HIT or MISS
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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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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.

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

Join the DSI Support Conference for messages and
the DSI file area for updates.

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Benicia, CA   94510-2315

Phone
My home phone number is (707) 747-6076 in Benicia, CA.
I take calls from 9am - 9pm PST

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.
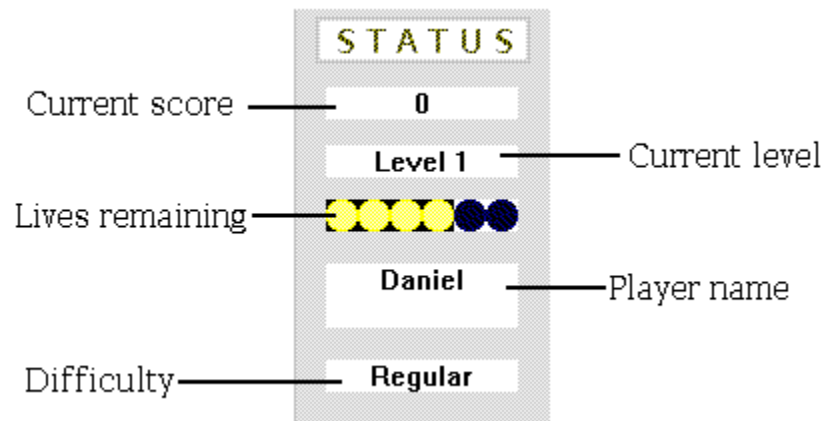They signify whether or not sound is currently on or off.

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".

STATUS

Status

Current score ——— STATUS
0

Level 1 ——— Current level

Lives remaining ——— ●●●●●●

Daniel ——— Player name

Difficulty——— Regular

Levels of difficulty

EASY
the chance of a <u>Changer</u> appearing is 1 to 300 against
the chance of a <u>Bonus</u> appearing is 1 to 125 against
the chance of a <u>1-Up</u> appearing is 1 to 150 against
the chance of a <u>Super Bonus</u> appearing is 1 to 2000 against
<u>Confusers</u> will not appear randomly
score is increased by 500 on each <u>hit</u>
7 lives

REGULAR
the chance of a <u>Changer</u> appearing is 1 to 100 against
the chance of a <u>Bonus</u> appearing is 1 to 150 against
the chance of a <u>1-Up</u> appearing is 1 to 250 against
the chance of a <u>Super Bonus</u> appearing is 1 to 8000 against
the chance of a <u>Confuser</u> appearing is 1 to 1000 against
score is increased by 1000 for each <u>hit</u>
5 lives

HARD
the chance of a <u>Changer</u> appearing is 1 to 25 against
the chance of a <u>Bonus</u> appearing is 1 to 200 against
the chance of a <u>1-Up</u> appearing is 1 to 400 against
the chance of a <u>Super Bonus</u> appearing is 1 to 10000 against
the chance of a <u>Confuser</u> appearing is 1 to 500 against
score is increased by 1500 for each <u>hit</u>
3 lives

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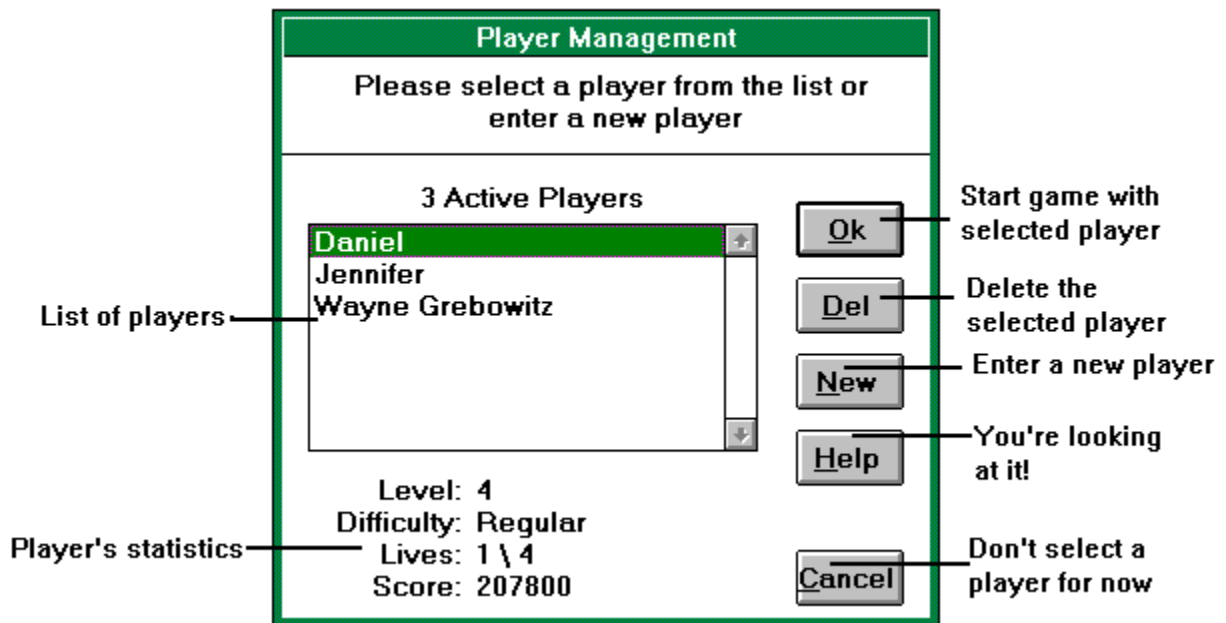
START
Select a player from the list and click on "Ok" to start a game.

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 <u>Easy</u>, <u>Regular</u> or <u>Hard</u> levels of play

Hit

This is a sample of the "Hit" side

You must keep the ball hitting this side for the game to be won.
Each time this side is contacted, you are awarded bonus points based on your level of
difficulty