



Double-click the graphic for music to read by...

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## Overview

Hit -or- Miss is a fast action arcade game for Windows 3.1 featuring digitized sound effects. There are 9 levels of play in increasing difficulty and a surprise at the end! There have been a shortage of arcade games for the Windows environment and DSI Software is working and playing toward eliminating that deficiency. Look for more games from DSI in the near future! Thank you for your support.

The object of Hit or Miss is to always keep the ball hitting the green bar.

Don't forget to try the DEMO mode...

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available to all, in the original form, so please do not accept modified or damaged versions of our software. Thanks.

## Controls

<P> : load new Player  
<S> : Start game at current level  
<T> : sTop current game and reset  
<P> : Pause game toggle  
<C> : Continue or resume a paused game  
<N> : start a completely New game  
  
<Ctrl>+<S> : toggles sound on and off  
<Ctrl>+<P> : toggles pausing after a miss  
<Ctrl>+<A> : animation delay dialog

Left-Arrow or move mouse left: move paddle left  
Right-Arrow or move mouse right: move paddle right

### \*NOTE\*

You can GREATLY improve paddle performance by adjusting your keyboard or mouse via CONTROL PANEL as follows:

Key Repeat Rate: around normal  
Key Repeat Delay: as fast as possible

or

Mouse tracking speed: just above normal

the "New Player" button is always available. It stops any currently playing game and puts up the new player dialog.

the "Start" button is only available before the game is started.

the "Stop" button is only available while a game is being played.

the "Pause/Continue" button is only available while the game is being played.

the "New Game" button is always available. If you are on a level greater than 1 then you will be questioned as to whether you want to abandon all progress and restart at level 1.

## Screen Objects

### Ball -

This is the object of your abuse.  
Don't miss it if you want to win!

### Paddle -

This is the instrument of abuse.

### Block -

You must get 80% of the blocks to move to the next level.  
Each block is worth xx points.

### Bonus -

Instantly adds points to your score.  
Behavior and frequency of appearance varies according to level of difficulty.

### Super -

Instantly adds points to your score and restores life to maximum.  
Behavior and frequency of appearance varies according to level of difficulty.

### Extra Life -

Gives you one extra life.  
If you already have full life it adds 1000 points to your score.  
Behavior and frequency of appearance varies according to level of difficulty.

### Changer -

Instantly changes the direction of the ball at a right angle.  
Behavior and frequency of appearance varies according to level of difficulty.

### Sound on/off -

These objects appear next to the "Status" window.  
They signify whether or not sound is currently on or off.

### Pause after miss on/off -

These objects appear next to the "Status" window.  
They signify whether or not the game will pause after a "miss".



## Levels of difficulty

### EASY

the chance of a Changer appearing is 1 to 300 against  
the chance of a Bonus appearing is 1 to 125 against  
the chance of a 1-Up appearing is 1 to 150 against  
the chance of a Super Bonus appearing is 1 to 2000 against  
Confusers will not appear randomly  
score is increased by 500 on each hit7 lives

### REGULAR

the chance of a Changer appearing is 1 to 100 against  
the chance of a Bonus appearing is 1 to 150 against  
the chance of a 1-Up appearing is 1 to 250 against  
the chance of a Super Bonus appearing is 1 to 8000 against  
the chance of a Confuser appearing is 1 to 1000 against  
score is increased by 1000 for each hit5 lives

### HARD

the chance of a Changer appearing is 1 to 25 against  
the chance of a Bonus appearing is 1 to 200 against  
the chance of a 1-Up appearing is 1 to 400 against  
the chance of a Super Bonus appearing is 1 to 10000 against  
the chance of a Confuser appearing is 1 to 500 against  
score is increased by 1500 for each hit3 lives

## Player Management

### START

Select a player from the list and click on "Ok" to start a game.

### DELETE

Select a player from the list and click on "Del" to remove that player.

### NEW

Click on "New" to enter a new player name.

### CANCEL

Click on "Cancel" if you do not wish to select a player.

Note that you will not be able to start a game without selecting a player first. If you were already playing a game then the last name selected will still be the active player.

### PLAYER STATISTICS

Level is the level that the selected player reached before quitting or winning the game.

Difficulty is shown as either Easy, Regular or Hard.

Lives is the number of lives the player has remaining against the number of the lives the player can have.

## List of object behaviors

the corners are "safe". Sides will not change.

blocks, bonus blocks, super-bonus blocks and extra lives are worth points. Also, an immediate bonus is applied each time contact is made with the hit size (based on level of difficulty)

levels are saved when you enter them and restored when a player is selected.

Any block can be taken away by appearing bonus blocks, changers, super bonus blocks, or 1 up blocks.

\*\* 1-Up blocks are worth 1000 points if you already have full life.

the "New Player" button is always available. It stops any currently playing game and puts up the new player dialog.

the "Start" button is only available before the game is started.

the "Stop" button is only available while a game is being played.

the "Pause/Continue" button is only available while the game is being played.

the "New Game" button is always available. If you are on a level greater than 1 then you will be questioned as to whether you want to abandon all progress and restart at level 1.

high scores are kept only when the entire game is completed.

at the end of the game, each extra life you have is worth 1000 points

## Options

### Sound

Toggles sound on or off

### Pause on miss

Toggles whether the game will pause after the ball hits the "miss" side.

### Animation Delay

Selects the speed at which the game is played

### Difficulty

Selects Easy, Regular or Hard levels of play

Support

**The Power Station in Vallejo, CA**

(707) 552-0602	Node-1	300 - 2400	
(707) 552-0462	Node-2	300 - 9600	USR HST DS v.32
(707) 552-0636	Node-3	300 - 2400	
(707) 552-0659	Node-4	300 - 2400	
(707) 552-5247	Node-5	300 - 14.4k	USR HST DS v.42bis
(707) 552-2344	Node-6	300 - 14.4k	USR HST DS v.42bis
(707) 552-2396	Node-7	300 - 14.4k	USR HST DS v.42bis 1:161/123

**OCR BBS in Concord, CA**

(510) 687-0236	Node-1	300 - 14.4k	USR HST DS v.42bis 1:161/503
(510) 687-2134	Node-2	300 - 14.4k	PPI v.32bis 1:161/504

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