

1<<NEXT ADVENTURE TEMPLATE				Student	
TEMPLATES YOUR			RUNNING		RUNNING
#	NAME	TIME	TOTAL	PAR	PAR
*	27.0000000000*		*	*	*
	1_HERO		0.00	6	0
	2_WEAPON		0.00	7	0
	3_APPAREL		0.00	3	0
	4_PET		0.00	6	0
	5_PLACE		0.00	4	0
	6_VILLAIN		0.00	9	0
	7_VWEAPON		0.00	11	0
	8_VILPET		0.00	5	0
	9_MAGUFFN		0.00	9	0
	10_GIMMICK		0.00	3	0
	11_GANG		0.00	10	0
	12_GIRL		0.00	9	0
	13_MESSAGE		0.00	7	0
	14_FIGHT		0.00	13	0
	15_DOOM		0.00	16	0
	16_THE_END		0.00	32	0

ABOUT THE AUTHOR

Pete Antoniak is president of a San Francisco based computer consu and training company which specializes in Spreadsheet Applications In addition to Templates of Doom, he has written 4 books on compu applications and was the key expert witness in the famous Broderbu vs Unison World law suit ("Look and Feel" issue).

He is a Naval Academy graduate, class of '67 , has a Masters Degree Engineering Management from Stanford University and is a licensed Professional Engineer. He is also a Commander(CEC) in the Naval I

He enjoys jogging, surfing, sailing, whitewater kayaking and hang gliding, the first four of which he does with his 14 year old son.

Call or write for more information on his consulting services.

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Templates of Doom tm by Pete Antoniak

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This program is protected by both International Treaty & Copyright Laws of the United States. All rights reserved Worldwide. This demo version of Templates of Doom consists of 3 puzzles. You may copy this demo version and give it to others. The full program cost \$69.95 and an order form is available from the main menu. (You fill in the blanks and print it out.) Low cost site licenses are also available. Call us for details. If you agree to abide by the Copyright requirements, Select YES. (Use the arrow and Return key

SOLAR SYSTEMS SOFTWARE (C) Copyright 1985,86,
8105 SHELTER CREEK LN Peter Antoniak
SAN BRUNO,CA 94066-3829 Release 2.4 serial 9235
(415)952-2375 Cmpsrv 72307.2366 Lotus 1a,2,3,VP-P1.2,Quatt
To continue, Move the Cursor, to "YES" and Press "RETURN"

** * * * *

Next we need to name the scorecard. Please type:

AN EIGHT OR LESS CHARACTER FIRST OR NICK NAME

NOTE:

This will create YOUR Scorecard template. It will be saved with a filename that is the same as your first name. For example, if your name is Robert, your scorecard will be saved as ROBERT. This is important to remember, because if you select FREEZE from the main menu and leave the game, you must retrieve your named scorecard as ROBERT, not DOOMDEMO.

```

1
##
** * * * *
1
8
*
## Templates of Doom by Pete Antoniak
1 POTENTIAL PROBLEM HELP SCREEN
7* * * * *
0 If the program stops here and says that the file "TEMPIN" does
0 exist.
0
0 Press ESC (to clear the error.)
0 and ALT-M (to start the menu macro.)
*
* * * * *

```

```

If\b {ESC}{ESC}{* * * *
answAnswer1 Answer2 Answer3 Answer4Answer5

```

```

helprHelp1 Help2 Help3 Help4 Startover
Just a little hintA big hint. A detailed el give upI'm hopelessl
/Cone~hlp1~/X/Cone~hlp2~/Cone~hlp3/Cone~h~
\0 {GOTO}\b~{L 1{GOTO}h3/XCinstr/FR
start ~/XCprep1~ You may turn STEP "
{HOME}/XNPlease enter the current tir/XC_1~
/Cinput~name~/XIhlp3=1~/PPRinstruct If you turned STEP "(
exit /XNPlease enter the current time (HH.M/XC_12~
/FXV_tempin~transfer range~{RIGHT}~/FR
inputRel1a HLP1 0 0.00ansname3

```

```

~R~          HLP2          0  0.00
score        166.00HLP3          0  0.00ansincor2
flag0        1HLP4          0  0.00ansname2
par          7ANSP1          0  0.00
Temj         2ANSP2          0  0.00ansincor1
start_       1.34ANSP3          0  0.00ansname1
finisl       4.20zero          0 167.00
total_       166one          1  1\H
zzz          blank          \aa
instru/XMinstructmehelp_pen          0.00  \A
              answ_pen          0.00  \M
instructmenu \P          /XIhlp3=1~/PPRinshlm1

```

```

MinstrContinue Instructions?
Continue with I I would like to review the instruchlm2
/XR          {GOTO}step~{?} {GOTO}view pt1~/XMinstr
MACRO AREA PLEASE KEEP OUT          MACRO AR

```

```
{let hlp1,1}/XM{LET hlp2,1}{let hlp3,1}{LET hlp4,1}
```

```

LOTUS 1A          720          0
1{GOTO}h3i~/\XCinstruct?~/XC_p1~
~/XCprep1~      You may turn STEP "ON" (Alt F1) if you wan
{HOME}/XNPlease e/XC_1~
/C/XIhlp3=1~/PPRinsIf you turned STEP "ON", turn it off now (Alt
/XNPlease enter the c/XC_012~
/FXV_tempin~transfer range~{RIGHT}~/FR
LOTUS 2
2{GOTO}h3i~/\XCinstruct?~/XC_p2~
~{prep2}/RFDT2timeeYou may turn STEP "ON" (Alt F2) if you wan
{HOME} {LET start_/XC_2~
{/XIhlp3=1~/PPRinsIf you turned STEP "ON", turn it off now (Alt

```

{LET finish_tm,@N/C/XC_22~
/FXV_tempin~transfer range~{RIGHT}~/FR
VPP

3 {GOTO} h3i~/VXCinstruct?~/XC_p3~
~/XCprep3~/RFDTtirYou may turn STEP "ON"(Alt F1) if you want
{GOTO} start_tm~/D/C/XC_3~
/C/XIhlp3=1~/PPRins/WARQ
{GOTO} finish_tm~/I/C/XC_32~
/FXV_tempin~transfer range~{RIGHT}~/FR
TWN15

4 {GOTO} h3i~/VXCinstruct?~/XC_p4~
~/XCprep4~ You may turn STEP "ON" (Alt F1) if you wan
{HOME}/XNPlease e/C/XC_4~
/C/XIhlp3=1~/PPRinsIf you turned STEP "ON", turn it off (Alt F1) d
/XNPlease enter the c/C/XC_42~
/FXV_tempin~transfer range~{RIGHT}~/FR
q2q1

5 {GOTO} h3i~/I{/ Defaults,S/FRY Correct answer
~ {WAIT @NOW+2.}_{_5} {_52}
{/}{WAIT @NOW+5.0E-06*PT} {RETURN} , Good Work! Please
{/XIHlp3=1~/PBinstruct pt~GQ /XIansp1=0~/BCone~
{l 5 /XIansp2=0~/BCone~
/GRGQ {ESC} {ESC}/FXV_tempin~transfer r/BCone~ansp3~/XLQ
WAF

6 {GOTO} h3i~/VXCinstruct?~/XC_p6~
~/XCprep6~ You may turn STEP "ON" (Alt F1) if you wan
{HOME}/XNPlease e/C/XC_6~
/C/XIhlp3=1~/PPRinsIf you turned STEP "ON", turn it off now (Alt
{HOME}/XNPlease e/C/XC_62~
/FXV_tempin~transfer range~{RIGHT}~/FR
VPLUS

7 {GOTO} h3i~/VXCinstruct?~/XC_p7~
~/XCprep7~/RFDTtirYou may turn STEP "ON"(Alt F1) if you want
{LET start_tm,@now/C/XC_7~
{/XIHlp3=1~/PPOMI/WARQ
{LET finish_tm,@no/C/XC_72~
/FXV_tempin~transfer range~{RIGHT}~/FR
QL

8 {GOTO} h3i~/VISCNRNQQ{/FR
~ {WAIT @NOW+2.}_{_8}

```

{{WAIT @NOW+5.}_{_82}
/C/XIhlp3=1~/PPRinstruct pt~GQ
{l 5
/FXV_tempin~transfer range~{RIGHT}~/FR
QQ
9{GOTO}h3i~/VDSCRNQ{GETNUMBICorrect answer
~{WAIT @NOW+2.}_{_9}
{{WAIT @NOW+5.}_{_92} , Good Work! Please
{VXIhlp3=1~/PBInstruct pt~GQ /XIansp1=0~/BCone~
{l 5 /XIansp2=0~/BCone~
/FXV_tempin~transfer range~{RIGHT}~/FR /BCone~ansp3~/XLQ
Q2L
10{GOTO}h3i~/U{WINDOWS/FRY
~{WAIT @NOW+2.}_{_p10} {_10}
{{WAIT @NOW+5.}/WGDOMBQ{_102}
/C/XIhlp3=1~/PPRinstruct pt~GQ
{l 5
/GRGQ/FXV_tempin~transfer range~{RIGHT}~/FR
Q2Q
11{GOTO}h3i~/I{WINDOWS/FRY
~{WAIT @NOW+2.}_{_p11} {_11}
{{WAIT @NOW+5.}_{_112}
{VXIhlp3=1~/PBinstr{/ Defaults;Suppress}B
{LET finish_tm,@NOW}/EVfinish_tm~finish_tm~{CALC}
{/ File;ExtractValues}_tempin~transfer range~{RIGHT}~/ File;Re
Lot22
12{GOTO}h3i~/VXCinstruct?~{_p2}
~{prep2}/RFDT2timeYou may turn STEP "ON" (Alt F2) if you wan
{HOME} {LET start_ {_12}
{VXIhlp3=1~/PPRinsIf you turned STEP "ON", turn it off now (Alt
{LET finish_tm,@NC{_122}
/FXV_tempin~transfer range~{RIGHT}~/FR
lot3
13{GOTO}h3i~/VXCinstruct?~/FARR/FR
~{prep2}/RFDT2timeYou may turn STEP "ON" (Alt F2) if you wan
{HOME} {LET start_ {_13}
{VXIhlp3=1~/PPRinsIf you turned STEP "ON", turn it off now (Alt
{LET finish_tm,@NC{_132}
/FXV_tempin~transfer range~{RIGHT}~/FR

```

<<<YOUR NAME
YOUR VISUAL MEASURE OF PROGRESS
"+" = AHEAD, "-" = BEHIND

*

FALSE	score
FALSE	count12
FALSE	count2
FALSE	count3
FALSE	count4
FALSE	Rel?
FALSE	Quat
FALSE	flag01
FALSE	par1
FALSE	flag2
FALSE	flag3
FALSE	ZZZ
FALSE	zero/one/minusone
FALSE	
FALSE	main
FALSE	
FALSE	main1
FALSE	
FALSE	namemenu
FALSE	

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Reserve.

mainmenu

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& spmenu

start

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firstname3

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*

\ME

le

the
card,

start2

namewksheet

name

record

reset

\s

start3

MACROS KEEP OUT

end

ordermenu

buymenu

continue

continue0
name2

*

continue1
continue2

*

es not

*

*

Answer6

Answer7Exit

Exit this answer m

Exit

Exit from this help menu.

/XQ~

Correct answer

Rel1a

, Good Work! Please press Return. {?} {ESC} /XGexit~

/XIansp1=0~/BCECone~ansp1~/XGansincor1~

/XIansp2=0~/BCECone~ansp2~/XGansincor2~

/BCECone~ansp3~/XLQuit guessing

Student

.~ZZZ~/XQ
/XLSorry
Student
, wrong again.~ZZZ~/XQ
/XLSorry
Student
, wrong answer.~ZZZ~/XQ
{ESC}{ESC}{ESC}{ESC}/XMhelpmenu~/XQ
/BBB{ESC}{ESC}{ESC}{ESC}
{ESC}{ESC}{ESC}{ESC}/XManswermenu~/XQ
/XMinstructmenu~/XQ

uctmenu~
EA PLEASE KEEP OUT

MACRO AREA PLEASE

t, press Return to continue. {?} {ESC}

F1). Press Return to continue. {?} {ESC}

t, press Return to continue. {?} {ESC}

F2). Press Return to continue. {?} {ESC}

, press Return to continue. {?} {ESC}

t, press Return to continue. {?} {ESC}

& press Return here > {?} {ESC}

press Return to continue. {?} {ESC}/XGexit~
-ansp1~/XGansincor1~
-ansp2~/XGansincor2~
uit guessing

t, press Return to continue. {?} {ESC}

F1). Press Return to continue. {?} {ESC}

, press Return to continue. {?} {ESC}

press Return to continue. {?} {ESC}/XGexit~
-ansp1~/XGansincor1~
-ansp2~/XGansincor2~
quit guessing

trieve}

t, press Return to continue. {?} {ESC}

F2). Press Return to continue. {?} {ESC}

t, press Return to continue. {?} {ESC}

F2). Press Return to continue. {?} {ESC}

```
{ESC} {HOME} {DOWN} {RIGHT} {RIGHT}
/XIQuat~{WINDOWSON}/XMspmenu~
/XMmainmenu~
/XGmain~
```

No!

No, that isn't my name, let me type it again.

```
/XIflag0=11~/EEa67~/XGnamewksheet~
/BREA67~/XGnamewksheet~
```

Continue

Continue on to the next Adventure Template.

```
/XIflag2=0~/XGstart~
/BCECzero~flag3~/XGcontinue~
```

Please select!

Please Select by moving the cursor and pressing Return.

```
/XGstart2~
```

Practice

Select "Practice" to see how the program works.

```
/XIrel?>1~{let count1,-1} {erase} {BRANCH continue}
/Cminusone~count1~~{CALC}/XCerase~/XGcontinue~
/XGreltst~
```

```
/XIrel?>1~{BLANK a139..o240} {BLANK p147..q228} {BLANK q1..q54} {RETURN}
```

```
/REa139..o240~/REp147..q228~/REq1..q54~/XR
```

```
{GOTO}a240~{GOTO}c250~Remember to restart by retrieving your named scorecard which is:~{DOWN}
Student
```

```
{DOWN}^NOT DOOMDEMO.~{DOWN}{DOWN}^Press RETURN to continue.~{?}/WEY~/BE{right}~{es  
/XIQuat~/ / Block;Copy}rel2overlay~helpoverlay~  
/XMcopyrightmenu~  
/XGstart2~  
{GOTO}startscreen2~{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}/XLPlease type your first na  
Your name is  
Student  
. Is that correct? If it is, select Yes.~/XIrel?>1~{WINDOWSON}  
/XMnamemenu~
```

```
{LEFT}{LEFT}{LEFT}/Cone~~{RIGHT}{RIGHT}{RIGHT}/Ctempin score~~{RIGHT}{EDIT}~{HOME}{  
/XGend~  
{GOTO}score~/RE~{DOWN}0~{DOWN}{DOWN}0~{DOWN}{DOWN}0~{DOWN}0~{DOWN}0~{DOWN}0~{HOM  
/REa107..a108~/REfirstname3~/XGmain~  
/XIflag2=0~/XGstart~  
/XIrel?>1~{IF flag3=1}{LET flag3,0}{HOME}{D}{R}{BRANCH main}  
/XIflag3=1~/Czero~flag3~{HOME}{DOWN}{RIGHT}/XGmain~  
/XIQuat~{GOTO}macro up~/ / File;CopyFile}_tempin~{HOME}{D}{R 2}{BRANCH start3}  
{GOTO}macro up~/FCCE_tempin~{HOME}{DOWN}{RIGHT}{RIGHT}  
/XIcount1=0~{HOME}{DOWN}{RIGHT}/XGmain~  
/XIrel?>1~{PUT list,2,count1,tempin score}{CALC}{WINDOWSON}{HOME}{D}{R 2}{MENUBRANCH b  
/XIcount1=1~{GOTO}_hero~/XGrecord~  
/XIcount1=2~{GOTO}_vweapon~/XGrecord~  
/XIcount1>1#and#count1<7~/XMbuymenu~  
/XIcount1=7~{GOTO}_vweapon~/XGrecord~  
{GOTO}thatisit~/XMbuymenu~  
/XGmain~  
Change or Correct the Form  
Change or correct the data on the order form.  
/XGfillorder~
```

Order Form

To order the full program, press Return.

```
/XGfillorder~
```

```
/XIcount2>2#and#flag3<>1~{GOTO}thatisit~/XMbuymenu~  
{GOTO}logo2~{GOTO}transferpar~+par1~{EDIT}{CALC}~{DOWN}+count2~{EDIT}{CALC}~  
/XI#NOT#Quat~/FXFeeeeeee~R{ESC}driver~R{ESC}/XGcontinue0~
```

```
{/ File;ExtractFormulas}eeeeeee~Driver~R{ESC} {/ File;Save} {BRANCH name2}  
/FS  
Student  
~R{ESC}  
/XIflag3=1~/XGexit~  
~  
/XIcount2=0~/FR_pract~/XMmainmenu~  
/XIcount2=1~/FR_hero~/XMmainmenu~  
/XIcount2=2~/FR_vweapon~/XMmainmenu~  
/XIcount2>=1#AND#count2<8~{GOTO}thatisit~/XMbuymenu~  
/XIcount2=7~/FR_vweapon~/XMmainmenu~  
{GOTO}thatisit~/XMbuymenu~  
/XMmainmenu~
```

POTENTIAL PROBLEM HELP SCREEN

*

If the program stops here, beeps, and says that the DISK IS FULL:
You have too many "named" scorecards on the disk. You must erase a
"named" scorecard worksheet file in order to have room for this one.

Press ESC (to clear the error.)
and ALT-E (to start a worksheet erase macro.)
Select a scorecard file to erase that you no longer need
and Press RETURN.

KEEP OUT

The score as posted from the file tempin.
A count of the current Adventure Template.
1+count1, The next TEMPLATE to go to.
The template skip to, or replay.
A counter counter.
The name of the scorecard file.

VERSION OF SPREADSHEET IN USE

A 1 = a version has been selected and a name has been picked,
A 0 = continue, a 1 = freeze for break.
A blank cell for label placement.

Yes!

Yes, let's continue with the program.

```
/XIQuat~{LET name1,name}{LET name2,name}{LET name3,name}{LET ansname0,name}{LET ansname1,n  
/Cname~name1~/Cname~name2~/Cname~name3~/Cname~ansname0~/Cname~ansname1~/Cname~ansname2~  
/XMpractmenu~
```

Freeze

Temporarily stop the program, freeze the score & exit to spreadsheet.

```
/BCecone~flag3~/XGcontinue~
```

No

I DO NOT agree to abide by the copyright requirements.

```
/WEY
```

Start

Select "Start" to start the program and the scoring.

```
/XCerase~/XGcontinue~
```

{esc}{esc}/FXY{ESC}{ESC}{/XQ

ne~

}{RIGHT}{RIGHT}/XIcount2>2~{GOTO}thatisit~/XMbuymenu~

WN}{RIGHT}/REscore_card~/REfirstname~/REfirstname1~/REfirstname2~/Czero~flag2~/Czero~flag3~/Czer

1}

Print

Print the form. (Turn on and align your printer first.)

/XIflag01=9~/PGQ/XMordermenu~

/XIflag01=11~/PAASQ/XMordermenu~

/PPRfullform~OMI4~MR80~MT0~MB0~{ESC}AGPQ/XMordermenu~

Return to Main Menu

Return to the main menu.

/XMmainmenu~

Line item 1	3,456	25,098	6,855	8,735	30,746	32,898	35,201
Line item 2	43,416	45,091	46,815	48,731	50,146	52,896	55,201
Line item 3	13,416	3,291	26,855	4,531	55,146	52,826	25,201
-							
TOTAL	123,456	35,098	126,855	68,735	330,746	132,898	35,201

vpptst	0>0=vpp	prep
rel2tst	TODAYS DATE =	prep1a
qltest	0>0=QUATTRO WI	prepvp
qqtest	1IF 0= QUATTRO V	prep2
q2qtst	1Quattro 2 Quattro m	prepwin
l22tst		prepq2q1
l3tst		prepvpp
		prepq1
		prepqq
		prepq21
		prepq2q
		prepl22
-1	2	prepl3

\e

ET ansname2,name} {LET ansname3,name} {LET input,name} {LET :
 ~ansname3~/Cname~input~/Cone~flag2~Select Practice or Start to cc

Replay/Skip_Boss	Author	OrderForm
Lets you sele	Brings in a fake	A short paragraph a
/XNPls enter {GOTO}boss~/}	{GOTO}author~/X}	{GOTO}orderform-
/XGmain~	/XGmain~	{GOTO}orderform-

Yes

I have checked and agree to the copyright requirer	1
/XGnamewksheet~	2
Menu	3
Please press Return to see the menu.	4
/XGmain1~	5
	6
	7
	8
	9
	10
	11
	12

reltst

test1a

i1~/REa5..a20~/REa107..a108~/REn&a1~/REn&a2~

Return to main menu

Return to the main menu.

{HOME} {DOWN} {RIGHT} {RIGHT}/XMmainmenu~

instruct pt

HAL INSTRUCTIONE STEP FUNCTIO

=

What it The four
does it for me.

OPTION o:
down the a

It is NOTE:Tur
optional When it
 a time as Y
 what is hap

To turn it
on or off: Press Al

Note: The first
You will be
completed,

PRESS THE HOME KEY TO: DOWN TO CONT
How to know Whe
it's on of the scr
just to see l

Another thing If fun
about step for the

To stop You can
a macro Esc wh
may cause]
suggest tha

PRESS RETURN TO CON

step lotus2

on or off: Press Al

PRESS RETURN TO CON

To turn it
on or off: Press Sl

```

{GOTO}startscreen~
/XIflag01=1~/C1a~overlay~/C1af~formula~/XGstart2~
/XIflag01=3~/Cvpp~overlay~/Cvppf~formula~/Cstep vpp~step off note~/XGstart2~
/XIflag01=2~/CREL2~overlay~/C2f~formula~/Cstep lotus2~step on/off~/XGstart2~
{GOTO}startscreen~/XIrel?>1~{WINDOWSON}
/XIflag01=5~/ Startup,Remember}N1~/ Block,Erase}n1~/BCq2q1~overlay~/BC2f~formula~/BC
/XIflag01=7~/Cvplus~overlay~/Cvppf~formula~/Cstep vp plus~step off note~/XGstart2~
/XIflag01=8~/Cq1~overlay~/C2f~formula~/Cqstep text~step twin inser~/XGstart2~
/XIflag01=9~/ Startup,Remember}N1~/ Block,Erase}n1~/BCqq~overlay~/BC2f~formula~/BCqs
/XIflag01=10~/Cq21~overlay~/C2f~formula~/Cqstep text~step twin inser~/RVn1..n7~n1~/XGstart2
/XIflag01=11~/ECq2q~overlay~/EC2f~formula~/ECqstep text~step twin inser~/EVn1..n7~n1~/XG
/XIflag01=12~/Clot22~overlay~/C2f~formula~/Cstep lotus2~step on/off~/XGstart2~
/XIflag01=13~/Clot3~overlay~/C2f~formula~/Cstep lotus2~step on/off~/XGstart2~
/XGstart2~

```

```

{ESC}/XIflag0<>4~/FEW{?}~Y/XGcontinue~
{ESC}/XIflag0=4~/FEW~{?}~Y/XGcontinue~

```

```

flag2,1}Select Practice or Start to continue.~{WINDOWSON}{MENUBRANCH practmenu}
ntinue.~/XIrel?>1~{WINDOWSON}

```

1 order form that you can fill out and print.

```

~/XIQuat~/ Block;Unprotect}u41~/ Block;Input}orderform~/XMordermenu~
~/RIorderform~/XMordermenu~

```

Lotus 1a

Lotus 2

VP-Planner 1

Twin 1 (Not used)

Surpass (Not used)

Words & Figures (Not used)

VP-Planner Plus & 1&2

Quattro Lotus menu

Quattro Quattro Menu

Quattro 2 Lotus menu

Quattro 2 Quatto menu

Lotus Release 2.2

Lotus Release 3

```
{GOTO}rel2tst~@NOW~{ESC}{ESC}/XIrel2tst=0~/XGtest1a~  
{GOTO}vpptst~@VERSION~{ESC}{ESC}/XIvpptst>32000~/XGprepwin~  
{GOTO}qqtest~1~/BE~~{ESC}{ESC}{ESC}{ESC}/XIqqtest=0~/XGprepwin~  
{GOTO}qltest~@memavail~{ESC}{ESC}{ESC}  
{GOTO}q2qtst~1~/EE~{ESC}{ESC}{ESC}/XIqltest>0~/XGprepwin~  
{GOTO}l22tst~+<<_hero.wks>>aa1~{ESC}{ESC}  
{GOTO}l3tst~@sheets(CONTINUE)~{ESC}{ESC}  
/XGprep~
```

```
{GOTO}vpptst~@version~{ESC}{ESC}/XIvpptst>0~/XGprepv~  
/XGprep~
```

N

Another choice on the Help/Hint Menu is "I give up, do
" When you choose this, you will be given the
of turning on the STEP function. Stepping slows
execution, so you can see what is happening.

Turning it on is NOT NECESSARY for seeing the answer.
If it is ON however, each command is exercised one at
a time. YOU PRESS RETURN. This way, you can see exactly
what is happening.

Alt-F1

8 STEPS are a setup subroutine, please ignore.
ASKED to turn STEP OFF after the Macro is
even if you didn't elect to turn it ON.

INUE

When STEP is on, a note of it will appear on the edge
screen. We suggest you toggle it ON and OFF now
to see how it works.

When any things happen when you try to do something, check
STEP message. If it is ON, turn it OFF.

To stop a macro by pressing Ctrl-Break and then
when the error light starts blinking. However, this
causes problems with the operation of the program & we
advise you don't unless you know what you are doing.

TINUE

Alt-F2

TINUE

ift-F2

THE END

Thank you for playing our demo program. You may order the full program which consists of 24 puzzles for \$69.95 plus \$4.00 shipping. Select Order Form from the menu, fill out the form on the screen and print it out on your printer. If you think you might have trouble getting the name "Templates of Doom" through your purchasing department, you may order it under the name "Learning Templates for Spreadsheets". Make sure you include the spreadsheet, version # and disk size in your order.

The Program Author
& Support Team.

Return
Return to the main menu.
/REn&a1~/REn&a2~/WGPE/XGmain~

Welcome to the Demo program of Templates of Doom, the game that teached spreadsheets. This Demo version is designed to run on MOST versions of lotus 1-2-3 and the Lotus functional work-a-likes. It can not, however, run on a spreadsheet that does not support the Lotus macros language or some of the early versions of VP-Planner. A different Demo runs on PC & Mac Excel.

If you are using Lotus 1-2-3 Release 3, you must press Esc and then Alt-S (Hold down the Alt key and press the S key) each time the program takes you to a new spreadsheet. This is required only for this Demo so that it is compatibable with the other versions. We have created a special Release 3 version of Templates of Doom that addresses the special features of Release 3. Make sure you indicate the version you want when you order.

Advice:If you are new to spreadsheets, take the time to look at the screen. Some spreadsheets have very busy screens, and it is difficult to see what is going on. If you are lost, READ THE SCREEN. Trust us. What you need to know is somewhere on the screen. Take your time.

*****PRESS RETURN TO CONTINUE*****

(If you are in 1-2-3 Release 3, press Esc, then press Alt-S.)

{GOTO}T1~/FS~R

xxx

xxx

Remember the quote mark.

xxx

SOLAR SYSTEMS SOFTWARE
8105 SHELTER CREEK
SAN BRUNO, CA 94066-3829

FOLD HERE

INSTRUCTIONS:

- 1) Sign your name if you are using a credit card.
- 2) Fold on the dotted lines with the form data on the inside.
- 3) If you are using a check or PO, place it inside.
- 4) Tape it on three sides, stamp and mail.

This is the back side.

FOLD HERE

- 1) Please fill out the form below using the arrow keys to move around.
- 2) Some number inputs may require a quote mark in front.
- 3) When finished, press Return.

			Spreadsheet,}
Unit Cost:	\$69.95		Release #}
Shipping:	\$4.00		& Disk Size}
Tax* :	\$4.90		Name:
=	=		Company/Title:
Total=	\$78.85		Street:
Type Pymt**:	Check/Visa etc.		City/ST/ZIP:

*Put 0 if you do not live in California.

**Pymt types are Visa/MasterCard/Check or Company PO (Must be attached

*****CREDIT CARD DATA*****

Card # and Expiration Date:		' xxxx xxxx xxxx xx
1 Phone #:		' (xxx) xxx-xxxx
Full name on card if not above:		xxx

Signature: _____

Press Return when finished.

Please place
first class
postage here.

i.e. Quattro 1.0 - 5 1/4 "

xxx

xxx

Remember the quote mark.

xxx

1.)

xx Month/Year
