

TALES OF ADVENTURE™



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**Software Design
and Development**

Information Technology Design Associates, Inc.

Producer	Dan Klassen
Authors	Ron Klug (<i>Northwoods</i>) Pat Relf (<i>Microzone</i>)
Original Computer Illustrators	Ame C. Flynn/Lorene Lavora/ Will Kefauver (<i>Northwoods</i>) Lauretta Jones (<i>Microzone</i>)
Programmer	David G. Olmon
Publisher	Scholastic Inc.
Creative Director	Deborah Kovacs
Project Manager	Maryellen Kohn
Senior Project Editor	Jeffrey Siegel
Project Editor	Andrew Ragan
Associate Project Editor	Susan Edwards
Art Director	Sandi Young
Art Production	Dennis Niswander/Malcolm Kirton
Production	Lydia Buechler/Kirin Nielsen



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Tales of Adventure™ is adapted from *Microzine*™. *Microzine* is designed and developed by Information Technology Design Associates, Inc.

Graphics routines from Penguin Software's Graphics Magician were written by Mark Pelczarski, David Lubar, Chris Jochumson and Michael Shaver. High-resolution character graphics for the Apple® version created with Apex Text, © 1983, Tim Cimbura.

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Tales of Adventure™

HOW TO USE THE PROGRAM

RETURN or ENTER

Whenever you make a choice or type information into the computer, you must press **RETURN** (if you are using an Apple® or Commodore 64® computer) or **ENTER** (if you are using an IBM computer). This tells the computer that you are ready for it to go ahead.

Table of Contents

When you are given the Table of Contents, use the arrow keys to choose which feature you want to go through, then press **RETURN** or **ENTER**.

← (Back Arrow) or DEL Key

If you catch a typing mistake before you press **RETURN** or **ENTER**, use the ← (back arrow key on the Apple or IBM computer) or the **DEL** key (on the Commodore 64 computer) to erase it. Then retype the correct letter or number.

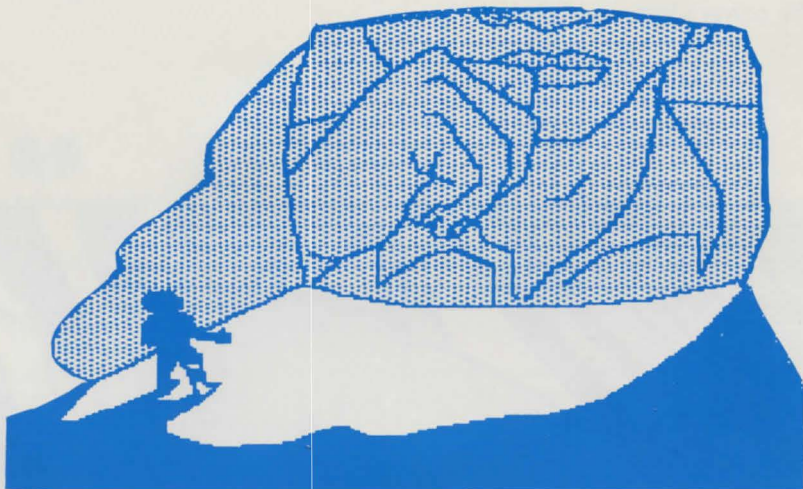


ESC or C= to Quit

If your choices lead you down a path that you've taken before, and you don't want to explore it again, press the **ESC** key (on the Apple or the IBM computer) or the **C=** key (on the Commodore 64 computer) when you reach a decision screen. You can then return to the beginning of the program and find a new path in the story.

S to Skip

The **S** at the bottom of some screens in *Adventures in the Microzone*™ 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.



ADVENTURES IN THE MICROZONE™

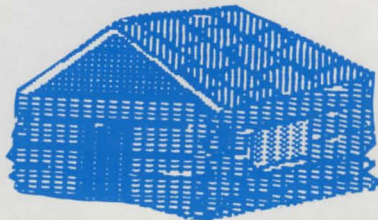
You've lived your whole life in the big time. But now you're going to the Microzone, a place where people and objects are small — really small. At first you may have fun exploring. When your own cat starts making eyes at you, though, you know it's time to get big again — fast — before your cat laps you up for breakfast!

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.

NORTHWOODS ADVENTURE

Your vacation in the Northwoods may not be relaxing, but it'll sure be a trip to remember. Hungry brown bears, deadly quicksand, and other perils demand that you stay on your toes every minute. 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!

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 escape some close calls, so choose wisely!

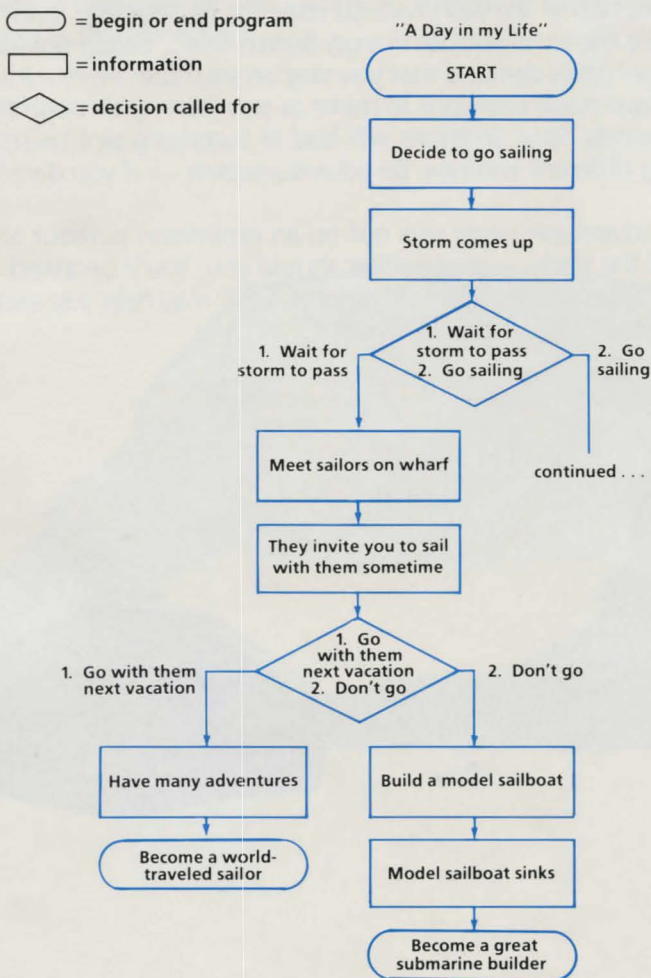


FUNSTUFF

Flowcharting

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

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:



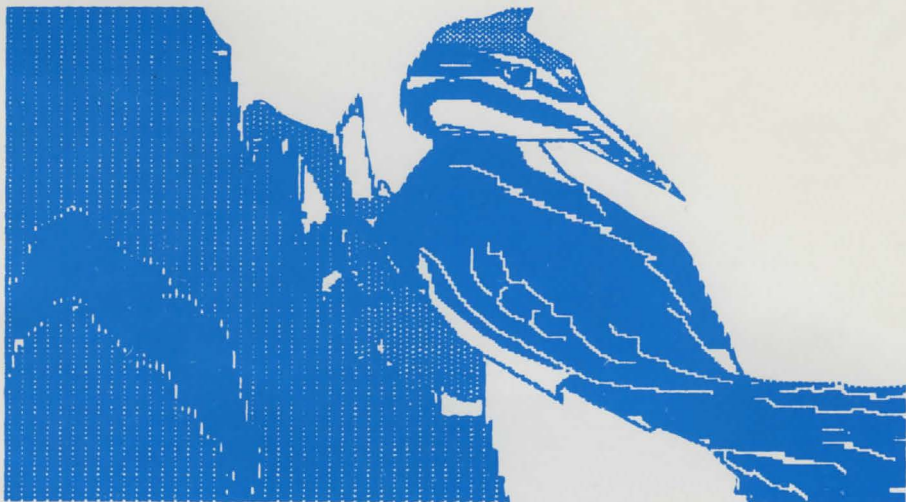
MORE ADVENTURES . . .

Once you know how to flowchart, you can create new paths for *Adventures in the Microzone™* and *Northwoods Adventure*.

What other obstacles might a two-inch tall person run into in his or her own house? If you think Yonkers the cat was scary, once you've entered the Microzone, take another look at those goldfish.

There are lots of other creatures lurking about in the Northwoods. Put them into your new paths. Add new objects to take with you — a flashlight might come in handy if you're stuck out in the woods at night.

When you've made up your own stories, let your friends and family read them. This time, *their* decisions will tell *your* tale.



REPORT

PROFESSOR TOSCA

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