

B I N G O Version 2.0

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Michael A. Maners

Introduction

B I N G O Version 2.0 is a Win 3.x game for (1) one player. This game is distributed as shareware and has a registration fee of \$ 10.00. Please register this game. The game is not disabled in any way, please distribute this game. You have (4) four randomly generate Bingo cards to play with. You can choose between (10) ten different BINGO patterns to play. Numbers are drawn randomly until you or the computer calls BINGO. You start with 100 pts. and lose 10 pts. when the computer calls BINGO and can win up to 10,000 pts. when you call a BINGO.

The Menu Bar

The main menu bar contains two entries. "GAME" and "HELP".

"GAME" contains :

"NEW GAME" - Used to start a new game.

"HIGH SCORES" - Displays the high score and current player name.

"EXIT" - Used to exit BINGO.

"HELP" contains:

"PATTERNS" - Provides a menu selection to the 10 BINGO pattern examples used in the game.

"ABOUT" - Displays the About screen.

The Main Screen

The Main Screen contains your (4) BINGO cards, the Number Board w/ variable speed number draw slide bar, a Start/Stop button, a BINGO button and displays your current score.

BINGO Cards

The numbers on the cards are selected at random before the start of each game. The BINGO patterns are no longer shown in light blue on each card. Examples of the (10) ten BINGO patterns are now accessible from the main screen menu bar under "HELP" or the menu bar of the patterns form.

Number Board

The Number Board is used to highlight all of the numbers called during each game. The numbers that will be used in the game are shown in GRAY. The number that has just been called will be shown in YELLOW. The numbers that have been called during the game will be shown in RED. Numbers not used during the game will not be shown.

At the head of the Number Board the name of the BINGO pattern that you are playing is displayed. At the bottom , a count of the numbers called is displayed.

Variable Speed Number Draw

Just underneath the Number Board is a slide bar. The slide bar is used to set the speed at which the numbers are called. Fastest < > Slowest, left to right. In the left most position the numbers are called approximately one every second, to the far right about one every ten seconds. The default is set at about 4-5 sec. The speed can be changed during a game and will take

effect after the next number is drawn.

Start/Stop Button

The Start/Stop button is used to.... class, anyone? correct Start and Stop a BINGO game. The Stop button will pause a game in progress. The Start button will Start a new game or continue a game in progress.

BINGO Button

When you think that you have a BINGO click this button. If you have a good BINGO you will be rewarded points based on how many numbers have been drawn, the fewer the better. If you do not have a BINGO the game will inform you of that fact. If you call BINGO incorrectly more than a few times per game it will reflect in your score.

How the Game is Played

A game of BINGO will start when you click the start button, or choose the 'New Game' option under 'Game' from the main screen menu bar. if you have not typed in your name as the current player or selected a BINGO pattern to play, you will be asked to do so at this time.

When you notice a number drawn that is on one or more of your BINGO cards use the mouse to select that number by placing the arrow inside the box containing the number and click the left mouse button, the box with the white background w/ black numbers will change to a red background w/ white numbers to acknowledge a correct selection. A number must be selected for it to be part of a good BINGO. The game continues until you or the computer calls a good BINGO.

You may select to play a new game or BINGO pattern at any time you wish. When you exit the game, if your score is the new high score, it will be saved at this time.

Shareware Registration

BINGO Version 2.0 is distributed as shareware, and has a registration fee of \$ 10.00. To register BINGO Version 2.0 send your NAME & ADDRESS, along with a check made payable to Michael A. Maners to:

Michael A. Maners
3160 Crow Canyon Pl. Suite 108
San Ramon, CA 94583

I can also be reached for comments, suggestions and questions by fax @ (510) 355-1433 and via CompuServe @ (ID 73114,74).

BINGO Version 2.0 Enhancements

Below are the enhancements of version 2.0 over version 1.0.

- 1) Six new BINGO patterns added. I had said I would add four, but what the heck.
- 2) Improved game AI. Some of you may have noticed with version 1.0 the computer won after 49 numbers were drawn, no longer. (Note: If you think that a BINGO pattern is too easy or too hard, please let me know.)
- 3) Improved BINGO pattern examples. I removed the light blue patterns from the bingo cards and replaced them with descriptive examples.
- 4) Improved scoring. Some patterns pay more than others and a new way to lose points also.
- 5) Fixed a couple of BUGS. Nothing major.

6) What's missing? On-Line help! I have not finished writing it yet. More work than I had thought. I hope the added features and extra bingo patterns make up for the loss.

BINGO Version 3.0

BINGO Version 3.0 will include at least (5) five new bingo patterns, Highlight winning BINGO's, and a pull tab game. In future versions I will add On-Line help, sound, animation, an enhanced high score table and will continue to add new BINGO patterns, and maybe even a network version if there is interest.

Enjoy
3/29/94
Michael A. Maners