TEMPLATES OF DOOM (tm)
A Learning Adventure On Computer Spreadsheets
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Law of the United States, all rights reserved worldwide.   This is a
limited demonstration version consisting of these instructions, a
scorecard, and three Adventure Templates. Anyone is free to make and
distribute copies. A copying fee not to exceed $6.00 may be charged.
The complete program ($39.95+$2.50 P&H) can be ordered by selecting
Order_Form from the second menu (Select Next for the second menu).

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.

==

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            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~Rl1..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~

```
/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~

WHAT YOU MUST TELL THE PROGRAM

===

The program needs to know two things from you.
o Your first name in order to name your scorecard.
o The time.

....

A scorecard   When prompted by the program, type in the first 8
name   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.

                              CONTINUED >>>>
>>>

Starting
Tells how to get started.
{GOTO}getting started~/XMpage through1~
/XG\s~
Order_Form
Lets you fill out and print an order form for the complete program.
{GOTO}order form~{GOTO}ab8~   (Use the down arrow key)~{DOWN}   (to enter)~{up}{up}/RIorder form~/XG\p~/XG\s~
/XG\s~

Topic_menu
Takes you to the topic menu where you can choose a topic to go to.
/XMtopicmenu1~
/XG\s~
Topic_menu
Takes you to the topic menu where you can choose a topic to go to.
/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~

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:

templates   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:

Templates   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 porgram.

{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   There is only one menu on the scorecard and it is always
scorecard   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 There are TWO menus on the Adventure Templates. They let
Templates   you get hints or helps and pick the correct answer.

Press two   In order to get a Hint/Help, or Answer menu while on an
keys   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 >>>>
>>

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.
===

THE STEP FUNCTION
===

What it   The fourth choice on the Help/Hint Menu is "I give up, do
does   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   NOTE:Turning it on is NOT NECESSARY for seeing the answer.
optional   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
....

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

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.

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.
==

PRACTICE

===

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.

===

MINOR ITEMS OF INTEREST

==

Macro   The MACRO AREA contains the program code.
Area   !!!!!PLEASE DO NOT DISTURB THIS AREA!!!!!

==

Phone   If you are having problems understanding the program,
support   ********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.

==

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.

==

FOR THE INSTRUCTOR
==
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
==========================================================
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
```

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.

_____   Please place
                              first class
_____   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:


                                     CARD  NUMBER:
          EXP DATE AND PHONE NUMBER:
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_____ _____ _____ ___

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1
12/05/24
1

6.5%

>>PRESS RETURN HERE TO PRINT<<

TOD-FWV6076

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