THE ELECTRONIC MAGAZINE for kids!

Featuring:
- Pirates of the Soft Seas: A treasure hunt story
- Story Teller: A word/picture processor
- Quizzler: A family quiz program
- Budget Maker: Keep track of the money you save and spend
- The Big Nap: A detective story
- Amazing Robot II: A programming language
- Fences: A strategy game
- Back Page: A comic strip, puzzles, and more

Ages 8 and up
Microzine Contents:

The Big Nap
Who's trying to kidnap Tex Cody? Team up with detective Rusty Rayburn to solve this case. You'll meet some shady characters and solve some baffling puzzles.

Pirates of the Soft Seas
A Caribbean holiday turns into an adventure when you and a friend meet pirates in this interactive story. You'll have to solve riddles, rebuses, and puzzles.

Amazing Robot II
Learn how to program with this Logo-like language. Use simple commands to make the Amazing Robot move, draw colour patterns and pictures, and solve puzzles.

Story Teller
This word/picture processor makes writing stories fun and easy. If you can't spell a word, draw a picture of it! Save your stories on a data disk and edit them anytime. Print them out and give copies to your friends.

Quizzler
Test your knowledge of books, sports, science, history, and more with the quiz program. Each quiz has Beginner, Intermediate, and Advanced levels. Then create your own quizzes on any topic, and challenge your friends. Save your best scores, and display them on a bar graph.

Back Page
Scroll through the Letters to the Editor section to learn what kids are thinking and asking about Microzine. Then test your skills with a challenging word puzzle.

Fences
Play 'Fences' against a friend or the computer. Claim more squares than your opponent and victory is yours.

Budget Maker
Use this clear and simple balance sheet to keep track of money earned and spent. You can use 'Budget Maker' for your own money, family finances, a club's budget, and more.

Learning Opportunities:
Computer Literacy, programming, creative writing, decision making, maths skills, and organisation skills.

Further Microzines in the series are available from:
Ashtron Software
P.O. Box 579, Gosford, NSW 2250
Tel. (043) 28-3555

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Quizzler

Have Quiz, Will Travel

Are you tired of taking science exams and math tests? Now, it's your turn to give quizzes about subjects you're interested in.

After you've made "Rusty Rayburn's Great Detective Quiz," on
the Make Your Own Quiz feature, try these quiz ideas:

School Pals Quiz — See how well your friends know each other.
Write questions like "My friend Eddie's favorite sport is football.
True or False?"

The Great Sci-Fi Movie Quiz — Find out if your friends are too
down-to-earth." Stump them with questions like: "What were
E.T.'s first words?" and "What planet is Superman from?"

The Horse Quiz — Find out how much your friends really know
about horses. Ask questions like: "What breed of horse was Man
O' War?" and "A 'bit' is a type of horse shoe. True or False?"

The Video Game Quiz — Your friends may score two million points
at their favorite game, but find out how well they know "ancient"
history with questions like: "What was the world's first video
game?" and "How many points do you need to get an extra man
in 'Disk Muncher'?"

The Microzine Quiz — Surprise your fellow Microzine users
with the toughest test of all! Ask questions like: "In which Twist-
aventure was Anwee the villain?" and "Barnacus is the fifth
planet in the Folderol galaxy. True or False?"
Do you want to go east or west?

Use the arrow keys to move.