B I N G O   Version 2.0

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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 accessable 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 that 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 the 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 to
easy or to hard, please let me know.)

3) Improved BINGO pattern examples. I removed the light blue patterns from the
bingo cards and replaced them with discriptive 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