



# Hit -or- Miss v2.0



[Overview](#)

[Levels of Difficulty](#)

[Screen Objects](#)

[Player Management](#)

[Controls](#)

[Options](#)

[License Agreement](#)

[Support](#)

[Credits](#)

[PUBLIC BETA information](#)

What's it all about?

How hard do you want it?

    Stuff you will see...

Who is going to play?

How are you going to play?

    What do you want to see and hear?

The legal stuff...

    How to get technical support...

Who helped out?

**IMPORTANT!**

## 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...

## 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 (#20) for messages and the DSI file area for updates.

### Internet

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### US Mail

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### Phone

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# License Agreement

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## 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

### Controls

Selects the Keyboard, Mouse or Joystick

## Controls



Keyboard

Mouse

Joystick





## Keyboard

<P> : load New player  
<S> : Start game at current level  
<T> : sTop current game and reset  
<P> : Pause game toggle  
<E> : rEsume a paused game  
<R> : Restart a the game

<Ctrl>+<S> : toggles sound on and off  
<Ctrl>+<P> : toggles pausing after a miss  
<Ctrl>+<A> : animation delay dialog

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

### **\*NOTE\***

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

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

## Mouse

Move mouse left: paddle moves left  
Move mouse right: paddle moves right

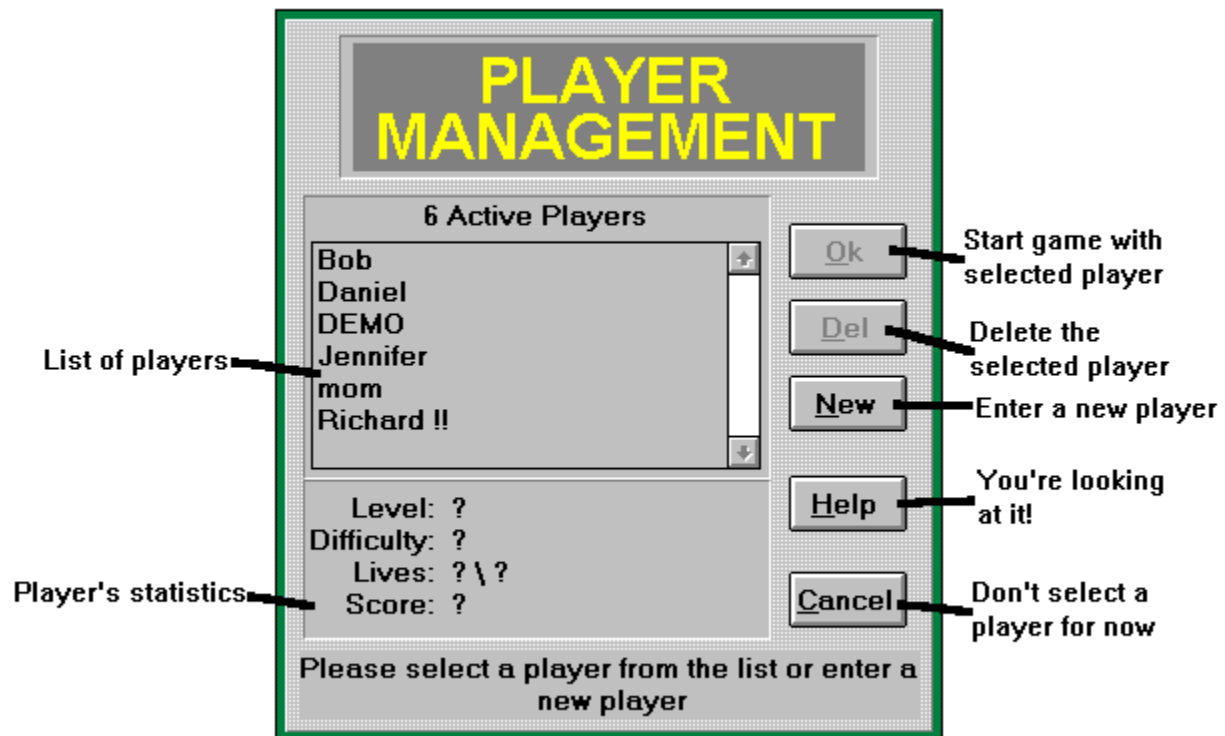
Adjust mouse response via CONTROL PANEL  
Mouse tracking speed: just above normal

## Joystick

Move joystick left: paddle moves left  
Move joystick right: paddle moves right

Calibrate the joystick via [CONTROL PANEL](#)

## 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.

## Screen Objects

-  Hit
-  Banana
-  Miss
-  Apple
-  Wall
-  Pear
-  Solid
-  Pineapple
-  Ball
-  Mystery
-  Paddle
-  Extra Life
-  Block
-  Take Life
-  Bonus
-  Changer
-  Super Bonus
-  Invisible Changer
-  Shrinker
-  Kicker
  
-  Sound on/off
-  Musical Soundtrack
-  wait
-  Pause after miss on/off

Scoreboard

## Hit



You want to make sure the ball is always heading for this side. It changes often so be prepared to switch your strategy.

You are awarded a bonus each time the ball hits this side. The bonus is dependent on whether you are playing the Easy, Regular or Hard level.

## Miss



Avoid this side at all costs! If the ball touches it, you will lose one life.

## Wall



The walls surround the playing field and the ball will bounce off of them at right angles. They keep the ball in play and perform no other function.



## Solid



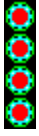
This object is an immovable obstacle. It deflects the ball at a 90 degree angle, even back toward the Miss side!

## Ball



You hit this with the Paddle while always aiming for the the Hit side and avoiding the Miss side.

## Paddle



This object slides back and forth across the playing field and sends the ball back from whence it came.

See also:

[Shrinker](#)

## Block



These are the most common objects on the screen.  
They are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

When you have collected 80 percent of the blocks, you will be promoted to the next level.

## Bonus



These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

See also:  
Super Bonus,  
Apple,  
Banana,  
Pineapple,  
Pear,  
Mystery

## Super Bonus



This object restores maximum life and gives a point bonus depending on whether you are playing the Easy, Regular or Hard level.

See also:

Bonus,

Apple,

Banana,

Pineapple,

Pear,

Mystery

## Banana



These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

See also:

Bonus

Super Bonus,

Apple,

Pineapple,

Pear,

Mystery

## Apple



These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

See also:

Bonus

Super Bonus,

Banana,

Pineapple,

Pear,

Mystery



## Pear



These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

See also:

Bonus

Super Bonus,

Banana,

Pineapple,

Apple,

Mystery

## Pineapple



These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

See also:

Bonus

Super Bonus,

Banana,

Apple,

Pear,

Mystery

## Mystery



This object is worth 0, 1000, 2000 or 3000 bonus points.

## Extra Life



Restores one life.

If you already have maximum life, you will be awarded a 1000 point bonus.

## Take Life



Takes one life away.  
When your last life is taken away, the game is over.

## Changer



This object exists in a semi-solid state. When hit, it deflects the ball and then vanishes.

## Invisible Changer



This object exists in a semi-solid state. When hit, it deflects the ball and is removed. It is invisible save for a brief flash when created.

## Shrinker



When hit, this object shrinks the Paddle by 1/4 (or one section) for a few seconds.



## Kicker



This object speeds the ball up for a few seconds. The quick burst of speed will give your reflexes a workout!

### **NOTE**

Object is inactive on systems operating with less than a 33mhz 386.

## Digital Sound Effects



These objects indicate whether the digital sound effects are turned on or off.

## Musical Soundtrack



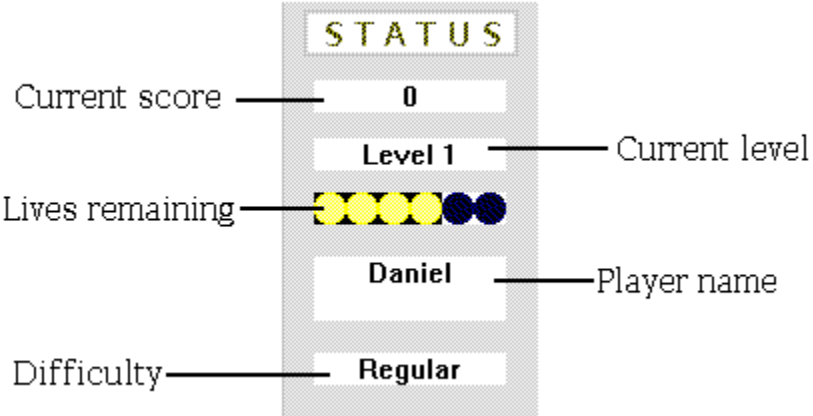
These objects indicate whether the digital soundtrack is turned on or off.

## Pause When Dead

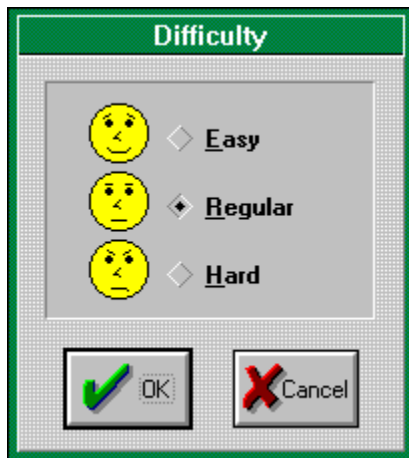


These objects indicate whether the game will pause after the Ball has hit the Miss side.

# Scoreboard



## Levels of Difficulty



Easy  
Regular  
Hard

## Easy

### Block

Chance: **n/a**

Value: **10**

Other: **n/a**

### Changer

Chance: **1 to 300 against.**

Value: **n/a**

Other: **n/a**

### Invisible Changer

Chance: **1 to 500 against.**

Value: **n/a**

Other: **Preceded by a brief flash.**

### Bonus

Chance: **1 to 125 against.**

Value: **500**

Other: **n/a.**

### Super Bonus

Chance: **1 to 2000 against.**

Value: **1000**

Other: **Restores life to maximum.**

### Apple, Pear, Pineapple, Banana

Chance: **1 to 1500 against.**

Value: **50**

Other: **n/a**

### Mystery

Chance: **1 to 1000 against.**

Value: **0, 1000, 2000 or 3000 points**

Other: **Value is random**

### Extra Life

Chance: **1 to 150 against.**

Value: **n/a**

Other: **Worth 1000 points if life is at maximum**

### Take Life

Chance: **1 to 1000 against.**

Value: **n/a**

Other: **n/a**

### Shrinker

Chance: **1 to 2000 against.**

Value: **n/a**

Other: **n/a**

### Kicker

Chance: **1 to 2000 against.**

Value: **n/a**  
Other: **n/a**

score is increased by 500 on each Hit.

7 lives maximum



## Regular

### Block

Chance: **n/a**

Value: **20**

Other: **n/a**

### Changer

Chance: **1 to 100 against.**

Value: **n/a**

Other: **n/a**

### Invisible Changer

Chance: **1 to 150 against.**

Value: **n/a**

Other: **Preceded by a brief flash.**

### Bonus

Chance: **1 to 100 against.**

Value: **1000**

Other: **n/a.**

### Super Bonus

Chance: **1 to 8000 against.**

Value: **2000**

Other: **Restores life to maximum.**

### Apple, Pear, Pineapple, Banana

Chance: **1 to 1500 against.**

Value: **100**

Other: **n/a**

### Mystery

Chance: **1 to 1000 against.**

Value: **0, 1000, 2000 or 3000 points**

Other: **Value is random**

### Extra Life

Chance: **1 to 250 against.**

Value: **n/a**

Other: **Worth 1000 points if life is at maximum**

### Take Life

Chance: **1 to 900 against.**

Value: **n/a**

Other: **n/a**

### Shrinker

Chance: **1 to 1500 against.**

Value: **n/a**

Other: **n/a**

### Kicker

Chance: **1 to 1500 against.**

Value: **n/a**  
Other: **n/a**

score is increased by 1000 for each Hit.

5 lives maximum

## Hard

### Block

Chance: **n/a**

Value: **30**

Other: **n/a**

### Changer

Chance: **1 to 25 against.**

Value: **n/a**

Other: **n/a**

### Invisible Changer

Chance: **1 to 50 against.**

Value: **n/a**

Other: **Preceded by a brief flash.**

### Bonus

Chance: **1 to 75 against.**

Value: **1500**

Other: **n/a.**

### Super Bonus

Chance: **1 to 10000 against.**

Value: **3000**

Other: **Restores life to maximum.**

### Apple, Pear, Pineapple, Banana

Chance: **1 to 900 against.**

Value: **150**

Other: **n/a**

### Mystery

Chance: **1 to 1000 against.**

Value: **0, 1000, 2000 or 3000 points**

Other: **Value is random**

### Extra Life

Chance: **1 to 400 against.**

Value: **n/a**

Other: **Worth 1000 points if life is at maximum**

### Take Life

Chance: **1 to 800 against.**

Value: **n/a**

Other: **n/a**

### Shrinker

Chance: **1 to 1000 against.**

Value: **n/a**

Other: **n/a**

### Kicker

Chance: **1 to 1000 against.**

Value: **n/a**  
Other: **n/a**

score is increased by 1500 for each Hit.

3 lives maximum

## Credits

Special thanks to:

Darlene McCulligh for providing house and home  
Jennifer Otis for support and sound effects  
Stefan Olson for Help Writer's Assistant  
The Blue Ribbon SoundWorks, Ltd. for SuperJAM!  
Phillipe Khan

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Denny Clevenger  
Bob McMains  
Edmund Lee  
Ed Roper  
Mark Cowan  
John Lechmanik  
Steve Baker  
John Lechmanik  
Mike Martin  
Steve Baker

## Help Writer's Assistant



HWA for Windows is a visual help file creator for Windows. But, it is more than that. It provides everything you need to create help files under Windows.

Previously, building help files under Windows had to be done either by coding RTF commands by hand, or by using a word processor that understands RTF. There were problems with this. You had to remember the context string of the help topic you wanted to link to, and you had to enter footnotes. At the best of times, it was a pain! Macros helped make the task easier, but it didn't provide everything you need. HWA for Windows does that!

### **HWA/w requires:**

Microsoft Windows 3.1 or later  
Around 400k of Hard Drive space  
1Mb of RAM (4Mb recommended)  
The Microsoft Help Compiler

### **HWA has many powerful and useful features:**

HWA/w saves in text format, so you can edit it outside HWA/w if you like  
HWA/w allows you to choose a cross reference or definition by picking a topic from a listbox  
HWA/w frees you from having to remember what the name of that bitmap file you wanted to insert was.  
HWA/w imports text files, so you don't lose all your previous work.  
HWA/w allows you to choose, through a dialog box, or from the toolbar the font and font size you want to use.  
HWA/w can automatically compile and run your help file for you.  
HWA/w can list all the keywords in your file so you can compare and change them.  
HWA/w can easily move topics within the help file, thus making it easier for you to reorganise your help file.  
HWA/w can automatically assign browse numbers to your topics, thus freeing you from the task of renumbering every time you add a topic.  
HWA/w lets you define sets of commonly used keywords which can then be chosen from a drop down list.  
HWA/w lets you find and replace text anywhere in the file.

## SuperJAM!



(c) 1993 The Blue Ribbon Soundworks, Ltd.

SuperJAM! is a music program for the novice and professional alike.

SuperJAM! gives you the power to compose songs in a multitude of styles, even if you have never played an instrument or composed a song before.

SuperJAM! puts you on the conductor's platform within seconds of opening the program.

SuperJAM! provides you with a 6-piece band and over 30 musical styles for real-time, "on-the-fly" control.

SuperJAM! provides you with on-line context sensitive help from anywhere in the program.

SuperJAM! will capture your imagination; it gives you the power to create music like the experts, with a fraction of the effort.

### **System Requirements**

Windows 3.1

Two megs of RAM

25mhz 386 or better

Windows 3.1 compatible sound card or MIDI interface

### **Contact**

The Blue Ribbon SoundWorks, Ltd.

Post Office Box 8689

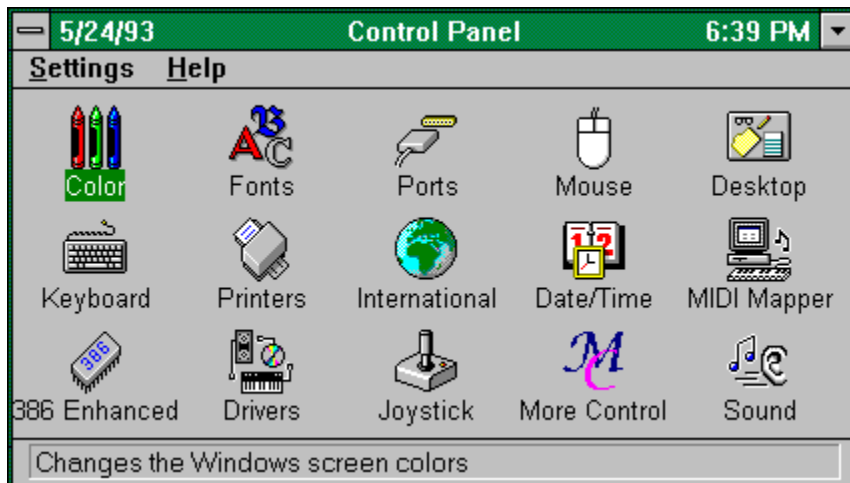
Atlanta, Georgia 30306 USA

BBS: 404-315-0211

TEL: 404-315-0212

FAX: 404-315-0213

## Control Panel





## **PUBLIC BETA**

This is a public beta. Please report any bugs by filling out `HORMBUG.TXT` and sending it to the [Support](#) site. Thank you.

If you find a unique bug, you will receive a 10 percent discount on the registration of any DSI product.

