

From The Learning Advantage

TWO COMPLETE SOFTWARE PROGRAMS—
FOR THE PRICE OF ONE:

CREATIVE CONTRAPTIONS

Design Zany Cartoon Machines That Work!

MR. PIXEL'S PROGRAMMING PAINT SET

Create Amazing Drawings & Paintings—And Print Them!



ALSO INSIDE

Color Poster For Your Wall • How To Use Your Disks •
Pages and Pages of Computer Activities, 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!**

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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

MICROS & MUMMIES

How ancient mysteries are being unwrapped by the newest computer science.

PAGE 4

CATCH THE CREATURES!

Mighty Micro's computer game has gone berserk! Can you round up the pieces for him?

PAGE 6

BOOTER UP!

An exclusive look at some of the greatest sports software for microscreen athletes!

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THE INSIDE STORY

A 16-page guide to using the two software disks we've selected for you this month. Plus news, tips, and activities to make your micro come alive!

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COMPUTER CRAZY

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

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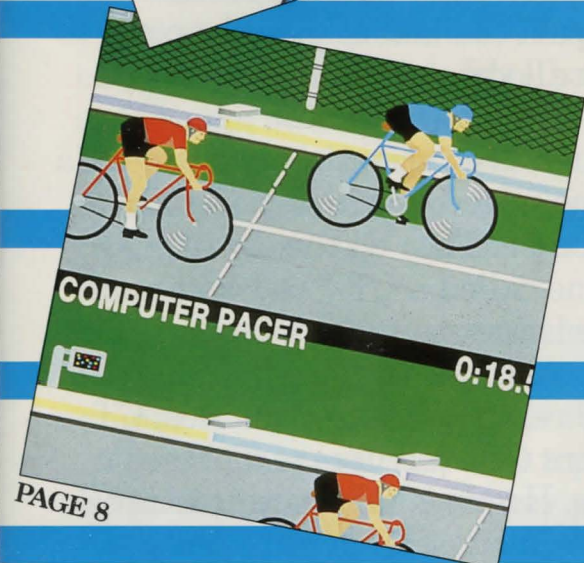
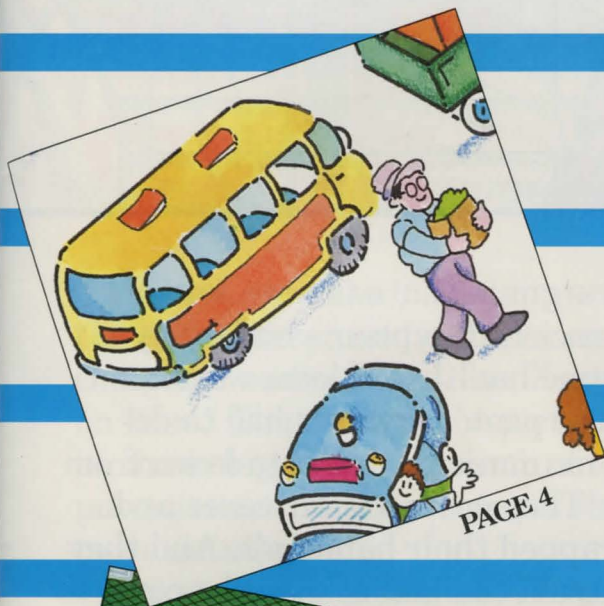
PUZZLE PAGES

Here come four pages of pencil puzzlers and brain bogglers, featuring Mighty Micro and his doggy pal Gutenberg.

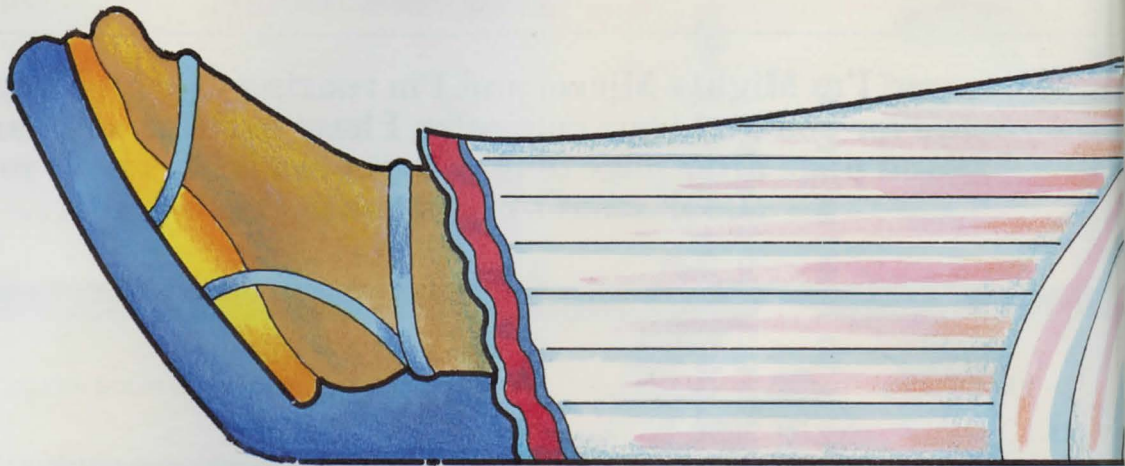
PAGE 30

LITTLE BITS

News Briefs & Best Bets — It's the inside scoop from the snoops at MIGHTY MICRO.



MICROS & MUMMIES



How Scientists Use Computers To Unwrap Mysteries about Mummies

by Lorraine Hopping

To most of us, mummies are creatures that belong in horror movies. But to scientists, mummies are an important source of information. Inside all of those ancient bandages lie many clues about the lives of people in ancient Egypt.

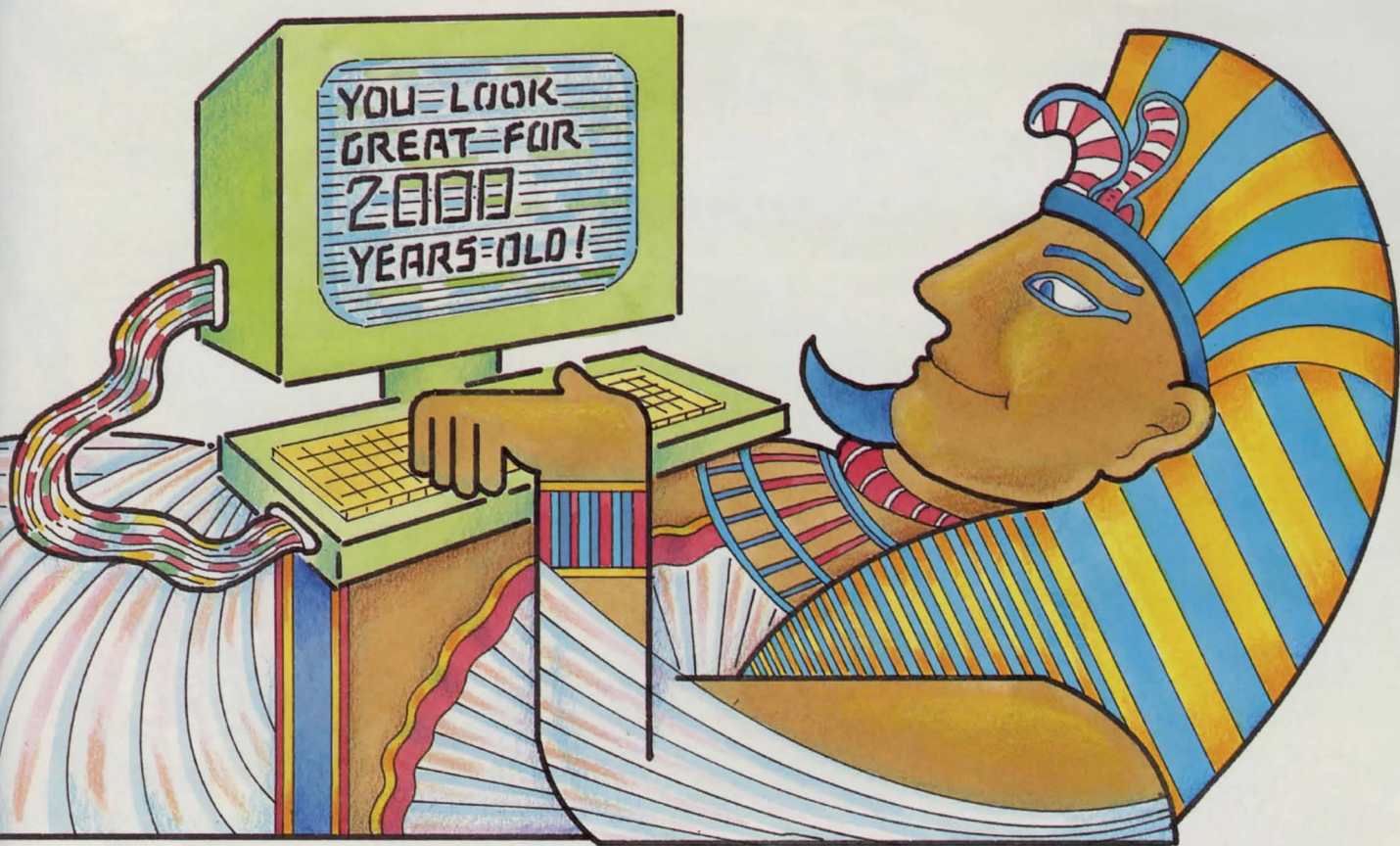
For instance, mummy bodies often show signs of illness. Sometimes, scientists can even tell if a certain illness caused the person's death. From

these signs, scientists have learned that ancient Egyptians had many of the same health problems we do.

In the past, scientists had to destroy mummies in order to learn from them. They opened their cases and unwrapped their bandages. And they took apart the bodies piece by piece to look at all the parts.

But that was before the age of the computer. Now, scientists can unlock a mummy's secrets without even opening its case. They do this by using a machine called a CT ("cat") scanner. A CT scanner is a computerized X-ray machine.

Like regular X-ray machines, CT scanners take pictures of a person's insides. However, CT scans (pictures taken by a CT scanner) are *better* than X-rays.



The main reason CT scans are better is that they can be shown on a computer screen. (Regular X-rays are on film.) That means the pictures can be made bigger at the touch of a computer button. Bigger pictures show more details.

Another reason is that CT scanners can tell bone and flesh from bandages, mud, and other substances. They can erase everything but the mummy's body from the CT scan. Scientists can then see the body more clearly.

Finally, CT scanners can show the body from hundreds of different angles. They can show the bottom of the feet. They can show the top of the head. And they can show any part in between. That means scientists can study a certain part, such as the

teeth, more closely.

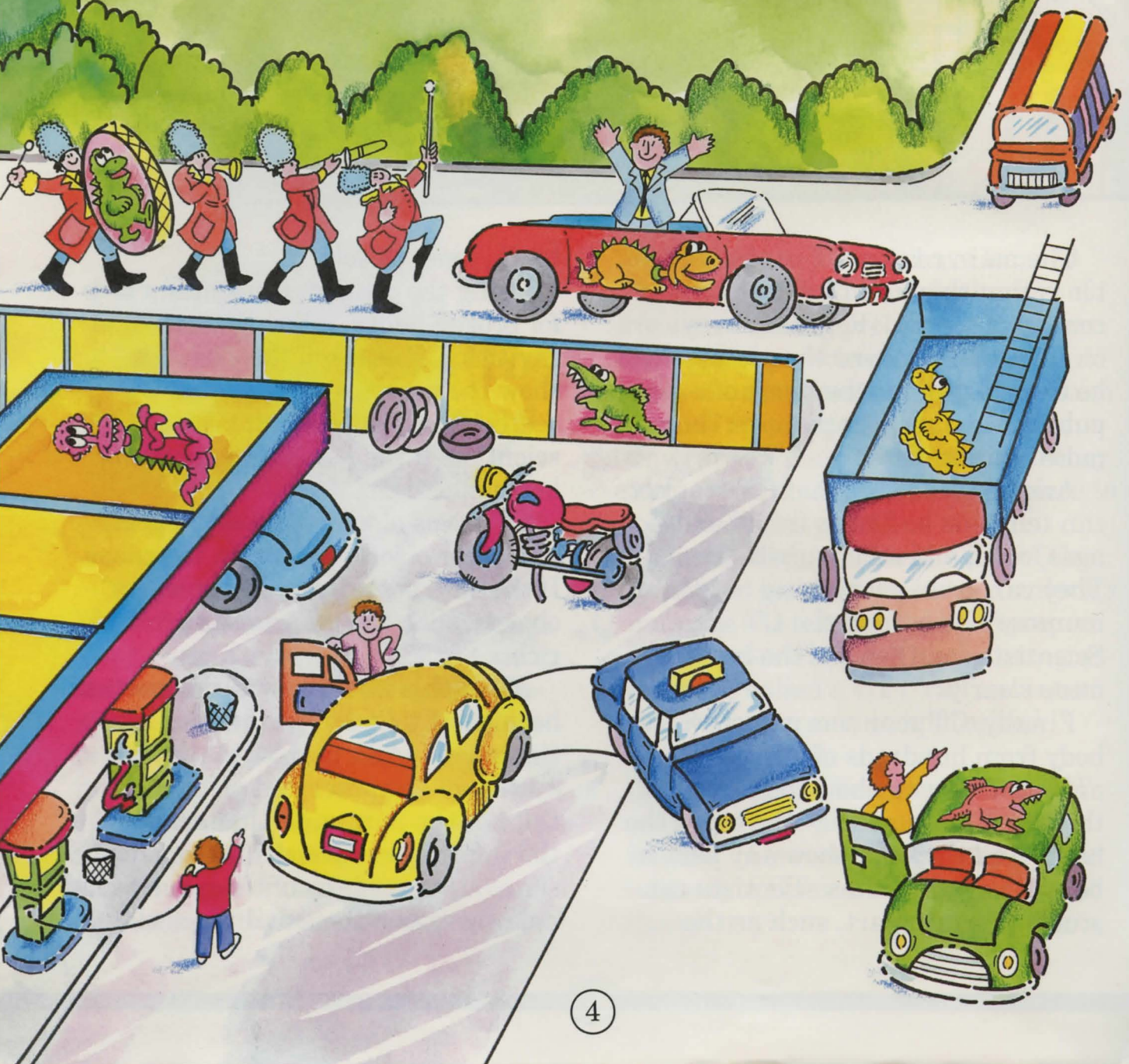
Using the computer, scientists look for broken bones, missing teeth, and cavities. CT scans of the skeleton show the person's age and sex. CT scans of the muscles can even tell scientists if the person was right- or left-handed!

CT scans also reveal jewels, gold, and other objects hidden in the cases. If the case contains many precious objects, then the person was probably rich.

All of this information is important because it tells us how ancient Egyptians lived. And thanks to this new system of computerized picture-taking, the mummies that gave us the information are still in excellent shape. In fact many of them don't look a day over two-thousand years old!

CATCH THE CREATURES!

Mighty Micro was playing his new computer game, *Attack of the Crazy Creatures*, when the creatures suddenly escaped from his monitor screen! The crazy creatures ran all over Mighty Micro's neighborhood. They are hiding everywhere! There are 15 of them. Can you find them all so that Mighty Micro can finish playing the game? Circle them when you find them. (Answers on page 32.)





BOOTER UP!

Here's how to play baseball, football, and dozens of other sports — without stepping away from your micro screen!

by Nancy Olshan

Has this ever happened to you? You're really excited about the big game. You wake up, look out your window and . . . it's raining! The big game has been rained out!

Well, cheer up. With all the new sports software made for your micro, that won't ever happen to

you again! You can play all sorts of sports any time you want—rain or shine! And no matter which game you play, you'll always come out the winner!

Here's an exclusive MIGHTY MICRO look at some of the best sports software we've found. . . .

ON THE REBOUND!

Dr. J shoots! He scores! Larry Bird grabs the rebound!

You don't have to wait for basketball season to come around again to see Dr. J and Larry Bird go one-on-one. You can see them any time you want with Electronic Arts' **One-on-One Basketball** computer game!

Julius "Dr. J" Erving of the Philadelphia 76ers and Larry Bird of the Boston Celtics helped design the game. So, it works just like the real thing! There's a 24-second shot clock. When a player makes a tough dunk shot, the backboard cracks into pieces! There are even instant replays! We predict you'll want to do a lot of instant replays of this exciting game.



This software program lets you go one-on-one with Larry Bird and Dr. J.



YOU'RE IN THE DUGOUT!

When you play **Micro League Baseball**, you are the manager! You can put together your own line-ups, using all of your favorite major league players! Then you tell the greats when to bunt, hit, run, and steal! The fun never ends because no two games are ever the same!

With **Batter Up!** you don't just play a game of baseball on your micro. First, N.Y. Yankee Dave Winfield teaches *you* how to bat!

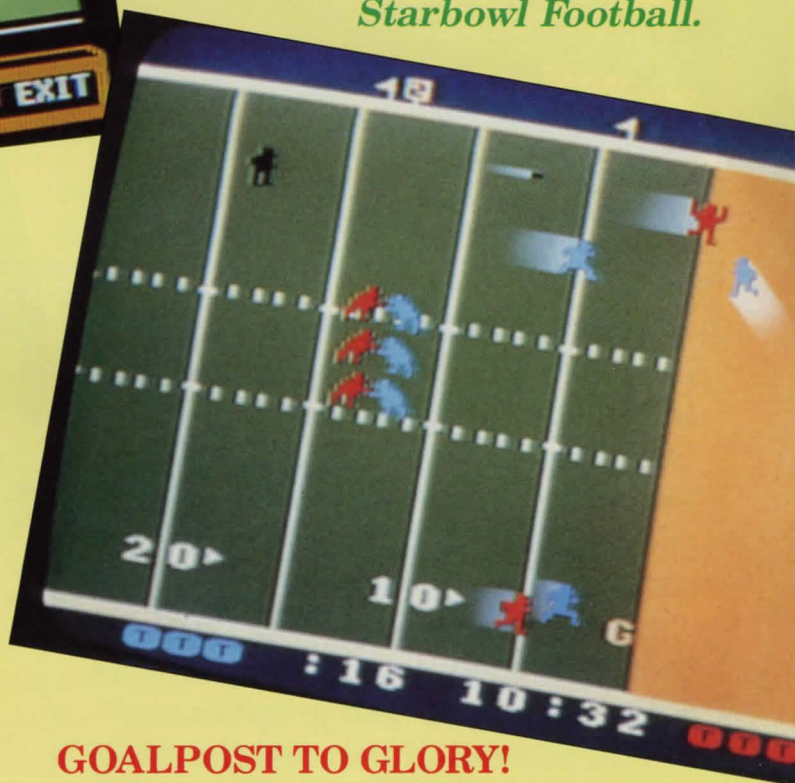
Batter Up! is a program that shows you how to hold a bat, and what kind of swing to use for all sorts of different pitches. You can learn more about batting from Dave's new book, *Batter Up: The Art of Hitting*. It comes with the program.

After you have learned how to be a great hitter on the *real* baseball field, Dave lets you try your *computer* batting skills against some of the toughest pitchers in the majors! It's all part of **Slugfest**, the computer game that comes with the *Batter Up!* package.

Batter Up!, *The Art of Hitting* and *Slugfest*—now *that's* quite a triple play!

You can be the batter — and the pitcher — in realistic baseball computer games.

Will you run or pass? It's up to you when you play *Starbowl Football*.



GOALPOST TO GLORY!

How'd you like to watch a football game from the 50-yard line? With Imagic's **Touchdown Football**, That's right where you are! You set up your team, and pick what plays you want them to do. Then you watch what happens from seats at the 50-yard line! Will your team score that touchdown? Watch the screen and see!

Gamestar's **Starbowl Football** takes you out of your seat and right onto the playing field! After "The Star Spangled Banner" plays, the crowd starts to cheer. You have to decide: will the quarterback run or pass? Watch out—the other team is ready to tackle you at any time!

Let the games begin! Olympics sports come to your micro in several different programs.

The hurdles are just one of ten events in *Decathlon*.

GOING FOR THE GOLD!

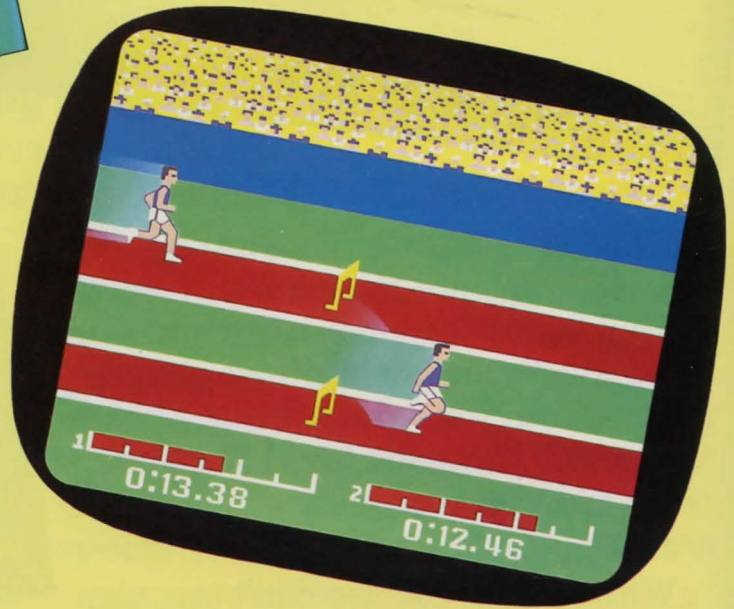
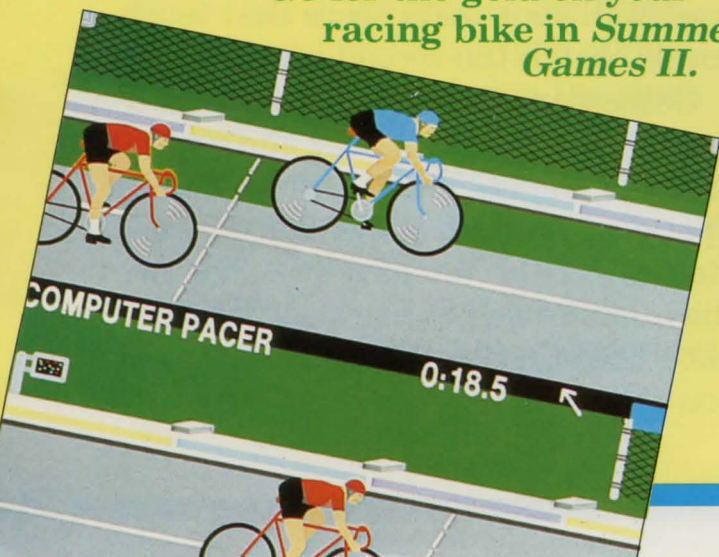
The next Olympic games won't be until 1988. But no one says *you* have to wait that long to see some great Olympic competitions! You can have a swim meet, ski race, or decathlon right in your own house—thanks to some great Olympics software!

Epyx **Winter Games** lets you go bobsledding, skiing, and hotdogging any time of year. The graphics are so real you can almost feel the snow!

Epyx **Summer Games II** presents diving meets, bicycle races, and fencing events.

The *Summer Games II* and *Winter Games* software are so real, they even give out medals after every event!

Go for the gold on your racing bike in *Summer Games II*.



In any summer Olympics, one of the biggest events is the Decathlon. Ten different sports make up the Decathlon. The winner is the best all-around athlete at the Olympics. Activision's **Decathlon** program lets *you* try for the gold.

The runner brings in the torch. The Olympic music plays. Suddenly *you* are pole vaulting, running, throwing a discus, jumping the high jump, and taking part in all the Decathlon races!

All of these sports programs are fast-paced and realistic. They're a lot like playing the real game. But you are a lot luckier than the real-life athletes. If you don't like the outcome of a game, you can push a few computer keys and start all over again!

A LETTER TO PARENTS

“How can they spend so many hours in front of their computer screens? What on earth do my kids *get* out of all that time they spend with their micros?”

These are questions that parents often ask me, and they are questions that I wanted to answer for myself before I began selecting the software programs to offer as part of The Learning Advantage.

I investigated all kinds of software, everything today's crowded software market offers for kids. I looked at educational programs, problem-solving programs, arcade-type games, adventure games, text games, skills-building programs, sports games, construction programs, creative expression software. I watched my kids sample and then explore a wide variety of programs.

And then I came to what for me was a startling realization.

I discovered that, in respect to what kids *get* from all the hours they spend at their micros, the most important element was *the machine itself*.

What they *get* is *control*, mastery over a complicated machine.

And how do they get this mastery? They learn to control the machine, to get what they want from it through logical thinking, through problem-solving, through careful reasoning, patience and persistence. These, of course, are the qualities we all need to solve the problems and face the challenges of our lives.

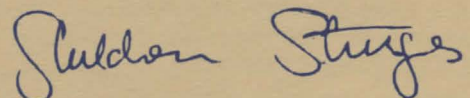
To take this one step further, there is another benefit, another result that stems from learning to control the images on a computer monitor—and that is *confidence*. The child who can figure out and master a complicated, challenging piece of software, who uses all of those qualities I've just mentioned, becomes a more *confident* child in all areas of his or her life.

Control and confidence.

These are two words I keep in mind when I get together with our advisors to select the software for your child each month. We try to select programs that will last, that will challenge, that will keep your child at the computer for hours and hours, along with reading material and activities that lead to the same goals—control and confidence.

I hope you will share with me your reactions and experiences as each month your child uses the programs and publication of The Learning Advantage.

Yours truly,



Sheldon Sturges
President



Here it is! This is the special part of MIGHTY MICRO that brings you The Inside Story about the software programs we have picked for you!

You can get an inside peek at your two new disks, starting on Page 11. Find out all about CREATIVE CONTRAPTIONS and MR. PIXEL'S PROGRAMMING PAINT SET. They are part of our special Construction Set Issue.

Another part of our special Building and Creating Issue is a big seven-page puzzle section that starts on Page 16. Build your brainpower—and your funpower—with these special puzzles and activities.

Then enter our contest. Try to be the winner of a great Sony Walkman! You'll find the questionnaire contest on Page 23.

Look for The Inside Story each month in MIGHTY MICRO. It's where you'll find the latest news about your computer and all of the fun 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

The National Board of Advisors of the Learning Advantage

Dr. Daniel Klassen

President, Information Technology Design Associates
Co-Founder of the Minnesota Education Computing Consortium
Author of the Scholastic Microzine

Dr. Judith Edwards-Allen

Professor of Education, Portland State University
Past Director of the Computer Technology Program of the Northwest Regional Laboratory of the National Institute of Education

Dr. Ludwig Braun

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New York Institute of Technology, Westbury, New York

C. Pristen Bird

Education Technology Consultant to the State
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Guy Nouri

President, Interactive Picture Systems, Inc.
Author of Paint, Moviemaker, and Operation Frog

THE INSIDE STORY: CREATIVE CONTRAPTIONS

By Randi Hacker

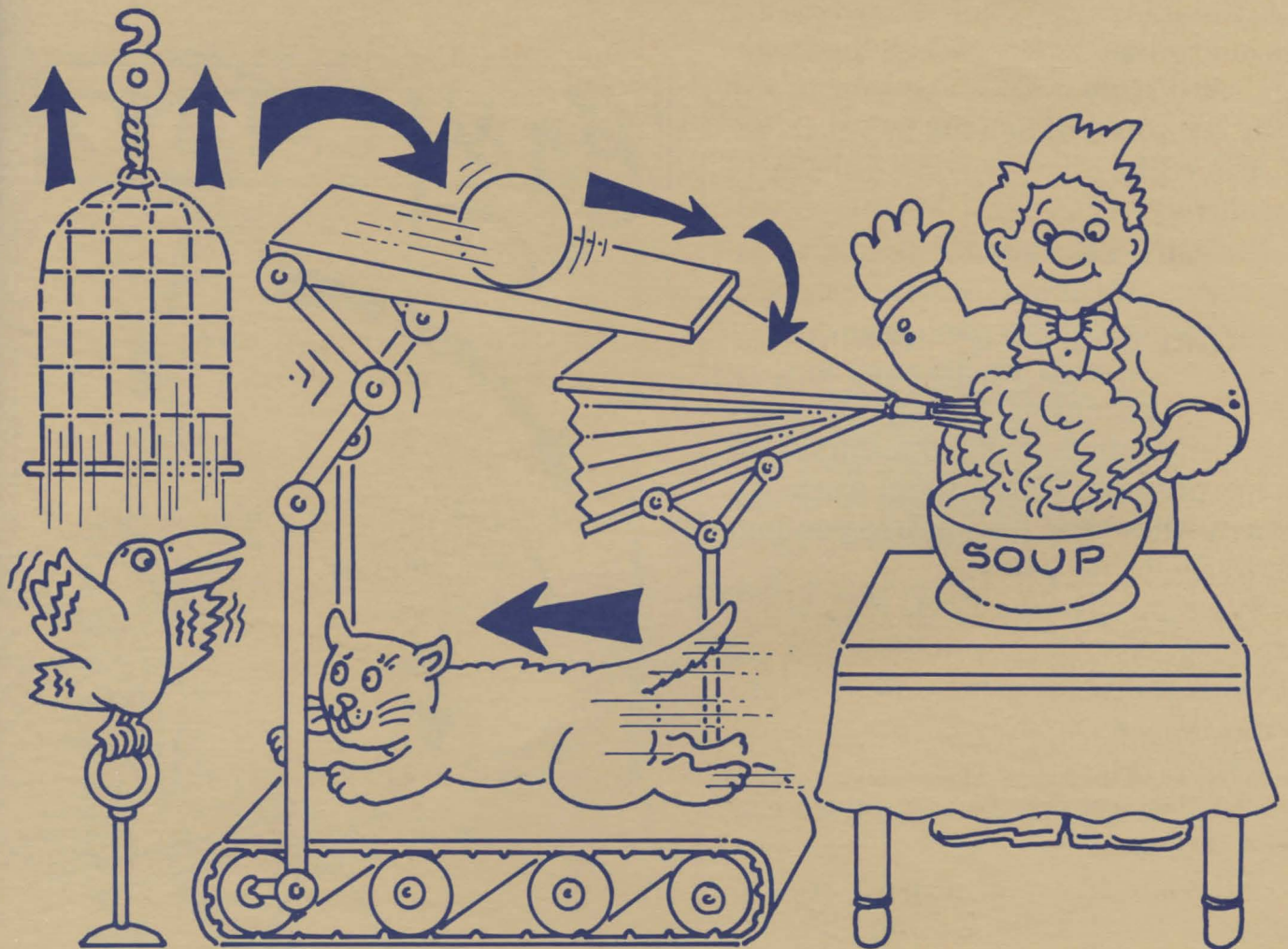
Rube Goldberg was a zany inventor. He came up with strange and wacky machines that performed very simple tasks. For example, he might have invented a machine that blows on hot soup to cool it off. This is how it would work:

The cover is yanked off a bird cage. Inside the cage, the bird steps off its perch. This activates a pulley which lowers the cage. A cat on a treadmill

starts running toward the bird. This turns the treadmill which turns another pulley which tips a board. A cannonball rolls down the tilted board and lands on the handle of an open bellows. The bellows closes, creating a puff of wind which blows on the hot soup.

And that—you must admit—is a creative contraption!

Creative Contraptions, which is in-



side this MIGHTY MICRO, was developed by Mary Schenk. Her friend Ron Barrett showed her a book of Rube Goldberg's cartoon inventions. It was love at first sight!

Mary loved Rube Goldberg, she told MIGHTY MICRO, because he was just as silly as she thinks she is! She saw *Creative Contraptions* as a way of mixing silliness and learning.

The program has four sections: (1) Review Mechanisms, (2) Fill-In Mechanisms, (3) Zany Objects, and (4) Contraption Mix-Up. I think you should do these sections in order. It is a good way to learn all the different objects of this program.

Each contraption has mechanisms and objects. If you want to make a zany machine that will work, you will have to know what the mechanisms and objects do. When you know what they do, you will be able to put them in the right places in the different machines.

Start with Review Mechanisms. You will see a picture of each mechanism. And you can make each one move. You can see each mechanism move as part of a machine. Springs, levers, pulleys, wedges, and pendulums—all are explained. Watch them work. Learn what they do—before you move on to the other parts.

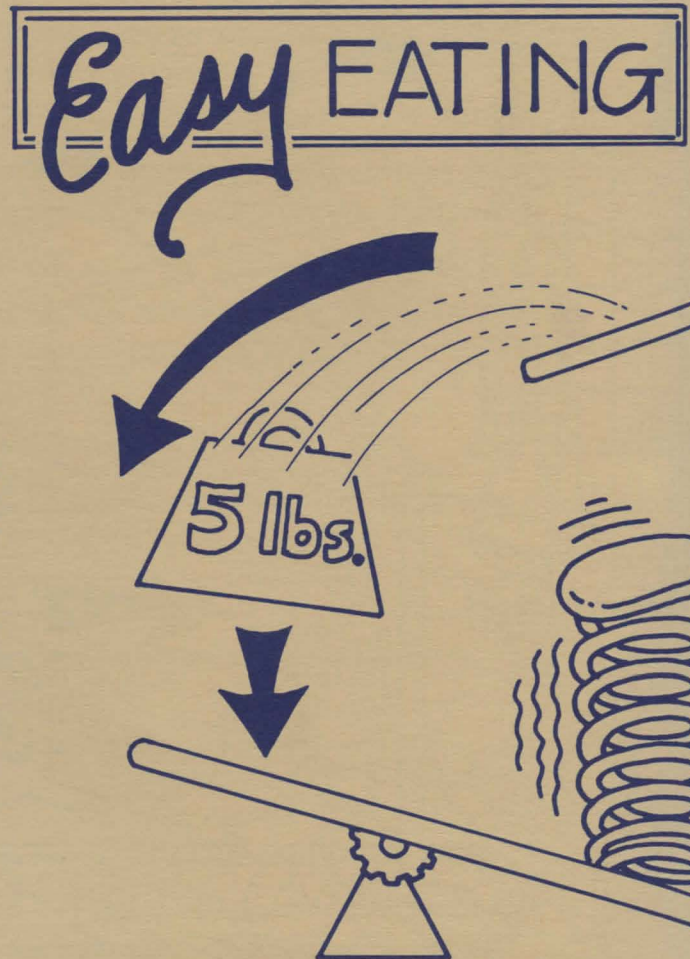
Then go on to the next, Fill-In Mechanisms. Here, you have a choice of what kind of machine you wish to build. For example, you can build a machine called "Easy Eating." This wacky, busy machine is supposed to feed someone.

But all of the mechanisms are missing from "Easy Eating." There

are blank spaces in the machine. It is *your* job to put the right mechanisms in the right spots. If you do this, the machine will work. If you put in a wrong mechanism, the machine will not work.

Use the arrow keys. Flip through the mechanisms you have to choose from. When you think you've found the right place, hit the Return key. Then move on to the next empty space in your machine.

If you want to test your machine, hit the space bar. This will make the machine run. Then you will be able to see if anything is going wrong. If there is a mistake somewhere, the wrong mechanism will light up. Then you can go back and fix it.



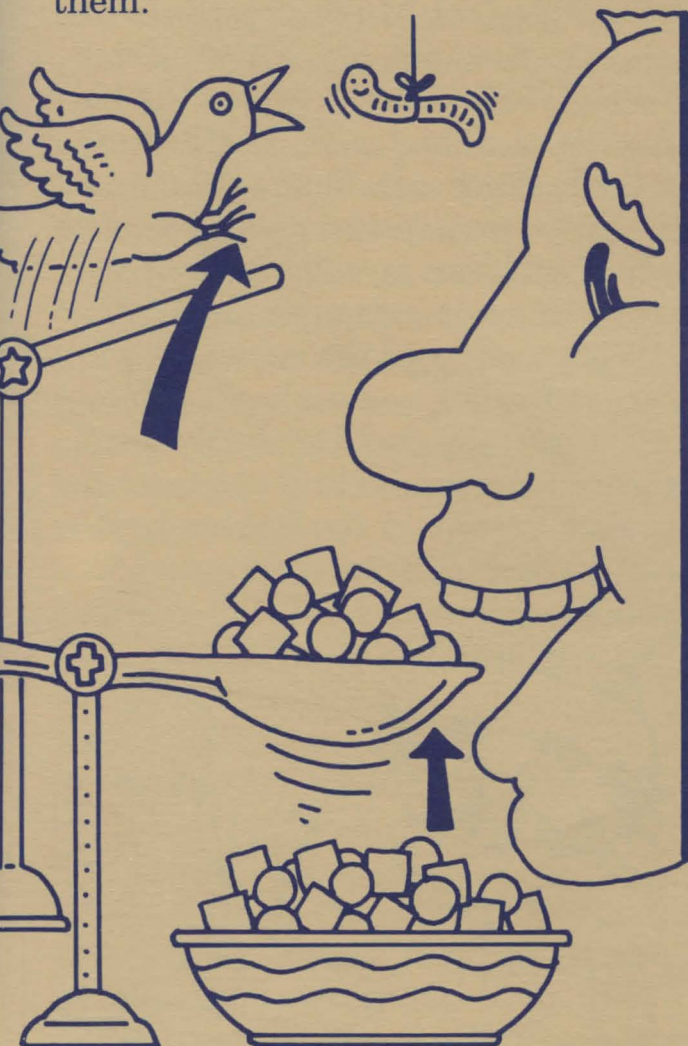
When all of the right mechanisms are in place, your crazy contraption will work. You will be an inventor too!

The next part of the program is called "Fill-In Zany Objects." It is a lot like "Fill-In Mechanisms." This time, all of the zany objects are left out of your machine.

What is a zany object?

It's a turtle with a bow around its neck. It's a hand on a spring. It's a Frankenstein monster on a treadmill. You may not think these are important parts of machines—but they are in Creative Contraptions! "These machines are meant to be funny," Mary Schenk told MIGHTY MICRO.

"There's a lot of slapstick humor in them."



A lot of the slapstick humor is in the zany objects. Put them in your machine the same way you put in the mechanisms. Press the space bar to test your machine. Do you have all the right objects in place?

The next section, Contraption Mix-Up, is even harder. In this part of the program, the mechanisms *and* the objects are missing from your machine. You have to race against time to finish your machine.

As soon as you finish one machine, another one drops into its place. And you must begin work on that one. There are six machines in all. After finishing them, maybe you'll be able to invent a machine that invents machines that can be used in Creative Contraptions!

In this zany type of creative program, *anything* is possible!

EXCLUSIVE!

Mary Schenk, Developer of *Creative Contraptions*, offers

TIPS FOR USING THE DISK

1. Be sure to start out with the section called "Review Mechanisms." It will give you a good idea of how things work before you get started putting machines of your own together.
2. Use the second two parts to build your skills. Those sections will give you all the practice you need to face the challenge of section number four.
3. Think creatively. Don't be afraid to be far-out. Sometimes, the sillier a thing seems to be, the better it works in the machine.
4. Have fun!

THE INSIDE STORY: MR. PIXEL'S PROGRAMMING PAINT SET

By Louise Kohl

The first thing that you'll notice about this program is that it has a very long name. The next thing you might notice is that it has a LOT of things to figure out how to use! There is a whole menu of weird-looking little pictures (called *icons*) with such things as arrows going in every direction, a paintbrush, a little man with a mustache, and something that looks like a fly swatter.

You might take one look and think that drawing things with Mr. Pixel is too hard to be fun, but you'd be wrong. There's certainly plenty to do. And you'll have to learn to draw in a new way. But with Mr. Pixel, you can do all kinds of things that would be real hard with just a crayon and paper.

Mr. Pixel's Programming Paint Set (let's call it "Mr. Pixel" for short, OK?) is an art program that lets you draw all kinds of things and move them around in different ways. But it can also give you an idea of how a computer program works. After you do a drawing, choose the *List* icon (it looks a little like a piece of graph paper). You'll get a chart showing you *how* you told the computer to make your drawing. It is a list of the "commands" you gave the computer. Each box on the chart has one command in it, and they are arranged in the order that you gave them.

When you get used to reading the commands on the chart, you can make a picture by just putting the commands in the right boxes—without drawing with the on-screen crayon. Or you can change some of the commands, and your drawing will change, too. If you feel daring, you might try putting different commands into the list boxes and see what you get. You might surprise yourself!

Drawing with Mr. Pixel takes a little practice. You have a "crayon" on the screen (your "paper"), and at the bottom are all those icons. You'll see a little flashing star. That's the cursor. You can move the cursor with a joystick (which is easier) or with the direction arrows on your computer keyboard.

When you move the cursor over an icon, it flashes and makes a noise. (After a while, you'll probably want to turn the sound off!) If you push the joystick button (or the Return key), you give the computer a command. One



nice thing about giving a computer commands is that it has to do what you tell it to. (In fact, programming a computer is really just giving it the right commands in the right order.) So, if you want to draw a square, you move over the arrows that tell the crayon which direction to take. The crayon moves four units at a time.

Each time you press the button, the line gets longer. Change direction by picking an arrow pointing a different way. You'll be surprised how quickly you can get used to drawing like this.

The main things to remember are these: an icon has to be blinking before it sends a command to the computer. The menu is longer than the bottom of your screen, so sometimes you have to move it along to find the right command. Also you can erase. In fact, you can clear the whole screen and start over, if you're really disgusted.

Remember: you can move the crayon to another part of the screen by picking the Mr. Pixel icon and moving him. This way you can practice a couple of times on the same screen. Then you can clear the screen and create a real masterpiece!

The best—and most fun—way to figure out all the things you can do is to draw something and then give the computer different commands and see what happens.

You might try this: draw a simple shape on the screen, such as a square. Then use the Move command and move Mr. Pixel to one side of your drawing. (The tip of your crayon will reappear just where the tip of his hat is.) Now pick the Repeat command.

Try this a few times. Then choose the Mirror command, and go back to Repeat. This can start looking pretty impressive.

If you want, you can move the crayon around in between the other commands and see what that does to the pattern. Try using Rotate and then Repeat. I started out with a diamond shape and ended up with a great pattern for argyle socks!

The people at Mindscape, the company that thought up Mr. Pixel, told MIGHTY MICRO that they wanted to make a game that "combined art and science." I think you'll find out they did just what they wanted!

TIPS FOR USING THE DISK

1. Go to the menu and pick the picture of a disk with "GET" under it. This lets you see an *Activities* screen and a tutorial showing some of the fancy stuff you can do. When you see Mr. Pixel on the screen, move the cursor right to the word "NEXT", and push the joystick button (or Return).
2. When you use the *Fill* command, be sure the crayon point or the tip of Mr. Pixel's hat are within the lines you want to color. If they're up against the line, the whole background will get filled in.
3. If you want to change one part of a line, you can use the "eraser" in the middle of the drawing arrows. If you want to "un-Fill" something, go to the list and change the Fill command.
4. If you're using a white (blank) background and want to move the crayon to another part of the screen, choose the white crayon color. It won't leave a line.

7 PAGES OF PUZZLES & ACTIVITIES! BUILDER BRAIN BOGGLERS!

By Graziella Baum

This special Construction Set issue of MIGHTY MICRO lets you build crazy machines, draw amazing pictures, and create and develop whatever your imagination will come up with. Here is a special section—seven pages of building challenges—puzzles and activities designed to build your brainpower *and* your funpower!

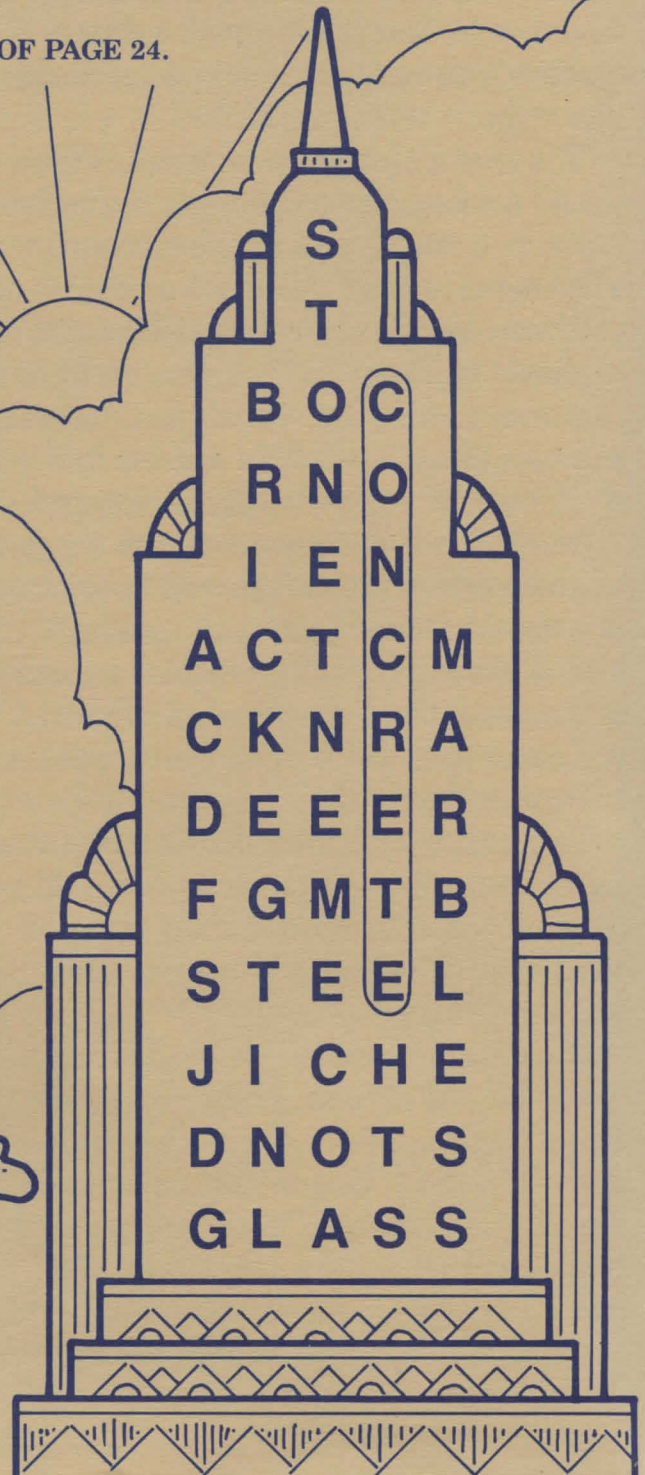
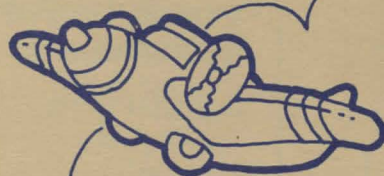
ANSWERS ON TOP OF PAGE 24.

UP, UP, AND AWAY!

Build a skyscraper. Use the words in the list. They are all in the skyscraper puzzle. The words go up, down, forwards, and backwards. Circle them as you find them. The first has been done for you.

Look for these words:

CONCRETE
STEEL
MARBLE
BRICK
CEMENT
GLASS
STONE



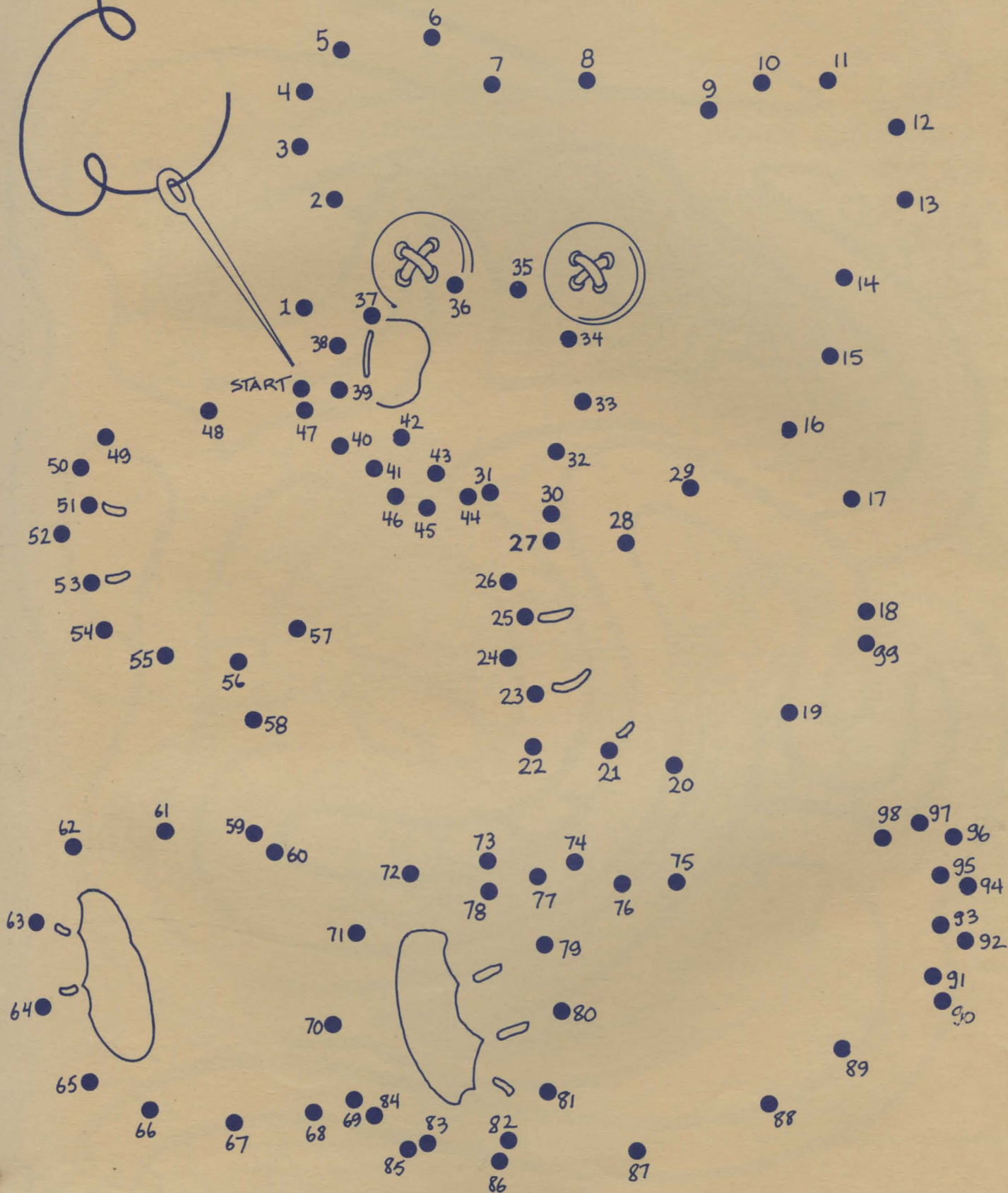
**HERE ARE
THIS MONTH'S DISKS
SELECTED FOR YOU BY
THE LEARNING ADVANTAGE**

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.



SEW WHAT?

Pretend your pencil is a needle and thread.
Connect the dots to see what you are sewing.



THE LONG AND WINDING ROAD

Build a road from Micro City to Silicon Valley.
But don't knock down any trees or houses!



BAKE A CAKE AS FAST AS YOU CAN

You need flour, an egg, butter, and sugar to bake a cake.

So look for one of these words in each sentence.

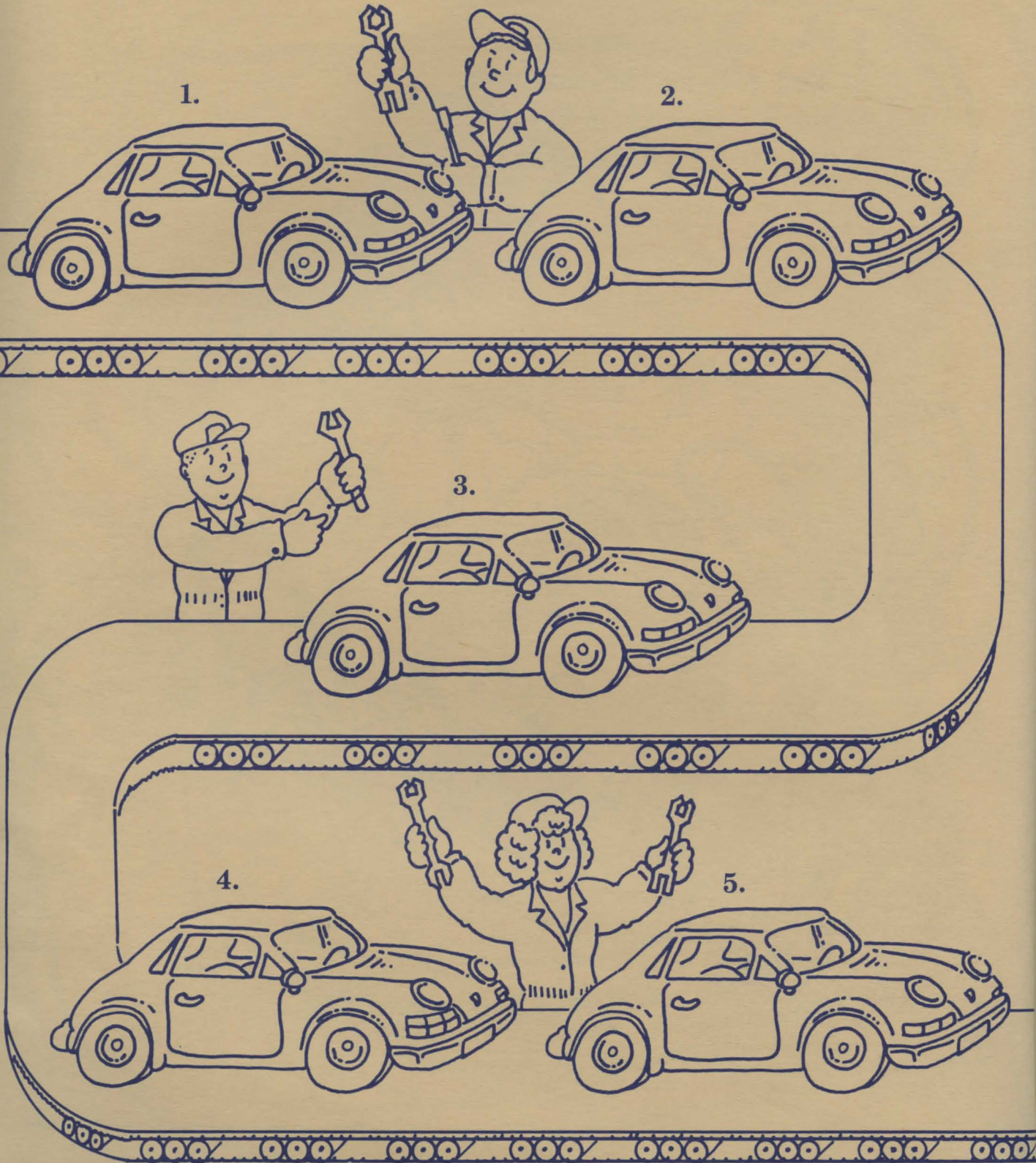
Underline the word when you find it. The first one has been done for you.

1. First off, Lou reaches for the bowl.
2. Meg goes for the cookbook.
3. But Terry finds it first.
4. The cooks will be Bess U, Gary H, and Tom R.



QUALITY CONTROL

All the cars on the assembly line should be exactly alike.
But they are not. Circle the car that is different.



RHYME TIME

Write a poem. Unscramble the letters.
The first has been done for you.

Bow-wow, says the DOG ; DGO

Mew, mew, says the _____ ; TCA

Grunt, grunt, goes the _____ ; OHG

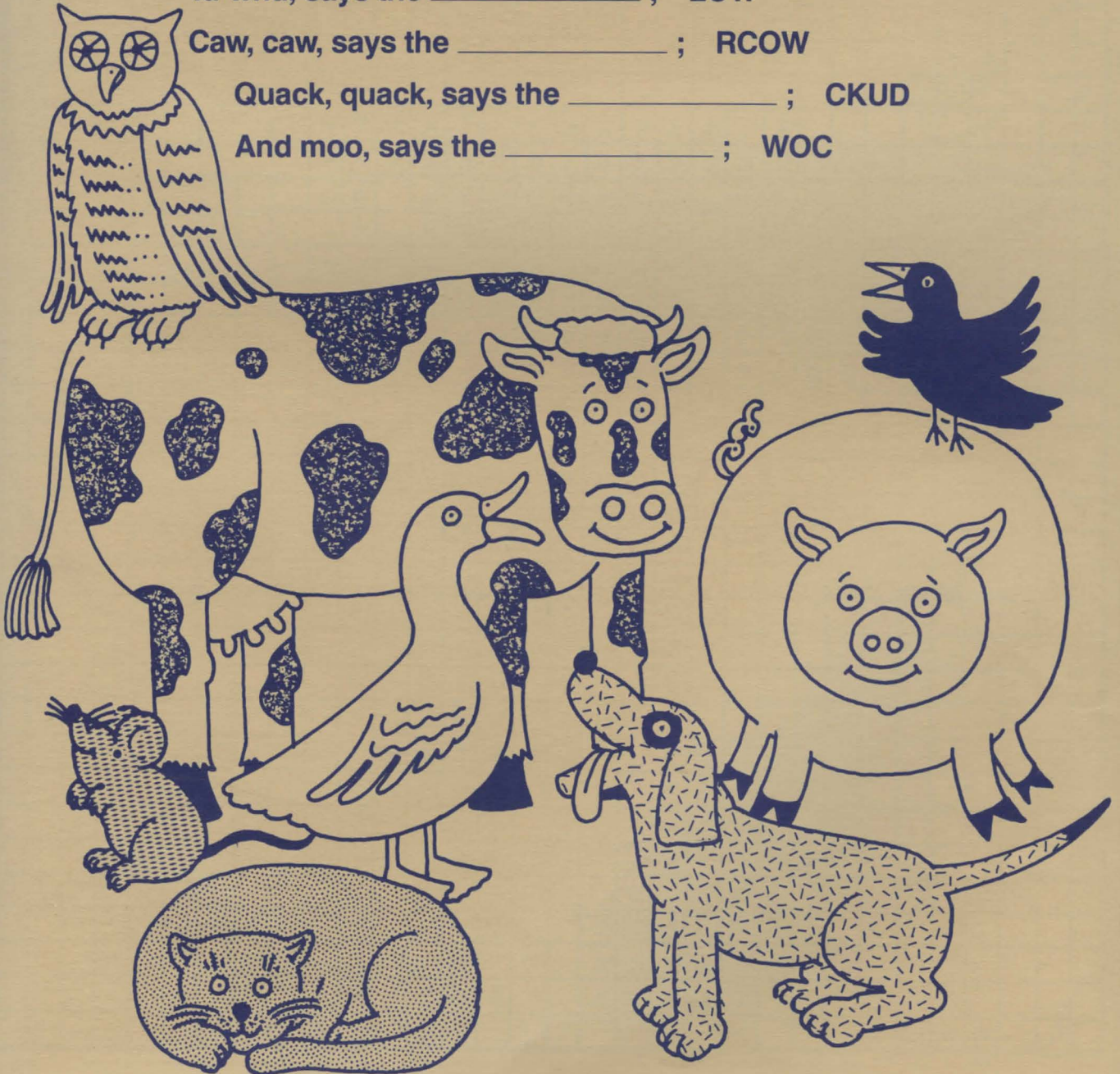
And squeak, goes the _____ ; TRA

Tu-whu, says the _____ ; LOW

Caw, caw, says the _____ ; RCOW

Quack, quack, says the _____ ; CKUD

And moo, says the _____ ; WOC



UROK-2!

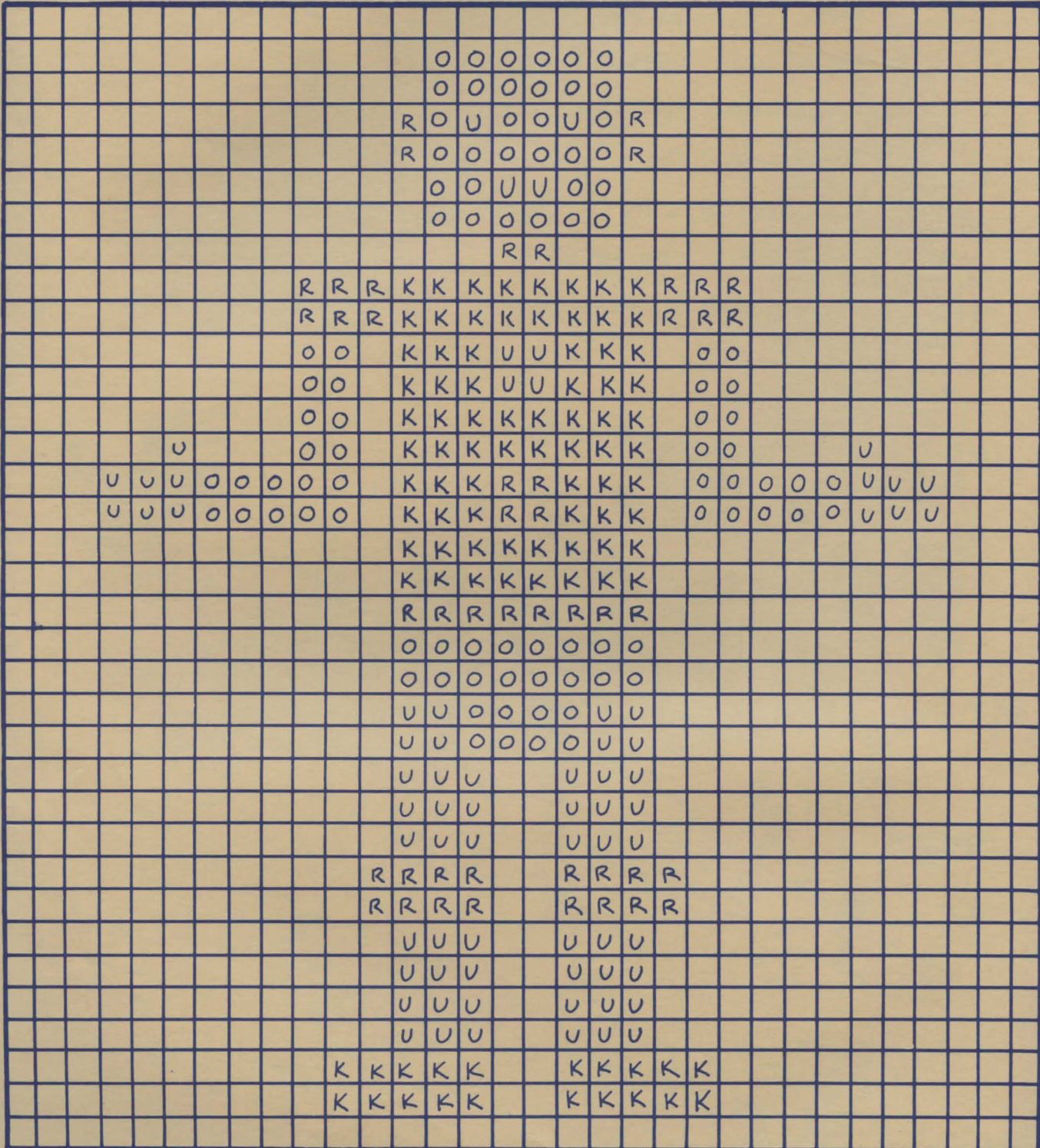
Build robot model UROK-2. Color the boxes.

Use yellow for the U boxes.

Use red for the R boxes.

Use blue for the O boxes.

Use purple for the K boxes.



YOU CAN WIN A SONY WALKMAN!

That's right—a lucky MIGHTY MICRO reader will win this great Sony Walkman personal cassette player, courtesy of Sony Corp. To be part of our random drawing, just fill out and mail in this short questionnaire.

Mail your questionnaire to:
MIGHTY MICRO #4
The Sturges Publishing Co.
300 Alexander Park
Princeton, New Jersey 08540

We'll put all of the questionnaires in a big mailbag. Then we'll draw out a lucky winner at random. The winner will receive the Sony Walkman.

Only the winner will hear from us by mail. All entries 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?

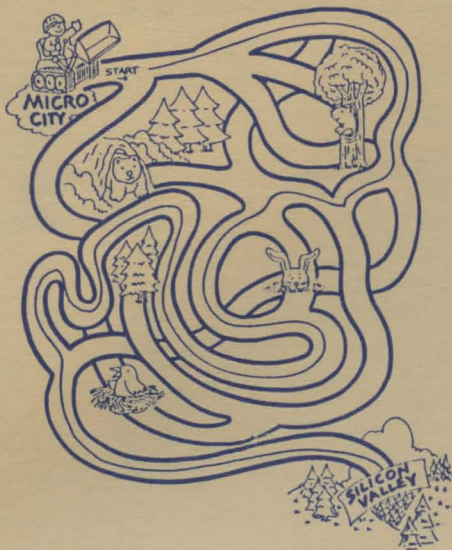
What kind of computer do you own?

ANSWERS TO BUILDER BRAIN BOGGLERS:

Up, Up, and Away!



THE LONG AND WINDING ROAD



BAKE A CAKE

1. First off, Lou reaches for the bowl.
2. Meg goes for the cookbook.
3. But Terry finds it first.
4. The cooks will be Bess U, Gary H, and Tom R.

QUALITY CONTROL

Number 4 is different.

RHYME TIME

DOG; CAT; HOG; RAT.
OWL; CROW; DUCK; COW.

Is it your computer or a family computer? _____

What do you mostly use it for? _____

Do you use a computer in school? _____ YES _____ NO

If so, what kind? _____

How would you rate the two disks in MIGHTY MICRO this month? Circle your rating.

CREATIVE CONTRAPTIONS: Great! Pretty Good Only Fair Poor

MR. PIXEL: Great! Pretty Good Only Fair Poor

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

COMPUTER CRAZY!

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

Why did the vampire buy a computer?
It was love at first byte!

What's the computer's favorite song?
"Thanks for Memory!"

TOMMY: Dad, last night I dreamed you
bought me my own micro with twenty
different game disks.

FATHER: That's great, Tommy. Go back to
sleep—and have a good time playing them all!

Why did the prison convict examine his
computer carefully?
He was looking for an *escape key*!

Why did Pam take her micro to the bank?
She wanted to save a program!

What do you get when you cross a
computer with a crab?
A snappy answer!



THE PUZZLE PAGES OF...

MIGHTY MICRO

AND HIS PAL GUTENBERG

HEY, GUTENBERG, LOOKS TO ME LIKE IT'S TIME TO BUY A NEW FLEA COLLAR. YOU'VE GOT A SERIOUS PROBLEM THERE!

WHY DON'T YOU PRETEND YOU'RE A DISK DRIVE AND GIVE YOURSELF THE BOOT, MIGHTY MICRO? THIS PARROT FOLLOWED ME HOME. I THINK SHE'S HUNGRY.

POLLY WANT A CRACKER?
POLLY WANT A CRACKER?

MY NAME ISN'T POLLY,
YOU STUFFED THROW-RUG!

WELL, WHAT IS YOUR NAME?

DIRECTIONS:

Read the meanings on the left so you can fill in the missing letters in the words on the right. If you fill in all the right letters, read straight down the middle and you'll see the parrot's name.

THREE-LETTER PUZZLE:

- A very large monkey..... A _ E
- You write with it..... P _ N
- You drive it and ride in it..... C _ R
- Paintings and things in a museum..... A _ T
- Another word for "everything"..... A _ L



YOU'LL HAVE TO GUESS. BUT THIS PUZZLE WILL GIVE YOU THE CLUES.

OK, BIRD BRAINS,
YOU FIGURED OUT
MY NAME. NOW
TRY TO FIGURE OUT
WHAT I WANT.

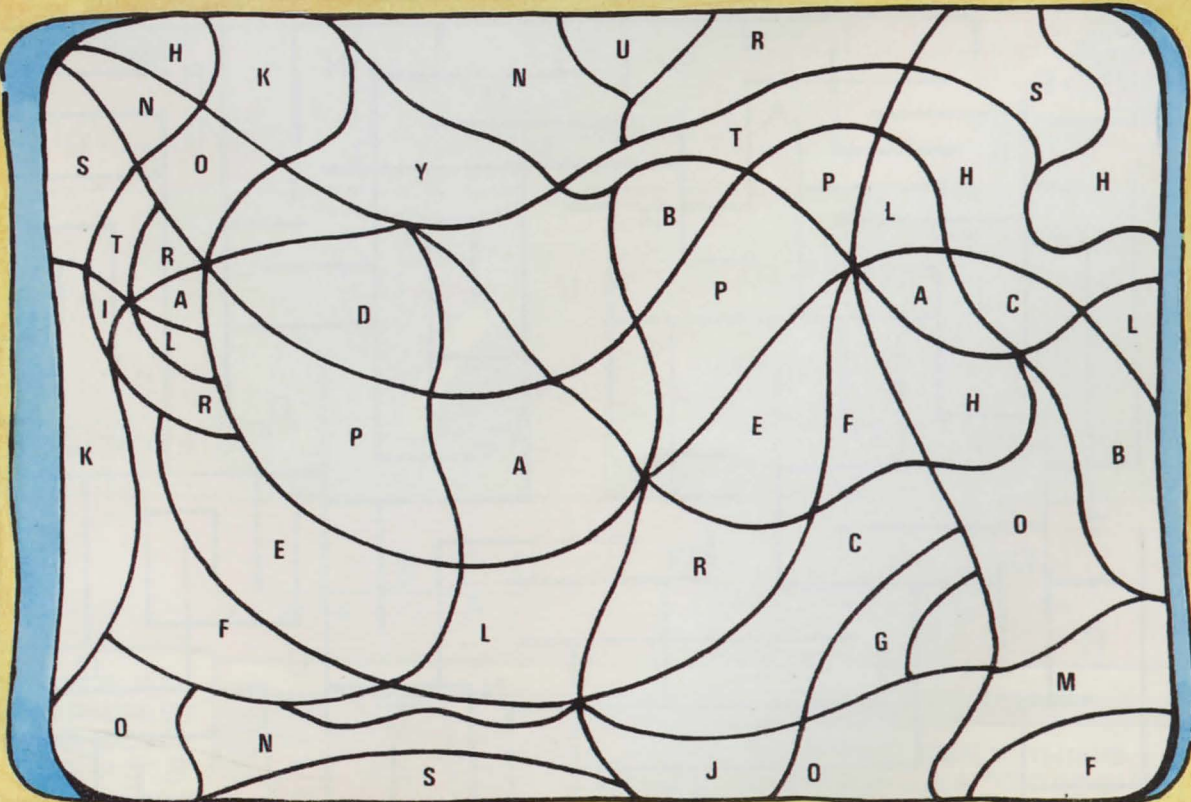


YOU MUST WANT BIG
TROUBLE BECAUSE
YOU'RE STANDING ON
MY COMPUTER.

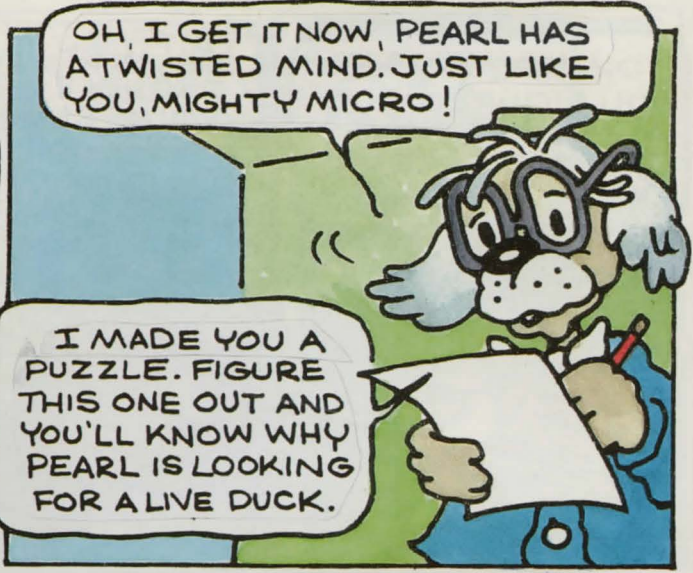


I'M NOT STANDING ON YOUR
KEYBOARD, YOU CHIP DIP.
I'M TRYING TO MAKE A
PUZZLE EASY ENOUGH
FOR YOU TO GUESS IT.

IF YOU SHADY CHARACTERS
KNOW HOW TO SHADE IN
THIS PUZZLE, YOU'LL FIND
OUT WHAT I WANT.



DIRECTIONS:
Shade in all the areas which contain
letters found in the name Pearl.



DIRECTIONS:

Help the parrot get to the duck by finding the right path through the maze. Do not cross over any lines. Write down each letter in the path as you come to it. If the path you take is the right one, it will spell out a message.



The maze contains the following letters in order from start to finish: P, A, M, N, R, E, T, R, L, T, E, A, S, E, L, O, D, K, D, W, A, U, C, K, T, Q, O, R, U, N, S, U, C, K, R, D, A, Q, E, R, S, D, G, T, A, Q, E, R, M, V, H, F, O, N, A, Q, E, R.

OK, HERE'S YOUR DUCK. NOW WHAT ARE YOU GOING TO DO WITH IT?

I'M GOING TO TEACH IT TO TALK.

AND WHEN I'VE TAUGHT THIS DUCK HOW TO TALK, I WANT IT TO TEACH ME HOW TO SWIM!

DIRECTIONS:

To find out what Pearl needs, fill in the missing letters under the pictures. Then write the letters in the matching number blanks below.



SWIM INS
 1



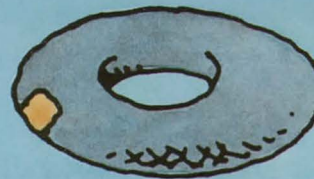
 ATER
 2



SNORK L
 3



 ATHING SUI
 4 5



INNER TUB
 6

 2 6 4 B E D

 1 3 5 E

PARROTS SAY THE DARNDDEST THINGS, DON'T THEY?

AND THE BEST THING SHE SAID WAS "GOODBYE"!

LITTLE BITS

News Briefs & Best Bets—The Inside Report!

By Rachel Whitney



Chow-Chow-Chow!

Last month, Mighty Micro introduced you to Spotbot, the robot puppy. Now we've found the purr-fect pet for all you cat lovers. Meet Petster Deluxe™—the computerized kitty!

Petster won't spill its milk dish or leave hairs all over the sofa. You program Petster to move around the room, meow, and play games with you. Petster will even purr when you stroke its stomach.

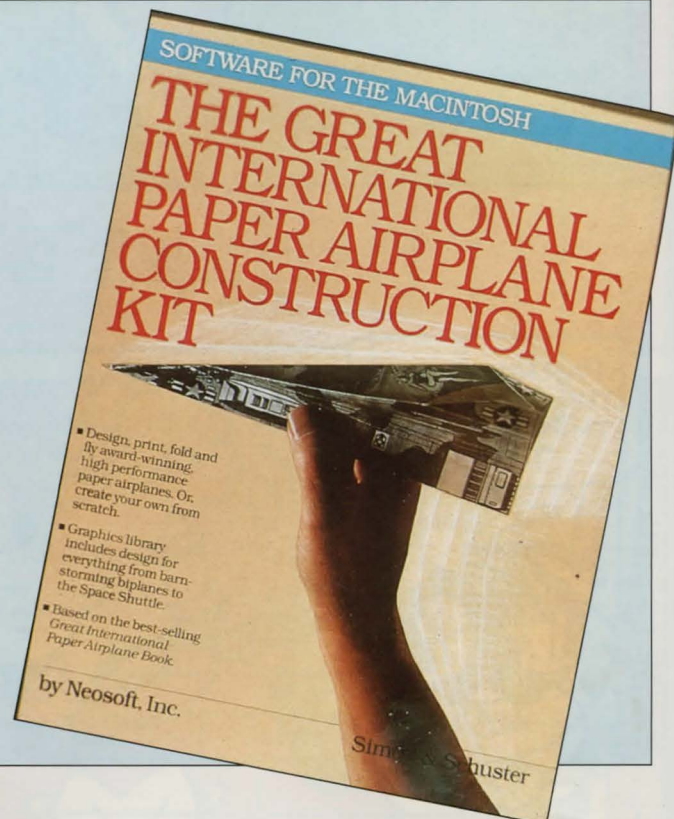
Best of all, Petster deluxe is soft and huggable—just like a real cat!

High-Flying Software

With *The Great International Paper Airplane Construction Kit* (Simon and Schuster), you can design paper airplanes on your computer screen—and then bring them to life! You can make more than a dozen different kinds of planes, including the space shuttle.

First choose the model you wish to work on. Then it's time to decorate! You can add logos, rockets, engines, windows—even pilots and stewardesses!

When your plane looks ready for take-off, just print up a copy, fold it, and let her fly!





Blast-Off with Mickey Mouse!

Mickey and his pal Pluto aren't just cartoon and movie stars—they're *software* stars, too! You can join them on an exciting trip into outer space when you play *Mickey's Space Adventure* (Walt Disney/Sierra).

Mickey and Pluto are searching for a memory crystal that holds the entire history of the planet Orion. The crystal has shattered into nine pieces and drifted out into space. It is up to you and Mickey to collect the fragments. How will you do it? You must use the computer to guide your spaceship carefully through our solar system.

And while you're busy enjoying your far-out space adventure, you'll be learning real facts about the stars and the planets!

Super Sneaks

What makes the pair of sneakers in this picture so special? Look closely—these sneakers have a built-in computer!

The space-age sneakers are called *Micro Pacers*. They are made by Adidas. So far, the sneakers come only in adult sizes.

The computer rests in the tongue of the left sneaker. It is surrounded by lots of soft padding so that it stays safe.

Just press a button or two, and the tiny computer races into action. It tells runners and joggers how far they have run, and how fast they have been moving.

Who knows? Maybe one day Adidas will program sneakers to tell you when your laces are untied!





NEXT MONTH IN MIGHTY MICRO:

- More exciting software programs to make your micro come alive! Two disks for the price of one—selected specially for you by MIGHTY MICRO!
- **THE INSIDE STORY:** Your exclusive 16-page guide to using and enjoying your software disks.
- Plus a poster, puzzles, articles, and features—pages and pages of micro fun with Mighty Micro and all of his pals!

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

ANSWERS TO CATCH THE CREATURES PUZZLE (PAGE 4):

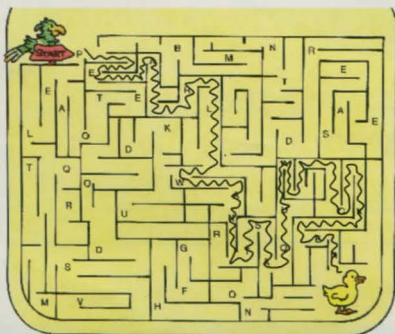


ANSWERS TO MIGHTY MICRO PUZZLE PAGES:

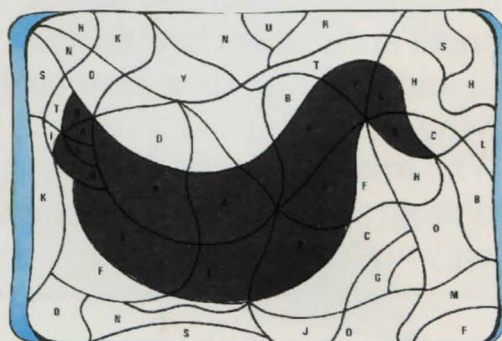
THREE-LETTER PUZZLE: Pearl

PICTURE PUZZLE: Webbed Feet

WORD MAZE: Pearl wants a quacker.



SHADE-IN PUZZLE:



SPRING



A.

C.

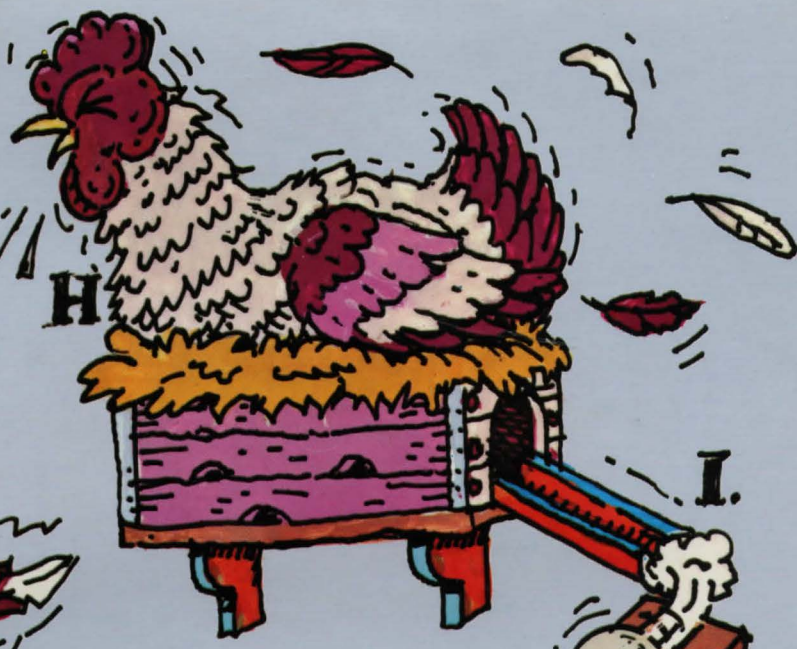
D.

B.

BOOM!

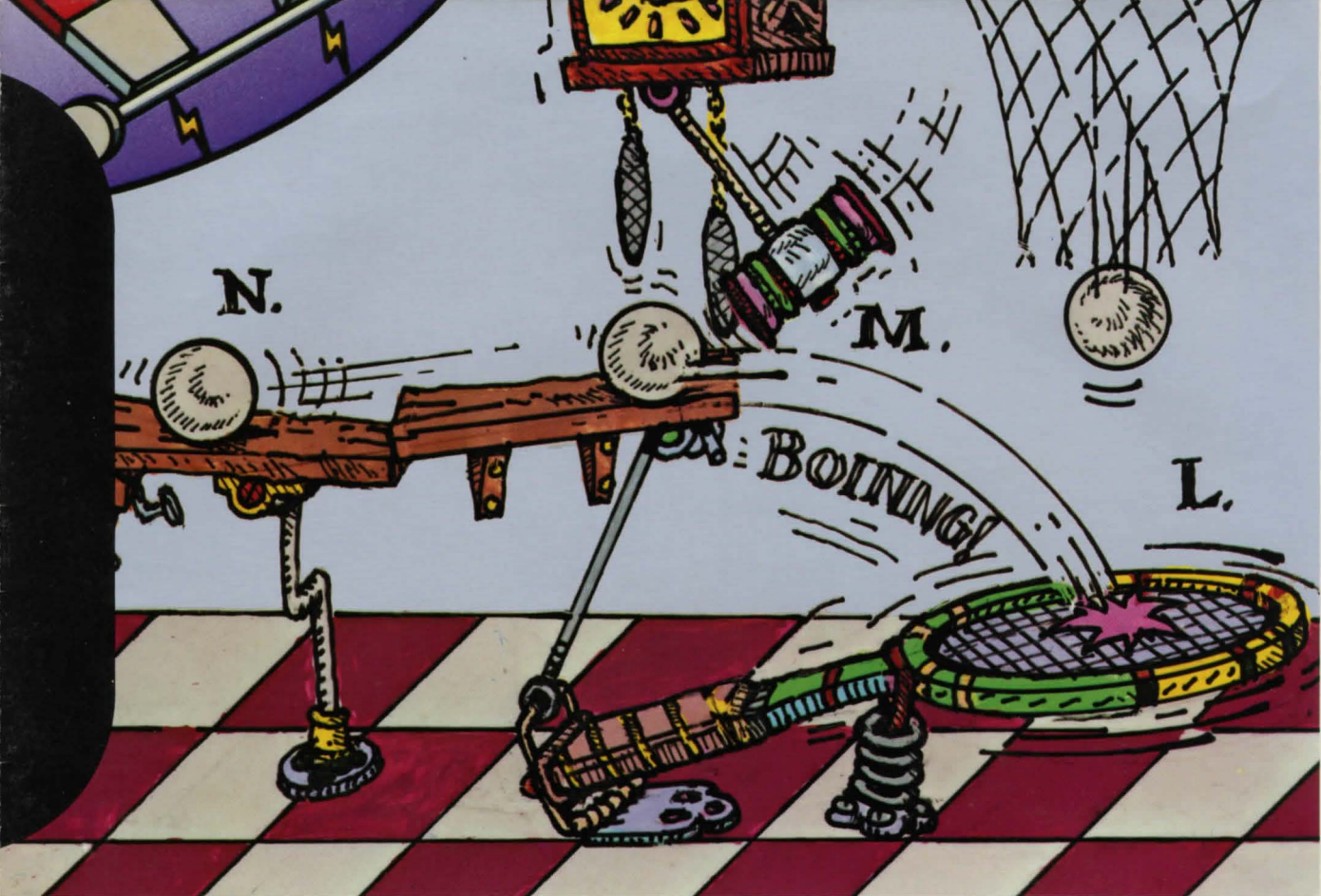
F.

GS!



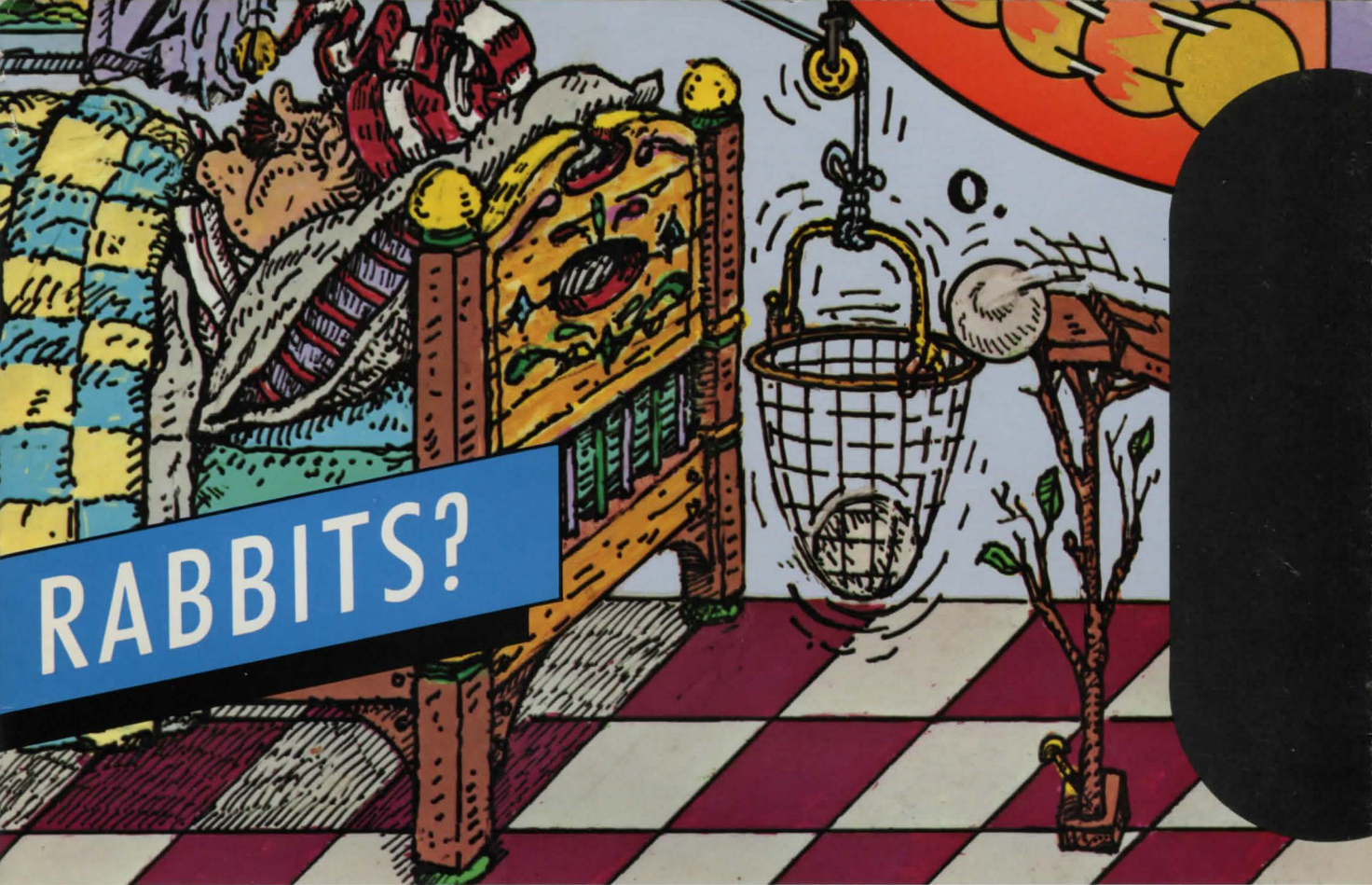
WHEELS!





ATIVE

PTIONS™



RABBITS?

CREA CONTRA

**The
Learning™
Advantage**

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