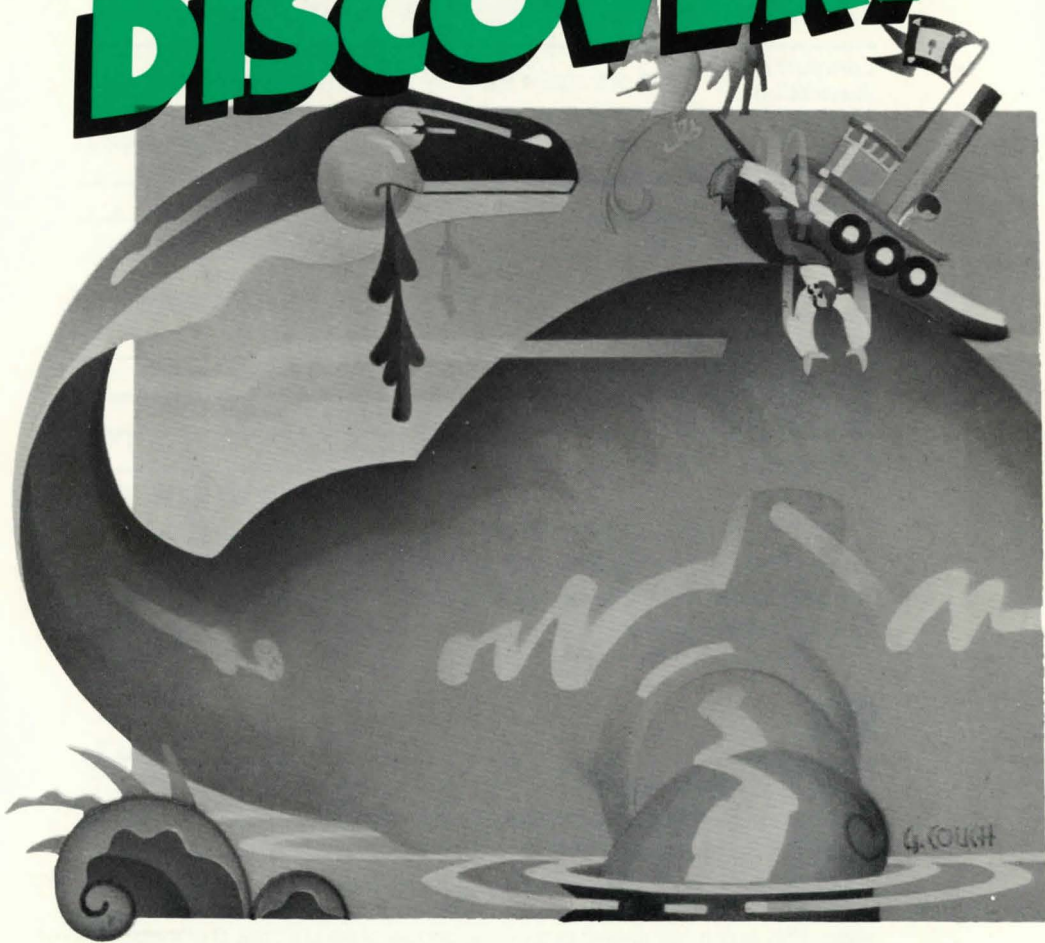


F.M.C. School Room.

# TALES OF DISCOVERY



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<b>Software Design and Development</b>	Information Technology Design Associates, Inc.
<b>Producer</b>	Dan Klassen
<b>Programmer</b>	David G. Olmon
<b>Authors</b>	Amy McKinley ( <i>Pirates of the Soft Seas</i> ) Andrew Ragan ( <i>Fossils Alive!</i> )
<b>Computer Illustration</b>	Loretta Jones
<b>Publisher</b>	Scholastic Inc.
<b>Creative Director</b>	Deborah Kovacs
<b>Project Manager</b>	Maryellen Kohn
<b>Senior Project Editor</b>	Jeff Siegel
<b>Project Editor</b>	Andrew Ragan
<b>Associate Project Editor</b>	Susan Edwards
<b>Art Director</b>	Sandi Young
<b>Art Production</b>	Dennis Niswander/Malcolm Kirton
<b>Production</b>	Lydia Buechler/Kirin Nielsen

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# TALES OF DISCOVERY

## 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.”

### Program Menu

When you are given the program menu, use the arrow keys or **I**, **J**, **K**, and **M** 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 *Pirates of the Soft Seas* and *Fossils Alive!* offers a skip option. If you press **S** you will skip ahead to the next decision screen. You should only use this to avoid screens you've seen many times before. Skip ahead to a decision screen, and then branch in a new direction.

## **PIRATES OF THE SOFT SEAS**

Something fishy's happening on Disk Isle. Take a trip to the Soft Seas and find out what it is. You and your friend will meet Terrible Tess and Fierce Frank, two modern-day pirates, and their parrot, Crumbs. You'll find that pirates sure aren't what they used to be. Even their treasures are different! And it will be up to you to find the treasures. But it will take some quick decision-making and master puzzle-solving skills to find all five treasure chests.

The puzzles in this story will lead you to the treasure. Some of them are complicated, so it's a good idea to keep track of them on a piece of paper.

After you have solved the puzzles, the computer will ask if you think you know where the treasure is hidden. Type Y for yes, or N for no. If you type Y, the computer will show a map of Disk Isle.

Use the arrow keys or **I**, **J**, **K**, and **M** keys to move you and your friend over the spot where you think the treasure is hidden. Then press **RETURN** or **ENTER**.

If you type N, the computer will ask if you want to see the puzzles again. Type Y for yes, or N for no.



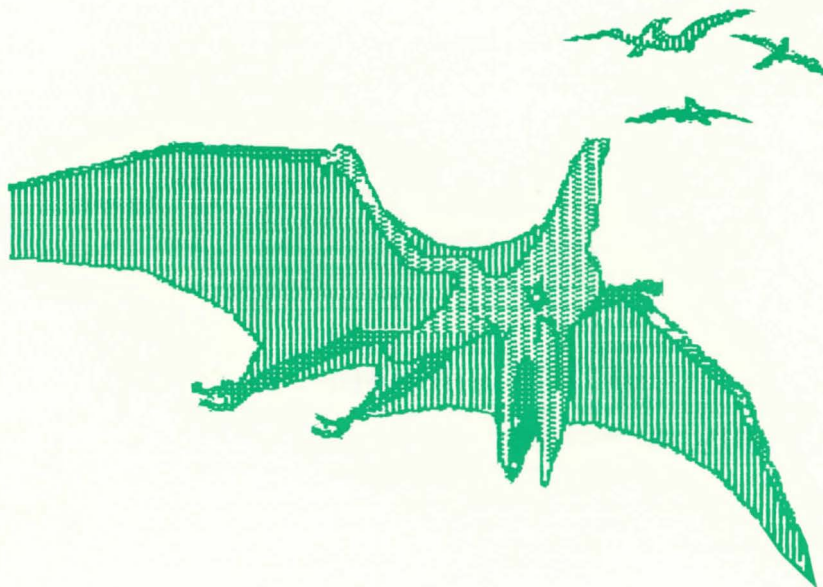
## FOSSILS ALIVE!

Saved by a triceratops??? That'll be the day—the day you go fossil-hunting with Dyna Saurus. Go through this Twistaplot™ story as often as you like and find a different path each time. You might be surprised by what finds you! Brush up on your dinosaurs—but don't go too close! A saber-toothed tiger, a woolly mammoth, Neanderthal people: Your neighborhood looks a lot different in prehistoric times.

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 before you go fossil-hunting with Dyna Saurus. What you pick may help you get into some hard-to-reach places, or get you out of some pretty sticky situations.

To choose two objects, use the arrow keys or **I**, **J**, **K**, and **M** keys to point to the objects you want to take. After each choice, press **RETURN** or **ENTER**.

HINT: There are 15 different endings in *Fossils Alive!* Can you find them all?



## FUNSTUFF

### Flowcharting

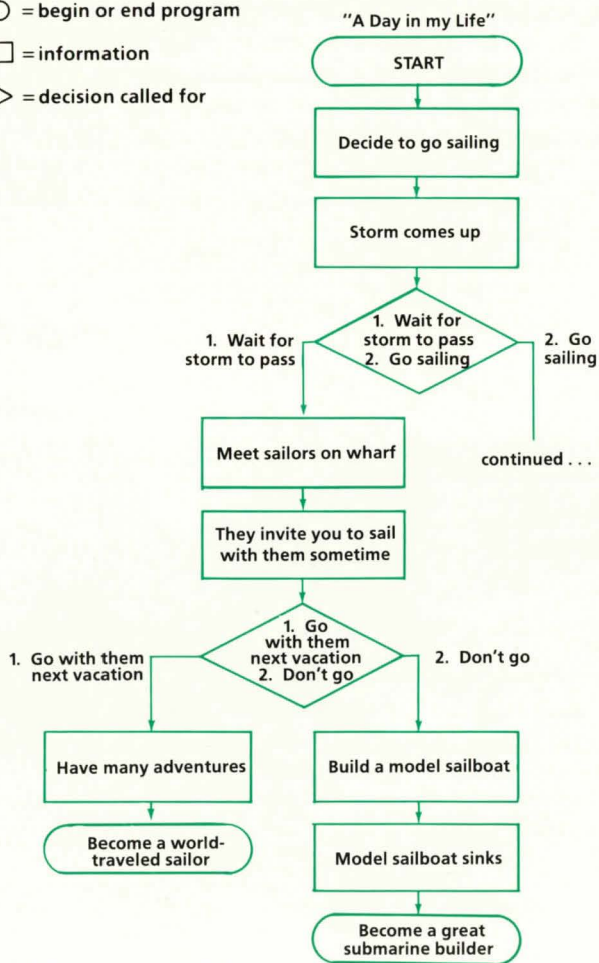
Flowcharts are tools used by software designers and programmers to help them plan their work. They can help you keep track of the paths you've taken, too.

Study these three symbols used in flowcharts. When you understand how they work, try to flowchart parts of *Pirates of the Soft Seas* and *Fossils Alive!* You may want to use flowcharts to plan your own branching adventure stories. Here's an example of how one might start:

○ = begin or end program

□ = information

◇ = decision called for

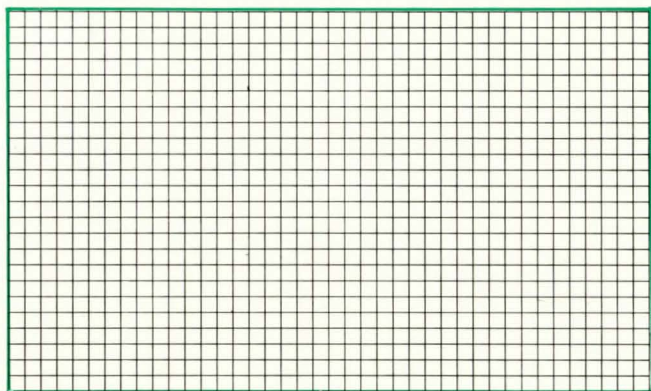


## **Pirates of the Soft Seas**

Create your own puzzles—anagrams, rebuses and secret codes. You can even change the treasure location on a piece of paper. See if your family and friends can solve the puzzles and find the treasure. You can hide something in your house or classroom, and then make puzzles that lead to the treasure.

## **Fossils Alive!**

How long were you in the dark caves? Use the blank grid below to map the different paths in the caves. Each step you take in the caves moves you ahead one square (or pixel). See if you can map out the paths by coloring a square on the grid for every step you take. Make each path in the caves a different color. Do not color in steps you take if they make you bump into a wall.



*Cave Clues:* There are two caves in *Fossils Alive!* Each has two separate paths.

You can make up other branching stories in *Fossils Alive!* The more you learn about prehistoric times, the more stories you can create. Add new animals, characters and environments. Let your family and friends make the decisions. Lead them into exciting adventures in times they thought were gone forever.

