A Bally Midway Conversion
For Your Commodore 64

commodore

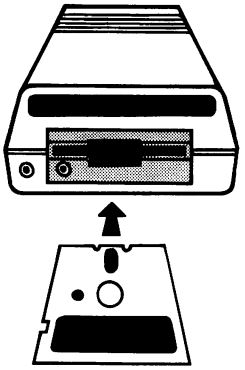
SATAN'S HOLLOW

GAME DESCRIPTION

The forces of darkness circle above, gaining momentum for their aerial charge. You are not entirely helpless...armed with destructive missiles and protected by a force-field, you have the tools to repel Satan's hordes. But do you have the ability? You'll be bombarded with missiles, molten rocks and explosive lava eggs hurled by Satan's demons and creatures of darkness, whose variety of attack patterns always challenge your reflexes. You'll brave the pitchforks of Satan himself...if you can survive his servants' attacks long enough to build a bridge to invade his turf. As you advance the challenges become more and more difficult, as day fades into night, light into darkness. The classic struggle between good and evil...how good are you?

LOADING THE GAME

1. Make sure your disk drive is ON. Insert the disk into the drive with the label side face up and the notch on the left. Be sure the disk is all the way in.



2. Close the protective door on the disk drive.

3. Type:

   LOAD"*",8,1
   and press **RETURN.**
   After about 3 minutes, the SATAN'S HOLLOW title screen appears.

4. Plug your joystick into control port #1 for a one-player game. For two players, plug a second joystick into port #2. If you don't start the game right away, the game goes into ATTRACT mode, where the title screen is alternated with a demonstration screen and the high score page.

5. Press '1' or '2' on the keyboard to select the number of players. When you do this, the game automatically starts. You can also start a one-player game by pressing the FIRE BUTTON. To start a game after playing the first one, you can just press the FIRE BUTTON on your joystick. To re-start a two-player game, you can use either joystick's FIRE BUTTON.

GAME OPTIONS

Before you start the game, there are a few options you can select to choose the version of SATAN'S HOLLOW you want to play. You can select these options by pressing certain keys.

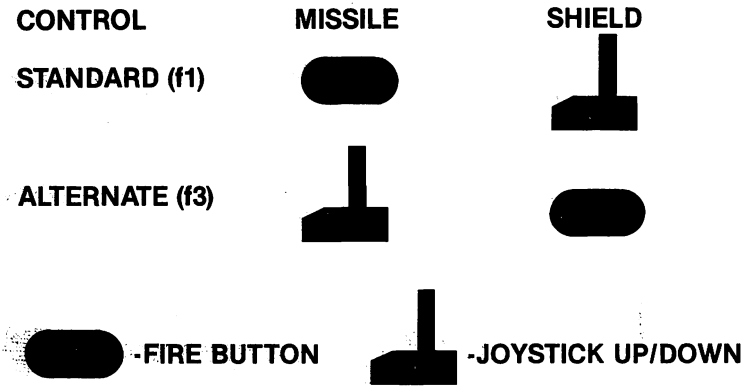
f1—select STANDARD controls
f3—select ALTERNATE controls
f5—select EASY play version (for beginners and people who like really high scores)
f7—select NORMAL play version (for the REAL gamer!)

You can use a few other keys as well:

RESTORE—RESET game
RUN/STOP—PAUSE/CONTINUE game
C= —PAUSE/CONTINUE game

CONTROLS

You can move your missile launcher to the left or right by moving your joystick left or right. You can choose which control method you use to fire missiles and turn on your shield by pressing **f1** (for STANDARD) or **f3** (for ALTERNATE).



If you don't select any options, you automatically play the NORMAL (not EASY) game, with the STANDARD controls. Note: You can only select game options during the ATTRACT mode (title screen and high score page).

GAME PLAY

You control a missile launcher, equipped with a protective shield. Enemy fire cannot penetrate the shield, and any enemies colliding with the shield are destroyed. The limitation of the shield is that you only have enough power to keep it on for about a one second interval (15 time units). When you aren't using it, the power regenerates back up to full strength. The power level of the shield is displayed at the bottom of the screen. A single hit from one of your missiles can eliminate any of Satan's monstrosities. But you are limited to firing one missile from each launcher barrel. Only when one missile leaves the screen can you fire another from the same barrel. You start with one launcher barrel, and you can earn more launcher barrels (up to three) by defeating Satan in direct combat. With more launcher barrels, you can shoot two or three times as many missiles. Every time you lose a base, you lose a launcher barrel (down to a minimum of one).

Your task is to score points by defeating Satan's henchmen in their various forms and formations. While you do battle with the servants, you must try to build a bridge to cross into Satan's Hollow and battle Satan himself. Satan's servants are an array of gargoyles, demons and fire-breathing devil's heads, all intent on your destruction. Each time you destroy one of these creatures, another segment of the bridge appears in the left corner of the screen (unless the bridge is already complete). You must take this piece over to the gorge at the right edge of the screen and put it in place to bridge the chasm. Once the bridge is complete, you may cross into Satan's Hollow by moving all the way to the right. Each time you complete a bridge and defeat Satan, the next chasm you must bridge is longer.

As you defeat formations and build bridges, etc., you may notice the color of the sky and clouds changing. Darkness is coming on. The underworld lighting changes from daytime (good visibility) to midnight, when you can only spot your attackers by the reds of their eyes. But even the longest night won't last forever, and if you can survive the darkness, the underworld returns to light. The background colors continue to change, subtly shifting form day to night to day with the passage of time.

SATAN'S HORDE

As you advance through waves of attackers, the attacks get tougher. There are different types and varying numbers of attackers, that swoop down on you in ten different patterns. In the earlier (easier) rounds, the attackers are easier to overcome. Here are the individual creatures in Satan's horde:

GARGOYLE: These are green fire-breathing bird-like creatures. Gargoyles delight in dive-bombing your missile launcher, dropping bombs at you and hurling themselves at your launcher in suicidal efforts to take you with them.

BRIDGE BOMBER: These fire-breathing pterodactyls are similar to gargoyles, but are fiery red in color. They carry huge molten rocks that they aim at your launcher and your bridge. If a rock hits your bridge, that segment of the bridge is destroyed and must be replaced. Like their green cousins, if their rocks don't get you, their suicidal tendencies emerge.

EGG THROWER: These green demons specialize in tossing explosive lava eggs at your missile launcher, and also exhibit the suicidal instinct if their eggs don't get you. When one of their eggs hits the ground, it explodes and burns for a few seconds. This will fry your launcher unless you use your shield.

WATCH THESE GUYS: Your extra missile launchers are kept in the lower left corner of the screen. These creatures try to steal them. If they succeed in grabbing one and carrying it over the top of the screen, you lose that launcher. If you shoot one down in the act, the launcher drifts safely back to its original place. But it's still not safe, because these guys won't stop trying to nab one.

LUCIFER, OLD NICK and **BEELZEBUB:** These are all red fire-breathing devil's heads, of varying sizes, speeds and point values. Once you defeat an entire attack pattern, the first head, LUCIFER, attacks you breathing a column of fire. If you don't get him (and he misses you, for some inexplicable reason), OLD NICK (slightly larger) takes his turn. If he doesn't get you, the larger BEELZEBUB gets a shot. When you get one, the next regular attack formation appears. If you face all three devil's heads with no damage incurred on either side, the next attack round starts as usual after the last devil's head drifts off-screen.

SATAN: This is the big guy himself, the boss of this hell-hole operation, the underworld overlord. You would think he'd be a lot taller, but don't let his size fool you! He's fast and elusive, frantically hurling yellow tridents at your missile launcher. In later rounds, deadly fire-sparks spiral around the hollow, capable of destroying your launcher on contact. You'll only face this test when you cross the bridge into the Hollow. If you successfully destroy Satan, you pick up bonus points, 1000 for each flag on his castle. You are awarded a bonus flag each time you defeat an attack wave or one of the devil's heads.

POINT VALUES

CHARACTER	POINTS
SATAN	1,000
LUCIFER	1,000

	CHARACTER	POINTS
	OLD NICK	500
	BEELZEBUB	250
	EGG THROWER	225
	BRIDGE BOMBER	225
	GARGOYLE	120

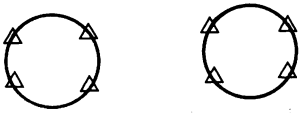
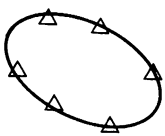
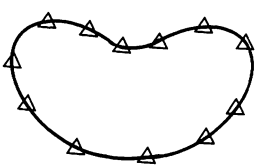
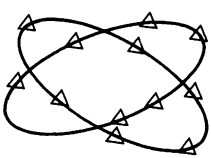
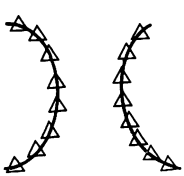
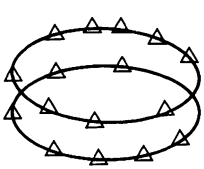
	BONUS FLAG	POINTS
	WHITE FLAG	1,000
	RED FLAG	10,000
	RED FLAG WITH WHITE DOT	50,000

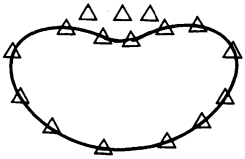
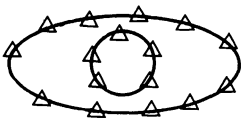
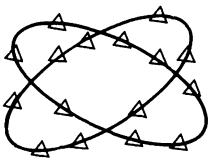
EXTRA BASE AWARDED AT 10,000 POINTS
ONLY ONE EXTRA BASE IS AWARDED

BONUS FLAGS

After you defeat an attack formation or a Devil's Head, a gargoyle flies across the screen with your bonus flag, depositing it at the castle in Satan's Hollow. When the bonus flag gargoyle appears, your guns are disabled to prevent you from shooting him and thereby losing the bonus flag. You also cannot cross over into the Hollow while he is on the screen. If you cross over to Satan's Hollow during the time after you defeat a formation or a Devil's Head and before the bonus flag gargoyle appears, you forfeit the bonus flag you would have received. You get the points for bonus flags when you defeat Satan.

ATTACK FORMATIONS

NAME	#OF ATTACKERS	NAME	#OF ATTACKERS
SNAKE-EYES	-8 Attackers	**EGG**	-6 Attackers
			
HEART	-12 Attackers	**PRETZEL**	-12 Attackers
			
PARALLEL LINES	-16 Attackers	**DOUBLE OVAL**	-16 Attackers
			

NAME	#OF ATTACKERS	NAME	#OF ATTACKERS
CRISS CROSS	-16 Attackers	**HEART +3**	-16 Attackers
			
DOUBLE CIRCLES	-16 Attackers	**SUPER PRETZEL**	-16 Attackers
			

HIGH SCORE PAGE

After you lose your last missile launcher, your performance may be recorded for posterity on the high score page.

If your score ranks in the listing of high scores (it must be greater than the lowest high score, but at least 10,000 points), you can put your initials on the high score page. Use the joystick to get the right letters; the letters 'pop out' when you go by them. Press the FIRE BUTTON when you reach a right letter. Go to END and press the FIRE BUTTON when you've chosen your two initials. To make any corrections, go to ERASE and hit the FIRE BUTTON. The letter 'E' appears next to any high score made while playing EASY mode.

PROGRAMMER'S PLAYING HINTS

1. Protect your extra bases (kept in the lower left corner of the screen), they are one of your greatest assets. Once lost they cannot be retrieved.

2. After an attack formation or devil's head is defeated, the bonus flag gargoyle waits until all missiles, rocks, bombs, eggs and returning ship bases are off the screen. You can use this time delay to your advantage by running across and picking up a bridge piece. By firing your missiles at this point, you can delay the bonus flag gargoyle from appearing immediately and buy time to pick up a bridge section.

3. When in Satan's Hollow, after killing Satan, don't let your guard down. Fireballs and spears still continue to fly even after Satan is dead.

4. The "Snake Eyes" attack pattern is easy to predict and defeat, since you can easily shoot and avoid the gargoyles. This is to your advantage to carefully pick off one enemy at a time and rebuild your bridge.

5. Plan your cross-overs to Satan's Hollow. If there is a particular pattern that gives you trouble (such as the 'super pretzel' round), wait until it appears and then cross over. After you take care of business in Satan's Hollow, you return to face a new attack pattern, skipping the rest of the difficult one.

6. Use the 'game pause' feature to your advantage. If your hand becomes cramped or sweaty, pause the game and take a break.

7. DON'T JUST SIT AROUND AND SHOOT; BUILD THAT BRIDGE! If you're carrying a bridge piece put it in place. If there is a piece waiting pick it up. If not (and your bridge is incomplete) shoot an enemy and pick one up. A complete bridge is the path to points as well as a safety valve if you need to 'escape' a round.

8. When a hard pattern comes up, concentrate on killing all of the bridge bombers and egg throwers right away. Then build your bridge by killing the remaining gargoyles one at a time (if possible). This works fine until you get to the hardest formations where ALL of your enemies are bombers or egg throwers.

9. There are certain spots on both sides of the mountain from where it is much easier to kill Satan or the devil; find them and be there waiting when they come out. Learn the Devil's Heads' and Satan's patterns so you can anticipate their paths and fire accordingly. Don't run from the Devil's Heads - duck through their flame with your shield on.

10. When a throng of enemies is descending on you, fire quickly and move from side-to-side while tappng your shield on-and-off. (Always use your shield sparingly.) This insures longer life for your shield and possibly for you.

11. Catch eggs and rocks with your shield before they hit the bridge or the ground, where they'll burn and limit your mobility. Be very careful not to get pinned at either edge of the screen by an exploding egg or between two exploding eggs.

12. It is better to go across to Satan's Hollow as often as you can rather than waiting on side 1 to gain more flags (or to save it for when you lose a gun).

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