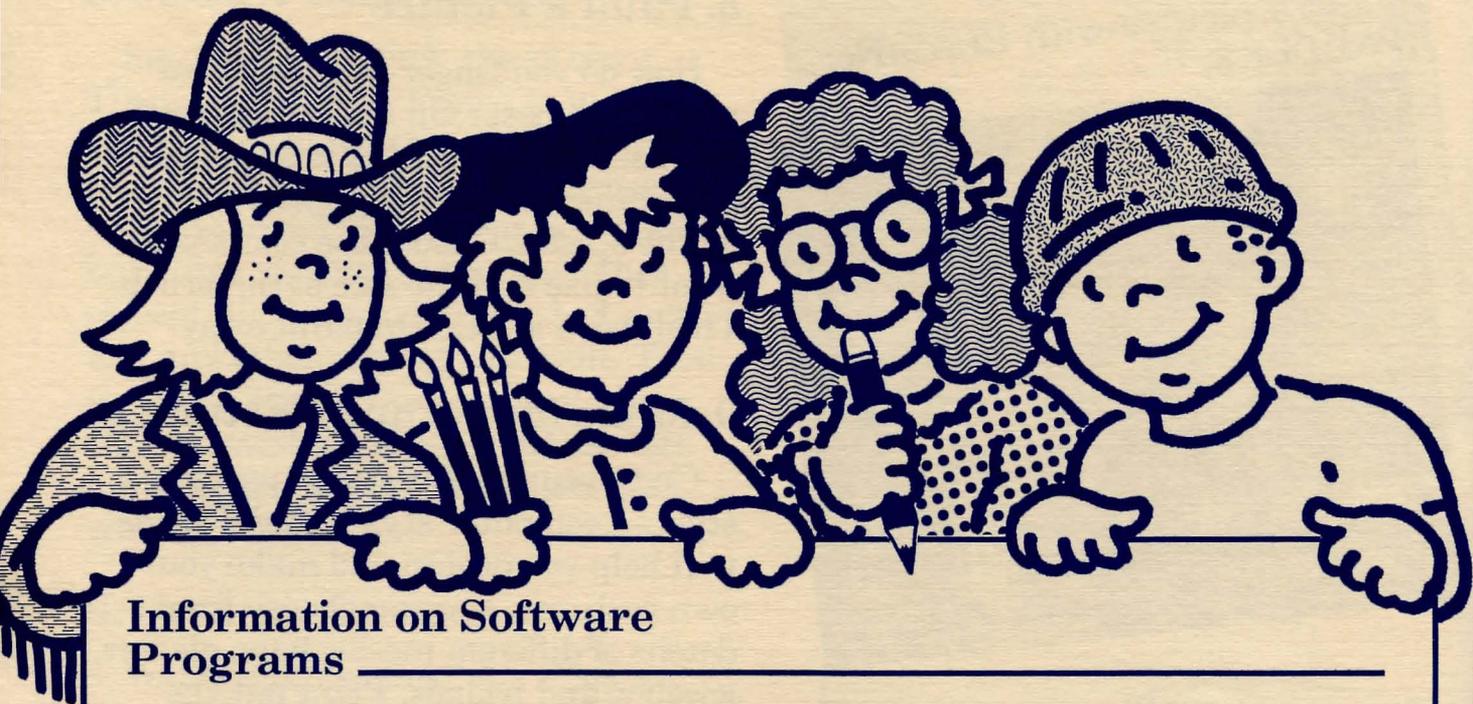
## 9. Make Masks and Costumes

Go to your next costume party in style — computer style! *Mask Parade* will help you design and make your own costume. You can choose from dozens of different masks, hats, glasses, jewelry, and badges. Print out the ones you like, color them, and then try them on for size!

## 10. Put on a Muppet Show

Kermit, Miss Piggy, Gonzo, and other muppets are rarin' to go. Just tell them what to do! With *Kermit's Electronic Storymaker*, you can make them dance to a tune, bounce up and down, spin around, and more. For real fun, stage your muppet show in a jungle, in a city, or even out in space! The muppets won't let you down. They know the show must go on!





## Information on Software Programs

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### Blazing Paddles

Machine(s): Apple II+//IIe/IIc, Commodore 64  
(printer optional)  
Price: \$49.95 (Apple); \$34.95 (Commodore)  
Company: Baudville, 1001 Medical Park Dr., SE, Grand Rapids, MI 49506.

### Kermit's Electronic Storymaker

Machine(s): Apple II+//IIe/IIc, Commodore 64  
Price: \$34.95 (Apple); \$29.95 (Commodore)  
Company: Simon and Schuster, Electronic Publishing Group, 1230 Ave. of the Americas, New York, NY 10020.

### Kids at Work

Machine(s): Apple II+//IIe/IIc, Commodore 64  
(printer optional)  
Price: \$29.95  
Company: Scholastic Inc., PO Box 7503, 2931 E. McCarthy St., Jefferson City, MO 65102

### Kidwriter

Machine(s): Apple II+//IIe/IIc, Atari 400/800/1200, Commodore 64/128, IBM PC  
Price: \$29.95 (Apple, IBM); \$26.95 (Atari, Commodore)  
Company: Spinnaker Software, One Kendall Sq., Cambridge, MA 02139.

### Mask Parade

Machine(s): Apple II+//IIe/IIc, IBM PC/PCjr  
(printer required)  
Price: \$39.95  
Company: Springboard Software Inc., 7807 Creekridge Cir., Minneapolis, MN 55435.

### Mr. Pixel's Cartoon Kit

Machine(s): Apple II+//IIe/IIc, Commodore 64, IBM PC/PCjr  
Price: \$29.95  
Company: Mindscape, Inc., 3444 Dundee Rd., Northbrook, IL 60062

### Playwriter

Machine(s): Apple II+//IIe/IIc, Commodore 64, IBM PC/PCjr  
Price: \$39.95 each; \$9.95 for extra paper stickers  
Company: Woodbury Software, 127 White Oak Ln., Old Bridge, NJ 08857.

### Poetry Express

Machine(s): Apple II+//IIe/IIc, Commodore 64, (available Oct. '85)  
Price: \$39.95  
Company: Learning Well, 200 S. Service Rd., Roslyn Hgts, NY 11577.

### Ranch

Machine(s): Commodore 64  
Price: \$24.95 (cartridge)  
Company: Spinnaker Software, One Kendall Sq., Cambridge, MA 02139.

### Songwriter

Machine(s): Apple II+//IIe/IIc, Atari 400/800/1200, Commodore 64, IBM PC/PCjr  
Price: \$39.95  
Company: Scarborough Systems, Inc., 55 S. Broadway, Tarrytown, NY 10591.

### Story Maker: A Fact and Fiction Tool Kit

Machine(s): Apple II+//IIe/IIc (joystick or mouse required; printer optional)  
Price: \$95 for school version (8 disks);  
Company: Scholastic Inc., PO Box 7503, 2931 E. McCarthy St., Jefferson City, MO 65102.

# WIN THE NEXT MIGHTY MICRO-ABSOLUTELY FREE!!

That's right — you can win the next issue of MIGHTY MICRO, including two complete software programs, a big wall poster, and the magazine — for free! To be part of our random drawing, just fill out and mail in this short questionnaire.

Mail your questionnaire to:  
MIGHTY MICRO #3  
The Sturges Publishing Co.  
300 Alexander Park  
Princeton, New Jersey 08540

We'll put all the questionnaires in a big mailbag. Then we'll draw out two lucky winners at random. Each winner will receive the next issue of MIGHTY MICRO.

All questionnaires become the property of The Sturges Publishing Company. Contest void in states where prohibited.

(Be sure to fill out both sides of the questionnaire.)

---

My name is \_\_\_\_\_

My address is \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

My age is \_\_\_\_\_. I am in the \_\_\_\_\_ grade in school.

What was your favorite feature in MIGHTY MICRO?

\_\_\_\_\_

What was your *least* favorite feature in MIGHTY MICRO?

\_\_\_\_\_

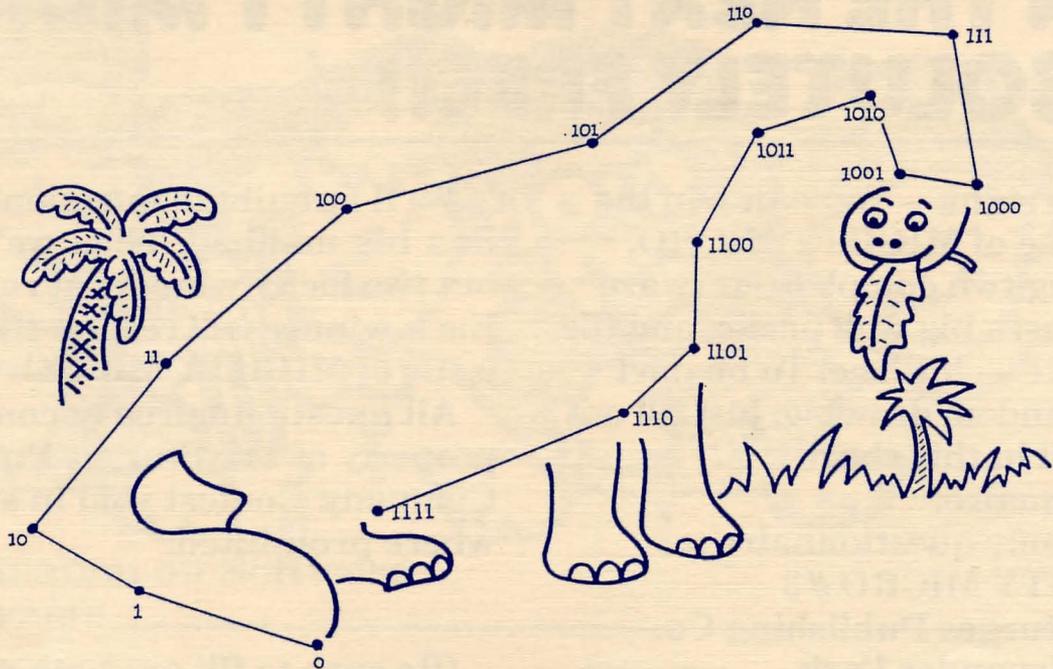
Where did you get this copy of MIGHTY MICRO?

\_\_\_\_\_

What kind of computer do you own?

\_\_\_\_\_

**ANSWERS TO BINARY DOT-TO-DOT (page 16):**



**This is the back of your questionnaire.  
Cut it out and mail it to the address on the front side.  
Good luck in the drawing!**

---

**Is it your computer or a family computer?**

---

**What do you mostly use the computer for?**

---

**Do you use a computer in school?** \_\_\_\_\_

**If so, what kind?** \_\_\_\_\_

**How would you rate the two disks you received this month in MIGHTY**

**MICRO? Circle one:**

Great!

Pretty Good

Only Fair

Poor

**Do you have a friend who might like to get MIGHTY MICRO? If so please write his or her name and address here:**

---

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# COMPUTER CRAZY!

Power up your funnybone! Here comes  
Mighty Micro's Joke Page!

**STORE CLERK:** Would you like us  
to ship your computer to your home, Godzilla?

**GODZILLA:** No thanks. I'll eat it here.

**Q:** Where do you send old, worn-out  
computers?

**A:** To a rust home!

What do you get when you cross a  
computer with an elephant, a pot of  
beef stew, a barrel of sour pickles, and  
a vat of sour cream?

**A disgusting mess!**

Why did Jake put a rubber band in  
his computer?

**He wanted it to make snap  
decisions!**

What did the computer say  
to the microwave oven?

**"Hiya, beautiful!"**

**ZIM  
MER  
MAN**



THE PUZZLE PAGES OF...

# MIGHTY MICRO

& HIS PAL GUTENBERG

DOGGONE IT, MIGHTY MICRO. I'VE LOOKED AND LOOKED AND I CAN'T FIND MY LIBRARY BOOKS ANYWHERE!



DON'T FLIP YOUR PAGES, GUTENBERG. YOU'RE ALWAYS LOSING THINGS. IN FACT, YOU LOST YOUR MIND A LONG TIME AGO!



KEEP MAKING WITH THE INSULTS, YOU COMPUTER CHIP DIP, AND I'LL LOSE MY TEMPER, TOO! THOSE BOOKS ARE DUE BACK AT THE LIBRARY TODAY, AND I HAVE TO FIND THEM NOW!



**DIRECTIONS:**  
Go in the Fruit Store and pick up all the fruit without stepping on a WET PAINT square or retracing your steps. You must go in the IN door and come out the OUT.

CALM DOWN OR YOU'LL WAKE YOUR FLEAS FROM THEIR AFTERNOON NAP.

I'LL TELL YOU WHAT. I'LL HELP YOU FIND YOUR BOOKS IF YOU CAN SOLVE THIS COMPUTER PUZZLE!



WET PAINT	ORANGES	WATERMELON	WET PAINT
GRAPES	WET PAINT	WET PAINT	CHERRIES
WET PAINT	BANANAS	PEARS	WET PAINT
APPLES	WET PAINT	GRAPEFRUIT	BLUEBERRIES
IN			OUT

THAT PUZZLE WAS EASY!  
NOW LET'S SEE YOU A-MAZE  
ME BY KEEPING YOUR END  
OF THE BARGAIN. WHERE  
ARE MY LIBRARY BOOKS?

DON'T WORRY,  
KENNEL BREATH. I  
KNOW WHERE YOUR  
BOOKS ARE. THEY'RE  
RIGHT WHERE YOU  
LEFT THEM!

HA HA HA!

THAT WAS JUST A JOKE, YOU  
PRINT-HAPPY POOCH. I'LL  
BET YOUR BOOKS ARE IN  
HERE. IN FACT, I CAN SEE  
13 BOOKS IN THIS CLOSET.  
YOUR TROUBLES ARE OVER!

**DIRECTIONS:**  
Find 13 books hidden  
in the closet.

MY TROUBLES WILL  
BE OVER THE DAY A  
CERTAIN LION I  
KNOW LEARNS TO  
HIBERNATE!

I FOUND THE BOOKS IN THE CLOSET, BUT I GUESS 13 ISN'T MY LUCKY NUMBER. ALL OF THESE BOOKS ARE MINE--NOT THE LIBRARY'S!

I HAVE AN IDEA! WHY DON'T YOU RETURN THESE BOOKS TO THE LIBRARY INSTEAD? NO ONE WILL KNOW THE DIFFERENCE.

I HAVE A BRILLIANT IDEA, TOO! STAY IN THIS HAT UNTIL YOU GROW SOME BRAINS TO FILL IT, YOU HARE-BRAINED HACKER!

I'M IN BIG TROUBLE IF I DON'T RETURN THOSE BOOKS TODAY. THAT LIBRARIAN IS MEAN! THE LAST TIME I RETURNED A BOOK LATE, THE LIBRARIAN CALLED THE POLICE TO ARREST ME!

NOW THAT'S WHAT I CALL A STORY WITH A HAPPY ENDING. WHAT WAS THE CHARGE AGAINST YOU?

IF YOU WANT TO KNOW WHAT THE LIBRARIAN TOLD THE POLICE, YOU'LL HAVE TO SOLVE MY PUZZLE!

**DIRECTIONS:** Follow the strings to the empty circles. Write the letter on the left in the circle on the right. The first one has been done for you.

A matching puzzle grid with a light blue background. On the left side, there is a vertical column of seven yellow circles containing the letters H, M, O, K, I, O, and B from top to bottom. On the right side, there is a vertical column of seven yellow circles, with the top one containing the letter H and the others empty. A complex web of black lines connects the letters on the left to the circles on the right. The top-left 'H' is already connected to the top-right 'H'.

BOUNCING  
BIBLIOGRAPHIES!

YOU SOLVED  
THAT PUZZLE  
IN NO TIME  
AT ALL!

HAVE YOU FRIED  
YOUR BOARD? THAT  
COMPUTER CAN'T  
TELL US WHERE  
MY BOOKS ARE.

IT ALREADY HAS! BUT  
THERE'S ONE SMALL  
PROBLEM. WE HAVE  
TO FIGURE OUT WHAT  
IT SAYS.

THAT'S BECAUSE I USED MY COMPUTER.  
SOMEDAY YOU'LL LEARN TO USE A  
COMPUTER--IF THEY EVER DEVELOP  
A MONGREL MONITOR! NOW LET'S ASK  
MY COMPUTER WHERE YOUR BOOKS ARE.

### DIRECTIONS:

In a rebus, pictures, letters and numbers replace words and parts of words.

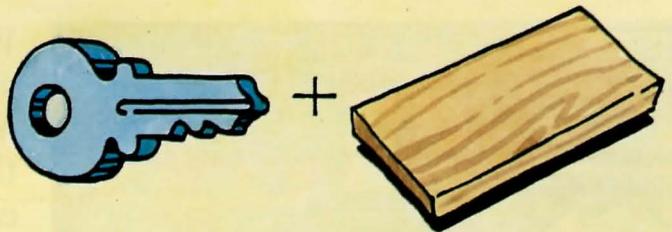
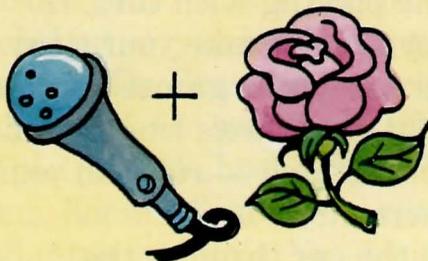
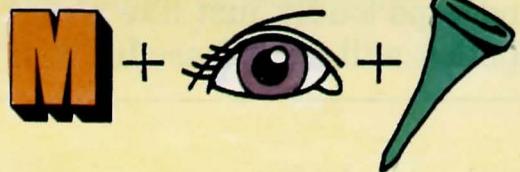
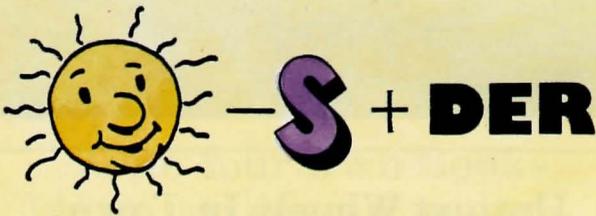
When you see a plus (+) sign, connect the parts to form one word.

When you see a minus (-) sign, take off the letter that follows it.

Say out loud exactly what you see.

Then write the word you think each symbol stands for.

When you are done, you will know where Gutenberg's library books are!



OOPS!

SORRY ABOUT THAT,  
GUTENBERG! I GUESS  
I FINALLY FOUND A USE  
FOR YOUR BOOKS AFTER  
ALL!

THAT'S O.K., MIGHTY  
MICRO. WHEN I GET  
BACK FROM THE  
LIBRARY, WE CAN  
USE YOUR COMPUTER  
TOGETHER--

TO FIGURE OUT HOW  
MUCH YOU OWE ME IN  
LIBRARY FINES!

# LITTLE BITS

## News Briefs & Best Bets — The Inside Report!

By Rachel Whitney

### High-Tech Hound

If your parents said you could not have a dog, Spotbot (Tomy Toys) is for you!

Spotbot is the dog of the future. You don't have to walk or feed this playful pup, and he'll never make a mess in the house. That's because Spotbot is a robot dog!

Spotbot moves around the room. He shakes his head left and right. When he bumps into things, he runs away and yaps loudly, just like a real dog. Spotbot will even chase his own tail!



### Hottest Wheels In Town!

If you like playing with cars, *Hot Wheels* (Epyx) will make your tires spin! Other computer games let you race cars, but *Hot Wheels* lets you build the cars from scratch — right on your computer screen!

You take the car through the assembly line. You even decide what colors your dream car will be.

When the car needs a check-up, you take it in for repairs.

If you want to see your race car in action, you and a friend can have your own demolition derby. And if your car gets wrecked, don't worry — you can always build another one!





## Long Live Lady Liberty!

Kids all across America will have something to cheer about when Lady Liberty celebrates her 100th birthday next year. After all, they worked hard raising money to fix up the statue. But kids were not the only ones who “chipped” in to save the Statue of Liberty. A computer helped, too!

The computer was used before any real work on the statue began. It helped figure out which parts of the statue might fall apart if they were not fixed right away.

All kinds of facts about the statue’s body were fed into the computer.

The computer that was used was a Digital Equipment Corporation VAX 730. Without the computer’s help, figuring out what needed to be fixed might have taken a whole year of hard work. The computer did the job in two months!

## Write Your Own Books

Did you ever dream of writing a book of your own? With *Story Maker* (Scholastic), you may turn out to be the next Dr. Seuss or Beverly Cleary!

*Story Maker* starts you off with over 60 pictures to choose from. There are lions, horses, flamingos, cats, pigs, and other animals. You decide where to put the pictures on each page. If you want, you can even draw your own pictures! *Story Maker* lets you draw with 16 different colors.

The words to your story can go on any part of the page that you choose. When you are all finished with a story, *Story Maker* lets you print it out for your family and friends to enjoy!



# NEXT MONTH IN



- Two more exciting software disks
- A complete guide to using and enjoying your disks
- Plus pages and pages of micro fun with Mighty Micro and his pals

**MIGHTY MICRO — You'll want to collect every issue!**

## ANSWERS TO MIGHTY MICRO'S PUZZLE PAGES

(pages 26-29):

**ANSWER TO STRING PUZZLE:**

Book Him.

**ANSWER TO REBUS:**

Under Mighty Micro's Keyboard

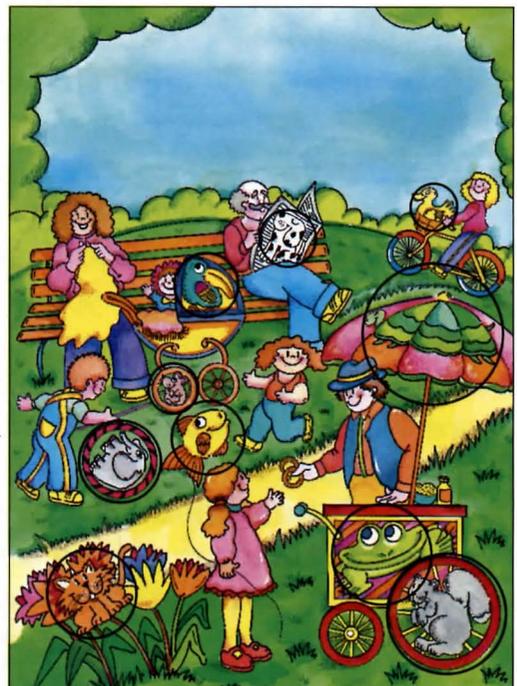
**ANSWER TO FRUIT  
STORE PUZZLE**



**ANSWER TO  
BOOK PUZZLE:**



**ANSWER TO  
HIDDEN PICTURE PUZZLE:**











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