

From The Learning Advantage

TWO EXCITING DISKS INSIDE:

KIDWRITER

Create Your Own Stories with
this Exciting Software

TROLL'S TALE

Fabulous Fantasy-Adventure Game



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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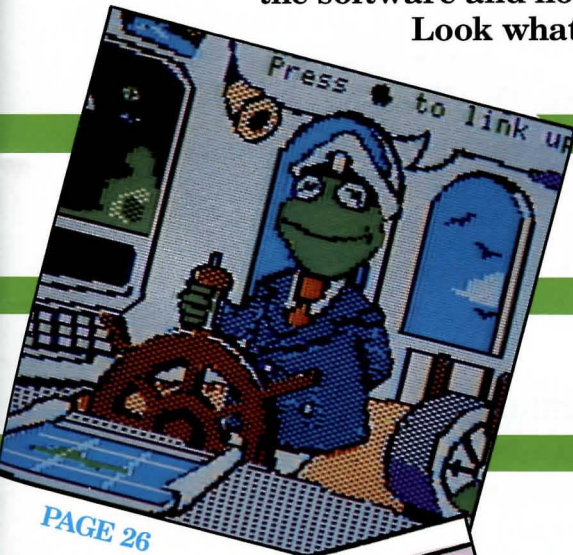
**Tear it out carefully and put it up on your wall.
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MENU

Hi, gang—I'm Mighty Micro and I'm roaring in with a mighty amount of fun for you and your computer. Every month I'll bring you two disks of exciting software programs—plus page after page of what to do with the software and how to get more fun out of your computer!

Look what's on the menu this month. . . .



PAGE 2

POWER-UP AND PLAY A BOOK!

That's right. Your favorite books are coming to your micro, too. Will you be seeing your favorite characters on *your* screen?

PAGE 5

HIDDEN DISKS PUZZLE

It's the world's messiest room! Can you find the floppy disks in all the clutter?

PAGE 6

COMPUTER CRAZY

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

PAGE 7

PLAY MIGHTY MICRO'S BOARD GAME

A complete word processing board game ready for you to play. And we'll show you how to use your micro to make your moves!

PAGE 9

A COMPLETE GUIDE TO USING YOUR DISKS

You'll get months and months of enjoyment—and learning—from the two disks we've given you this month by using this 16-page guide. It contains suggestions, tips, plans, and programs to help you get more from your micro than you've ever gotten before!

PAGE 26

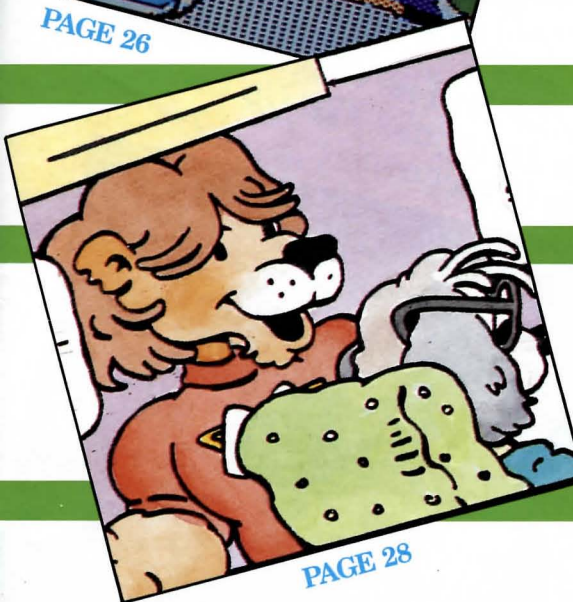
LITTLE BITS

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

PAGE 28

PUZZLE PAGES

Here come four pages of pencil puzzlers and brain bogglers, featuring none other than Mighty Micro and his canine pal Gutenberg.



POWER UP AND PLAY A BOOK!

Your Favorite Books Are Coming to Your Computer Screen!

by Graziella Baum

If you hate when a good book ends, you will love this! Software companies are using characters and stories from some great books to make computer games. You can continue enjoying your favorite book characters—right on your computer screen. For example. . .

The Cat in the Hat is back again. This time he is in software. Dr. Seuss readers all know that this crazy cat makes a mess wherever he goes—even in a computer game.

Dr. Seuss Fix-up the Mix-Up is an electronic puzzle in which you unscramble a picture of three Seuss characters. This is a good game if you like to test your memory and solve problems. There are five levels of difficulty, so you can make the game as easy or as hard as you like.

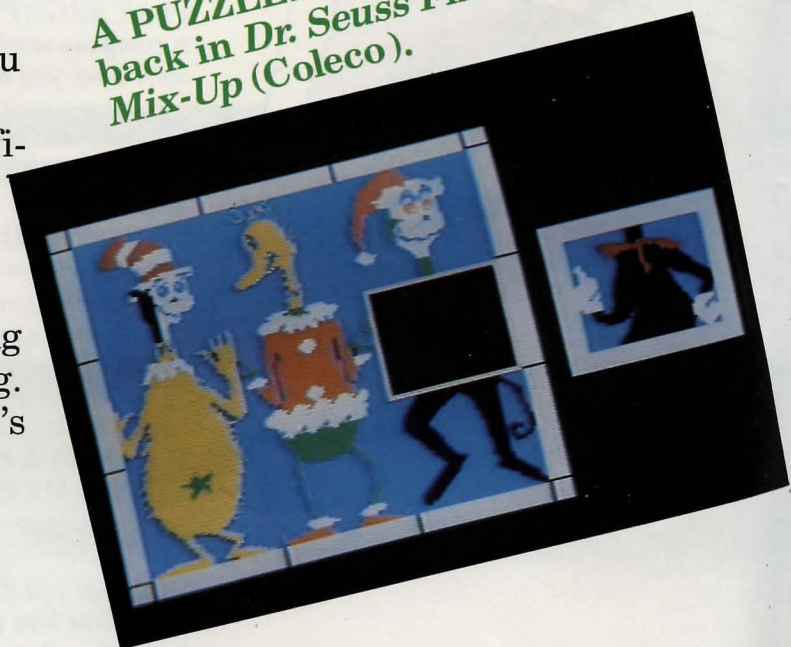
“I wonder what’s going to happen exciting today?” That’s the first thing Piglet says to himself in the morning. Piglet is a friend of Winnie-the-Pooh’s in the books by A.A. Milne. Pooh, Piglet, Eeyore, Rabbit, Owl, and Christopher Robin have lots of fun getting in and out of trouble. And

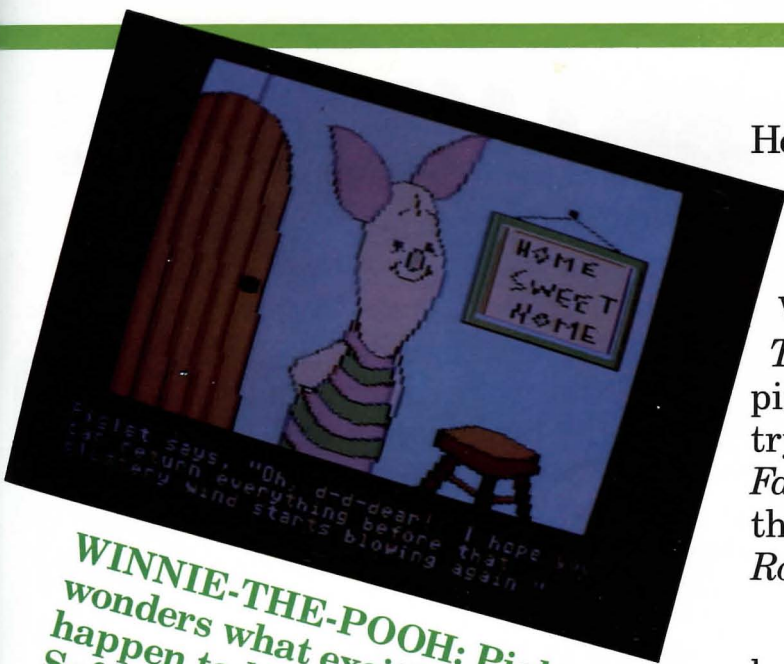
kids have lots of fun reading about their adventures in the Hundred Acre Woods.

Winnie-the-Pooh has been around for sixty years. But that doesn’t mean he’s old-fashioned. Walt Disney Software has brought him up-to-date in a game in which you find objects that are hidden all over the Hundred Acre Woods.

The Smurfs, who first appeared in children’s books in 1958, are better

A PUZZLER: The rascally cat is back in *Dr. Seuss Fix-Up the Mix-Up* (Coleco).





WINNIE-THE-POOH: Piglet wonders what exciting thing will happen today (Walt Disney Software).

known for their cartoon show. Coleco's *Smurf Paint 'n Play Workshop* is an electronic do-it-yourself cartoon show. You can move the characters around, change the scenes, and add props to make up stories of your own.

Spinnaker Software has made video adventures out of six great books—*Swiss Family Robinson*, *Below the Root*, *Treasure Island*, *Alice in Wonderland*, *Robin Hood*, and *the Wizard of Oz*.

"We saw a place for classic games based upon classic books," Linda Pollack from Spinnaker told MIGHTY MICRO.

How did they turn stories into software? It depended upon the book.

"For *Below the Root*, we picked up where the book left off," Linda said. For *Swiss Family Robinson*, we re-played the plot of the book.

"We want the player to get the feeling that he is a character in the book.

He or she makes the decisions and shares the responsibilities."

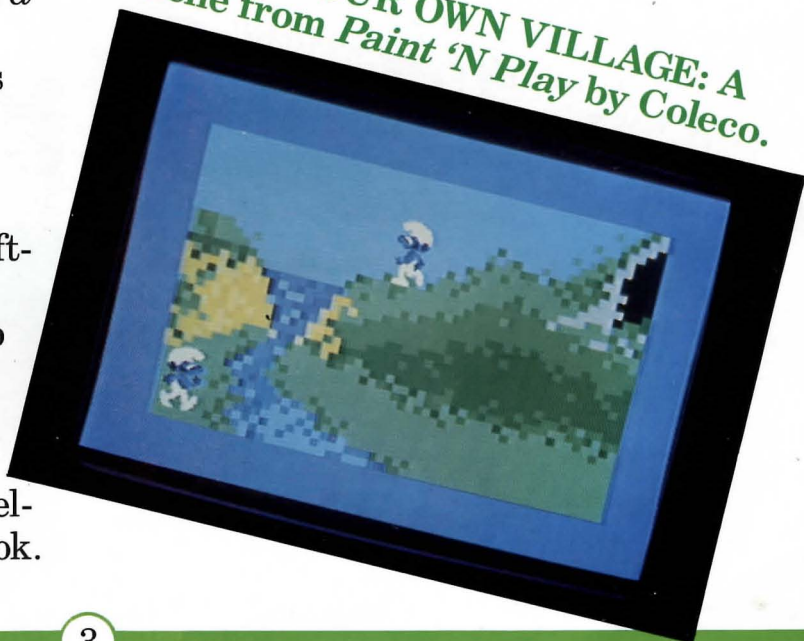
Alice in Wonderland is a race against time. You have to get out of Wonderland before it disappears. In *Treasure Island*, you must outwit the pirate and find the chest of gold. You try to keep your family alive in *Swiss Family Robinson*. And you search for the secret of Green Sky in *Below the Root*.

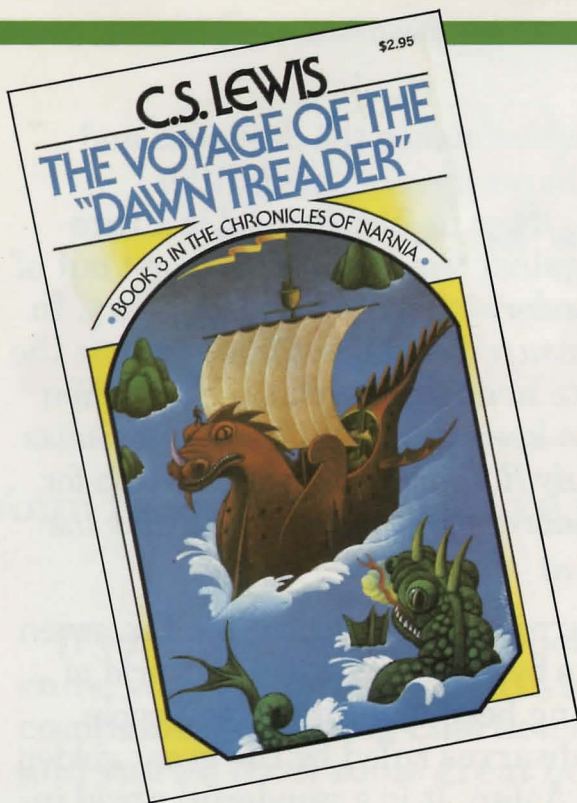
Narnia is the magical land in seven books by C.S. Lewis. It is a world of talking beasts, giants, tree people, and dwarves ruled by the great golden lion, Aslan. It is a wonderful world in books—and in software.

Elaine Karbin works for Word, Inc., the company that makes the software. "We have a strong interest in promoting the reading of good classic literature, so this was perfect for us," Elaine told MIGHTY MICRO.

Two books in the series have already been made into video games.

SMURF YOUR OWN VILLAGE: A scene from *Paint 'N Play* by Coleco.





MAGICAL LAND: One of the Narnia books adapted to software.

Both games closely follow the adventures in the books. *Narnia* is based upon *The Lion, the Witch and the Wardrobe*. The object of the game is to find the noble lion, Aslan, and free the land of Narnia from the evil White Witch. In *Dawn Treader*, based upon *The Voyage of the "Dawn Treader"*, you sail through magical waters searching for Aslan's Country. On the way, you visit Dragon Island and the Island of Voices. But you have to look out for sea serpents, storms,

and cyclones on the way.

The Narnia games are different from other video games in two ways. Each game comes with the original book. You don't have to read the book to play the game. But the game is so good that you will probably want to read the book right away.

The Narnia games also come with dice and cards as well as a diskette. They are the only games invented by a board game specialist instead of a computer programmer.

The inventor, Paul Gruen, is very proud of his work here. "These games are not just a matter of trying to zap meaningless objects or getting zapped," he told us. They are based on literary classics. So there's a recognizable environment, cast of characters, and story line in addition to the challenge of game play."

Paul is right. It's great to be able to act out your favorite books in computer games. So grab your joystick and hurry on over to the Hundred Acre Woods, the Smurf Village, Wonderland, or Narnia. They're just a small disk drive away!

PIRATES ONSCREEN: *Treasure Island* comes to computers from Windham Classics.



HIDDEN DISKS PUZZLE

Whose room is this? It can't be yours—can it?! It's a complete mess! Even the computer disks are tossed all over the place! In fact, there are 15 disks scattered around the messy room. Can you find them all?

(Answers on page 32.)



COMPUTER CRAZY!

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

What do you get when you cross a computer
with a turtle?

**A computer that comes with its own
carrying case.**

Why did you kick your new computer?

Someone told me to boot a new program!

What did the computer say to the grand piano?
"Wipe that smile off your face!"

What button should you press when your
computer starts to shake and whistle?

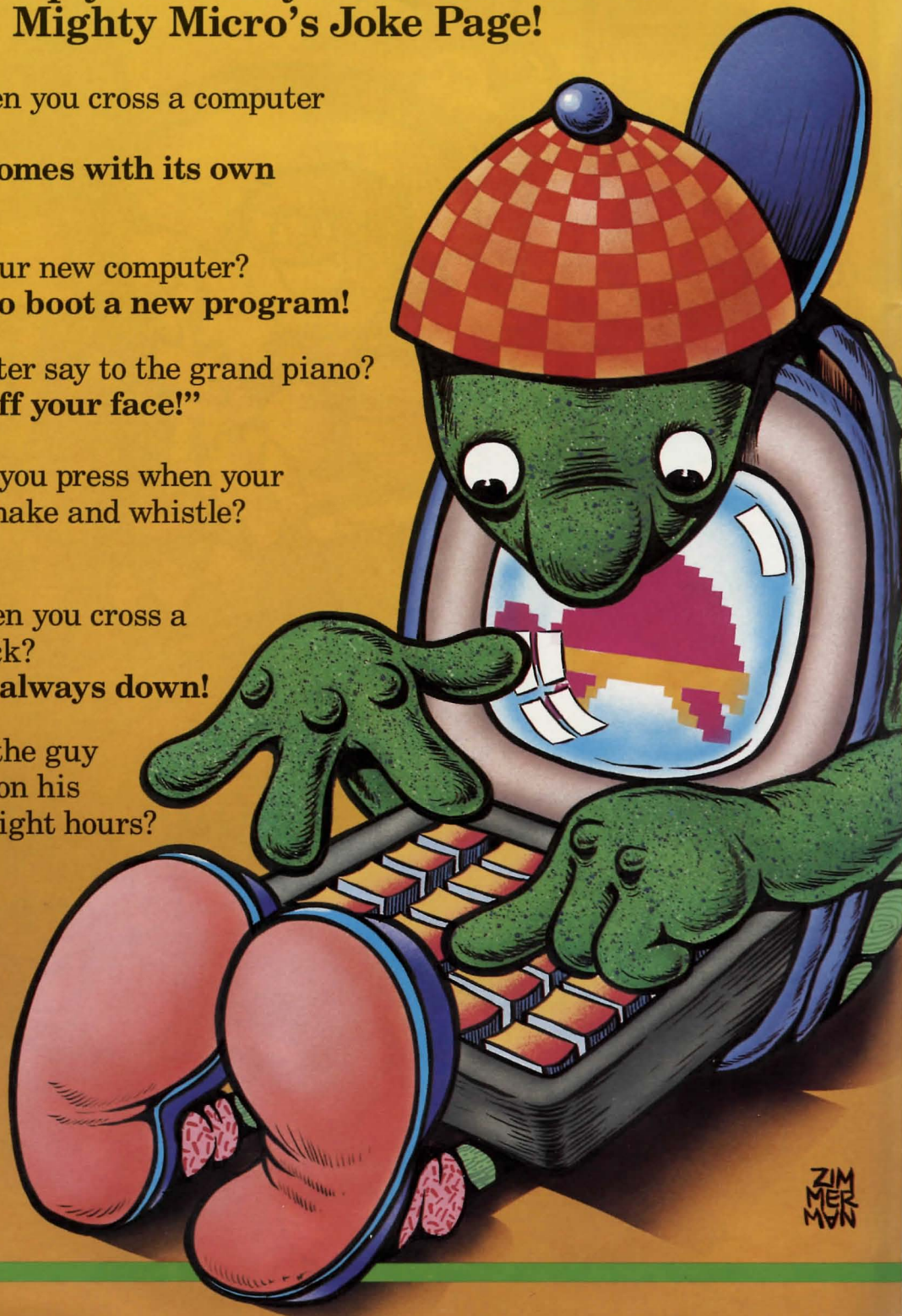
The Panic Button!

What do you get when you cross a
computer with a duck?

A computer that's always down!

Did you hear about the guy
who played Frogger on his
computer for 36 straight hours?

He croaked!



How many crazy computer messages can you write?
Play Mighty Micro's funny word-processing game to find out. . . .

CRAZY-WRITER

by Megan Stine & H. William Stine

Here's a word processing game called CRAZY-WRITER! When you play the game, you will make up your own crazy stories!

The object of the game is to send a message from your computer to a friend's computer. The message must use the Game Words you collect while you move around the board. At the end of the game, each player gets 10 points for every Game Word he or she used in the message. The player with the most points wins the game.

HOW TO PLAY

Place a coin marker on Start. Roll a die or use the computer program called SPINNER listed on the game board. SPINNER will roll the die for you and tell you how many spaces to move ahead in the game. Move ahead the number of spaces shown. On a sheet of paper, write down each Game Word you land on.

There are two kinds of "Wild" spaces on the board. One of them says VERB and the other says NOUN. When you land on a "Wild" space, you must make up your own noun or verb to put on your word list.

Take turns rolling the die, moving ahead, and collecting words until someone reaches the Finish space.

Now look at the list of words you collected. Write a message using as

many of your words as you can. Your message can be one sentence or many sentences. You may add small words like *and*, *the*, *to*, *under*, or *because*. But you may not add any nouns, verbs, pronouns, or adjectives. Then give yourself 10 points for each game word you used.

Example: Let's say your word list says *smelly*, *flew*, *hot dog*, and *books*. You could write "The smelly books flew over the hot dog." You would score 40 points because you used all four of your words.

KEY TO THE COLOR CODE

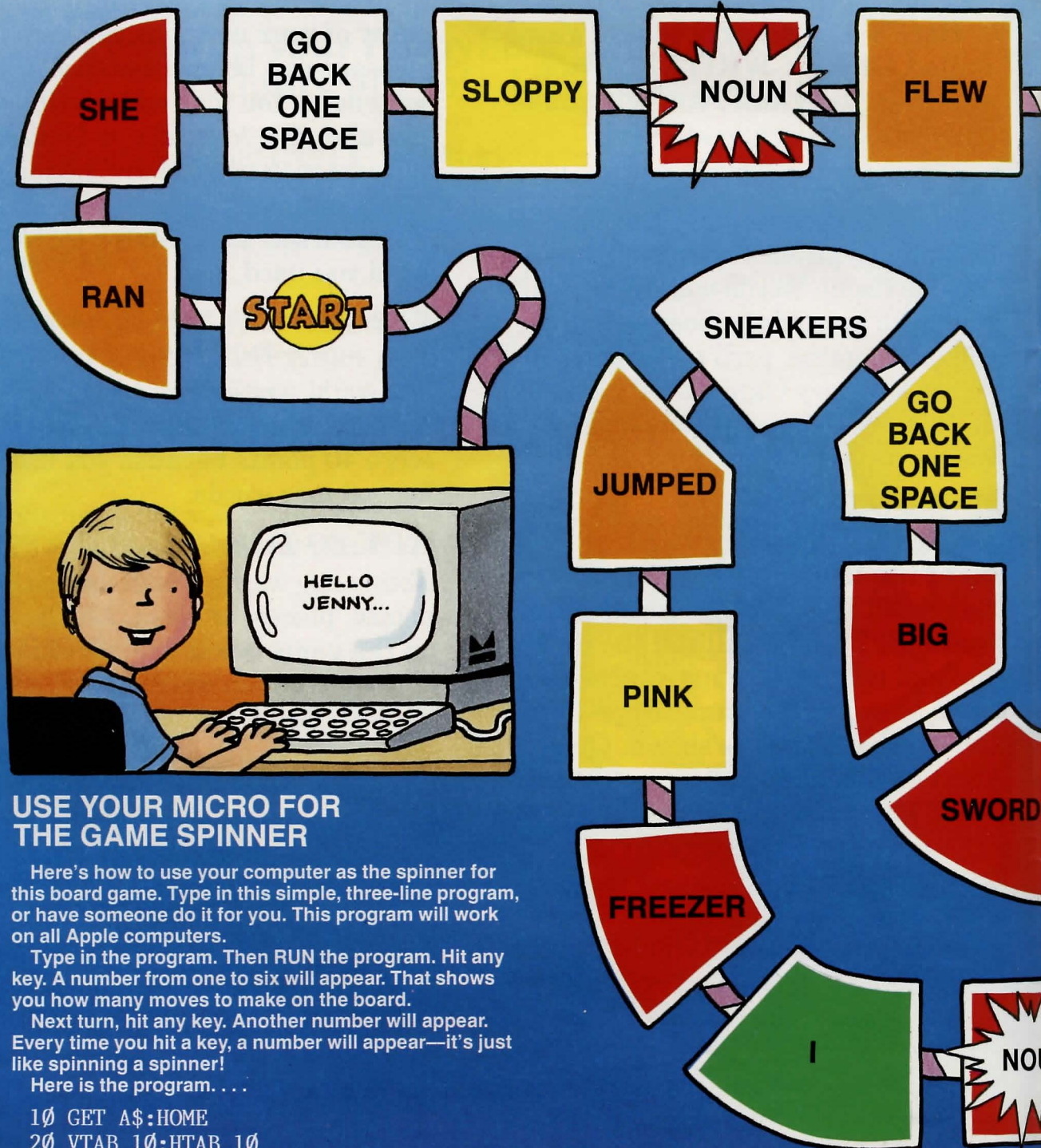
Nouns are words which name things, people, places, or ideas. All the nouns on the game board are colored red. *Verbs* are action words which describe what someone or something is doing. All the verbs are colored blue on the board.

Adjectives are in the yellow spaces. They are used to describe the nouns—like the *smelly* refrigerator or the *best* rainbow.

Pronouns are in the green spaces. They are words that take the place of nouns. *I*, *you*, *he*, *she*, *it*, *we*, and *they* are pronouns.

TURN THE PAGE TO FIND YOUR CRAZY-WRITER GAME BOARD AND SPINNER PROGRAM. PULL OUT THE CENTER 16 PAGES—AND YOU'RE READY TO PLAY.

CRAZY



USE YOUR MICRO FOR THE GAME SPINNER

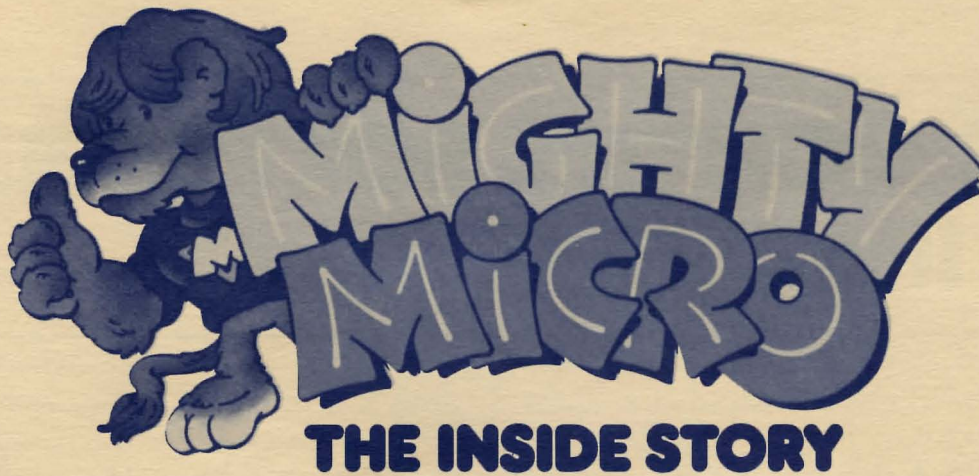
Here's how to use your computer as the spinner for this board game. Type in this simple, three-line program, or have someone do it for you. This program will work on all Apple computers.

Type in the program. Then RUN the program. Hit any key. A number from one to six will appear. That shows you how many moves to make on the board.

Next turn, hit any key. Another number will appear. Every time you hit a key, a number will appear—it's just like spinning a spinner!

Here is the program. . . .

```
1Ø GET A$:HOME
2Ø VTAB 1Ø:HTAB 1Ø
3Ø PRINT INT(RND(1)*6)+1:GOTO 1Ø
```



If you open the back of a computer and look inside—what do you see? You see all of the chips and wires that help make things appear on the screen.

This section of MIGHTY MICRO will also give you an inside peek. We'll take an inside look at the disks you received this month. And we'll take a look at how to get the most fun from your disks.

Since one of your new disks is KIDWRITER, we're going to talk a lot about writing this month. Inside The INSIDE STORY, you'll find all kinds of writing activities and writing fun.

Look for this special section inside MIGHTY MICRO every month. Here's where you will always find The INSIDE STORY about your computer and all of the great things you can do with it.

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THE LEARNING ADVANTAGE

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THIS MONTH'S SOFTWARE: THE INSIDE STORY

TROLL'S TALE

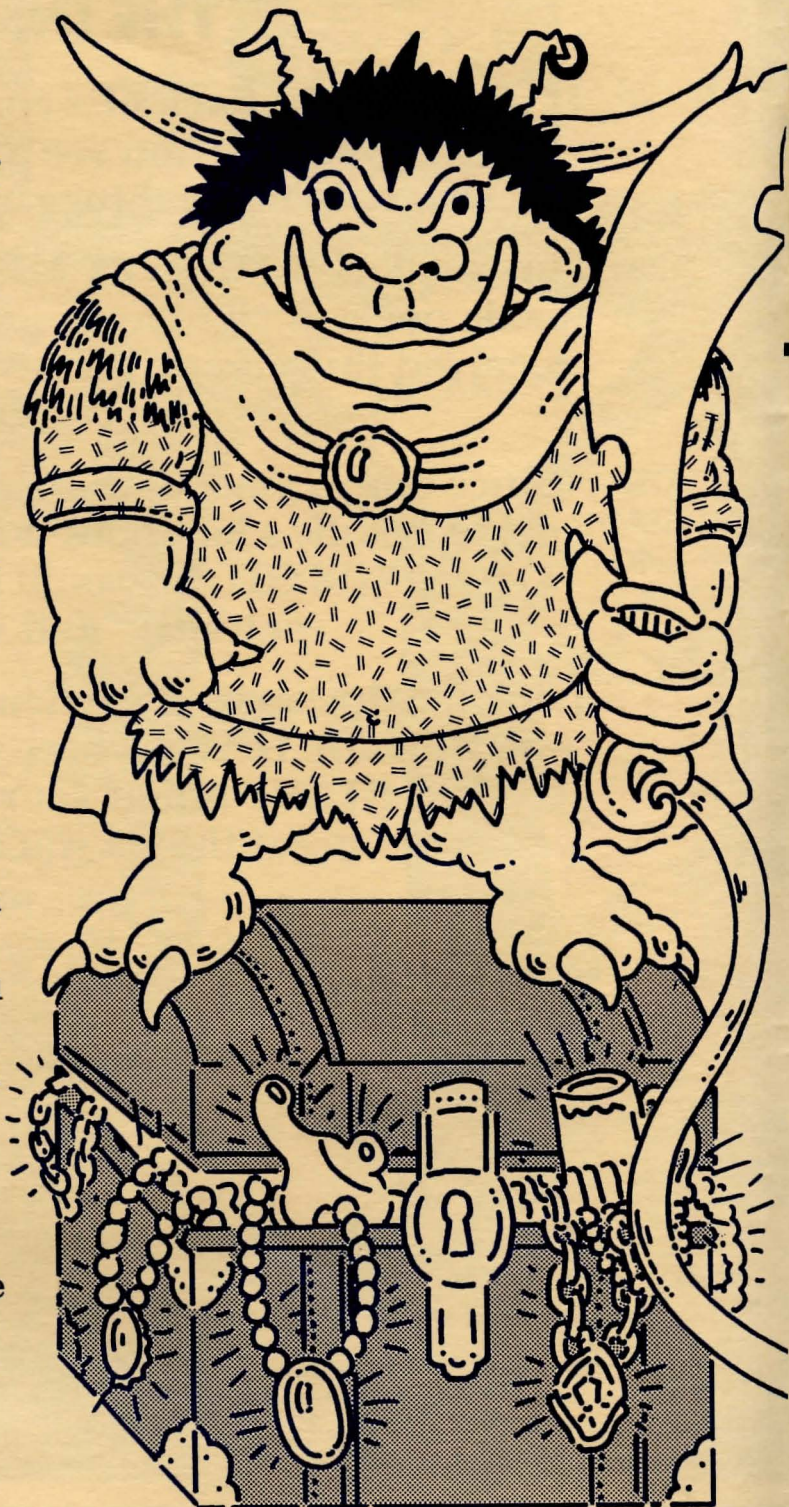
Sometimes it's fun to get out of the house for a while—especially if you don't really have to leave the house to do it! That's what adventure games are for. And *Troll's Tale* is an adventure game which *definitely* gets you out of the house!

In *Troll's Tale* you play yourself. You've been called by King Mark, the ruler of this magical kingdom, to help him find his 16 treasures. An evil troll has stolen them and hidden them all over. It's your job to travel all over the kingdom, pick up all the treasures, and bring them back to King Mark.

You don't have to be able to type to play this adventure game. The only two keys you must know on the keyboard are the space bar and the Return (Enter) key.

This is how it works: The places you have to explore appear on the screen. Underneath the picture is a description of the place. There is also a list of things you can do, such as go right, go left, look inside chest, look behind ball, and so on.

The cursor—the flashing bar on the computer screen—has to be beside your choice. The Space Bar moves the cursor, and the Return or Enter key tells the computer you've made your



choice. So, let's say you're in a basement and you want to leave it. You press the Space Bar until the cursor is right next to the command "Leave the basement." Then you press Enter. The computer will do what you said. It will whirr and make noises and then a new picture, a new description, and a new list of things to do will appear.

Sometimes there are funny things to do in the list, like "Shout boo." But no matter what you choose, the computer will always answer you, or do what you say.

There are some things you won't be able to do. You can't die, for example. Say you come to a cliff, a high cliff. In the choice of actions, there might be one that says "Jump off cliff." If you choose that, the computer will say "That's not a good idea. You might get hurt." It won't let you.

It *will* let you go behind things and

put your hand in things and look inside things. At one point during the adventure, you find a magic sphere. You can look behind it if you want, and the picture you see will be from behind the ball. You can also put your hand *in* it. Go ahead. Try that. You know what will happen? You'll be teleported (that's like being beamed up) from one end of the kingdom to the other, and you'll have to find your way back all over again.

Even after you find all 16 treasures and carry them back to the entrance to King Mark's underground kingdom, the game is not over. The computer will congratulate you, of course, but your work isn't done. You have to do something very special first. It involves a guard and a pun. That's all we can tell you!

—Randi Hacker



SOME HINTS TO HELP YOU DO BETTER AT TROLL'S TALE

1. Be nice to the guard. You can never tell when you'll need a friend like him.
2. Don't be afraid of falling. Not every fall is bad. When you find a well, even though it's deep, try something reckless and don't be afraid to get wet if you have to.
3. Be sure you explore everything there is to explore. Look inside things. Look behind things. Go underground.
4. Remember you are always facing North.
5. Keep an eye out for the Troll.

KIDWRITER

**How would you feel about a computer program that:
Let you make great illustrations?
Let you write your own stories to go with them?
Let you print out your stories one page at a time so you can put together your own book?**

You'd feel pretty good, I bet. Well, you can do all this with the Kidwriter disk in this month's MIGHTY MICRO. Kidwriter is a computer program for kids that lets you do all those things on your home computer. It's easy and it's colorful and it's fun!

Here's how you do it.

First you boot up the program. You do this by putting the disk in the disk drive and turning the computer on. Make sure the CAPS/LOC key is pressed down. This program only works with capital letters.

After a while, you'll see a menu. A *menu* is a list of things you can do. Read the menu and decide what you want. The list looks like this:

- (M)ake a new picture-story
- (L)oad an old picture-story
- (D)irectory of picture-stories
- (Q)uit for now

Each choice has a special letter in front of it. Type that letter to get that choice.

If you have never used this before, you won't want to look at the directory or load an old picture-story. There won't *be* any old picture-stories. So type an "M" to make a story up.

After you've typed "M" you'll get another menu. This is the one you use to make the picture that will go along with the first page of your story. Read all the choices and decide which one you want. Then type in the letter that will get it for you.



There are little pictures in the lower left hand corner of the screen. If you press the letter "F," the pictures change. Keep pressing "F" to see all the pictures and letters and numbers that you can choose to put into your drawing. There are birds and girls and boys and clouds and cars and trains and more.

When you find a little picture you want to use, you press another key to put that picture in the bigger picture at the top of the screen. If the object you've put in the picture is too big, you can change its size by pressing "S."

Once you've filled the screen with everything you need for your first page, type "D" for "Done." Now it's time to write the story.

The whole bottom half of the screen is there for you to type in. Write about the picture you've just created. If you

have put a Martian in a playground, explain how the Martian came to Earth in the first place. You can get rid of words and letters you don't like by using the Delete key.

When your first page is finished, press the "*" key. Now you can save that page to the disk. Press "S" and then give your story a name. Make more pictures and write about them. Write a whole book.

When you're all done, you can bind the pages together and have a book. You can also save your whole story on the disk and call it up another day.

If you get tired of a story you have written, you can always erase it and write a brand new one. But we think Kidwriter is a disc that you'll *never* get tired of!

—Randi Hacker



COMPLETE THESE PICTURE STORIES

The people in the stories we read are called *characters*. Sometimes the characters in stories are very happy. Sometimes they are sad. Sometimes characters are worried—and sometimes they can be terrified!

Here are three pictures. Each

picture can tell a story if you finish it. In each picture, draw what the kids are seeing. Make up what you think is making them happy, sad, or scared. When you are finished, you will have three complete picture stories.





BUILD-YOUR-OWN STORY KIT

What do you need to write a story? You need a *character*, someone for the story to be about. You need some action and then some more action. This is called the *plot*. Then you need an ending.

Here's a Build-Your-Own Story Kit. You can use it to put together dozens of silly short stories. Start

with a character on the left and then read straight across till you read the ending.

Make your own short stories by mixing up the different story parts as you read from left to right. Put different characters with different actions and different endings. See how many stories you can create!



**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.





CHARACTER	ACTION	MORE ACTION	ENDING
A clumsy cowboy	fell off his horse	sat on a cactus	and said, "I get the point of this story!"
A creature from Mars	landed on Earth	walked up to a gas pump	and said, "Take your finger out of your ear!"
A silly leopard	looked in a mirror	went to a doctor	and said, "I'm seeing spots before my eyes!"
A dumb dog	chased his own tail	went round in circles for hours	and said, "Tomorrow I'm sure I'll catch it!"
An extra-terrestrial soldier	landed on a farm	invaded a corn field	and said, "Take me to your Kernel!"
A wicked witch	took off on a broomstick	flew into a crowd of witches	and said, "I like to fly the friendly skies!"
A fat, old pig	ate a trough of slops	took a bath in a mud puddle	and said, "What do you expect from a pig?!"

SCRAMBLED LETTERS GAME

The more you write, the more you discover that it's fun to play with words. Here's a scrambled letters game you might enjoy. You can play it on a piece of paper—or type it on your micro.

The rules are quite simple. Just take the three sets of scrambled letters. Move around the letters to make four different words from each set. (Answers are upside down. No peeking!)

EAMN

1. _____
2. _____
3. _____
4. _____

EILV

1. _____
2. _____
3. _____
4. _____

ETMA

1. _____
2. _____
3. _____
4. _____



ANSWERS: mean, name, name, name; evil, live, veil, vile; meat, team, mate, lame.

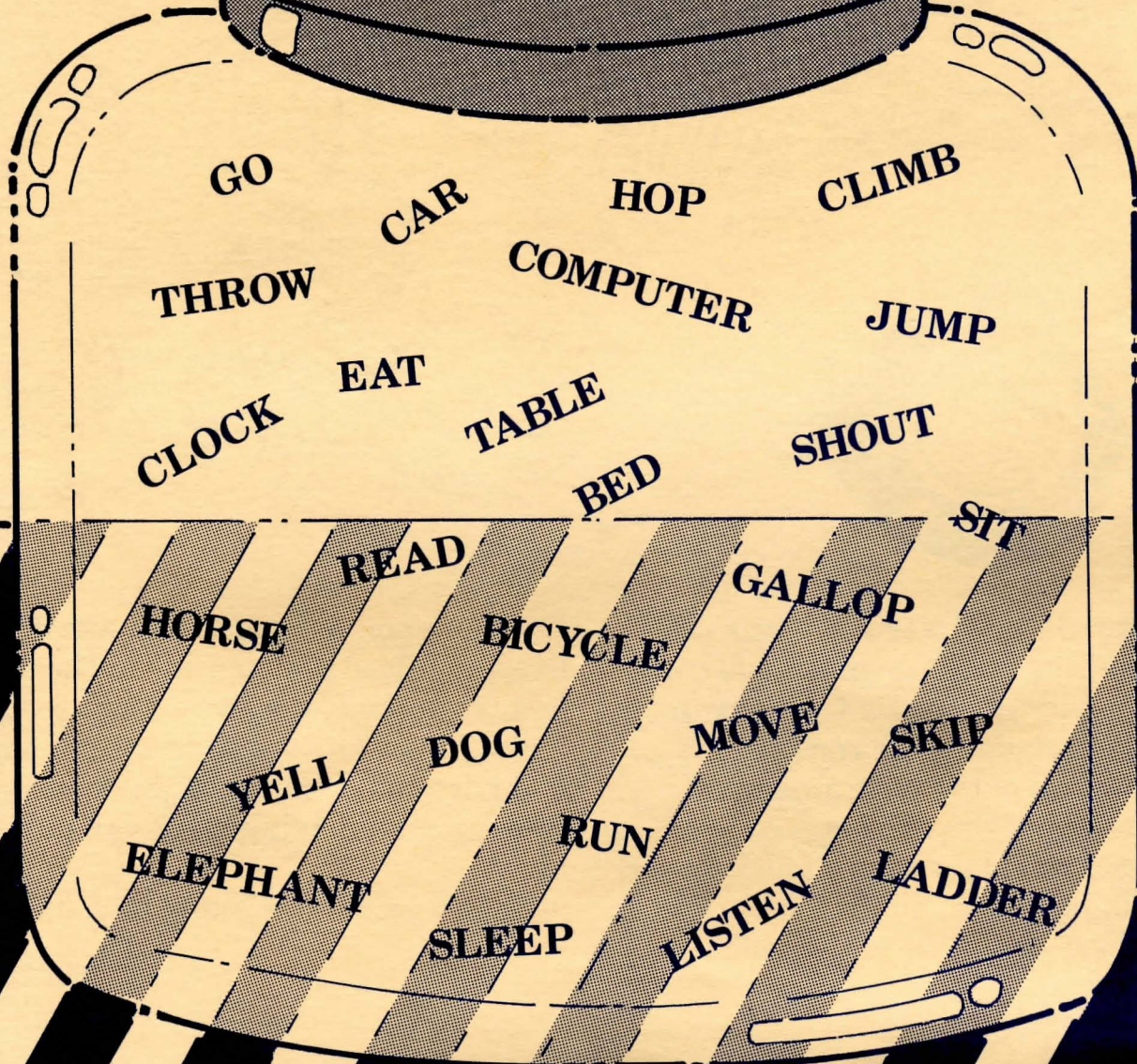
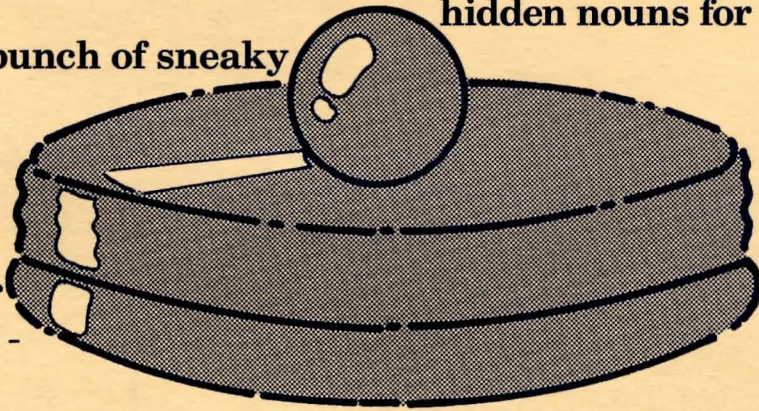


ROUND UP THE HIDDEN NOUNS!

The Old Wordkeeper has put a whole bunch of *verbs* in a jar to use when he needs some action. That's because verbs are *action* words, words for moving and doing things—such as *walk*, *run*, *think*, and *swim*.

nouns are trying to hide in the jar with the verbs. Can you help the Old Wordkeeper and find all the nouns? Circle all of the nouns you can find so he can put them in a jar of their own. (There are 10 hidden nouns for you to circle.)

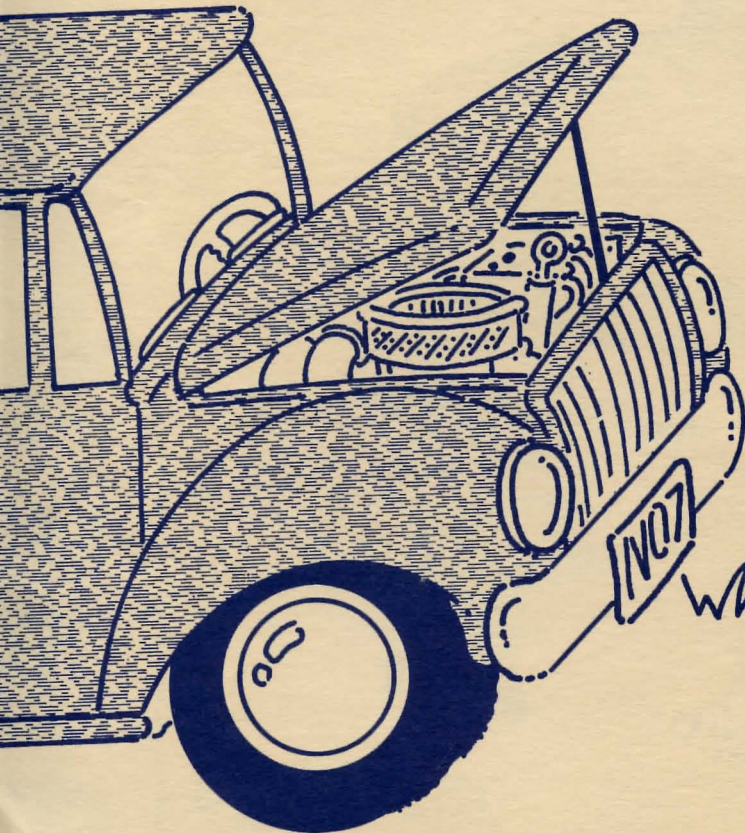
However, a bunch of sneaky



FIX THIS SCRAMBLED STORY!

Every story must have a beginning, a middle, and an end. But this story is a mess! It's all scrambled up. Can you put the four parts in the right order?

Write a 1 in the blank next to the part that should come first. Then write a 2 in the blank next to the part that should come second—and so on. When you have the story in order, you'll find that it's a pretty funny one!



— Hours later, the truck driver was still working on the engine to his truck. All of a sudden, he saw the red van coming back down the road. To his surprise, all of the penguins were looking out of the windows.

“Hey!” yelled the angry truck driver. “I thought I gave you fifty dollars to take these penguins to the zoo!”

— Once upon a time, a man was delivering a load of penguins to the zoo in a truck. Halfway there, the truck broke down. The truck driver got out and tried to fix the truck. Suddenly, a young man driving a red van pulled up.

“Can I help?” the young man asked.



— “Hey—take it easy!” the young man replied. “I took the penguins to the zoo. We had a nice time. But we’ve got a few dollars left over, so now we’re going for ice cream!”

— “You sure can,” the truck driver told the young man. “I’ve got to get these penguins to the zoo. I’ll give you fifty dollars if you will take them in your van.”

“No problem. I will be glad to,” the young man said. He loaded the penguins into his van, and drove off.

A LETTER TO PARENTS

How can I make sure that our home computer is more than a game-playing toy to my kids?

Are the hours my kid spends at the keyboard taking him away from reading books and learning about the world?

How can I make sure that my kids realize there is a place for computers and a place for such old-fashioned things as books and magazines?

How can I turn computer time into a time for *family* sharing and fun?

These are the questions and concerns parents all over the country expressed to me when I was organizing THE LEARNING ADVANTAGE. As a result, the product you see is an attempt to answer those important concerns.

When my children first began spending hours and hours in front of the monitor to our first home computer, my wife and I shared these same concerns. We felt as if our kids were entering a strange foreign country—and leaving us behind!

What about reading and writing? Were they leaving that behind, too, for this exciting new world of blips and bleeps, strange graphics, and cursors moving across a small screen?

As I explored the software available for kids and watched my own children's reactions to the games and programs they enjoyed on their micro, I began to realize that this "foreign country" offered endless possibilities for shared family learning—and fun. And I realized that it also offered a remarkable opportunity to involve my kids in the other "countries" I wished them to experience—reading, writing, logical thinking, etc.

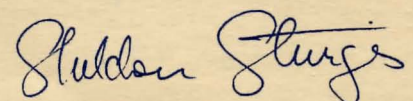
Thus in keeping with my own family experience, THE LEARNING ADVANTAGE has been put together to achieve the following goals:

1. To provide intelligent, lasting software, selected by experts and suitable for your child's learning level and development, software that will keep your child involved for hour after hour.
2. To provide suggestions, activities, information, and tips that will enhance the play and learning value of each software disk we select for your child.
3. To provide reading materials that are lively, fun, and current, a publication that will do more than just accompany the disks but will supply that all-important link between reading, writing, and computer use.

I believe this is a very new idea—a new way to present reading fun in conjunction with computer involvement—and I hope that you are as excited about it as I am.

I am most eager to hear about your reactions and your experiences with your children as each month you use the disks and publication that make up THE LEARNING ADVANTAGE.

Yours truly,



Sheldon Sturges
President

WIN A FREE COMPUTER GAME!

That's right—MIGHTY MICRO is giving away free game disks to lucky winners. To be part of our random drawing, just fill out and mail in this short questionnaire.

Mail your questionnaire to:

MIGHTY MICRO #1
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 five lucky winners at random. Each winner will receive a game disk. All questionnaires 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.

Where did you get this copy of MIGHTY MICRO?

How would you rate the two disks you received:

KIDWRITER: Great Pretty Good Fair Poor (Circle one)

TROLL'S TALE: Great Pretty Good Fair Poor (Circle one)

How would you rate this copy of MIGHTY MICRO?

Great Pretty Good Fair Poor (Circle one)

What was your favorite feature in MIGHTY MICRO?

What was your *least* favorite feature in MIGHTY MICRO?

**This is the back of your MIGHTY MICRO questionnaire.
Be sure to fill out both sides.
Cut it out and mail it to the address on the front side.
Good luck in the drawing!**

What kind of computer do you own?

What do you mostly use the computer for?

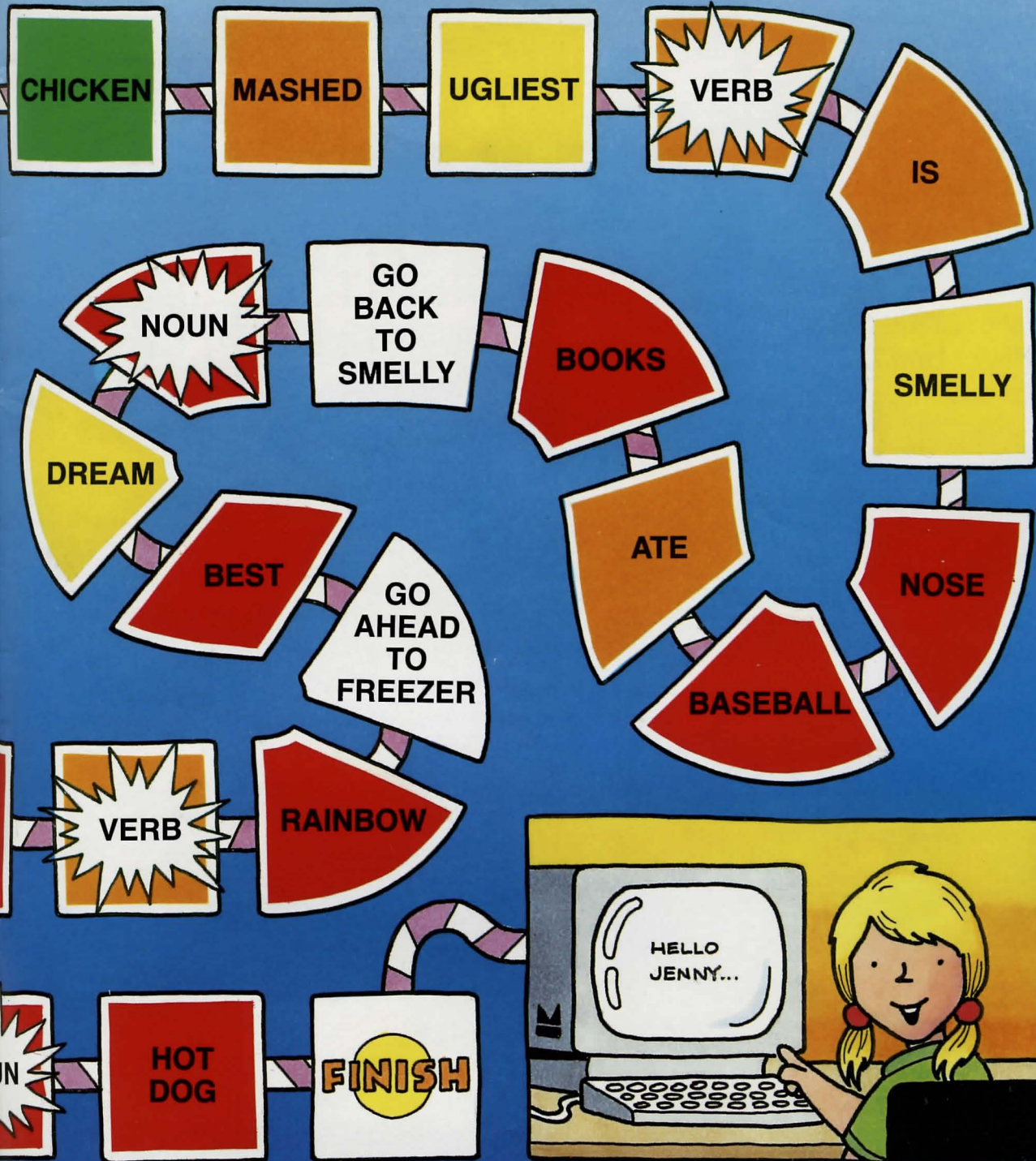
Do you use a computer in school? _____ . If so, what kind?

What kinds of disks would you like to receive in future months from MIGHTY MICRO?

Do you have a friend who might like to get MIGHTY MICRO?

If so, please write his or her name & address here:

WRITER

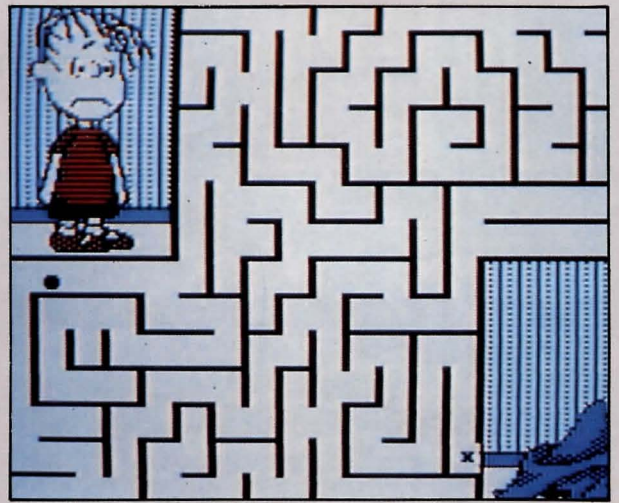


LITTLE BITS

News Briefs & Best Bets—The Inside Report!

SNOOPY SOFTWARE

Good grief! The Peanuts Gang is in software. *Snoopy to the Rescue* is an arcade-style program. You help Snoopy climb six floors of Castle Danger to rescue Woodstock. On the way out, you avoid traps—and practice math, too. Other games are *Snoopy's Skywriter Scrambler*, *Peanuts Picture Puzzlers*, and *Peanuts Maze Marathon*.



© Walt Disney Productions

MICKEY'S SECRET

Singing bears, talking presidents, spraying elephants, dancing dolls, and shooting pirates. These are some of the characters that put the magic in the Magic Kingdom of Walt Disney World. The park has hundreds of electronic figures that move and talk as if they were real. Here's how they work. . . .

In the basement of the Magic Kingdom, an advanced computer center is running the show. It is called the Digital Animation Control System—or DACS for short.

In the Country Bear Jamboree, for example, DACS controls the voices and movements of the singing bears. It also opens the doors, raises the curtains, controls the lights, and elevates stage lifts.

MUPPETS ON THE MENU

If you are brand new to computers, here is a good way to get started. It is called *Welcome Aboard, A Muppet Cruise to Computer Literacy*. This software has lots of silly jokes and messages, and an arcade game, too. Not a bad way to learn about computers!

There's more Muppet fun in *The Great Gonzo Wordrider*. You can race Gonzo across the Hen-a-Layin' Mountains and the Egglantic Ocean to rescue his beloved Camilla.



CLIMB INSIDE A VIDEO GAME

It had to happen. *Photon* is the world's first life-size video game. Dallas, Texas, is where you'll find it. Three dollars buys six minutes of game time.

First you get a helmet, a vest, and a photon laser. Then you join one of two teams—each team may have up to ten players. The object of the game is to score points by hitting your opponents or your opponents' goal with a light beam from your photon phaser. The game room has dim lights, fog machines, and lots of hiding places. It also has your opponents, armed with their own photon phasers—so watch out!

THE PUZZLE PAGES OF...

MIGHTY MICRO

& HIS PAL GUTENBERG

GREAT GALLOPING GLITCHES! GUTENBERG, ARE YOU READING AGAIN?! WHAT'S THAT BOOK ABOUT?

IT'S CALLED "HOW TO KEEP PESTY LIONS AWAY." WHY DON'T YOU GO MANGLE YOUR MICRO AND LEAVE ME ALONE?

BOOKS DON'T HAVE EVERYTHING, DOGGIE BREATH. I LEARN A LOT FROM MY MICRO, TOO.

OKAY, MIGHTY MICRO, WHY DON'T YOU LEARN HOW TO DISAPPEAR?

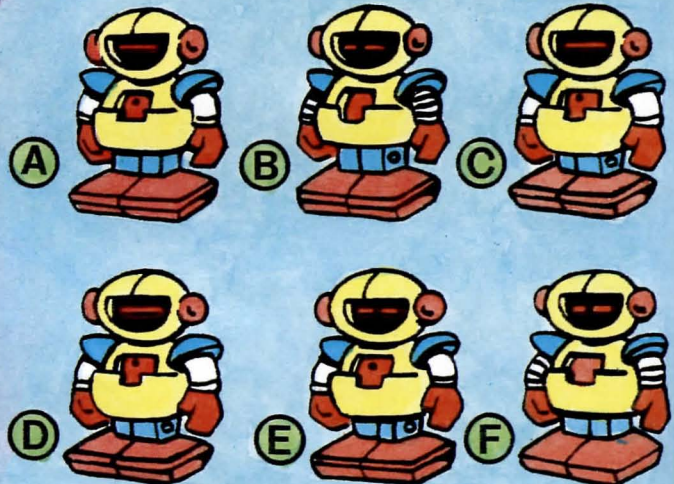
BATTLING BITS! YOU SURE GOT UP ON THE WRONG SIDE OF THE DOG HOUSE TODAY. I'LL MAKE A DEAL WITH YOU. I'LL LEAVE YOU TO YOUR BOOK--IF YOU CAN SOLVE MY PUZZLES.

JUST SCAN MY SCREEN. THESE ROBOTS WILL DISH OUT MORE THAN YOU CAN HANDLE.

ARF ARF!

TRY ME, MANGE MANE! THE ONLY PUZZLE TO ME IS HOW YOU MAKE IT THROUGH THE DAY!

DIRECTIONS: Put a circle around the only two robots that are exactly the same.

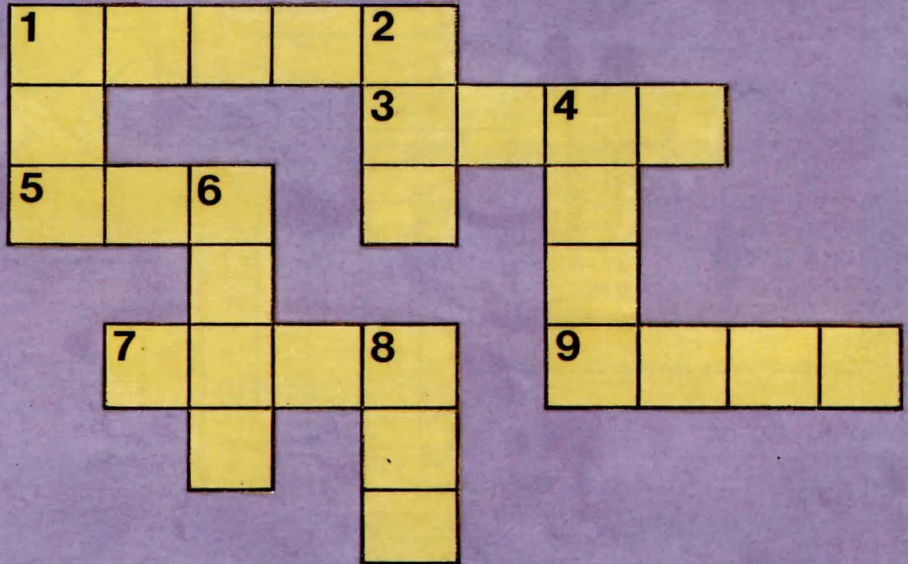




DIRECTIONS: In this crossword puzzle, all the answers are the opposites of the clues. Read the clues. Then write the answers in the puzzle squares.

ACROSS

- 1. Opposite of SAD.
- 3. Opposite of WEST.
- 5. Opposite of BOTTOM.
- 7. Opposite of BAD.
- 9. Opposite of SHORT.



DOWN

- 1. Opposite of COLD.
- 2. Opposite of NO.
- 4. Opposite of HARD.
- 6. Opposite of RICH.
- 8. Opposite of WET.

THAT MUST HAVE BEEN TOO EASY, COMPUTER CLOD! YOU GOT THEM ALL RIGHT! NOW I WANT YOU TO DO THE OPPOSITE OF STAY! IN PLAIN ENGLISH, THAT MEANS GO!



IN PLAIN ENGLISH, YOU'RE BEING RUDE, GUTENBERG! MAYBE I SHOULD BUY YOU AN ETIQUETTE BOOK.

GOOD IDEA. WHY DON'T YOU BUY IT IN SOUTH AMERICA?



I'D HAVE TO TRAVEL REALLY FAR TO FIND A BIGGER GROUCH THAN YOU!

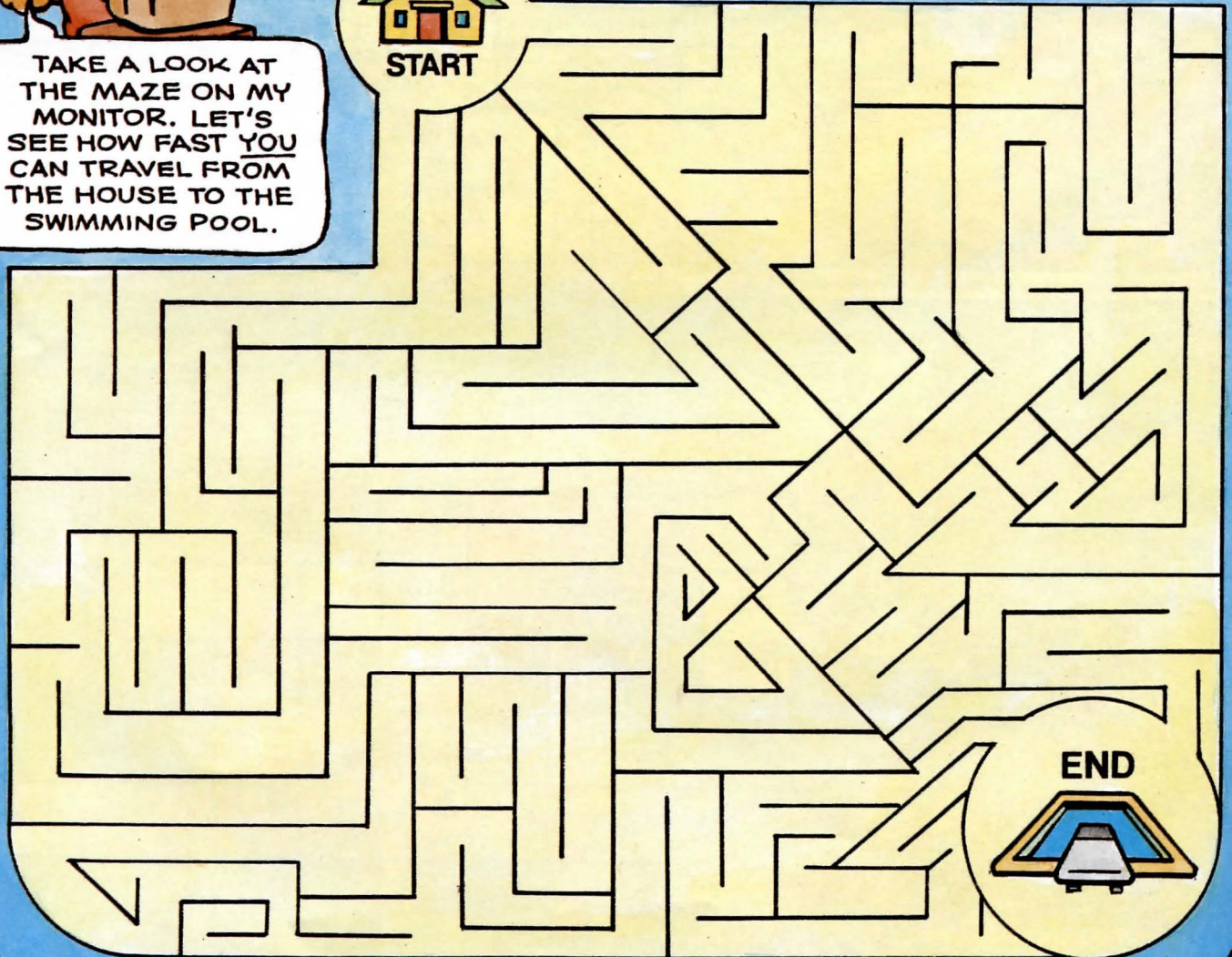


TAKE A LOOK AT THE MAZE ON MY MONITOR. LET'S SEE HOW FAST YOU CAN TRAVEL FROM THE HOUSE TO THE SWIMMING POOL.



START

DIRECTIONS: Use a pencil. Start at the house and find the correct path to the swimming pool. If you run into a dead end, start again.



END



PRETTY GOOD TRAVELING FOR A CUCKOO CANINE!

BUT HERE'S ONE THAT'LL HAVE YOUR FURRY HEAD HOPPING. IT'S A MIXED-UP PUZZLE THAT'LL TEACH YOU NOT TO MIX IT UP WITH ME!

COME ON, M.M.--LET'S WORK ON THIS ONE TOGETHER!

DIRECTIONS: Change around the letters in each word to make a new word. The new word should match one of the pictures. Write the new word in the space under the picture it goes with.



1. RATS
2. HEART
3. PAM
4. PANEL
5. TABS
6. STEAK



BYTE BUGS!

I CAN'T BELIEVE HOW WELL WE WORK TOGETHER--EVEN THOUGH WE ARE OPPOSITES!

DON'T FLIP YOUR FLOPPY DISK! I'LL BE HERE THE NEXT TIME YOU WANT TO BOOT UP SOME PUZZLERS FOR ME! TILL THEN--JUST LET ME READ!!

RICHE MOSLEY

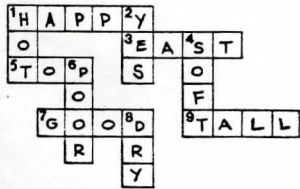
**ANSWERS TO THE PUZZLE
PAGES OF MIGHTY MICRO & HIS
PAL GUTENBERG:**

**ANSWERS TO
HIDDEN DISKS PUZZLE (page 5):**

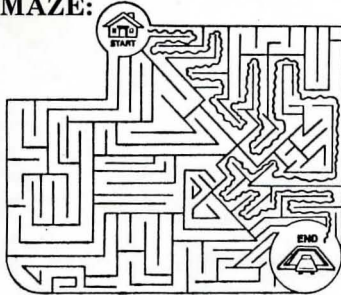
MATCHING ROBOTS:

Robot C and Robot D are the same.

CROSSWORD:



MAZE:



MIXED-UP WORDS:

1. star. 2. earth. 3. map. 4. plane 5. bats. 6. skate.



NEXT MONTH IN MIGHTY MICRO:

- Two more exciting software disks
- A complete guide to using and enjoying your disks
- Plus pages and pages of micro fun with Mighty Micro and all of his pals

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





Tell Me Another TROLL'S TALE





**The
LearningTM
Advantage**

**300 Alexander Park
Princeton, New Jersey 08540**