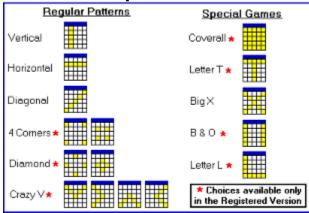**BingoPro Help Contents**

Click on the topic you are interested in.

New Game Setup
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Pattern Examples

Pattern Examples

Regular Patterns

Pattern	
Vertical	
Horizontal	
Diagonal	
4 Corners ★	
Diamond ★	
Crazy V ★	

Special Games

Pattern	
Coverall ★	
Letter T ★	
Big X	
B & O ★	
Letter L ★	

★ Choices available only in the Registered Version

New Game Setup
Click on the item you want more info on.

Start Game
Cancel
Game Type
Automark Cards
Sounds
Number of Cards
Delay Between Balls
Computer Accuracy
# of Bingos to Win
Valid Patterns
Special Games

Start Game
When this button is pressed, a new game begins using
the values currently selected on the new game setup screen.

Cancel
Returns to the current game, changes in New Game Setup
are not implemented.

Game Type
If regular game is selected, the setup screen will have controls allowing you to select the number of bingos required, and the patterns which will count as a bingo.   If special game is selected the setup screen will show a choice of special games you may select from.

Automark Cards
If you select Manual marking, you must mark all cards by clicking on the appropriate card numbers with the mouse as the cards are called. You must also click on the free center spots.   With Auto marking the computer will mark your cards for you as the numbers are called.
Note: With either option you must still click on the BINGO button when you wish to call Bingo. A valid bingo must include the last called ball.

Sounds
Voices: Will use a voice for calling numbers and other special events.   Your system must be able to play wave sounds
Beep: Will play the windows system beep when each number is called.

Number of Cards
Select how many cards the player and the computer will play. New cards will then be generated randomly when the start game button is clicked.

Delay Between Balls
This is the approximate delay in seconds between each ball called.   In practice this may be somewhat longer if a large number of cards are being played, or if voice sounds are being used.

Computer Accuracy
Determines how likely it is that the computer will mark it's cards after a number is called.   For example if set to 75 then the chance of the computer marking it's cards is 3 out of 4 on each turn.

Number of Bingos to Win

Number of bingos required to win in a regular game.   Bingos must be the selected patterns.   You may have more than one bingo of the same pattern - 2 verticals, 3 horizontals ect..   One of the bingos must contain the last called number.

Valid Patterns
Patterns considered to be bingos in a regular game.   Some patterns may be disabled in the shareware version of the game.

Special Games
These games are available when the special game type is selected.   Some special games may be disabled in the shareware version of the game.

How to play

If you are using manual marking, use the mouse to click on the appropriate bingo card numbers after each number is called.   If you are using automarking the cards will be marked automatically as each number is called.   When you have the required number of bingos on a card, click on the bingo button located in the upper left corner of the screen.   Your bingo must include the last number called, so be sure to call bingo immediately when it occurs.

If your bingo is good you will receive a message announcing you have won the game, unless the computer also bingos on the same turn, in which case the game will be a draw.   If the computer bingos before you, a message displaying the computer has won will be displayed.

You can view the status of the computer's cards at any time during the game by clicking on the **Peek** option from the main menu.   You may pause the game at any time by clicking on the pause button located below the ball display on the main screen.   Click on this button again to resume your game.   After a game is concluded, this same button may be used to go to the new game setup screen.   You may change the color used to mark your cards by clicking on the marker buttons in the lower right corner of the screen at any pont during the game.