

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

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 Commander(CEC) in the Naval Reserve.

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

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Templates of Doom tm by Pete Antoniak

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Sheet1

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SOLAR SYSTEMS SOFTWARE (C) Copyright 1985,86,87,88,89 by
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,Quattro
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 file name 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, ie. ROBERT, not DOOMDEMO.

1
9.99999999999997

1
8

*

17.00
1
7
0
0
0
0
0

*

If the program crashes here, Restart by retrieving STARTPRG.

MACRO AREA PLEASE KEEP OUT

LOTUS 1A

```
~/XCprep1~
{HOME}/XNPlease enter the current time (HH.MM):~start_tm~
/Cinput~name~/XQ
/XNPlease enter the current time (HH.MM):~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
LOTUS 2
```

```
~{prep2}/RFDT2time~
{HOME}{LET start_tm,@now}/RVstart_tm~start_tm~{let name,input}
{QUIT}
{LET finish_tm,@NOW}/RVfinish_tm~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
VPP
```

```
~/XCprep3~/RFDTtime~
{GOTO}start_tm~/DF~@now~~~{HOME}
/Cinput~name~/XQ
{GOTO}finish_tm~/DF{BS}~@now~~~{HOME}{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
TWN15
```

```
~/XCprep4~
{HOME}/XNPlease enter the current time (HH.MM):~start_tm~
/Cinput~name~/XQ
/XNPlease enter the current time (HH.MM):~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
q2q1
```

```
~
{/ Startup,Remember}N~{prep9}/BDDT2time~{HOME}{LET start_tm,@now}/BAVstart_tm~start_tm~{let name,input}
{LET name,input}{GOTO}par1~{EDIT}~{HOME}{CALC}{QUIT}
{LET finish_tm,@NOW}/BAVfinish_tm~finish_tm~{CALC}
/GRGQ{ESC}{ESC}/FXV_tempin~transfer range~{RIGHT}~/FR
WAF
```

```
~/XCprep6~
{HOME}/XNPlease enter the current time (HH.MM):~start_tm~
/Cinput~name~/XQ
{HOME}/XNPlease enter the current time (HH.MM):~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
VPLUS
```

```
~/XCprep7~/RFDTtime~
{LET start_tm,@now}{HOME}
{LET name,input}{QUIT}
{LET finish_tm,@now}{CALC}
```

/FXV_tempin~transfer range~{RIGHT}~/FR
QL

~

{prep8}/RFDT2time~{HOME}{LET start_tm,@now}/RVstart_tm~start_tm~{let name,input}
/Cinput~name~{GOTO}par1~{EDIT}~{HOME}{CALC}{QUIT}
{LET finish_tm,@NOW}/RVfinish_tm~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
QQ

~

{prep9}/BDDT2time~{HOME}{LET start_tm,@now}/BAVstart_tm~start_tm~{let name,input}
{LET name,input}{GOTO}par1~{EDIT}~{HOME}{CALC}{QUIT}
{LET finish_tm,@NOW}/BAVfinish_tm~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
Q2L

~

{prep10}/RFDT2time~{HOME}{LET start_tm,@now}/RVstart_tm~start_tm~{let name,input}
/Cinput~name~{GOTO}par1~{EDIT}~{HOME}{CALC}{QUIT}
{LET finish_tm,@NOW}/RVfinish_tm~finish_tm~{CALC}
/GRGQ/FXV_tempin~transfer range~{RIGHT}~/FR
Q2Q

~

{prep11}/SNDT2time~{HOME}{LET start_tm,@now}/EVstart_tm~start_tm~{let name,input}
{QUIT}
{LET finish_tm,@NOW}/EVfinish_tm~finish_tm~{CALC}
{/ File;ExtractValues}_tempin~transfer range~{RIGHT}~/ {/ File;Retrieve}
Lot22

~{prep2}/RFDT2time~
{HOME}{LET start_tm,@now}/RVstart_tm~start_tm~{let name,input}
{QUIT}
{LET finish_tm,@NOW}/RVfinish_tm~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
lot3

~{prep2}/RFDT2time~
{HOME}{LET start_tm,@now}/RVstart_tm~start_tm~{let name,input}
{QUIT}
{LET finish_tm,@NOW}/RVfinish_tm~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR

#NAME?

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16

ABOUT THE AUTHOR

Templates of Doom by Pete Antoniak

\b
answermenu

helpmenu

\0
start

exit

input

score
flag0
par
Template#
start_tm
finish_tm
total_tm
zzz
instruct?

instructmenu

instructmenu

MACRO AREA PLEASE KEEP OUT

1

/XIhlp3=1~/PPRinstruct pt~GLLLRhal~GQ

2

/XIhlp3=1~/PPRinstruct pt~GLLLRhal~GQ

3

/XIhlp3=1~/PPRinstruct pt~GQ

4

/XIhlp3=1~/PPRinstruct pt~GQ

5

{WAIT @NOW+2.4E-06*PT}{RETURN}
{WAIT @NOW+5.0E-06*PT}{RETURN}
/XIhlp3=1~/PBInstruct pt~GQ

5

6

/XIhlp3=1~/PPRinstruct pt~GQ/XIflag0<3~/PPLLLRhal~GQ

7

/XIhlp3=1~/PPOML0~MR80~QRinstruct pt~GQ

	8
{WAIT @NOW+2.4E-06*PT}{RETURN}	
{WAIT @NOW+5.0E-06*PT}{RETURN}	
/XIhlp3=1~/PPRinstruct pt~GQ	
	5
	9
{WAIT @NOW+2.4E-06*PT}{RETURN}	
{WAIT @NOW+5.0E-06*PT}{RETURN}	
/XIhlp3=1~/PBinstruct pt~GQ	
	5
	10
{WAIT @NOW+2.4E-06*PT}{RETURN}	
{WAIT @NOW+5.0E-06*PT}{RETURN}	
/XIhlp3=1~/PPRinstruct pt~GQ	
	5
	11
{WAIT @NOW+2.4E-06*PT}{RETURN}	
{WAIT @NOW+5.0E-06*PT}{RETURN}	
/XIhlp3=1~/PBinstruct pt~SQ	
	12
/XIhlp3=1~/PPRinstruct pt~GLLLRhal~GQ	
	13
/XIhlp3=1~/PPRinstruct pt~GLLLRhal~GQ	

<<NEXT ADVENTURE TEMPLATE

TEMPLATES OF DOOM tm by PETE ANTONIAK

NAME

27.0000000000

_HERO

_WEAPON

_APPAREL

_PET

_PLACE

_VILLAIN

_VWEAPON

_VILPET

_MAGUFFN

_GIMMICK

_GANG

_GIRL

_MESSAGE

_FIGHT

_DOOM

_THE_END

POTENTIAL PROBLEM HELP SCREEN

If the program stops here and says that the file "TEMPIN" does not exist.

Press ESC (to clear the error.)
and ALT-M (to start the menu macro.)

{ESC}{ESC}{ESC}{ESC}{GOTO}boss~/XLP
Press Return to get back.~ZZZ~{HOME}/XQ~
Answer1

Help1
Just a little hint.
/Cone~hlp1~/XMhlm1~/XQ
{GOTO}\b~{LEFT}{LEFT}/FCCFEeeeeeeee~{ESC}{DOWN}
~/XCprep1~
{HOME}/XNPlease enter the current time (HH.MM):~start_tm~
/Cinput~name~/XQ
/XNPlease enter the current time (HH.MM):~finish_tm~{CALC}
/FXV_tempin~transfer range~{RIGHT}~/FR
Rel1a
~R~

#NAME?
1
7
2
1.34
4.20
166

/XMinstructmenu~

Continue
Continue with the program, showing me how to find the answer.
/XR

{let hlp1,1}/XMhlm1~/XQ

{GOTO}h3i~/Ch3l~~

{GOTO}h3i~/Ch3l~~

{GOTO}h3i~/Ch3v~~

{GOTO}h3i~/Ch3t~~

{GOTO}h3i~/BCh3qq~~

{GOTO}h3i~/Ch3w~~

{GOTO}h3i~/Ch3v~~

{GOTO}h3i~/Ch3qq~~

{GOTO}h3i~/BCh3qq~~

{GOTO}h3i~/Ch3q2q~~

{GOTO}h3i~/ECh3q2q~~

{GOTO}h3i~/Ch3l22~~

{GOTO}h3i~/ECh3l22~~

YOUR
TIME

Answer2

Help2

A big hint.

/Cone~hlp2~/XMhlm2~/XQ

/XIhlp3=1~/PPRinstruct pt~GLLLRhal~GQ

HLP1

HLP2

HLP3

HLP4

ANSP1

ANSP2

ANSP3

zero

one

blank

help_pen

answ_pen

\P

Instructions?

I would like to review the instructions on how to STEP.

{GOTO}step~{?}{GOTO}view pt1~/XMinstructmenu~

{LET hlp2,1}/XMhlm2~/XQ

/XCinstruct?~/XC_p1~

You may turn STEP "ON" (Alt F1) if you want, press Return to continue.{?}{ESC}

/XC_1~

If you turned STEP "ON", turn it off now (Alt F1). Press Return to continue.{?}{ESC}

/XC_012~

/XCinstruct?~/XC_p2~

You may turn STEP "ON" (Alt F2) if you want, press Return to continue.{?}{ESC}

/XC_2~

If you turned STEP "ON", turn it off now (Alt F2). Press Return to continue.{?}{ESC}

/XC_22~

/XCinstruct?~/XC_p3~

You may turn STEP "ON"(Alt F1) if you want, press Return to continue.{?}{ESC}

/XC_3~

/WARQ

/XC_32~

/XCinstruct?~/XC_p4~

You may turn STEP "ON" (Alt F1) if you want, press Return to continue.{?}{ESC}

/XC_4~

If you turned STEP "ON", turn it off (Alt F1) & press Return here >{?}{ESC}

/XC_42~

{/ Defaults,Suppress}N~{GETNUMBER "Please type in a playing speed from 1 (fast) to 10 (slow):",pt}{_p5}
{_5}{_52}

/XCinstruct?~/XC_p6~

You may turn STEP "ON" (Alt F1) if you want, press Return to continue.{?}{ESC}

/XC_6~

If you turned STEP "ON", turn it off now (Alt F1). Press Return to continue.{?}{ESC}

/XC_62~

/XCinstruct?~/XC_p7~

You may turn STEP "ON"(Alt F1) if you want, press Return to continue.{?}{ESC}

/XC_7~

/WARQ

/XC_72~

```
/ISCRNQQ{GETNUMBER "Please type in a playing speed from 1 (fast) to 10 (slow):",pt}{_p8}  
{_8}  
{_82}
```

```
/DSCRNQQ{GETNUMBER "Please type in a playing speed from 1 (fast) to 10 (slow):",pt}{_p9}  
{_9}  
{_92}
```

```
{WINDOWSON}/WGDOMNQ{GETNUMBER "Please type in a playing speed from 1 (fast) to 10 (slow):",pt}{IF @ISERR(pt)}{L  
{_p10}{_10}  
/WGDOMBQ{_102}
```

```
{WINDOWSON}/{ Defaults;Suppress}N{GETNUMBER "Please type in a playing speed from 1 (fast) to 10 (slow):",pt}{IF @ISE  
{_p11}{_11}  
{_112}  
{/ Defaults;Suppress}B
```

```
/XCinstruct?~{_p2}  
You may turn STEP "ON" (Alt F2) if you want, press Return to continue.{?}{ESC}  
{_12}  
If you turned STEP "ON", turn it off now (Alt F2). Press Return to continue.{?}{ESC}  
{_122}
```

```
/XCinstruct?~{_p13}  
You may turn STEP "ON" (Alt F2) if you want, press Return to continue.{?}{ESC}  
{_13}  
If you turned STEP "ON", turn it off now (Alt F2). Press Return to continue.{?}{ESC}  
{_132}
```

RUNNING
TOTAL

0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00

Answer3

Help3

A detailed explanation of how to find the answer.

/Cone~hlp3~{GOTO}instruct pt~

{GOTO}h3i~/Ch3l~~

0

0

0

0

0

0

0

0

1

0.00

0.00

/Xlhlp3=1~/PPRinstruct pt~GQ/Xlflag0<3~/PPLLLRhal~GQ

{let hlp3,1}{GOTO}instruct pt~

Sheet1

0

/FRY

/FR

/FRY

/FRY

/FARR/FR

PAR

6
7
3
6
4
9
11
5
9
3
10
9
7
13
16
32

Answer4

Help4

I give up, do it for me.

/Cone~hlp4~

/XCinstruct?~/XC_p1~

You may turn STEP "ON" (Alt F1) if you want, press Return to continue.{?}{ESC}

/XC_1~

If you turned STEP "ON", turn it off now (Alt F1). Press Return to continue.{?}{ESC}

/XC_12~

0.00
0.00
0.00
0.00
0.00
0.00
0.00
167.00
1

{LET hlp4,1}

Correct answer

, Good Work! Please press Return to continue.{?}{ESC}/XGexit~
/Xlansp1=0~/BCone~ansp1~/XGansincor1~
/Xlansp2=0~/BCone~ansp2~/XGansincor2~
/BCone~ansp3~/XLQuit guessing

Correct answer

, Good Work! Please press Return to continue.{?}{ESC}/XGexit~
/Xlansp1=0~/BCone~ansp1~/XGansincor1~
/Xlansp2=0~/BCone~ansp2~/XGansincor2~
/BCone~ansp3~/XLQuit guessing

Student
RUNNING
PAR

0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0

Answer5

Startover

I'm hopelessley lost and think I blew it. Please start over.

~

/FR

ansname3

ansincor2
ansname2

ansincor1
ansname1

\H
\aa
\A
\M
hlm1

hlm2

MACRO AREA PLEASE KEEP OUT

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

0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00
0.00

*****MACROS KEEP OUT*****

Answer6

Answer7

Exit

Exit from this help menu.

/XQ~

Correct answer

Rel1a

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

/Xlansp1=0~/BCECone~ansp1~/XGansincor1~

/Xlansp2=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

MACRO AREA PLEASE KEEP OUT

score
count12
count2
count3
count4
Rel?
Quat
flag01
par1
flag2
flag3
ZZZ
zero/one/minusone/ZZ

main

main1

namemenu

mainmenu

copyrightmenu

practmenu
& spmenu

start

erase

exit
firstname3

start2

namewksheet

name

record

reset

\s

start3

end

ordermenu

buymenu

continue

continue0
name2

continue1
continue2

Exit

Exit this answer menu without penalty.

```
{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}~{esc}{esc}{esc}{esc}/FXY{
```

```
/XIQuat~{/ Block;Copy}rel2overlay~helpoverlay~
```

```
/XMcopyrightmenu~
```

```
/XGstart2~
```

```
{GOTO}startscreen2~{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}/XLPlease type your first name.~name~
```

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}{DOWN}{RIGHT}{RIGHT}/XGend~
{GOTO}score~/RE~{DOWN}0~{DOWN}{DOWN}0~{DOWN}{DOWN}0~{DOWN}0~{DOWN}0~{HOME}{DOWN}{RIGHT}/REsc
/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 buymenu}
/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~/FXFeeeeeeeee~R{ESC}driver~R{ESC}/XGcontinue0~
{/ File;ExtractFormulas}eeeeeeee~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.

Sheet1

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,name}{LET ansname2,name}

/Cname~name1~/Cname~name2~/Cname~name3~/Cname~ansname0~/Cname~ansname1~/Cname~ansname2~/Cname~ansname3~/

/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~

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~

	A	B	C	D	E	F	G	H
	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	

vpptst
rel2tst
qltest
qqtest
q2qtst
l22tst
l3tst

-1

Replay/Skip_to

Lets you select any Adventure Template to replay or skip ahead to.

/XNPis enter the Template number: ~count3~{CALC}/BCECcount4~count1~{CALC}/XGcontinue~

Yes

I have checked and agree to the copyright requirements.

/XGnamewksheet~

Return to main menu

Return to the main menu.

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

instruct pt

Sheet1

0

0

1

1

2

Boss

Brings in a fake spreadsheet, should the boss look over your shoulder.

{GOTO}boss~/XLPress return to get back.~ZZZ~/XGmain~

/XGmain~

Menu

Please press Return to see the menu.

/XGmain1~

>0=vpp
TODAYS DATE = RELEASE 2
>0=QUATTRO WITH LOTUS 1-2-3 MENU
IF 0= QUATTRO WITH QUATTRO MENU
Quattro 2 Quattro menu if

Author
A short paragraph about the author of Templates of Doom.
{GOTO}author~/XLPress RETURN to get back.~ZZZ~/XGmain~
/XGmain~

HAL INSTRUCTIONS

PRESS THE HOME KEY TO RETURN

step lotus2

prep
prep1a
prepv
prep2
prepwin
prep2q1
prevp
prepl
prepl
prepl
prepl2
prepl22
prepl3

\e

OrderForm
Presents you with an order form that you can fill out and print.
{GOTO}orderform~/XQuat~{/ Block;Unprotect}u41~{/ Block;Input}orderform~/XMordermenu~
{GOTO}orderform~/Rlorderform~/XMordermenu~

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13

reltst

test1a

THE STEP FUNCTION

=====

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.

To turn it on or off: Press Alt-F1

Note: The first 8 STEPS are a setup subroutine, please ignore. You will be ASKED to turn STEP OFF after the Macro is completed, even if you didn't elect to turn it ON.

PAGE DOWN TO CONTINUE

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

Another thing about step If funny things happen when you try to do something, check for the STEP message. If it is ON, turn it OFF.

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

PRESS RETURN TO CONTINUE

on or off: Press Alt-F2

PRESS RETURN TO CONTINUE

To turn it
on or off: Press Shift-F2

Sheet1

```
{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~/Xlrel?>1~{WINDOWSON}  
/XIflag01=5~/ Startup,Remember}N1~/ Block,Erase}n1~/BCq2q1~overlay~/BC2f~formula~/BCqstep text~step text~/XGstart2~  
/XIflag01=7~/Cvplus~overlay~/Cvppf~formula~/Cstep vp plus~step off note~/XGstart2~  
/XIflag01=8~/Cq~overlay~/C2f~formula~/Cqstep text~step twin inser~/XGstart2~  
/XIflag01=9~/ Startup,Remember}N1~/ Block,Erase}n1~/BCqq~overlay~/BC2f~formula~/BCqstep text~step text~/XGstart2~  
/XIflag01=10~/Cq2l~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~/XGstart2~  
/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~
```

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 Quattro menu
Lotus Release 2.2
Lotus Release 3

```
{GOTO}rel2tst~@NOW~{ESC}{ESC}/Xlrel2tst=0~/XGtest1a~  
{GOTO}vpptst~@VERSION~{ESC}{ESC}/Xlvpptst>32000~/XGprepwin~  
{GOTO}qqtest~1~/BE~~{ESC}{ESC}{ESC}/Xlqqtest=0~/XGprepwin~  
{GOTO}qltest~@memavail~{ESC}{ESC}{ESC}  
{GOTO}q2qtst~1~/EE~{ESC}{ESC}{ESC}/Xlqltest>0~/XGprepwin~  
{GOTO}l22tst~+<<_hero.wks>>aa1~{ESC}{ESC}  
{GOTO}l3tst~@sheets(CONTINUE)~{ESC}{ESC}
```

/XGprep~

{GOTO}vpptst~@version~{ESC}{ESC}/Xlvpptst>0~/XGprevp~
/XGprep~

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~

Sheet1

Welcome to the Demo program of Templates of Doom, the game that taught 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 compatible 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

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.

-
- 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.

Unit Cost:
Shipping:
Tax* :

=====
Total=

Type Pymt**:

*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:

1

Full name on card if not above:

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

	\$69.95
	\$4.00
	\$4.90
=====	
	\$78.85

Check/Visa etc.

Phone #:

Press Return when finished.

Sheet1

Please place
first class
postage here.

FOLD HERE

FOLD HERE

Spreadsheet,}
Release #} i.e. Quattro 1.0 - 5 1/4 "
& Disk Size}
Name: xxx
Company/Title: xxx
Street: Remember the quote mark.

Sheet1

City/ST/ZIP: xxx

' xxxx xxxx xxxx xxxx Month/Year

' (xxx) xxx-xxxx

xxx

Signature: _____