	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
	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		
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 STARTPRG. It will		
5	retrieve and save files, keep the score and change menus as necessary. The only thing you have		
6	to do is follow instructions and have fun. The purpose of the game is to learn, and you learn best		
7	by doing, so don't worry about experimenting. As long as you don't save your work, you can't hurt		
8	anything. The program tries to keep track of what is happening and will close all files for you. If		
9	you close a file, please don't elect to save it. We have tried to make the program as bullett proof		
10	as possible, however you can crash it if you try. If that happens, click "Continue" on the dialog box.		
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 starts with a		
14	short paragraph of text, and a challenge. The challenge usually is to uncover part of the story		
15	line by using Excel commands and formulas. When you start each template, the program		
16	records the time and subtracts each starting time from each finishing time to give you a score		
17	in minutes. To this is added any penalty points. You get penalty points for wrong answers and		
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 command and		
30	a command to use if the Boss walks in. When you think you have found the answer, pull down the		
31	Answer menu and select from the list of 8 answers. Between each Adventure Template, the		
32	program will take you to a Score Card where your score will be posted and you will be allowed		
33	to continue with the program or quit.		
34			
35	This instruction Template has a sample problem along with Hint and Answer Menus. Try all the		
36	levels of Hints and scroll through the Answer menu. Select Boss, Choose a wrong answer, get		
37	used to how the program works. You are not being timed on this one.		
38			
39			
40	**********************************SAMPLE PROBLEM***********************************		
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42	What number is displayed when you clear cells D46 to S46, E47,O47,R47, F48,N48,R48,G49,		
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 X X		
46	X X 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 X X		
48	X X 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								
50		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								
52		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								
54		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X								

	AC	AD	AE
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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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