



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

Contents

Overview	-----	Page 2
License Agreement	-----	Page 3
Controls	-----	Page 4
Screen Objects	-----	Page 5
Levels of difficulty	-----	Page 6
Player Management	-----	Page 7
List of object behaviors	-----	Page 8
Options	-----	Page 9
Support	-----	Page 10

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...

License Agreement

SHAREWARE LICENSE TERMS

HorM is NOT public domain or free software, but is being distributed as SHAREWARE. This means that if you are a regular user of HorM you should register and receive the enhanced version as a bonus. Only from the income from your registrations can the author continue to provide product support, make enhancements and basically stay in business.

Non-registered users of this software are granted a limited license to make an evaluation copy for the trial use on a private, non-commercial basis, for the purpose of determining if HorM is suitable. At the end of this trial period, the user should either register his or her copy or discontinue use.

Registered users of HorM may use HorM on any computer as long as there is no chance of the same copy being run on multiple computers at the same time.

Operators of BBS'S are encouraged to post HorM and other material by DSI, for downloading by their users.

This license to use HorM does NOT include the right to distribute or sell HorM. These terms follow.

DISTRIBUTION OF HorM BY VENDORS AND COMPUTER DEALERS

Distributors of "public domain" or user supported software libraries must obtain written permission to distribute HorM and related material. No one may use HorM as a promotion for any commercial venture or as an enticement for the user to pay for any program, product, or service unless they have RECEIVED the express written permission of the programs author.

In order to distribute HorM the dealer must comply with the following conditions:

- 1.) You must obtain written permission from DSI to distribute HorM. If you receive no reply, write again: Silence does not constitute permission, and you may not distribute pending receipt of permission.
- 2.) A fee no greater than \$10.00 may be charged for each disk sold. HorM may not be included on any disk sold for more than \$10.00, including CD-ROM or optical disks, w/o express written permission from DSI.
- 3.) Vendors may not modify or delete any files on the disk. Vendors may add a "GO" or any other reasonable text file to assist the user. These files added by the vendor must be easily identifiable and end users must be allowed to delete the added files.

4.) Vendors must make a reasonable effort to distribute only the most recent versions of HorM. All vendors who have requested and received written permission to distribute HorM will be notified of updates as they are released.

DSI disclaims all warranties relating to this software, whether expressed or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, and all such warranties are expressly and specifically disclaimed. Neither DSI nor anyone else who has been involved in the creation, production or delivery of this software shall be liable for any indirect, consequential or incidental damages arising out of the use or inability to use such software even if DSI has been advised of the possibility of such damages or claims. In no event shall DSI liability for any damages ever exceed the price paid for the license to use the software, regardless of the form of claim. The person using the software bears all risk as to the quality and performance of the software.

Some states do not allow the exclusion of the limit of liability for consequential or incidental damages, so the above limitation may not apply to you.

This agreement shall be governed by the laws of the State of California and shall inure to the benefit of DSI and any successors, administrators, heirs and assigns. Any action or proceeding brought by either party against the other arising out of or related to this agreement shall be brought only in a STATE or FEDERAL COURT of competent jurisdiction located in Benicia, California. The parties hereby consent to in personam jurisdiction of said courts.

This software and the disks on which it is contained is licensed to you, for your own use. This is copyrighted software. You are not obtaining title to the software or any copyright rights.

You may not sublicense, rent, license, convey, modify, translate, convert to another programming language, decompile or disassemble the software for any purpose.

You may make as many copies of this software as you need for back-up purposes. You may not use this software on more than one computer, provided there is no chance it will be used simultaneously on more than one computer. If you need to use the software on more than one computer simultaneously, please contact DSI for information about site licenses.

DO YOU SUSPECT TAMPERED FILES?

If you believe your copy of HorM has been tampered or altered in any way, shape or form. Please contact us immediately! We'll get you an unadulterated copy immediately, by the mail or via modem. Do not hesitate a moment to inform us. Remember, shareware should be

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

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

Internet

daniel@holonet.net

US Mail

Daniel Otis
DSI
1889 Lindo St.
Benicia, CA 94510-2315

Phone

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

□