Bingo in Windows

Version 1.2

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Introduction

WinGO! is a version of the game played in Bingo halls around the world.   In WinGO! it's you against Rosie, a dead-eyed Bingo veteran that hates to lose.   At her expert level, you'll need your best concentration and all the luck in the world to win.   WinGO! includes all of the features you will find in any Bingo hall.   Items such as a scoreboard, a number caller, and the playing cards are all here.   However, there are a few twists to make this version of the game more suitable for a one-on-one game played on a computer.

A conventional Bingo game consists of a series of games with different goals in place to determine a winner. This means that to win, you must have a card that matches some of the called numbers in a set pattern, such as a row or column of numbers.   There is no standard Bingo game series.   Of all of the Bingo halls I've been in, no two used the same method.   So, WinGO! has a series of games that are probably unique to this computer version.   You can play all of them, or some of them.

Most people already know how to play this game.   These instructions are mainly to show you how to use the controls in this version.   These controls are configurable, and once you learn what they are and how to use them, you will be able to focus on the real meaning of WinGO!, namely, beating Rosie!

Playing WinGO!

Once you start the program, you will see a screen containing the window above.   This is the Playboard.   It contains many items, which are described in this topic.

The most important portion of the Playboard is the Tallyboard.   This shows which numbers have been called out since the start of the current game.   It comes in handy when you fall behind and have enough time to check it for numbers you may need to call WinGO!   When a number becomes blue, it has been called.
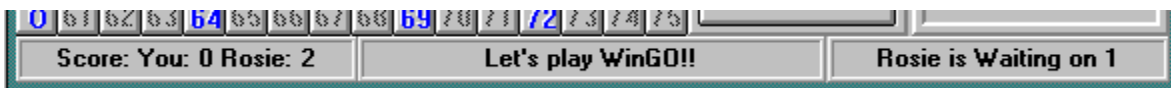

At the bottom of the Playboard is the Message Line.   This contains three sections.   On the left is the current score of games won by each player.   In the middle is an information line. Program status and hints as well as random comments will appear here.   On the right is Rosie's game status.   It will tell you how close she is to calling WinGO!   When Rosie says that she is "Waiting on 1", this means that one of her cards is one number from a WinGO! call.   When she says "Waiting on 3", this means that three different places on any of her cards is waiting for a number to make the call.   The higher this number gets, the closer she is to calling WinGO!

Just to the right of the Tallyboard are the Game Controls.   On top is a three purpose button.
When you first enter WinGO!, it will read Start.   When you press it, the game will begin and
it will change to read Pause.   Now this is where self-control comes in.   It is considered
cheating if you press this button to stop the game so you can catch up.   The Pause control is
meant for stopping the game for phone calls and such.   Anyway, if you do press it, the
game pauses and the button will read Resume.   Pressing it in this state restarts the game
from where you left off.

Below this button is the WinGO! button.   Press this button when you think you have a
winning card.   The program will evaluate your cards for a winner, and show the first winning
card it finds with the winning combination shown in raised letters (when there is a possibility
of several combinations, such as in a vertical game).   Notice that the card shown may not
be the one you thought was the winner!   It is possible that you may have more than one
winner without knowing it.
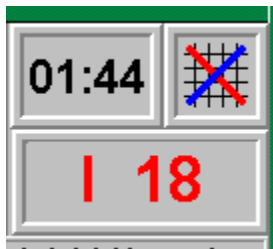
The final portion of the Tallyboard is the one that will get most of your attention during a
game.   This is the Update Area.   This area contains three sections.   In the upper left is a
timer.   While the game is running, the timer will measure the length of the game.   When
someone wins, that time will be measured against the times for other games recorded in the
High Scores menu.   If the time is better than any of them it will be placed in the menu and
stored along with the player's name, the date and what level was being played.

To the right of the timer is the Game Type Indicator.   This icon will graphically depict the
type of game being played by giving an example of a winning pattern.

Below both of these sections is the Current Number Indicator.   It will be updated depending
on the game speed you have selected.   The numbers are of a large font size so you can see
them easily.   However, since most players are concentrating on their Game Cards, it is
possible to miss when this number changes.   To help avoid this situation, a beeper option is
available.   If selected, (see Using the Options Menu) a beep will sound each time the
number changes.   This will draw your attention to the Current Number Indicator.   The pitch
of the beep gets higher with each number change, to provide a feeling for how far the game
has progressed.

Playing Cards

Just as in Bingo, most of a player's attention is focused on the cards they have in front of them.   The same idea applies to WinGO!, but you do not have to worry about a dabber or chips to mark your numbers.   Just click on the number as it is called.   If you click on the wrong number, just click on it again, and it will be restored.   There are two marker types available.   The number can be blanked (erased) when you click on it, or it can be grayed. This option is configured in the Game Setup dialog.

Since there are so many numbers to deal with, and because everyone's eyes work differently, WinGO! provides several options for seeing the Playing Cards.   First, you can choose the number of cards to play with.   The maximum is about 11 cards due to system resource limitations.   This may be greater on systems with more than 8Mbytes of RAM. However, 11 cards should be difficult enough for almost any player.   The second option you may configure is the color of the numbers shown on the card.   This can make a big difference for many players.   Finally, you can select the size of the card from among three sizes.   You should try different combinations of these options to find the setup that suits you best.   Note that the first option is available from the Game Setup dialog, while the others are found in the Option menu.

Game Setup

This dialog is used to control some of the major options of WinGO! game play.   In particular, these are options which cannot be changed once you start a game.   You access this dialog by selecting the first item in the Options Menu.

Once you have opened this dialog, you will see the window shown above.   The group of checkboxes on the left indicate to WinGO! which types of games you would like to play. They are played in order from top to bottom as shown.

On the right is an editbox in which you can type the number of cards to use while playing. The actual number you will get depends on the size card you have selected (from the Options Menu) and the size of your screen.

Below this are two other option groups.   The first allows you to select the type of card covers to use.   Card Covers are computerized versions of a dabber or chip used in standard Bingo games to indicate which numbers on your card have been called.   You have a choice here to Blank Out the number when you click on it or to Gray Out the number so you can still read it.

The other option group is the Skill Level you would like Rosie to play at.   If you select Beginner level, she will play like a human, making occasional mistakes.   At Novice level she makes rare mistakes, and if you select Expert, she plays like a computer (which she is!).

To put the setup changes you have made into effect, press the Ok button.   To return to WinGO! with the program setup as it was when you opened the Game Setup dialog, press the Cancel button.

Registration

WinGO! is Copyright 1993 by Bob Dolan, All rights reserved.

WinGO! is distributed as shareware.   This means that if you regularly use the product and benefit from it, you should register with the author (address below).   The software you now have is not crippled in any way.   This indicates a basic trust of the shareware concept by myself and other shareware authors who provide useful products with the hope of some type of return for their efforts.   Basic registration is $10.

This means that if you regularly use the product and benefit from it, you should register with the author (address below).   The software you now have is not crippled in any way. If you regularly use the product and benefit from it, you should register with the author (address below)

Please print the registration form and fill in the requested information.   Mail it with a check or money order in U.S. funds and made payable to **Bob Dolan** to this address:

> **Bob Dolan**
> **P. O. Box 16514**
> **Rochester, New York 14616**

Distribution

If you distribute WinGO!   to friends, associates, or to a computer bulletin board system (BBS),   you may only distribute the compressed file including the copyright and disclaimer.

Disclaimer

The Copyright Owner hereby disclaims all warranties relating to this software, whether express or implied, including without limitation any implied warranties of merchantability or fitness for a particular purpose. The Copyright Owner will not be liable for any special, incidental, consequential, indirect or similar damages due to loss of data or any other reason, even if The Copyright owner or an agent of The Copyright Owner has been advised of the possibility of such damages.   In no event shall The Copyright Owner's liability for any damages ever exceed the price paid for the license to use the software, regardless of the form of the claim. The person using the software bears all risk as to the quality and performance of the software.

Update History

Version 1.00 --June 1993
First Shareware release.

Version 1.2 -- September 1993
First Registered release.

Using the Options Menu

WinGO! has been designed to be very configurable.   All of these adjustments can be found in the Options Menu.   The first item is the Game Setup.   This opens a dialog that allows you to configure items that cannot be changed once a game has started.   Because of this, the Game Setup menu item is grayed out once you start a game and re-enabled when it ends.

After this is the Expert Mode control.   Before each game type begins, a short description of how to get a winning combination is displayed.   Once you know how the games work, these reminders may become annoying.   Select this menu item and make sure it is checked to keep these messages from coming up.

The next menu item is the Sound control.   When this item is checked, a beep will sound when the current number changes.   The pitch of the beep will increase as the game progresses.   If you click this menu item when it is checked, Sound will be disabled, allowing you to play in the office or late at night without disturbing anyone.

WinGO! runs at three speeds.   To select which speed to play at, click on the Speed item. Another menu will pop up next to it, allowing you to select the new game speed.   The current speed has a checkmark next to it.   The Slow speed updates the current number every 7 seconds.   Medium speed updates at 5 seconds, and Fast at 3 seconds.   If you find Fast to be too slow, then add more playing cards.

The next menu item, Card Size,   controls the size of the playing cards.   Depending on the resolution of your screen, you may need to make cards smaller to get more of them to display.   WinGO! will not give you cards that do not fit on the screen completely.   At 800 by 600 resolution you can play 11 small, 10 standard, or 4 large cards.   Your mileage may vary.

If you change card sizes during a game, you may lose cards!   It is best to make this type of change between games, before you press the Start button.   However, you will probably find that you settle on a game setup that suits you best and stick with it.   WinGO! always saves the latest changes you make to your setup, so they are there when you run it next.

The last menu item in the Options menu is used to change the Playing Card text colors between Red, Blue and Black.   This popup works just like those previously described.

Registration Form

To print this registration form, open the File menu and select Print Topic.

Mail to:
        Bob Dolan
        P. O. Box 16514
        Rochester, New York 14616

Please register me as a satisfied user of **WinGO! (ver 1.2R)**:

Amount Enclosed:
                $10 [   ]   Registration   No disk included

                $15 [   ]   Register w/upgrade.   [   ]3.5   [   ]5.25

For orders from outside of the U.S., please add $3 to cover additional postage.

Can you UNZIP files?   Yes_____   No_____

Name:_____

Address:_____

City:_____State:_____Zip:_____

Phone(optional):_____

GEnie/CompuServe/Internet mail address:_____

Where did you get WinGO!?_____

_____

Comments:_____

_____

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Other Products from Bob Dolan

DeskMenu --   A slimmed down Program Manager for Windows
Version 1.21 - June 1993

An efficient replacement or addition to the Program Manager.   Provides a menubar at the top of the Windows desktop with menu headings defined by you to represent the categories of applications you typically need to access.   A simple interface allows you to customize the look and feel of this useful system utility.

Shareware.........$10

WinGo! --   The classic Bingo for Windows
Version 1.2 - September 1993

Finally Bingo has arrived for Windows!   You match wits with Rosie, an alert and cunning adversary.   You can play with as many cards as you can handle at the speed you like.   Fully configurable to adapt to your playing style.   The registered version includes digitized voice calling for the most realistic Bingo play possible.

Shareware.........$10

WinDial -- A   Windows Phone Book that dials
Version 1.0 - June 1993

An easy to use phone book that will automatically dial any selected number as long as you have a modem.   When a busy signal is detected, you can tell WinDial to retry until someone answers.   Other busy attempts can be placed into a queue, and all will be retried in order.

Shareware.........$10

Mister Clean -- Clean up your hard drive
Version 1.00 -- March 1993

One of the most efficient ways to clean up those hidden but unwanted or unused files that take up needed space.   A slick Windows 3.x user interface makes this utility a must have for your toolbox.   Mister Clean finds the files you specify and sorts them by size.   You click on the ones you want deleted and then off they go, one-by-one (to be safe) or all at once.   Not sure what the file is?   Then run it right from Mister Clean and check it out before dumping it!   Truly a unique way of managing precious disk space.

Shareware.........$10

<softWAREhouse> -- A warehouse for all of your software
Version 1.00 -- January 23, 1993

<softWAREhouse> provides your system with the ability to access more applications than it can hold at one time.   This is made possible by storing installed applications offline until they are needed.   When required, they are put back on the user's machine in the same condition and location as they were when originally stored.   All of this power is surrounded

by an easy to use point and shoot menu interface.

Shareware.........$15

Yacht-Z   --   A dice strategy game for Windows 3.X
Version 2.22 -- September 1993

Yacht-Z is a version of the classic dice game.   Now, in addition to triple scoring, single scoring is included for quicker, simpler games.   Due to popular request, up to four players can now play at one time.   A new look to all dialogs gives the program new life in the world of Windows 3.1

Shareware.........$10

BattleGrid -- War in a window -- Battleship for Windows 3.x
Version 2.0 -- May, 1993

BattleGrid is a version of the classic board game.   Play against the computer or another person.   Watch the computer play against itself using different strategies.   Several levels of a computer opponent are available, from idiot to genius.

Shareware.........$10

MagnaFile -- A DOS user interface
Version 2.2 -- October 1992

MagnaFile is a DOS shell which is directed at a wide range of users from the DOS beginner to the most prolific DOS power users. MagnaFile provides services to the user to simplify access to DOS.   It also increases the efficiency of doing many of the more tedious operations DOS requires.

MagnaFile commands are carried out using a one-key interface.   Most operations are associated with a very obvious key, such as <C> for the Copy command.

The most useful utilities provided by MagnaFile are:

        For Single Files or Groups of Files:
            Copying
            Moving
            Deleting.
            Attributes
            Printing

        File Descriptions (40 characters)
        File Viewing & Editing
        File execution
        Disk navigation
        File & Directory Renaming

        File Archiving, Unarchiving, and Archive viewing
        Command line interface
        Mouse handling

Screen saver and password protection
Run programs from a smart menu interface

MagnaFile is similar to Norton Commander(NC). Users of this product say that MagnaFile will be an important tool on your computer, no matter what level user you are.

Shareware..........$20

Smart Solitaire -- The Smart way to play Solitaire
Version 1.01 -- November 9, 1989

A text mode klondike solitaire card game which uses the mouse.   Features BOSS mode and smart playing features, such as automatic card placement in obvious situations.   Very addicting and fun!

Shareware.........$10

FreeWare

VLINES   Version 1.0 - May, 24 1990

VLINES is a flying lines demo that runs on VGA adapters.   It can produce some interesting moire patterns as well as brilliant color combinations.

TCAL   Version 1.0 -- June 24, 1990

The TSR Calendar (TCAL) is a resident popup calendar which is useful for viewing any month of any year by controlling the PgUp, PgDn, and arrow keys.

Laser Fireworks   Version 1.0 - August 11, 1990

Laser Fireworks is a pyro like demo program which utilizes lasers having the effects of fireworks.   Hard to explain, fun to watch!

Phone Base   Version 2.0 --   November 8, 1990

Phone Base is a program that includes a small dedicated database with just two fields. Any two field database requirement you have can be filled by Phone Base.   However, the primary intention of this application is the storing and dialing of phone numbers.

DcD   Version 1.1 -- October 1991

DcD is a utility to assist DOS users in moving about a Hard disk drive directory structure. When you run DcD, it scans your disk and builds a tree which reflects the directory relationships that exist.   Once this is done, DcD can present you with this tree, displayed in a graphical nature.   You may move a cursor to other directories and change to them by pressing the <Enter> key.

TLines   Version 1.0 -- October 1991

A moving lines demo, similar to VLINES, this program runs in text mode and draws lines using several types of text characters.

FreeView   Version 1.0 -- October 7, 1991

FreeView is a hex or text file viewer.   FreeView provides text searching functions and can handle files up to 5000 lines in length.

Idle   Version 1.0 -- October 1991

Idle is a text mode screen saver, which will display a message you specify.   The message is shown in a box which moves around the screen until a keystroke interrupts it.   The user is returned back to DOS if the correct password is entered.   All parameters are user specified.

Starz   Version 1.0 -- October 1991

A user controllable starfield.   If a mouse is connected, the user can steer the display. Occasional speed changes and swirls make this an interesting screen saver.

BackYard Football   Version 1.00 -- November 16, 1991

A DOS text mode real-time football game for one or two players.   Modeled after the old hand held football games.   Complete running stats, and challenging control of passing, running and kicking make this a fun game.   Games can be saved and loaded in progress.

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New Features

Registration Number   In order to personalize your copy of the registered WinGO!, a registration number has been assigned to you.   This number is contained in the WINGO.STP file that holds all of your other setup information.   If it has not been added to the STP file, you will receive a message indicating this when you start WinGO!   After the message appears, you will be given a chance to re-enter this number using a dialog box designed for this purpose.

Opening Screen Bypass   If the title screen that displays when you start WinGO! becomes tiresome, you can pass a command flag that will bypass it.   To do this, go to the Program Manager and click once on the WinGO! icon to highlight it.   Then select the Properties item in the File menu.   This will bring up the Program Item Properties dialog. The second line of this window contains the command line used to start the program.   Just add a space and the letter F to the end of this command line.   If you used the default installation, it would look like the following: C:\WINGO\WINGO.EXE F