

**Scholastic Wizware™** / Commodore 64  
Disk

**ADVENTURE**

**VOL. II**

# DOUBLE FEATURE

- ADVENTURES IN  
THE MICROZONE
- NORTHWOODS  
ADVENTURE



**Ages 9 and up**



**Scholastic Wizware™**

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*Double Feature, Vol. II*, is adapted from *Microzine™*.

Designed and Developed by Information Technology Design Associates.

Producer: Dan Klassen.

## **ADVENTURE**

# **DOUBLE FEATURE**

**Volume II**



**Scholastic Inc.** New York Toronto London Auckland Sydney Tokyo

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## Double Features

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It's pouring rain outside, but you're staying dry at the Saturday matinee of *Star Truck: The Motion Picture*. You've always been a big fan of Captain Quirk. But now you're wondering if all those years in space haven't slowed Quirk down. You can't believe he's being outfoxed in a duel with the enemy Klingoff commander.

You want to yell, "Warp out of orbit and catch the Klingoff from behind!" But you know Quirk won't hear you. As the movie ends and the house lights go on, you mutter to yourself, "Now if that had been me . . ."

If you've ever felt that way at the movies, then *Double Features* are for you. *Double Features* cast you as the star of exciting computer adventures and mysteries. As the star, you decide what to do next.

*Double Features* will take you to exotic places and put you in tight spots. You'll meet ghosts, bears, and pirates. You'll try to trap thieves, foil crooked arcade gamesters, and escape giant spiders. Will you succeed? That depends on you. Your decisions will tell the tale.

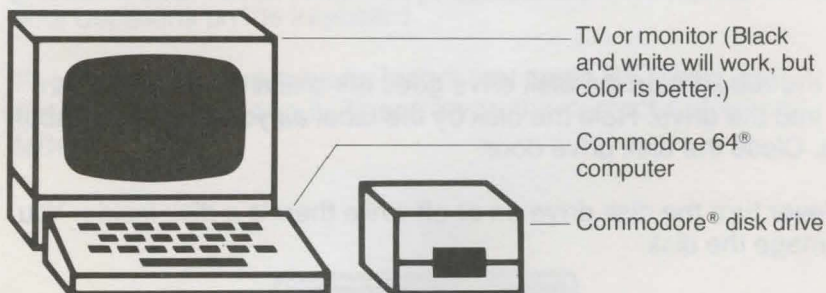
So sit back and get comfortable—but not too comfortable. You have some tough decisions to make. And remember: This time, you are the hero or heroine. Are you prepared to take the consequences of your actions?

# How to Load Double Feature into Your Computer

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## Equipment You Need

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## Loading Instructions

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- 1 The Commodore computer should be turned off.
- 2 Turn on the disk drive and the TV or monitor.
- 3 Turn on the computer. On the screen you'll see READY and a flashing square.
- 4 When the red light on the disk drive goes off, place the *Double Feature* disk into the drive. Hold the disk by the label as you place it in, label facing up. Close the disk drive door.

**NOTE:** Never turn the disk drive on or off while there's a disk inside. You might damage the disk.

- 5 Type:

LOAD "\*", 8

Then press RETURN.

- 6 The word READY and the flashing square soon appear again. When they do, type RUN and press RETURN. *Double Feature* will load into the computer.
- 7 When the *Double Feature* title screen appears, select the feature you want to do. If the computer tells you to flip the disk, do so and then press RETURN.



## ***Double Feature: Volume II***

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*Double Feature: Volume II* includes “Adventures in the Microzone” and “Northwoods Adventure.”

After you select a feature, follow the instructions that appear on the screen. Don't forget to press RETURN after you type your decisions on the keyboard.

If you catch a typing mistake before you press RETURN, use the DEL key to erase it. Then retype the correct number or letter.



## Adventures in the Microzone

Have you ever stepped inside a comic book and discussed crimefighting with a group of superheroes? Have you climbed into an alarm clock and whiled away the hours with the little timekeeper inside? Probably not. After all, you've lived your whole life in the big time.

But now you're going to the Microzone, a place where people and objects are small — really small. At first you may have fun exploring, and you may even develop a new perspective on things. A small perspective.

Then your own cat starts making eyes at you, and you know it's time to get big again — *fast* — before your cat laps you up for breakfast.

But getting big again is no small task. So prepare yourself. When the screen starts getting wavy, you're going to have some big decisions to make.

If your choices lead you down a path you've taken before, and you don't want to explore it again, press the Commodore key **C** (bottom left of the keyboard) at a decision screen. You can then return to the beginning of "Adventures in the Microzone."

The S at the bottom of some screens offers a *skip* option. If you press S you will skip ahead to the next decision screen. You should only use it to avoid screens you've seen many times before. Skip ahead to a decision screen, and then branch in a new direction.




## Northwoods Adventure

Your vacation in the Northwoods may not be relaxing, but it will be a trip to remember. Hungry brown bears, deadly quicksand, and other perils demand that you stay on your toes every minute. Do you have the instincts of an adventurer? Here's your chance to find out!

A true adventurer never sets out on an expedition without some tools of the trade — and neither should you. You'll be asked to choose from several different objects. Each may help you to escape some close calls. Choose well!

You'll have many decisions to make as you journey through the Northwoods. Your decisions will lead to surprising plot twists, and to many different endings. Be adventuresome — if you dare.

If your choices lead you down a path that you've taken before, and you don't want to explore it again, press the Commodore key  (bottom left of the keyboard) at a decision screen. You can then return to the beginning of "Northwoods Adventure."

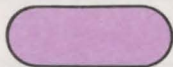




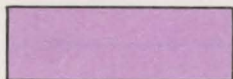
## Short Subject: Flowcharting

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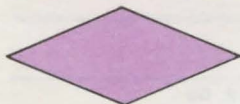
Flowcharts are tools used by software designers and developers to help them plan their work.



= begin or end program






= information

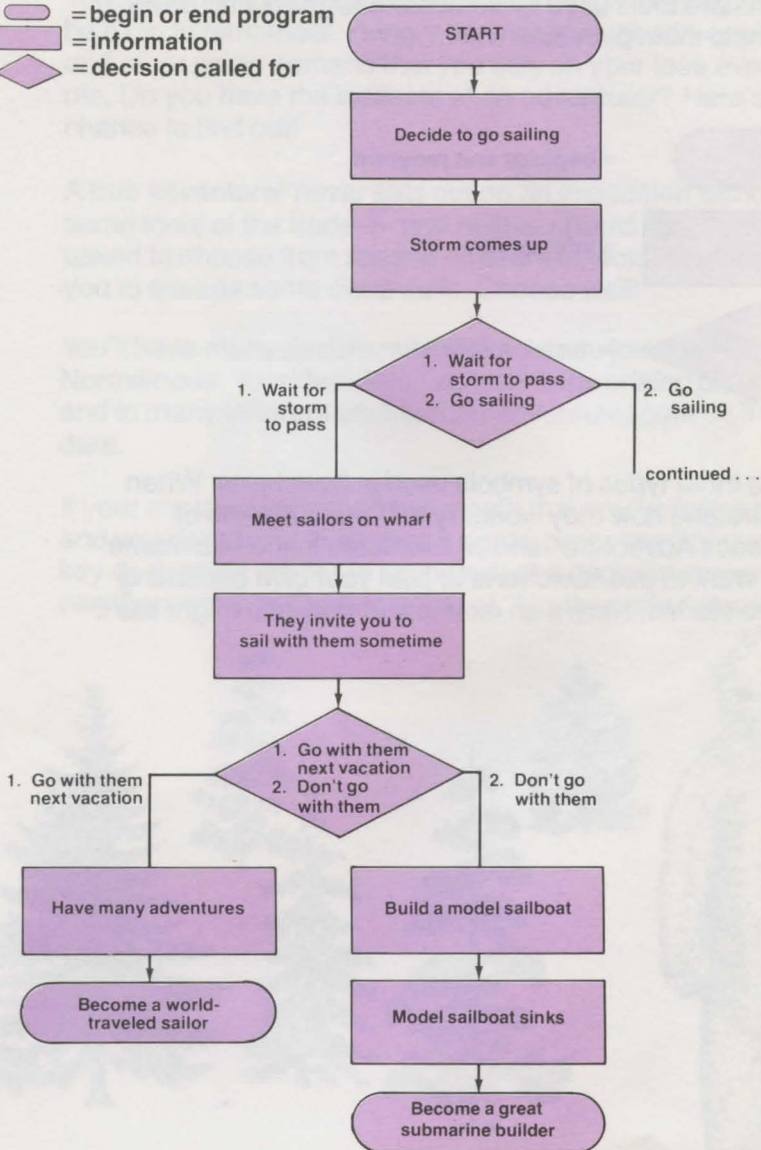


= decision called for

Study the three types of symbols used in flowcharts. When you understand how they work, try to flowchart parts of "Northwoods Adventure" and "Adventures in the Microzone." You may want to use flowcharts to plan your own branching adventure stories. Here's an example of how one might start:

## "A DAY IN MY LIFE"

-  = begin or end program  
 = information  
 = decision called for



## This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

thought of that someone

was there

to help me out

to help me out

to help me out

to help me out

to help me out

to help me out

to help me out

to help me out

to help me out

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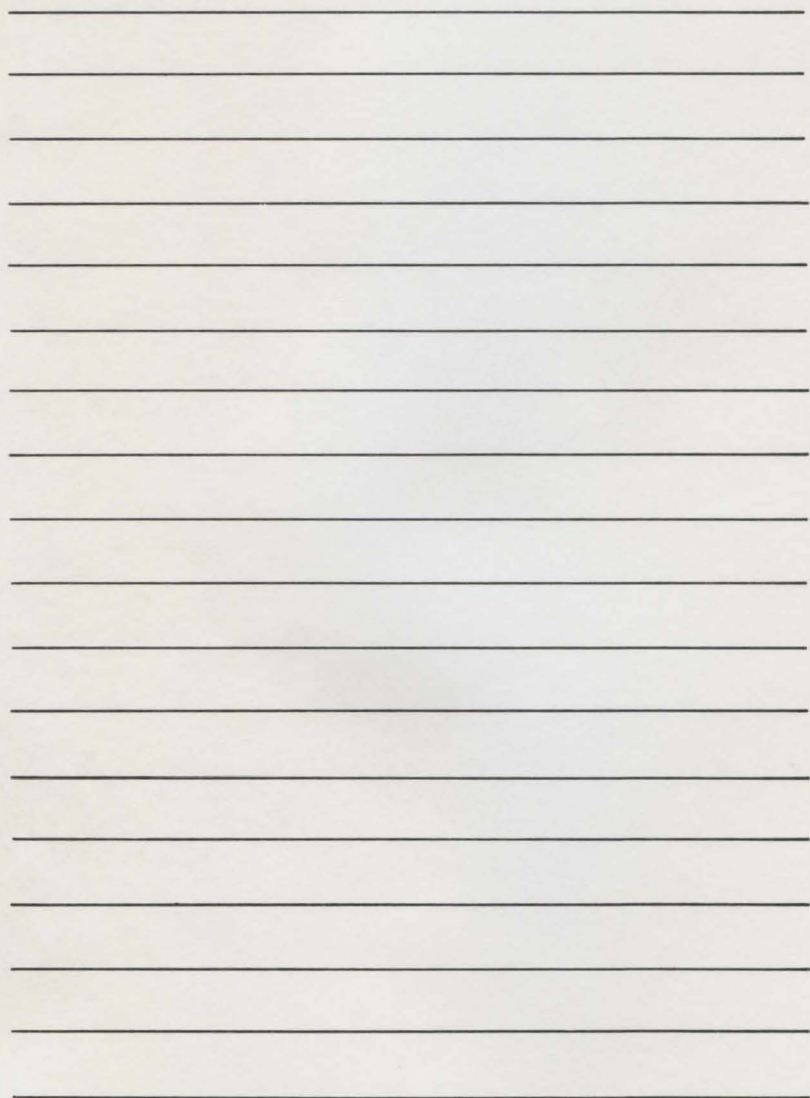
to help me out

to help me out

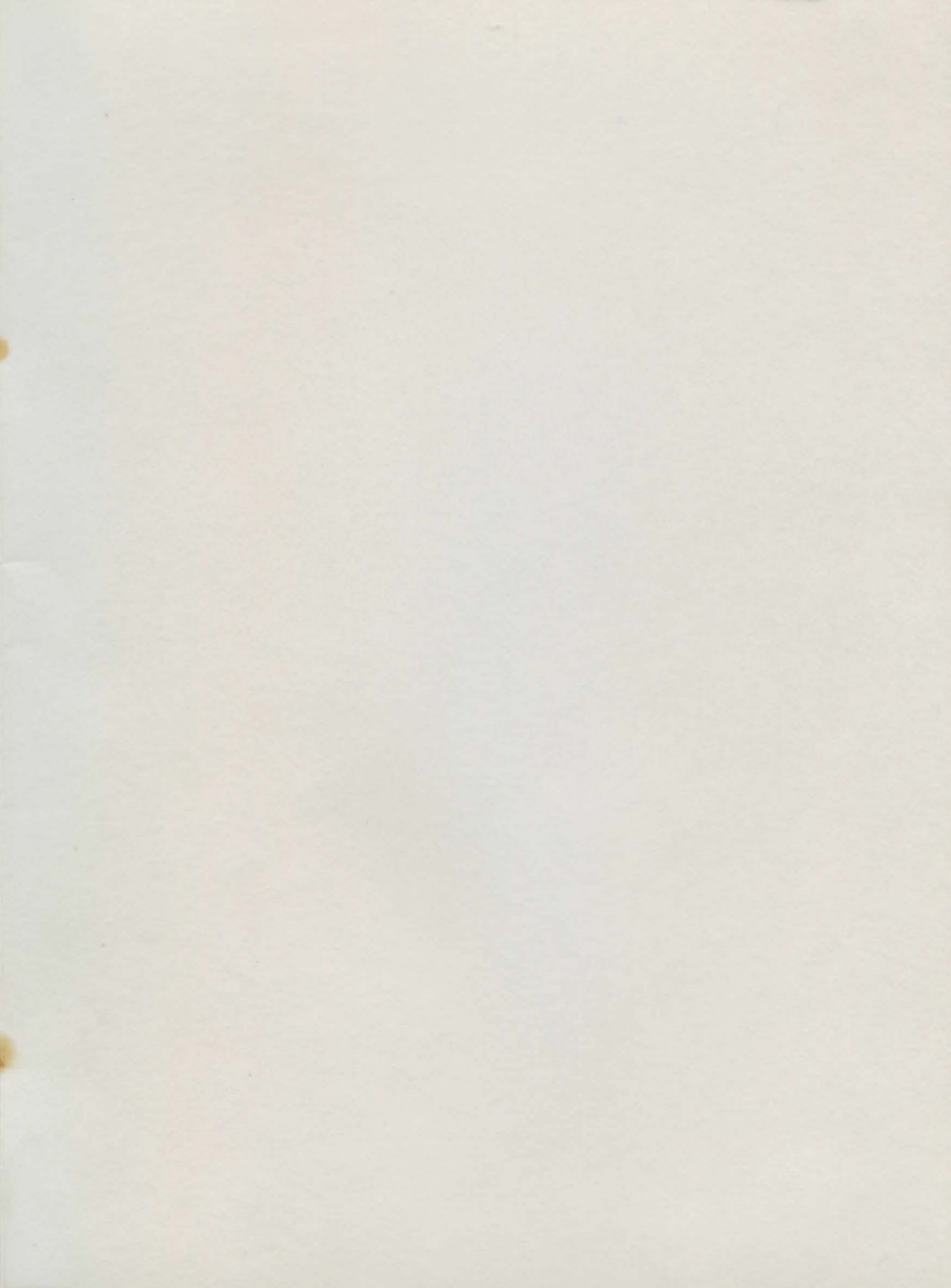
to help me out

to help me out











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