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Technical Support

If you have difficulty installing or running *Take Your Best Shot*, please read the Trouble Shooting Guide included in this package before calling our Technical Support phone line. By checking the few items listed in the Trouble Shooting Guide, you may be able to solve any difficulty you are having on your own.

If you are still having difficulty with your program, please call our Technical Support line at 214-437-5531. Technical Support is available Monday through Saturday from 8:00 a.m. to 5:00 p.m. Central Time. You can also reach Technical Support via CompuServe by typing GO SEVENTH at any ! prompt (we are located in the CDROM Vendor forum in the 7th Level section) or via Internet mail at support@7thlevel.com.

Minimum System Configuration

- A 486 25 MHz or greater IBM compatible computer with at least 4 MB of RAM
- A 256 color display or better
- A Microsoft compatible mouse or other pointing device (joysticks are supported)
- Windows 3.1 or higher (with .WAV setup) and DOS 3.3 or higher
- An MPC compatible CD-ROM drive
- An MPC compatible sound card and amplified speakers or headphones
- Approximately 6 MB of free hard disk space

Installing the Program Files

There are two ways to install *Take Your Best Shot*: Quick and Custom. With Quick Installation everything is automated. The program will be installed in the default drive and directory. If you would like to select where the program files are installed, Custom Installation prompts you for a drive, directory and Program Manager group.

To install *Take Your Best Shot*:

1. Start Windows, if it is not already running.
2. Insert the *Take Your Best Shot* CD into the CD-ROM drive.
3. From the Program Manager, select the File menu and choose Run.
4. Type **d:setup** in the Command Line and press **ENTER**. (If necessary, replace d: with the letter that represents your CD-ROM drive.) The Setup dialog box appears.
5. Click the Quick button to install the program in the default drive, directory and program group.
-or-
5. Click the Custom button to select where the program files are installed.
6. Type the drive letter and directory name where you would like to install the program files or click the Browse button and select a drive and directory. Click the Next button when you are finished.
7. Select the group in which you would like the program icons to be added and click the OK button. Click the scroll arrows to view more choices, if necessary.

The installation program will create a *Take Your Best Shot* icon and a README.TXT icon for you in the default program group or in the program group you selected through Custom installation. (Some program files will be copied to the Windows directory.) Clicking the Cancel button at any time allows you to cancel the installation.

Note: Even if you have never installed a 7th Level program, the installation program will give you the option to install the program into a 7th Level group.

Installing and Using a Joystick

Not only can you use the mouse and keyboard to play the *Take Your Best Shot* arcade games, you also can use a joystick to play the Head Shot and Hot Shot games.

For information on installing, configuring and using your joystick, see the documentation that came with your joystick.

[Installing a Joystick Driver](#)

[Using a Joystick with Head Shot and Hot Shot](#)

Installing a Joystick Driver

If you have a joystick that already works with other Windows applications, then you do not need to do anything to use the joystick with the Head Shot and Hot Shot arcade games.

If you have not used your joystick with other Windows applications before, you may need to install a joystick driver. You can use the generic Windows joystick driver that is included on the Take Your Best Shot CD-ROM. It is recommended, however, that you first try to use the Windows driver that came with your joystick.

To install the joystick driver that is included on the Take Your Best Shot CD-ROM:

1. Double click the Control Panel icon from the Program Manager to start the Control Panel application.
2. Double click the Drivers icon in the Control Panel.
3. Click the Add button to add a driver.
4. Select the Unlisted or Updated Driver option and click the OK button.
5. Type **D:\JOYSTICK** (replace D: with the letter that represents your CD-ROM drive, if necessary) and click the OK button.
6. Click the OK button to accept the joystick driver.
7. Select the configuration for your joystick from the Game Adapter Setup dialog box and click the OK button.
8. Click the Close button to return to the Control Panel.
9. Restart Windows.

Next, make sure the Take Your Best Shot CD is inserted in the CD-ROM drive and copy the file JOYSTICK.CPL from the Joystick directory on the CD-ROM to your Windows System directory.

Calibrate and test your joystick by double clicking the Joystick icon in the Control Panel.

Note: You may need to calibrate your joystick again if you have disconnected it from your computer or if you notice the joystick interfering with the operation of the mouse.

Using a Joystick with Head Shot and Hot Shot

Use the mouse to make your selections in the Head Shot and Hot Shot selection screens. Once you are ready to begin a game, you can click the Play button with the mouse or press the B button on the joystick. Pressing the B button is equivalent to pressing **ENTER**.

Although you can use both the joystick and the mouse at the same time, it is recommended that one player use only one device. If two players are playing a game, it may be more convenient for one player can use the joystick and one player can use the mouse.

While playing each game, pressing the B button will launch a ball (equivalent to pressing **ENTER**) and pressing and holding the A button will control the speed of the paddles. If you press and hold the A button and move the joystick, the paddles will move faster. If you press and hold the A button and move the joystick in short quick increments, the paddles will move the width of one brick.

You can turn off the support for the joystick by pressing **CTRL+J**. This option is saved across games, so you will not be able to use the joystick in Head Shot or Hot Shot until you press **CTRL+J** again, turning the support back on.

Starting Take Your Best Shot

To start *Take Your Best Shot*, double click the *Take Your Best Shot* icon. The *Take Your Best Shot* main menu opens. You navigate through the program from this menu. Relieve your stress with Best Shot, test your skill with the twisted arcade games or customize your desktop with interactive screen savers, wallpaper, icons and sounds.

Minimizing the Program

To minimize the program to an icon at the bottom of your screen, click the minimize button in the upper right corner of the main menu.

To restore the program, double click the *Take Your Best Shot* icon.

Hiding the Program Icon

To hide the program icon:

1. Click the minimize button in the upper right corner of the main menu.
2. Click the *Take Your Best Shot* icon once and select the Hide Me command. The icon disappears.

To make the icon appear again, restore the Program Manager. The 7th Level Group folder will be behind any other folder you may have open. Bring the 7th Level Group folder to the front and double click the *Take Your Best Shot* icon.

Exiting the Program

To exit the program, click the Exit button in the lower right corner of the main window.

Getting Help

To access help in *Take Your Best Shot*, simply click the Help button in the top left corner of the main menu or press **F1** from the main menu.

Best Shot

Now is your chance to get back at bosses, bureaucrats and busybodies and relieve some of that bewildering and bothersome stress. We won't tell anyone the name you choose to give a character as you punch him in the face, rip his head off, blow a cannon up his nose or any other rude, crude and socially unacceptable action.

Go ahead. Take your best shot. Let yourself go. Let all that aggression and aggravation out. You'll feel better. Plus, nobody gets hurt, nobody goes to jail, and nobody gets sued. Animated people don't have lawyers. At least not yet.

To let out your aggression and relieve your stress:

- Click the Best Shot button in *Take Your Best Shot's* main menu.

If Best Shot is not already installed on your hard disk, a dialog box will prompt you to select which version of Best Shot you would like to install. You can select from the small version (requiring approximately 6 MB of free hard disk space) or the full version (requiring approximately 13 MB of free hard disk space). Select a version and click the Install button to copy Best Shot to your hard disk.

Note: You can delete the Best Shot file from your hard disk by selecting Best Shot in the Screen Savers or Wallpaper dialog box and clicking the Delete button. You can reinstall Best Shot from the CD-ROM at any time.

Now let 'em have it. To inflict abuse, simply click one of the buttons on either side of the screen. The buttons on the left side torture the thug on the right. The buttons on the right side torment the bully on the left.

You also can inflict various forms of abuse using the keyboard. The **LEFT ARROW** key delivers a quick punch to the blockhead on the right. The **RIGHT ARROW** key delivers a quick punch to the oaf on the left. The **UP ARROW** key lands various punches to the clown on the right and the **DOWN ARROW** key lands various punches to the yahoo on the left.

You can interrupt the action by clicking any of the buttons or pressing one of the arrow keys. This will stop the current cycle of abuse and begin another round. Impose peace by pressing the **SPACEBAR**. Pressing your keyboard's **PAUSE** key will halt the prize fighters in their tracks. Press the **PAUSE** key again to restart the conflict.

When your stress has abated and you're tired of beating up on these animated twerps, click the Exit button to end this skirmish.

[Name Your Victim](#)

[Keeping Score](#)

[Customizing the Screen](#)

Name Your Victim

Don't just imagine that these louts are the people messing with your happy, carefree life. Name them, one by one. (You might want to use pseudonyms for your more controversial choices. Just in case your boss walks in and wants to know why you just stuffed dynamite down his throat.)

Name your victims by clicking a name at the top. The name will disappear and you will see a blinking cursor. Type the new name and press **ENTER** to save your change or press **ESC** to cancel your change. Go ahead and add a title if it will help your imagination visualize your victim.

Keeping Score

Track each punch you land by watching the score at the top of the screen. Reset each score to zero by clicking the numbers. If your intended victim scores more points than you, we suggest you practice for a while before you decide to face him one on one.

Customizing the Screen

The Best Shot screen can be customized to suit your personally twisted taste. You can add names to your victims, change the caption at the bottom of the screen or turn these items on or off. The following keys control the screen.

- F2** toggle names display on/off
- F3** toggle scores display on/off
- F4** toggle caption display on/off
- F5** toggle abuse buttons on/off
- F6** toggle hint/exit buttons on/off
- F7** toggle sound on/off

Click the Hints button in the lower left corner of the Best Shot screen for a brief list of more key functions.

Arcade Games

Only 7th Level could bring you something as twisted and warped as these arcade games. Based on Bill Plympton's witty and bizarre animation, these games will have you laughing your head off. If you do lose your head, pick it up and keep playing. With these games, you won't want to stop.

The following games can be played directly from the *Take Your Best Shot* CD-ROM or can be installed on your hard disk. To install any of the games to your hard disk, simply select the name of the game in the Games dialog box and click the Install button. The file size of the game you select will appear below the list box.

[Head Shot](#)

[Hot Shot](#)

[Line Shot](#)

Head Shot

Talk about a head game. If you don't like looking at all these ugly mugs, knock 'em out of the way. Clear the screen without losing the ball and you get to see, that's right, more ugly heads. It's endless. That's what makes it so much fun. Keep shooting and see how far you can get against these guys. Watch out! They shoot back sometimes.

To play Head Shot:

1. Click the Games button in the main menu.
2. Select Head Shot and click the OK button.

[Head Shot Game Options](#)

[Head Shot Game Play](#)

Head Shot Game Options

From the Head Shot selection screen you can customize the game. Options available include the number of players and the skill level. Point to your choices using the mouse and click the left mouse button. The selection screen will remember the settings for the last game you played, so you can quickly bypass this screen if you play with the same settings each time.

With one player, you can play to improve your skill level by trying to better your score each time. With two players, you can alternate play with a friend. Each player will play one ball. When the first player loses that ball, it will be the next player's turn.

If you leave the mouse or the keyboard idle for 60 seconds while in the selection screen, the game will begin a self-play mode. To exit self-play, press **ESC** and you will return to the selection screen.

Once you have made your selections, press **ENTER** or click the Play button to begin a game.

Head Shot Game Play

Begin play by launching the ball with the cannon. Use the cursor keys to position the cannon. Press the **LEFT** or **RIGHT ARROW** key to change the direction the ball will fire. Press and hold the **LEFT** or **RIGHT ARROW** key to move the cannon across the screen. Pressing **ENTER** or the left mouse button will launch the ball.

The goal of Head shot is to knock out all the heads. Some heads will disappear after one hit. Some will require two or three strikes. Use the walls and the paddle to direct the ball across the screen. Once you clear all the heads on the screen, you will move to the next round. Be alert. There are some surprises waiting for you in later rounds. Don't let the lightning bolts hit you. If they do, the paddle will disappear for two seconds while the ball continues to move. The ball will speed up each time it hits the top wall. Hitting the ball with the paddle will slow it down.

Bonus rounds are scattered throughout the game. Here's where you get to rack up the points. Simply hit the rodent running across the screen for extra points. You have only a few seconds to get all ten. Watch out, though, the ball will speed up each time it hits the top wall. Only hitting the rat will slow the ball down.

There are ten rounds of play to each skill level. Each round has a different layout and an increasing degree of difficulty. If you successfully complete all ten rounds in a skill level, you will automatically move to the next skill level. For instance, if you start at novice level and work your way through all ten rounds, you will progress to the first round in the advanced skill level. Once you have reached round ten in the pro level, you're not done yet. In each additional round after round ten in the pro level, the speed of the ball will continue to increase and the safety bricks at the bottom of the screen begin to disappear.

Go ahead. Take your best shot at making it to pro round 15, or 16, or 17, or . . .

Pause the animation at any time by pressing your keyboard's **PAUSE** key. Press the **PAUSE** key again to restart the animation. Exit the game by pressing **ESC**. When you lose all five balls, the game will exit to the selection screen. If you have one of the five highest scores, that score will be flashing. Type your initials and press **ENTER**. Exit the game by pressing the Exit button or begin a new game by clicking the Play button.

Save the current game position at any time by pressing **F9**. This will provide you with a mini-save of your current game and allow you to continue to play. Restore the last mini-save by pressing **F10** from the selection screen. You can only save one game position at a time.

Hot Shot

So you want to be a hot shot? Take a shot at this game and you can call yourself a Twisted Hot Shot.

To play Hot Shot:

1. Click the Games button in the main menu.
2. Select Hot Shot and click the OK button.

[Hot Shot Game Options](#)

[Hot Shot Game Play](#)

Hot Shot Game Options

From the Hot Shot selection screen you can customize your Hot Shot game. Options available include the number of players, skill level and the number of paddles. Point to your choices using the mouse and click the left mouse button. The selection screen will remember the settings for the last game you played so you can quickly bypass this screen if you play with the same settings each time.

With one player, you can play to improve your skill level by trying to better your score each time. With two players, you can alternate play with a friend. Each player will play one ball. When the first player loses that ball, it will be the next player's turn.

The skill level determines the size of the paddles and bricks in each wall. The lower the skill level the larger the paddles and bricks. As the skill level increases, the size of the paddles and bricks decreases.

With two paddles you are protecting the two side walls. With four paddles you are protecting all four walls.

If you leave the mouse or the keyboard idle for 60 seconds, while in the selection screen, the game will begin a self-play mode. To exit self-play, simply press **ESC** and you will return to the selection screen.

Once you have made your selections, press **ENTER** or click the Play button to begin a game.

Hot Shot Game Play

Begin play by launching the ball with the cannon. Use the cursor keys to position the cannon. Press the **LEFT** or **RIGHT ARROW** key to change the direction the ball will fire. Press and hold the **LEFT** or **RIGHT ARROW** key to move the cannon across the screen. Pressing **ENTER** or the left mouse button will launch the ball.

The object of Hot Shot is to clear all the bricks in each wall without losing the ball. To clear a brick, let the ball hit it once. Be careful, the next time the ball hits that area you'll lose it. Protect the empty spaces in the walls by moving the paddles with the mouse.

Obstacles you'll encounter on your way to clearing the bricks include heads and posts. The ball will simply bounce off the posts. If the ball strikes a head directly in the face, he'll spit the ball out at a faster speed and in a different direction. Each time the ball hits a head in the face, it will continue to speed up. Hitting the ball with a paddle will slow it down.

Each skill level has seven rounds. When you make it through the seventh round of one skill level, you will automatically move to the first round of the next skill level. For example, when you finish the seventh round of the novice level, you will move to the first round of the pro level. You get five balls to make it through as many rounds as you can. When you lose all five balls, the game is over.

Clearing each wall will end the round you are playing and begin a bonus round. The longer you keep the ball in play, the more bonus points you'll earn. Watch out! The ball will continue to speed up throughout the bonus round, making it harder to keep up.

You will be awarded a shield after each wall you clear. You can keep a maximum of four shields at one time. Use these shields to help you keep the ball in play. One shield will protect all the walls you are defending. Press the **SPACEBAR** to invoke the shield. It will last for ten seconds. When the shield is about to expire, it will begin flashing and an alarm will sound. That means time is running out and you'd better be prepared to keep the ball in play.

Pause the animation at any time by pressing your keyboard's **PAUSE** key. Press the PAUSE key again to restart the animation. Exit the game by pressing **ESC**. When you lose all five balls, the game will exit to the selection screen. If you have one of the five highest scores, that score will be flashing. Type your initials and press **ENTER**. Exit the game by pressing the Exit button or begin a new game by clicking the Play button.

Save the current game position at any time by pressing **F9**. This will provide you with a mini-save of your current game and allow you to continue to play. Restore the last mini-save by pressing **F10** from the selection screen. You can only save one game position at a time.

Line Shot

"Take me out to the ball game." Why go out? We've brought the ball game to you. It's a little more twisted than your average Little League baseball game, but that's what makes it so fun. It's all here: the roar of the crowd, the excitement of knocking one out of the park, even the blind umpire that calls a ball a strike when you know it was low and inside. Get used to it, 'cause this is the major leagues. So you'd better be ready when the guy yells "batter up," or we'll ship you back to the minors.

To play Line Shot:

1. Click the Games button in *Take Your Best Shot's* main menu.
2. Select Line Shot and click the OK button.

[Line Shot Game Options](#)

[Batting](#)

[Pitching](#)

[Play Ball](#)

Line Shot Game Options

Line Shot opens to a selection screen where you can customize the game you're about to play. Options available include the number of players, skill level, and pitching method. Point to your choices using the mouse and click the left mouse button. The selection screen will remember the settings for the last game you played, so you can quickly bypass this screen if you play with the same settings each time.

First, select the number of players. If you select one player, your opposing team will be the computer and the program will randomly select who will be the visiting and home teams. If you select two players, you and a friend can alternate turns at bat. You'll have to fight between yourselves to see who gets to bat first.

Next, select the level at which you'd like to play. You can start in the Little Leagues and move up through the Minor Leagues all the way into the Majors. This option determines how fast the pitch will come at you. It's a slow lob in Little League and a 90-mile-an-hour fast ball in the Majors.

Finally, select whether you would like to manually control when a pitch is thrown and what type of pitch is thrown, or if you would like that to be done automatically.

If you leave the mouse or the keyboard idle for 60 seconds, while in the selection screen, the game will begin a self-play mode. To exit self-play, simply press **ESC** and you will return to the selection screen.

Once you've selected your options, you're ready to play. Press **ENTER** or click the Play button and it's batter up!

Batting

When it's your turn at bat, wait for the pitch and press the **SPACEBAR** to take a swing. You'll need to have a good eye and a keen sense of timing. And watch out for some wild pitches. We guarantee that you've never seen anything like them before. Although they defy gravity just a little, we're quite positive there is some law of physics that will explain their behavior. Our engineers are still investigating.

Pitching

If you are in automatic pitching mode, the pitches will come at you at a constant rate and the pitch will vary randomly.

In manual pitching mode, the arrow keys or mouse buttons control the type of pitch. Press the **DOWN ARROW** key or the right mouse button for a curve ball, the **UP ARROW** key or the left mouse button for a fast ball and the **LEFT ARROW** key for a random pitch. Wait until the batter is set, then press one of the arrow keys to throw the pitch.

If you selected automatic pitching mode in the selection screen, you can switch to manual pitching mode during the game by pressing the letter **M** between pitches. (The pitching mode will change after the next pitch.) Switch back to automatic pitching by pressing the letter **A** and throwing one more manual pitch (the pitching mode will change after the next pitch).

Play Ball

A few tips on being good enough to make some money in free agency. The baseball gloves are the infield players and the heads are the outfield players. Hitting any of these objects is an out; so try to go around them. The words and numbers on the outfield wall will tell you what kind of hit you get.

Just like in the real thing, it's three strikes and you're out. You can get a base on balls, and the other team may make a few errors that will advance your runners.

Call a halt to the game by pressing **ESC** and walking out. You can negotiate a new game by clicking the Play button in the selection screen, or you can refuse to play under the current conditions and end the season by clicking the Exit button.

Save the current game position at any time by pressing **F9**. This will provide you with a mini-save of your current game and allow you to continue to play. Restore the last mini-save by pressing **F10** from the selection screen. You can only save one game position at a time.

Keep your eye on the score board in the upper left corner and don't eat too many hot dogs or bags of peanuts.

When the game is over, you will return to the selection screen. If you have one of the five highest scores, that score will flash. Simply type your initials and press **ENTER**. You'll be added to the record books and entered into the Hall of Fame.

Screen Savers

The lunacy of Bill Plympton can be with you all the time with interactive screen savers. Protect your screen from image burn in while you interact with these twisted animation shorts.

[Activating a Screen Saver](#)

[Customizing a Screen Saver](#)

Activating a Screen Saver

To activate a screen saver:

1. Click the Screen Savers button in the main menu. The Screen Savers dialog box opens.
2. Select the name of the screen saver you wish to install. The size of the file you select will appear below the list box.
3. Click the Preview button if you wish to preview your selection. Press **ESC** to exit the preview and return to the Screen Savers dialog box.
4. Set the amount of delay before your screen saver activates by clicking the minutes list box and typing the number of minutes or clicking the seconds list box and typing the number of seconds. The screen saver will not activate until the mouse and keyboard have been inactive for the time you specify.
5. Select Interactive if you would like to be able to play games with your screen saver.
6. Select Mute if you do not want sound with your screen saver.
7. Select Random if you want the program to select a screen saver randomly from the set of currently installed screen savers.

Note: The computer can only randomly select from any screen savers you have already installed to your hard disk. A screen saver is installed only if you have previously selected and used that screen saver or if you have selected it and clicked the Install button in the Screen Savers dialog box.

8. Click the OK button when you are finished selecting your screen saver options. The file you selected will be copied to your hard disk, the screen saver will be activated, and you will be returned to the main menu.

Use the Install/Delete button to either install individual screen saver files from the CD-ROM for use at a later time or to delete files from your hard disk to conserve space. If you delete a screen saver file from your hard disk, you can install it again from the CD-ROM at any time.

Click the Cancel button at any time to cancel your selection and return to the main menu. Selecting the None option and clicking the OK button will remove any screen saver that you have previously set.

Customizing a Screen Saver

Some screen saver files have been designed to let you customize various elements. For example, you may have the option of choosing how many elements are on the screen at one time or determining the skill level of an interactive screen saver.

To customize your screen saver:

1. After you have selected a screen saver file, click the Customize button in the Screen Savers dialog box, if it is available.
2. Select a customize option.
3. Click the OK button when you are finished or click the Cancel button to cancel your changes and return to the Screen Savers dialog box.

You also can use the Windows Control Panel to select a screen saver. Simply double click the Control Panel icon in the Program Manager and double click the Desktop icon. In the Screen Saver section, select 7th Level Best Shot from the Name combo box. Click the Setup button to open the Screen Savers dialog box for more setup options. Click the OK button in the Screen Savers dialog box when you are finished.

[Password Protection](#)

Password Protection

You can further customize your screen saver by attaching a password. If you have assigned a password to your screen saver, you can't deactivate the screen saver without typing that password.

To add a password to your screen saver:

1. After selecting a screen saver, click the Password button in the Screen Savers dialog box.
2. Type a password.
3. Press **TAB** to move to the next box and confirm your password by typing it again.
4. Select On to activate your password. (Deactivate your password at any time by selecting Off and typing your password as confirmation.)
5. Click the OK button when you are finished.

Once the screen saver has been activated, attempting to exit the screen saver by moving the mouse or pressing any key will bring up a dialog box asking for your password. Type your password. If the password is correct, the screen saver will be deactivated. If the password is incorrect, the dialog box will remain open for ten seconds before closing. The screen saver will remain active until the correct password is entered.

[Changing Your Password](#)

Changing Your Password

For added security, it is recommended that you change your password at regular intervals.

To change your password:

1. Click the Password button in the Screen Savers dialog box.
2. Type your old password and press **TAB** to move to the next box.
3. Type your new password and press **TAB** to move to the next box and confirm your password by typing it again.
4. Click the OK button when you are finished.

If you have assigned a password to your screen saver but can't remember it, reboot your computer to bypass the password. Use *Take Your Best Shot* to turn the screen saver off by selecting None and clicking the OK button in the Screen Savers dialog box.

You will need to erase the password before you use the screen saver again. To do this, use a word processing application or text editor to delete the following lines from the BestShotControls section of the 7thlevel.ini file:

```
ScreenSaverPassword=XXXX  
ScreenSaverPasswordOn=YES
```

Wallpaper

Take Your Best Shot gives you two kinds of wallpaper: living and static.

Living wallpaper is interactive with sound and a few surprises. Once installed, it will reside on your computer system in the background, as normal wallpaper, but when you get bored with work, you can click the wallpaper in the background to make it active. Try clicking on objects or dragging them to new locations to discover what each wallpaper can do. When play time is over, simply click another window or application to deactivate the wallpaper and begin working again.

Static wallpaper resides on your system in the background in a familiar and non-threatening way. It won't surprise you or embarrass you by popping up when you least expect it. There are several images to choose from to adorn your desktop with twisted and bizarre images.

[Installing Living Wallpaper](#)

[Customizing Living Wallpaper](#)

[Installing Static Wallpaper](#)

[Wallpaper Zapper](#)

Installing Living Wallpaper

To install living wallpaper:

1. Click the Wallpaper button in the program's main menu. The Wallpaper dialog box opens.
2. Click the living wallpaper button at the top of the dialog box, if necessary.
3. Select the living wallpaper you wish to install. The file size of the wallpaper you select will appear below the list box.
4. Click the Preview button if you wish to preview your selection. Press **ESC** to exit the preview and return to the Wallpaper dialog box.
5. Select Mute if you do not wish sound with your wallpaper.
6. Click the OK button when you are finished selecting your wallpaper options. The file you selected will be copied to your hard disk, the wallpaper will be activated and you will be returned to the main menu.

Use the Install/Delete button to either install individual wallpaper files from the CD-ROM for use at a later time or to delete files from your hard disk to conserve space. If you delete a wallpaper file from your hard disk, you can install it again from the CD-ROM.

Click the Cancel button at any time to cancel your selection and return to the main menu. Selecting the None option and clicking the OK button will deactivate any wallpaper that you have previously activated.

You can interact with your living wallpaper while another program runs in the background. Doing this, however, will slow the processing of that background job. For example, you can play Hot Shot while you spool a document to the printer, but the print job will spool at a slower rate while you are playing Hot Shot.

Note: When you select a living wallpaper file, *Take Your Best Shot* must be open (it can be minimized or hidden) for that living wallpaper file to be active.

Customizing Living Wallpaper

Some living wallpaper files have been designed to let you customize various elements. For example, you may have the option of choosing how many elements are on the screen at one time or determining the skill level of a living wallpaper

To customize your living wallpaper:

1. After you have selected a living wallpaper file, click the Customize button in the Wallpaper dialog box, if it is available.
2. Select a customize option.
3. Click the OK button when you are finished or click the Cancel button to cancel your changes and return to the Wallpaper dialog box.

Installing Static Wallpaper

To install static wallpaper:

1. Click the Wallpaper button in the program's main menu. The Wallpaper dialog box opens.
2. Click the static wallpaper button at the top of the dialog box.
3. Select the name of the wallpaper you wish to install.
4. Click the Preview button if you wish to preview your selection. Click the mouse button or press any key to exit the preview and return to the Wallpaper dialog box.
5. Select Center or Tile to choose how you would like your wallpaper to be displayed.
6. Click the OK button when you are finished selecting your wallpaper options. The file you selected will be copied to your hard disk, the wallpaper will be activated and you will be returned to the main menu.

Click the Cancel button at any time to cancel your selection and return to the main menu. Selecting the None option and clicking the OK button will remove from your screen any wallpaper that you have previously set.

Take Your Best Shot includes large files for wallpaper that are sized to cover the entire screen and smaller wallpaper files that will appear centered in the middle of your screen if they are not tiled. It is a good idea to preview your selection so that you know if it looks better centered or tiled.

Wallpaper Zapper

If you've just landed the perfect punch or hit your first home run, you might want to preserve that memory for all your friends to see (gloating in this case is perfectly normal and even expected). You can create your own static wallpaper file from any scene in *Take Your Best Shot*.

To create your own static wallpaper:

- When the image you wish to capture is on the screen, press and hold **SHIFT** and **CTRL**, then click the left mouse button once. This will capture the entire screen and save it as BEST0001.BMP in your windows directory. After you have created your wallpaper file, it is automatically set as your wallpaper.
or
- When the image you wish to capture is on the screen, press and hold **SHIFT** and **CTRL**, then press and hold the left mouse button. Drag a rectangle around the image that you wish to capture and release the mouse button. This will capture just the image in the rectangle and save it as BEST0001.BMP in your Windows directory. Holding down the right mouse button before you release the left mouse button will allow you to move the rectangle around the screen. After you have created your wallpaper file, it is automatically set as your wallpaper.

Note: When you create your own wallpaper using the Wallpaper Zapper, the file you create will be named BESTXXXX.BMP. The number of the file will increase incrementally (up to 100) so that any file you create will not be overwritten by a new one. You can rename these files at a later time.

Icons

Truly twisted people will enjoy having all their desktop icons resemble the two stoic gentlemen starring in *Take Your Best Shot*. You have a wide variety of choices: faces punched in; eyes popping out; cannon up the nose. Take your pick.

Note: While you are working in the Icons dialog box, the *Take Your Best Shot* program window will always be on top, even when it is not the active window. This gives us the opportunity to feel like a true bully over all the other programs and to let you see your changes as you are making them. For example, when you are selecting icons in the Program Manager, the *Take Your Best Shot* window stays open so that you can switch back and forth easily.

If the window gets in your way at any time, point to the outside frame of the window, press and hold the mouse button and drag the window to one side.

[Changing an Icon](#)

Changing an Icon

To change an icon:

1. Restore the Program Manager, if necessary.
2. Open *Take Your Best Shot*, if it is not already running.
3. Click the Icons button in the program's main menu. The Icons dialog box appears.
4. Toggle back to the Program Manager. *Take Your Best Shot* remains open on top of the Program Manager even though it is not the active window.
5. Select the icon you wish to change in the Program Manager. The name of the icon you have selected will appear in the *Take Your Best Shot* window when you click back to *Take Your Best Shot*.
6. Select one of the icon images in the Icons dialog box by double clicking the icon or click the icon and then click the Install button. Use the scroll arrows for more choices. The icon will change to the image you have selected and return the Program Manager to the active window.
7. Continue to select icons in the Program Manager and change them to *Take Your Best Shot* icons until you are finished.
8. Click the OK button when you are finished to return to *Take Your Best Shot*'s main menu.

You can restore an icon to its original image at any time. Simply select the icon you wish to restore in the Program Manager and click the Restore button in the Icons dialog box.

Noisy Bits

Noisy Bits are sound files that you can install and match to various activities on your computer. The three sound options available are Windows Events, Application Commentary and Keyboard Sounds.

[Windows Events](#)

[Application Commentary](#)

[Keyboard Sounds](#)

Windows Events

Windows Events, such as starting and exiting Windows, can now be made more fun by using a few of the hilarious sounds from these zany games.

To add sound to Windows events:

1. Click the Noisy Bits button in the program's main menu. The Noisy Bits dialog box opens.
2. Select the Windows Events icon at the top of the dialog box, if necessary.
3. Select a Windows event in the lower combo box and select a corresponding sound file in the upper list box. Use the scroll arrows or change to a different drive or directory for more choices in the upper list box.
4. Click the Preview button to preview the sound you have selected.
5. Continue to select Windows events and corresponding sound files.
6. Click the OK button when you have matched each Windows event to the sound you wish. All of your selections will be saved, the sound files will be copied to your hard disk, and the Noisy Bits dialog box will close, returning you to the main menu.

Click the Cancel button at any time to cancel the selections you have made and return to the main menu.

Application Commentary

Making a little noise when an application opens is what we like to call Application Commentary.

To add comments to your applications:

1. Click the Noisy Bits button in the program's main menu.
2. Select the Application Commentary icon at the top of the window.
3. Select an application from the lower combo box. If your application is not listed in the combo box you can add it by clicking and dragging the application's .EXE file from the File Manager onto the program's main menu at any time. To see the name of the application you just added, you will need to close the Noisy Bits dialog box and open it again.
4. Select a sound file from the top list box. Use the scroll arrows or change to a different drive or directory for more choices.
5. Click the Preview button to preview your selection.
6. Select On to activate the sounds.
7. Click the OK button when you have matched each application to the sound you wish. All of your selections will be saved, the sound files will be copied to your hard disk, and the Noisy Bits dialog box will close, returning you to the main menu.

If you would like to turn your Application Commentary audio off temporarily without losing your selections, select Off. Selecting On will restore the sound to your applications.

Note: When you have assigned sound files to your applications using the Application Commentary dialog box, *Take Your Best Shot* must be open (it can be minimized or hidden) for those sounds to be activated.

Keyboard Sounds

With the keyboard sound option you can endure a constant barrage of sounds as you press any key. Memorize the keys for your favorite sounds and hold a recital for your friends and colleagues.

To add sound to your keyboard:

1. Click the Noisy Bits button in the program's main menu.
2. Make sure Enable System Sounds is deactivated in the Windows Events dialog box.
3. Click the Keyboard icon at the top of the dialog box.
4. Select the Best Shot option and click the OK button. The first time you select this option, you will be prompted to install the keyboard sounds file to your hard disk. If you wish to install the file, click the OK button. The file containing all of the sounds will be copied to your hard disk and the Noisy bits dialog box will close, returning you to the main menu.

Click the Cancel button to cancel your selection or select the None option and click the OK button to remove the sound from your keyboard.

Note: When you have assigned sound files to your keyboard using the Keyboard dialog box, *Take Your Best Shot* must be open (it can be minimized or hidden) for those sounds to be activated.

Keystrokes

General Keystrokes

PAUSE	pauses/restarts animation
ESC	exits back to the main menu one level at a time, continue to press ESC until you exit to the main menu
SHIFT ESC	exits to main menu
F1	help from main menu
F7	toggles sound on/off
+	raises the volume
-	lowers the volume

Best Shot

Small and Full Versions

B	begins boot sequence
C	begins cannon sequence
D	begins dynamite sequence
E	begins boulder sequence
N	begins nose sequence
S	begins stick sequence
L	left man punches
R	right man punches

Additional Sequences in Full Version Only

A	begins auto sequence
J	begins jolt sequence
M	begins mower sequence
P	begins pets sequence
O	begins outfield sequence
F	begins flick sequence

Arcade Games

A	automatic pitch mode
M	manual pitch mode
F9	saves current game
F10	restores last saved game from selection screen

SHIFT + letter plays each sequence in reverse

