

TEMPLATES OF DOOM (tm)
A Learning Adventure On Computer Spreadsheets
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SOLAR SYSTEMS SOFTWARE	(C) Copyright 1985,1986
8105 SHELTER CREEK LN	by Peter Antoniak
SAN BRUNO,CA 94066-3829	Version FW2.0 Serial 6076
(415)952-2375 Cmprsrv 72307.2366	Lotus 1a, 2, VP-planner,TWIN

MOVE YOUR CURSOR TO A TOPIC AND PRESS RETURN TO SELECT.

topicmenu1

topicmenu2

print instruct

\p

Page through1

Page through2

practicemenu

helpmenu

answermenu

zzz

\0

\s

PURPOSE

Purpose of The purpose of playing this game is to improve your playing ability to use computer spreadsheets and have some fun at the same time. The program presents you with a series of challenges as you follow the story line. These challenges test your knowledge of the spreadsheet command language and formulas. Rather than being stepped through a tutorial, you are challenged to "discover" by trying different commands and formulas. If you get stuck, hints & helps are available, but at the price of penalty points.

Trademarks LOTUS & 1-2-3 are trademarks of Lotus Development Company. Templates of Doom & Adventure Templates are trademarks of SOLAR SYSTEMS SOFTWARE. VP-planner is a trademark of PaperBack Software. The TWIN is a trademark of MOSAIC software. VIP PROFESSIONAL is a trademark of VIP technologies. CHEETOS is a trademark of Frito-Lay.

Print

Prints these instructions.

/XGprint instruct~/XMpage through1~

/XG\s~

Menus

Explains the use of the menus you will be using.

{GOTO}menus~/XMpage through2~

/XG\s~

/XIflag0=4~/PPRa1..r20~OP33~QGPOP66~QRu21..ab46~GRu1..ab19~GQ/XG\s~
 /REaa8..aa11~/REaa13..aa15~/PPARac1..ac8~GRa1..a15~GRac1..ac8~GRb1..b20~GP
 Rc1..c19~GRaz1..az2~G~Rd1..d12~GRd6..d6~GRE3..e18~GP
 Rf1..f21~GRg1..g20~GRo1..o16~GP
 Raz1..az8~GRh1..h19~GRi2..i20~GP
 Raz1..az8~GRj1..j18~GRaz1..az1~GRk2..k20~GP
 Raz1..az8~RI1..l19~GRaz1..az1~GRm1..m20~GP
 Rn1..n20~GRp1..p20~GRq1..q20~GRaz1..az8~GRr1..r20~GPQ
 /XIflag0=4~/PPARu21..ab46~GRu1..ab19~GQ/XG\s~
 /PPARu22..ab42~GRaz1..az15~GRu43..ab45~GRu4..ab18~GPPQ/REn&a1~/REn&a2~/XG\s~

Next

Go to the next screen.

{RIGHT}/XMpage through1~

/XG\s~

Next

Go to the next screen.

{RIGHT}/XMpage through2~

Sheet1

/XG\s~

Hello

Gives you the message "Hello there." at the top of your screen.

/XLHello there. Hit RTN.~label~/XMpracticemenu~

/XG\s~

Help1

A little hint.

/XLA little hint ie "Check the box". RTN~label~/XMhelpmenu~

/XG\s~

Answer1

Some kind of an answer would appear here like: "The butler did it.".

/XLTry another selection. RTN~Label~/XManswermenu~

/XG\s~

{GOTO}vpplanner~@version~{ESC}

/XI@ABS(vpplanner)=0~{GOTO}twintest~/RE~/G{LEFT}1~1~{ESC}{ESC}{ESC}{ESC}{ESC}

{HOME}{GOTO}a20~

/XMtopicmenu1~

/XG\s~

{HOME}{GOTO}a20~

GETTING STARTED

=====

What is your Lotus Level?

.....

Expert If you don't like reading instructions, think you know
computer spreadsheets and just want to get started:
LOAD THE SPREADSHEET PROGRAM & RETRIEVE THE FILE SCORECRD.

.....

Beginner If you are a beginner or novice:
TAKE OR REVIEW THE LOTUS (or compatible) TUTORIAL AND READ
THESE INSTRUCTIONS. It will save you a lot of time and
trouble.

.....

In If you are in between, three hints: The help key is F1. You
Between can get the Command Line by pressing the "/" key and the
ESC key backs you out of commands. --- Good luck.

=====

Purpose

Gives the purpose of the program. Also lists trademarks.

{PGUP}{GOTO}purpose~/XMpage through1~

/XG\s~

Hint/Help/STEP

Explains the levels of hints and helps and how to use the STEP function.

{GOTO}hint/help~/XMpage through2~

/XG\s~

Previous

Go back to the last screen.

{LEFT}/XMpage through1~

/XG\s~

Previous

Go back to the last screen.

{LEFT}/XMpage through2~

/XG\s~

Help_menu

Shows you how the help/hint menu works.

/XMhelpmenu~

/XG\s~

Help2

A big hint.

/XLA big hint like "Sort the column." RTN~label~/XMhelpmenu~

/XG\s~

Answer2

Another answer would appear here like: "No he didn't".

/XLTry Answer3. RTN~Label~/XManswermenu~

/XG\s~

- o The time.

A scorecard When prompted by the program, type in the first 8 characters of your first or nick name, ie. Robert. Your score card will be given a file name based on your first name ie. ROBERT.WKS. Remember to restart the game by loading Lotus and retrieving "YOUR" score card, ie. ROBERT and not SCORECARD.

[illegible]

/XG\s~

/XMtopicmenu2~

/XG\s~

Answer_menu

Shows you how th answer menu works.

/XManswermenu~

/XG\s~

Help3

Step me through the LOTUS help screen.

/XLHelp screen info like F1,FncKey,F5..RTN~label~/XMhelpmenu~

/XG\s~

Answer3

Each answer would be different.

/XLTry Answer4, it's correct RTN~Label~/XManswermenu~

/XG\s~

WHAT YOU MUST TELL THE PROGRAM (CONTINUED)

=====

The time The time it takes to complete each template along with penalty points for using HINTS/HELPS; and guessing wrong answers will determine your score. Just as in golf, the lower the score, the better.

Lotus If you are using Lotus rel 2, and some compatibles, the
rel 2 time is taken automatically from the operating system.

Lotus If you are using Lotus rel 1a, and some compatibles, you
rel 1a will need a watch or clock on hand to input your starting and finishing times. The program will take care of the math and the penalty points. It requests the time in decimal number format ie. HH.MM. (LOTUS rel 1a does not have a time function so we can't use the more traditional HH:MM .)

=====

Must_tell

Explains the two items you must tell the program.

{GOTO}must tell~/XMpage through1~

/XG\s~

Practice

Gives you a chance to practice on the menus, Help/hints and STEP function.

{GOTO}practice~/XMpracticemenu~

/XG\s~

Sheet1

Boss

Shows how the Boss key works.

{GOTO}boss~/XLPress return to get back~zzz~{HOME}/XMpracticemenu~
/XG\s~

Help4

I give up; do it for me.

/XLThe program would show the answer. RTN~label~/XMhelpmenu~
/XG\s~

Answer4

Each answer would be different.

/XLTry Answer5, it's really correct. RTN~Label~/XManswermenu~
/XG\s~

WHAT YOU WILL SEE

The game is composed of two types of templates:

TYPE	NUMBER
o Scorecard templates	1
o Adventure Templates	16

Scorecard The scorecard template:

- o starts and stops the game and displays your score
- o controls the Adventure Template selection
- o has a menu that is always displayed & self explanatory
- o gets its file name from the player, i.e. ROBERT.WKS
- o is retrieved automatically after each Adventure Template

Adventure The complete game has 16 Adventure Templates which:

- o are automatically called in and out by the scorecard
- o have two menus called "Hint/Help" and "Answer"
- o have file names like TDHERO.WKS, TDDOOM.WKS etc.
- o are where you will be spending most of your time

What_see

Explains what you will be seeing while playing the program.

{GOTO}what see~/XMpage through1~

/XG\s~

Instructor

Instructor notes and a list of templates with descriptions.

{GOTO}instructor~/XMpage through2~

/XG\s~

answermenu

Exit

Exit this answer menu.

/XMtopicmenu1~

/XG\s~

STARTOVER

I think I blew it, please start this template over.

/XLThe program will "reset" the template.~label~/XMhelpmenu~

/XG\s~

Answer5

Just for this example, try it now.

/XLWrong answer, sorry. RTN~Label~/XManswermenu~

/XG\s~

MAJOR ITEMS OF INTEREST

=====

Exiting and The best way to leave the program is via the FREEZE
Restarting option in the SCORECARD menu. Remember to return to YOUR
 named scorecard, ie. ROBERT.WKS. You can restart any
 Adventure Template by pressing ALT-H to call up the
 Hint/Help menu and selecting (Startover).

.....

Penalty In order to make it both more interesting and fair, we
points have provided various levels of hints and helps. Each
 time you use a hint or help, however, extra time is
 added to your score. In addition, you are penalized for
 each wrong answer.

.....

Non Lotus We have written this program to run on most of the Lotus
spreadsheets compatible programs that support the Lotus macro language.
 If this doesn't work on your program, your program might
 not support the Lotus macro language.

=====

Major
Explains some major items of interest.(Exiting, Penaltys, Non-Lotus programs)
{GOTO}major items~/XMpage through1~
/XG\s~
List
A list of the Adventure Templates and what each covers.
{GOTO}list~/XMpage through2~
/XG\s~

twintest
VP-PLANNER=
ZERO=
ONE=
ZERO+ONE=
flag0=

/XManswermenu1~
/XGanswermenu~

Exit

Exit this help menu and return to the previous menu.

/XMpracticemenu~

/XG\s~

Answer6

This is "really" the correct one, try it.

/XLCorrect answer, good work. RTN~Label~/XMpracticemenu~

/XG\s~

ALL ABOUT MENUS

=====

MENUS You interact with the program through menus. A menu is a list of selections across the top or bottom of the screen. When a menu appears, move the cursor right or left and press RETURN to select.

.....

On the scorecard There is only one menu on the scorecard and it is always displayed and self explanatory. It lets you continue the play, freeze the game, skip ahead or replay an Adventure Template and a few other things.

.....

On Adventure Templates There are TWO menus on the Adventure Templates. They let you get hints or helps and pick the correct answer.

.....

Press two keys In order to get a Hint/Help, or Answer menu while on an Adventure Template, you must press two keys at the same time, similar to pressing the SHIFT key when you want a capital letter.

CONTINUED >>>>>

Minor

Explains some minor items of interest.(Phone support, Macro area)

{GOTO}minor items~/XMpage through1~

/XG\s~

Start

Starts the program by leaving this instruction template and retrieving SCORECRD.

/FRscorecrd~

/XG\s~

1

0

1

1

1

Answer7

This is answer no 7.

/XLWrong answer, sorry. RTN~Label~/XManswermenu~

/XG\s~

ALL ABOUT MENUS (CONTINUED)

Press two On Adventure Templates, use the ALT key (located just to
keys the left of the space bar) with one of the following keys:

Answer To get the Answer Menu, press ALT-A .

(ALT-A) --It will list possible answers like:

- o The butler did it.
- o The maid did it.
- o Etc. (To select, move the cursor and press RETURN)

Hint/Help To get the Hint/Help Menu, press ALT-H .

(ALT-H) --It will list levels of help as follows:

- o Help1 A little hint.
- o Help2 A big hint.
- o Help3 Step me through the Help Screens.
- o Help4 I give up; do it for me.
- o STARTOVER I think I blew it, please start over.
- o Exit Exit this help menu.

=====

Next

Continues to the second of two topic menus.

/XMtopicmenu2~

/XG\s~

Next

Returns to the first of two topic menus.

/XMtopicmenu1~

/XG\s~

Exit

Exit this answer menu and return to the previous menu.

/XMpracticemenu~

/XG\s~

WHAT THE HINT/HELP MENU DOES

Help1/2 Help1, Help2 and Exit are self-explanatory.

Help3 Help3 leads you through the Spreadsheet Program Help (Lotus 1a&2) Screens or manual by pointing out the selections to make. An example might look like this:

F1;Hlp Indx;Rng;NamedRng;ESC

It is instructing you to press F1 which gets you into the help screen. Move the cursor to highlight "Help Index", press return. Do the same for "Range" and "Named Range". Read what is on the screen. This will give you what you need to know to solve the secret of the Adventure Template.

(The messages are abbreviated because the macro language allows only 39 characters for the message.)

CONTINUED >>>>

[illegible]

HELP MENU (CONTINUED)

Help3 On compatible, (Non Lotus) programs, the help screen (Non-Lotus) layout is different and you may not be able to see the message while in the help screen. In this case the help message is written ON the spreadsheet. You may have to write it down before going into the help screen. If so, it will be suggested by the program.

Help4 Help4 is a macro that shows you the answer by changing the template for you. If you select Help4, you may be asked to turn on the STEP function; this is described further on.

Start- In the process of trying to discover the secret of an
over Adventure Template you may change the templates layout. You might even delete or erase part of the macro command language that runs the program. If things aren't working right, select STARTOVER. It will retrieve a clean copy of the Adventure Template, replacing the old.

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THE STEP FUNCTION

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What it does The fourth choice on the Help/Hint Menu is "I give up, do it for me." When you choose this, you will be given the OPTION of turning on the STEP function. Stepping slows down the action, so you can see what is happening.

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

HOW TO TURN IT ON AND OFF

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Lotus 1a & compatibles Press ALT-F1 for Lotus rel 1a and all non Lotus programs.

Lotus 2 Press ALT-F2 if you are using Lotus release 2.

To turn OFF Step is turned off the same way it is turned on.

CONTINUED >>>>

Sheet1

Note: You will be ASKED to turn STEP OFF after the Macro is completed, even if you didn't elect to turn it ON.

How to know When STEP is on, the word STEP usually appears somewhere it's on of the screen. We suggest you try to check it out now.
NOTE:With some compatibles,it works differently,if at all.

Note: With "the TWIN" spreadsheet the STEP function is (the TWIN) difficult to turn off. We try to alert you exactly when to turn it off by using beeps. If you miss it, be patient AND KEEP TRYING. For this reason we do NOT recommend that you use it on the TWIN.

.....
One last If funny thing happen when you try to do something, check word about for a message in a corner of the screen. If it says step CMD ... or SST ... then you are still in a macro. Make sure that STEP is off and press RETURN to play the macro out. With some compatibles, this may take several trys. To stop a macro, press CTRL-BREAK and then ESC.

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PRACTICE

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Only for To give you some practice in menu selection and the use
Beginners of the STEP function, we have installed some practice
 exercises on this (INSTRUCT) instruction spreadsheet.

.....

Practice Select "Practice" from the second menu. Select HELLO; Move
Menu the cursor to HELLO and press RETURN. The message HELLO!
 will appear at the top or bottom of the screen. To remove
 the message: press RETURN.

.....

Practice Select HELLO again, but this time, just before you press
STEP RETURN, turn STEP on and press RETURN 40+ times. Notice
 what happens. It is important to turn it OFF after you
 have seen the answer, otherwise it will step you through
 the rest of Templates of Doom, which could take months.

.....

Help/Hint & While you are at it, see how the Help/Hint and Answer
Answer menus work.

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MINOR ITEMS OF INTEREST

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Macro Area	The MACRO AREA contains the program code. !!!!!!PLEASE DO NOT DISTURB THIS AREA!!!!!!
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Phone support	If you are having problems understanding the program, *****PLEASE READ THE INSTRUCTIONS FIRST***** Remember, the templates themselves are like a crossword puzzle and are supposed to be challenging. If you still need to talk to someone, get out your VISA or MASTERCARD and call us: (415) 952-2375. SOLAR SYSTEMS SOFTWARE is in the consulting business and can provide help for most Micro Computer Applications. Our rates are \$1.00 a minute (MINIMUM 10 MINUTES) plus long distance costs if we have to call you back.
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Twin versions	If you have an early version of the TWIN, you may have to copy cell L49 to cell K49 on SCORECRD before it will work correctly.
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FOR THE INSTRUCTOR

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How to use Templates of Doom was developed as a learning tool.

in the Following this screen, is a listing of templates.

classroom To use Adventure Templates separately, you must decouple
 them from the program.

- o Retrieve TEMPOUT.
- o Blank out cells a1..a2.
- o Put the following number in cell a3:

.....
"1" for Lotus release 1a "2" for Lotus release 2
"3" for VP-planner "4" for the TWIN

-
- o Save TEMPOUT.

NOTE: If you use these templates in a classroom, please give
 credit to the author. A word or two on how the student
 can buy the program would be even better.

=====

LIST OF ADVENTURE TEMPLATES	
FILE NAME	WHAT IS COVERED
=====	
TDHERO.WKS	Global Column-Width
TDWEAP.WKS	Column and Row Delete or Move
TDAPRL.WKS	Cell label characteristics
TDPET.WKS	Range Label Prefixes
TDLOC.WKS	Range names
TDGRL.WKS	Range Erase, label characteristics
TDVIL.WKS	Data sorting
TDMCGVN.WKS	Individule Column Widths
TDVLWEAP.WKS	Graphs
TDVILPET.WKS	Windows/Titles
TDVILGMC.WKS	Graph settings
TDVILORG.WKS	Setting Data-Query Criteria and Find.
TDMSG.WKS	Using some standard formulas, Range naming
TDFIGHT.WKS	Using formulas in Data-Query Criteria
TDDOOM.WKS	@IF,@VLOOKUP,@SUM,functions,copying,addressing
TDEND.WKS	Nine items including printer settings.
=====	

ABOUT THE AUTHOR

Pete Antoniak is president of a San Francisco based consulting and training company which is noted for its ability to teach hi-tech subjects in a memorable and humorous way. In addition to Templates of Doom, he has also written two books on computer applications and specializes in consulting and training for medium and large scale companies.

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

He enjoys jogging, surfing, sailing, whitewater kayaking and hang gliding, the first four of which He does with his 11 year old son.

If you have need for Spreadsheet, CAD or Project Management services. Write Solar Systems Software (415) 952-2375
or call: 8105 Shelter Creek
San Bruno,CA 94066 -- USA END

TO ORDER A COPY OF TEMPLATES OF DOOM

SELECT ORDER_FORM FROM THE SECOND TOPIC MENU

A B C D E F G H

BUDGET

JAN FEB MAR APR MAY JUN JUL

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=====
Line item 1 23,456 25,098 26,855 28,735 30,746 32,898 35,201
Line item 2 43,416 45,091 4,815 8,731 50,146 5,896 55,201
Line item 3 13,416 35,291 26,855 48,531 55,146 52,826 25,201
-----
```

```
SUBTOTAL 132,654 253,978 188,341 16,342 871,192 262,312 191,912
```

NEXT YEARS
PROJECTIONS

```
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
```

Sheet1

To order your complete copy of Templates of Doom, fill out this form, set up your printer and press RETURN. Fold the printed output into an envelope and mail. NOTE: This product may be ordered under the name: Templates of Doom or "LEARNING TEMPLATES".

Non Californians, "ZERO" the tax rate.> :
CHECK, VISA OR MASTERCARD?:

Source and cost of this freeware copy. :

SIGNATURE (If using credit card) _____

YOU ARE IN "RANGE INPUT" MODE, TO BACK OUT:PRESS CTL-BREAK & ALT-M.

first class Please place

postage here.

TO: SOLAR SYSTEMS SOFTWARE
8105 SHELTER CREEK
SAN BRUNO,CA 94066

ORDER FORM FOLD HERE ORDER FORM

AND FOLD AGAIN HERE SO THAT THE FORM IS ON THE INSIDE. INCLUDE THE
CHECK, IF THAT IS YOUR METHOD OF PAYMENT, AND TAPE ON THREE SIDES.

COST	39.95	# OF COPIES:
TAX	2.60	FULL NAME:
P&H	2.50	COMPANY:
TOTAL=	\$45.05	STREET:
		CITY,ST ZIP:

EXP DATE AND PHONE NUMBER:	CARD NUMBER:
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1
03/19/25
1

6.5%

>>PRESS RETURN HERE TO PRINT<<

TOD-FWV6076