

	A	B	C	D	E	F
1	Templates of Doom by Pete Antoniak					
2	OUR STORY STARTS					
3	Err:508					
4	discover the characters and plot of an adventure story. You will start with					
5	the simple and work toward the complex. Remember, you are being					
6	timed. Your time, par for each template and running score will be displayed					
7	on your score card after each Adventure Template. PAR is displayed on					
8	the Hint Menu.					
9						
10	Your first task is to find the NAME OF THE HERO. It is hidden between					
11	cells A24 & V36. To find it you may delete, insert, move, change the format,					
12	change column-widths or any other available SPREADSHEET command.					
13	Feel free to explore. Try anything and everything. This is your time to					
14	experiment. Hints are available from the Hint Menu. However, they will					
15	cost you PENALTY TIME. The greater the level of the Hint, the greater					
16	your penalty time. When you think you have found the answer, pull down					
17	the Answer Menu and select from the eight answers. If the Boss shows up,					
18	select Boss from the Hint Menu.					
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23	*	*	*	*	*	*
24						
25			XX			X
26		X		X		X
27		X		X		XX
28		X		X		X
29			XX			X
30						
31		XX	XX	XX		X
32		X				X
33		XX	XX	XX		X
34				X		X
35		XX	XX	XX		X
36						
37	*	*	*	*	*	*

	G	H	I	J	K	L
1			Player			
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23	*	*	*	*	*	*
24						
25		X		X		
26		X		X		
27	XX	XX		X		
28		X		X		
29		X		X		
30						
31				X		X
32	X		X	X		X
33		X		X		X
34				X		X
35				X		X
36						
37	*	*	*	*	*	*

	M	N	O	P	Q	R
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23	*	*	*	*	*	*
24						
25		XX				
26	X		X			
27	X		X			X
28	X		X			
29		XX				
30						
31		XX	XX	XX	XX	X
32				X		
33				X		
34				X		
35				X		
36						
37	*	*	*	*	*	*

	S	T	U	V
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17				
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22				
23	*	*	*	*
24				
25				
26				
27	X	X	X	X
28				
29				
30				
31		X		X
32		X		X
33		XX	XX	X
34		X		X
35		X		X
36				
37	*	*	*	*