

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	AB
1	Templates of Doom by Pete Antoniak																											
2	PRACTICE TEMPLATE																											
3	#																											
4	knowledge of Excel. It is written in Excel Macro language and resides on the file START																											
5	retrieve and save files, keep the score and change menus as necessary. The only thing																											
6	to do is follow instructions and have fun. The purpose of the game is to learn, and you le																											
7	by doing, so don't worry about experimenting. As long as you don't save your work, you																											
8	anything. The program tries to keep track of what is happening and will close all files fo																											
9	you close a file, please don't elect to save it. We have tried to make the program as bul																											
10	as possible, however you can crash it if you try. If that happens, click "Continue" on the																											
11	If that fails, retrieve the file from the disk and startover or quit Excel and startover.																											
12																												
13	This template is very similar to what you will be seeing as you play. Each template start																											
14	short paragraph of text, and a challenge. The challenge usually is to uncover part of the																											
15	line by using Excel commands and formulas. When you start each template, the progr																											
16	records the time and subtracts each starting time from each finishing time to give you a																											
17	in minutes. To this is added any penalty points. You get penalty points for wrong answ																											
18	for using Hints. (Please Scroll down.)																											
19																												
20	Hints are available by pulling down the Hint Menu.																											
21																												
22	LEVEL										WHAT IT DOES										PENALTY							
23	A little Hint										Gives a simple word hint.																	
24	A Big Hint										Tells you the commands or formulas to use																	
25	Tell me how to do it!										Give a detailed explanation of what to do																	
26	Show me how to do it.										Actually solves the puzzle for you.																	
27	StartOver										Lets you start the puzzle over.																	
28																												
29	The Hint Menu will show you Par for the Adventure Template in addition to a Quit comm																											
30	a command to use if the Boss walks in. When you think you have found the answer, pu																											
31	Answer menu and select from the list of 8 answers. Between each Adventure Template																											
32	program will take you to a Score Card where your score will be posted and you will be al																											
33	to continue with the program or quit.																											
34																												
35	This instruction Template has a sample problem along with Hint and Answer Menus. Try																											
36	levels of Hints and scroll through the Answer menu. Select Boss, Choose a wrong answ																											
37	used to how the program works. You are not being timed on this one.																											
38																												
39																												
40	*****SAMPLE PROBLEM*****																											
41																												
42	What number is displayed when you clear cells D46 to S46, E47,O47,R47, F48,N48,R4																											
43	M49,R49, H50,L50,R50, L51,K51,R51,J52,R52,D53 to S53?																											
44																												
45		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X									
46		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X									
47		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X									
48		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X									

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	AB
49	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X								
50	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X								
51	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X								
52	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X								
53	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X								
54	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X								

	AC	AD	AE	AF
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4	PRG. It will			
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10	dialog box.			
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16	score			
17	ers and			
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23	1/4 Par			
24	1/2 Par			
25	Full Par			
26	2 X Par			
27	StartOver			
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