Rocket Modeler III

Start by clicking the "Fuel" button.
Under the Red Reset button select "Solid" for the fuel type.
Select the "Nose" button;
Change the material (down arrow to the right of the "Go" button) to 1/16 Hollow Plastic.
Change the shape to Parabolic.
Change the length to 2.5 (be sure to hit Enter when changing any value if you don't it doesn't change).
Change the Recovery to 1 ft Parachute
Change the Ballast to 0 (Enter). CG & CP location will change and Design button will turn red indicating the rocket will not work.
Change the Ballast to .1 (Enter).

Select the "Payload" button, Design button goes back to yellow.
Change the Tube to 1/32 Cardboard
Change the Length to 4 (Enter)
Change the Diameter to 1 (Enter)

Select the "Body" button;
Change the Tube to 1/32 Cardboard
Change the Length to 9 (Enter)
Change the Diameter to 1 (Enter)

Select the "Fins" button;
Change the Number to 4 (Enter)
Change the shape to Trapezoidal
Change Locate in to 0 (Enter)
Change Length in to 1.375 (Enter)
Change Width in to 1.75 (Enter)
Change L.E. Angle to 0 (Enter)
Change T.E. Angle to -25 (Enter)

Select the "GO" button.
Design button should turn green.

Select the "Pad" button.
Change the Altitude-ft to 0 (Enter)
Change the Wind fps to 0 (Enter)
Change the Angle to 0 (Enter)
Change the Length ft to 3 (Enter)

Select the "GO" button.
Launch should turn green.

Select the "Launch" button
Launch should turn green.

Select the "Fire" button.
Rocket should launch successfully.

Change the engine (next to the "GO" button) to A8-3

Select the "GO" button.
Fuel button should turn green.

Select the "Design" button.