

## Sheet1

\_PRACT Templates of Doom by Pete Antoniak

This is a practice template which you can use to learn how the game is played. No score is kept, or penalty points will be assigned. We therefore encourage you to try all the levels of Helps and to guess a wrong answer or two before you go on,

When you have the answer, press Alt-A, (Hold down the Alt key and then press the A key.) to display the answer menu. Use the arrow key to highlight your selection and press Return. To use any one of the four levels of help, Press Alt-H and select the desired level. We strongly suggest that you try all the levels, even if you know how to solve this puzzle. We especially suggest you try using the STEP/PAUSE function, (part of Help4). It works differently on different spreadsheets and now would be a good time to check it out. To quit, press /QY.

### THE PROBLEM

The object of this practice template is to discover the number you get when you erase or otherwise blank out from the BOX BELOW, the following cells: D26 TO S26, E27,O27,R27,F28,N28,R28,G29,M29,R29,H30,L30,R30, I31,K31,R31,J32,K32,R32 and D33 through S33.

BELOW THIS ROW IS THE BOX WITH  
CELLS TO BE ERASED

X  
X  
X  
X  
X  
X  
X  
X  
X  
X  
X

X X X X X X X X X X X X X X X X X X  
X X X X X X X X X X X X X X X X X X X  
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X X X X X X X X X X X X X X X X X X X  
X X X X X X X X X X X X X X X X X X X

WHEN YOU SEE THE ANSWER, PRESS  
Alt-A TO BRING UP THE ANSWER  
MENU. MOVE THE CURSOR TO SEE  
THE SELECTION OF ANSWERS.  
PRESS RETURN ON THE CORRECT ONE.



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If the program crashes here, retrieve STARTPRG and try again.

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Move the cursor to select the correct answer.

/XG\la~

{GOTO}\b~{LEFT}{LEFT}-5~/EE~{ESC}{ESC}{ESC}{ESC}/X\qtst<0~/FCCFEeeeeeeee~{DOWN}  
{/ File;CopyFile}eeeeeeee~{DOWN}

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FIVE (If this is the answer press RETURN, if not, move to the next one)  
/XGansincor~

TEN  
/XGansincor~

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



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XVI

/XGansincor~

20

/XGansincor~

/Cone~hlp4~/XCinstruct?~{GOTO}viewpoint~

/FR\_pract~

\_pract~

\_pract~

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VI  
/XGanscor~

TWO  
/XGansincor~

/FR\_pract~  
\_pract~  
\_pract~

\_1 to 13

\_1 to 13-2

\_8

\_9

\_10

8S

9S

10s

PREP9

PREP11

\_11

A short hint would appear here if this were an actual puzzle.

Use the / Range Erase Command for each cell you want to erase.

11S

/XR

{HOME}{PGDN}{GOTO}a15~{GOTO}D26~/XR

/{RIGHT}~{RIGHT}{RIGHT}~{END}{RIGHT}{LEFT}~{DOWN}//{RIGHT}~{RIGHT}{RIGHT}~~//{RIGHT}~{RIGHT}{RIGHT}~o27~/

/REd33..s33~/XR/XQ

/XG\aa~/XQ

{8s}d26..s26{P}~{8s}e27{P}~{8s}o27{P}~{8s}r27{P}~{8s}f28{P}~{8s}n28{P}~{8s}r28{P}~{8s}g29{P}~/REm29{P}~/REr29{P}~/R

{9S}d26..s26{P}~{9S}e27{P}~{9S}o27{P}~{9S}r27{P}~{9S}f28{P}~{9S}n28{P}~{9S}r28{P}~{9S}g29{P}~/BEm29~/BEr29~/BEh

{10s}d26..s26{P}~{10s}e27{P}~{10s}o27{P}~{10s}r27{P}~{10s}f28{P}~{10s}n28{P}~{10s}r28{P}~{10s}g29{P}~/REm29{P}~/RE

/{R}{P}~{R 2}{P}~{RETURN}

/{P}~{R 2}{P}~{RETURN}

/{R}~{D 2}{PP}~{RETURN}

{LET ak30,am22}{LET aq6,ar21}{RETURN}

Use the / Block Erase Command for each cell you want to erase.

{LET ak30,am24}{LET aq6,ar22}{RETURN}

Use the / Edit Erase Block Command on each cell.

{11S}d26..s26{P}~{11S}e27{P}~{11S}o27{P}~{11S}r27{P}~{11S}f28{P}~{11S}n28{P}~{11S}r28{P}~{11S}g29{P}~/EEem29~/EE

/{R}~{P}{D 2}{P}~{RETURN}

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Templates of Doom TM by Pete Antoniak

If you are using Lotus 1-2-3 Release 3, Please press Esc and then hold down the Alt key and press the S key.

{GOTO}an1~/FS~R

h3l

h3v

h3t

h3w

h3v2

h3ql

h3qq

h3sp

h3q2l

h3q2q

h3l22

## Sheet1

HELP LEVEL THREE INSTRUCTIONS (Press Alt-P to print)

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Lesson: The purpose of this template is to get you familiar with moving around the spreadsheet and erasing cells. By blanking the listed cells, the answer will appear. There are two possible ways to get the answer: One would be to erase the cells using the /RE, (/ Range Erase), command the other would be to replace the cells with a blank space using the space bar. This will look like a blank cell but will really have a label consisting of a single quote and a space. We suggest that you always use the erase command because the second method can often get you in trouble later on when you think a cell is empty and in reality it has a blank space in it.

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To read more about erasing cells:

### PRESS THE HOME KEY TO RETURN

Press F1;Select:Help Index;1-2-3 Commands;Range;Erase,Read,(Esc)

To read how to solve the problem using HAL move right.

Press:F1;F5;58;RTN;(Read what it says about <F4>.);ESC

Press F1, Select Menus, Press Return 20 times.(Read about erasing cells)

Press Esc, Or read Chapter 2.5.4 in the manual.

Press F1,Read screens 5,6, & 26.

Press F1,F5,46,Return. Read about Range Erase. Press Esc to return.

Press F1, Select:Menu Topics,Block,Erase. Read the screen.

Press F1, Select:Index, Command Set, Range Menu, Erase. Read the screen.

Press F1,Select:Menu Commands, Edit, Erase Block, Read the screen.

Press F1,Select:/Range,Erase, Read the screen.

HAL INSTRUCTIONS

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Throughout the game, you will find a discussion on how to solve the puzzles using HAL at this location. For this sample problem, it isn't any easier using HAL. If you place the cursor on Cell D26 and tell Hal to "Blank this", it will blank all the X's. You can say "Blank this cell" and it will erase D26. However, it is much quicker to press /RE Return. We tried telling HAL to "Solve this puzzle" and it beeped at us. We then said "Open the Pod door HAL." and it said "I'm sorry Dave but I can't do that!":\*. I guess things never change.

\*This is a reference to the movie 2001, a Space Odyssey.

PRESS THE HOME KEY TO RETURN

One would be to erase the cells using the /BE, (/ Block Erase), command

One would be to erase the cells using the /EE, (/ Edit Erase), command