B I N G O   Version 1.0

Introduction

B I N G O Version 1.0 is a Win 3.x game for (1) one player. This game is distributed as shareware and has a registration fee of $ 10.00. You have (4) four randomly generate Bingo cards to play with. You can choose between (4) four 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 4,000 pts. when you call a BINGO.

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 boards will contain examples of the BINGO pattern that you have selected to play in light blue. These are only examples and you do not have to cover the light blue numbers to have a good BINGO.

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 the fastest speed. 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 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 ignore you and continue drawing numbers.

How the Game is Played

A game of BINGO will start when you click the start button, 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 your selection. You must select the numbers for them to be part of a good BINGO. Continue this action until you or the computer calls 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 1.0 is distributed as shareware, and has a registration fee of $ 10.00 and includes a free upgrade to BINGO Version 2.0* and any upgrades in-between. To register BINGO Version 1.0 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**

BINGO Version 2.0 will include at least (4) four new bingo patterns, and on-line help file. In future versions I will add sound, animation, an enhanced high score table and will continue to add to the BINGO patterns, and maybe even a network version if there is interest.

Enjoy
1/30/94
Michael A. Maners