

HIT OR MISS



GAME MANUAL

Introduction

Hit or Miss is a bullet hell game which pushes your reflexes and coordination to the next level - a game about determination, learning and persistence.

You start off as a white circle in a minimalist, vibrant background. Different enemies appear at different rates, and you have to collide with certain enemies to destroy them - the score increases by 1 for every enemy destroyed.

Each enemy possesses projectiles (or other ways to harm you), and you must try to maneuver your way around and dodge them.

- If you get hit by an enemy, you accumulate a *hit*. If you get hit more than ten times, you lose!
- However, if a missile closely misses you, then you gain *misses*, which are visually indicated by a transparent triangle appearing around the missile.

There are also powerups to collect, which give you special abilities temporarily that you can use to your advantage.

The higher the score, the faster missile spawners appear - try to keep up!

Controls

You control the player character with either the WASD keys, or Arrow keys.



W | A | S | D or ↑ | ↓ | ← | →: Movement

E - for the price of five misses, you can activate your special ability - which destroys all the missiles in the level!

P - Pause the game

R - Restart

M - Main Menu

Enemies & Obstacles

Missile Spawner - the most common and most basic enemy, this is a hexagon which continually spawns homing missiles (small triangles) which target the player. These missiles disappear after a few seconds. They spawn faster as your score increases. Collide with them to destroy them.



Bomb - this is a hollow square which explodes after 5 seconds, releasing 10 homing missiles at once. Collide with it before the countdown finishes to destroy it.



Spinner - a ninja star which moves in a wave pattern across the screen, which the player simply has to dodge. It cannot be destroyed by colliding with it.



Laser - this is a hollow hexagon which shoots a laser beam towards the player, alternating between turning the beam on and off every three seconds. The longer the player remains in the beam, the more hits they incur.



Meteors - objects that fall from the sky in rapid succession, which the player simply has to dodge. They cannot be destroyed by colliding with them.



However, the beam also destroys missiles, which the player can use to their advantage if they are good enough. Collide with it to destroy it.

Assassin - this is a large missile which looks like a boomerang and is faster and more accurate than normal missiles. It disappears after 15 seconds. It cannot be destroyed by colliding with it - just run!



Trap - this is a striped square which slows the player down significantly if they are caught in it. They spawn in groups of 3, and fade away after 10 seconds. It cannot be destroyed by colliding with it.



PRO TIP: If it stays still, you can destroy it! If it moves, just run!

Don't stress! Some enemies will only start appearing if your score is high enough

Powerups

Powerups appear as rotating diamonds within the level!



Shield - a transparent circular shield spawns around the player, protecting them from enemy damage and destroying all missiles and that come into contact with the shield. However, the laser can still penetrate it.



Slow Time - time is slowed for the missiles, but the player still moves normally, which makes it easier for them to dodge and gain *misses*.



Obliterate - every missile spawner and missile in the level spontaneously explodes, and the player gains a point for each enemy destroyed








Decoy - a decoy (which looks like a ball radiating tiny particles) spawns wherever the powerup was collected, and all enemies target the decoy instead of the player.





Heal - the powerup heals the player for half their hits (e.g. if they had 6 hits they would now have 3)

Help/Troubleshooting

Don't worry if you aren't an expert on your first time playing - no one is. Here are some tips to get your high scores even higher;

-  Lasers kill you, but they also kill missiles! If you circle around them for a while without getting touched by the beam, you can vaporise all the missiles that are chasing you.
-  Powerups are your friends, but there's no point in using a powerup if there are no enemies in sight. If you see that the level is fairly empty, you can save the powerup (by not collecting it) for later.
-  Missile spawners and Bombs always shoot missiles from the top - if you're going to destroy them, it's safer to approach them from the bottom
-  Don't forget to try and get as many misses as possible - your special ability (E) comes in handy when you start getting chased by dozens of missiles!
-  When you get hit, you gain a hit AND a miss. Although initially a bug, this was later implemented as a feature for balance purposes.

Unfortunately, the game may not be perfect all the time. Here are some common bugs player may encounter:

-  When a decoy disappears, lasers or other missiles may still target the location where it was present
-  Particle effects may sometimes not appear on the main menu if the player pauses the game then goes to the menu

If any other issues arise, restarting the game usually fixes it.

IF YOU HAVE ANY QUERIES, NEED HELP OR WOULD LIKE TO LEAVE FEEDBACK, CONTACT *MANDALSTUDIOS* AT:

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WE'D LOVE TO HEAR FROM YOU!

