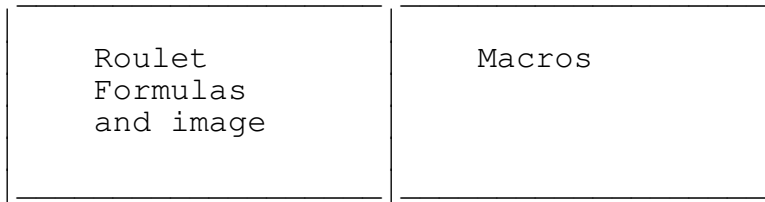


Problem Set of macros and @if formulas that simulate a roulette game on the screen by manipulating graphic images and numbers.

Block Diagram



Tips

@IF formula examples in columns D thru L

Macros use the following commands to accomplish task:

FOR, LET, INDICATE, BRANCH, PANELON, PANELOFF, and BEEP.

They begin at cell R1.

→