Penny Penguin's Math Bingo Help

Starting a New Game

The program will initially ask whether there is one player (playing with Penny Penguin) or two players (playing with a friend).   Click on the button or the text of the option you want, then either click on OK or press <ENTER>.

The program will now ask for the player's name(s).   You may just click on OK or press <ENTER> for the default name(s) "Player1" (and "Player 2").

NOTE: In a 2-player game, DO NOT press <ENTER> after typing the first player's name.   To enter the second player's name, either click on the text box for the second player or use TAB to move to that text box.   After you have entered the name(s), click on OK or press <ENTER>.

Finally, select a play operation.   You may click on either the button or the text of the option you want, or use the up and down arrows.   Then click on OK or press <ENTER>.

You may start a new game even if the current one is not yet completed.

Playing the Game

The player on the left goes first.   The problem will be displayed beneath the bingo card of the current player.

To play, if your bingo card contains the correct answer to the problem, click on that block.   Or, you may click on the "free" space in the center of the bingo card.   If you click on the "free" space, your turn continues.

If you do not have the answer on your bingo card, you must click on the **Pass** button. But the program will not allow you to pass if there is a valid answer on the bingo card.

Next, the second player or Penny Penguin will take a turn.   Only after the second player or Peny Penguin takes a turn, does the program check to see if either player has bingo.   Unlike regular bingo, in **Penny Penguin's Math Bingo** the two players have different problems to solve, and for fairness a check for bingo cannot be done until both players have taken a turn.

The players alternate turns until one or both have bingo.

If the player chooses an incorrect block, the program will say "Try again" and wait for the same player to make another attempt.

If the player chooses PASS when there is a valid answer on the bingo card, the program

will say "Please check again" and wait for the same player to make another attempt.

The player is never penalized for an incorrect response.   If the player chooses an incorrect block, or chooses PASS when there is a valid answer on the bingo card, the program will (after three incorrect attempts) display the answer on the screen, along with a voice message.

Play continues with the same player until she or he makes the correct response.

On the number recognition option, blocks are displayed on the bottom of the screen as the problem.   The player counts the number of blocks and clicks on the correct number on the bingo card.   Notice that a column of ten blocks has no gaps between blocks, whereas a column of 9 or fewer blocks have small gaps between them.

Advanced players can take advantage of the fact that numbers are often repeated on the bingo card, and play strategically.

Sound

Choose the menu options to turn the voices on and off.   The dimmed option is the one that is currently activated, and hence, cannot be chosen.   Turning voices on and off may be done at any time during the game.

If you turn the voices off, there will be no voice messages telling you of any incorrect attempts.   In this case the program will wait for another attempt by the same player.

NOTE: If you have a microphone hooked up to your computer, you can make the game more exciting by having your children record their own messages.   Use the Sound Recorder (a Windows 3.1 Accessory).   (See your Windows 3.1 documentation).

Open one of the files with a .WAV extension using the Sound Recorder.   Play it, and then record your own message, saving it to that same file.   WARNING: The file names must remain the same.   Be sure to delete any blank space before or after the actual voice message using the Edit commands.   Otherwise the program will spend time playing back files containing blank spaces, which may be large.   Eliminating blank spaces will also decrease the file size.

Speed

The menu options for speed will cause Penny Penguin's turn's response time to become slower or faster.   It will also cause the bonus blocks to stay on the screen for a longer or shorter period of time after a bonus block has been played.   Choose the time according to your or your child's preference.   Initially, the computer speed is set to average.