

**COLLECTOR
VISION
Games**

Guide No. 666

CARTRIDGE
INSTRUCTIONS

SATAN'S HOLLOW



**Battle Satan's Hordes
In The Chasm of Fire**



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 fight 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?

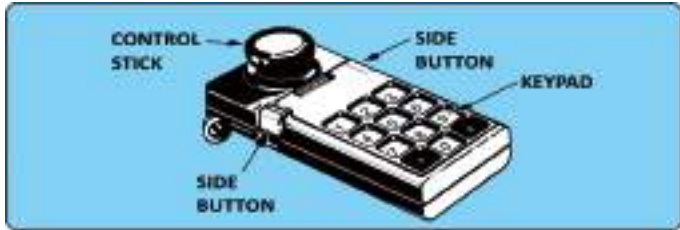
GET READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Control Stick – Move ship

Left side-button – Shoot missile

Right side-button – Active shield

Press the # key to insert one credit. Press 1 for one-player game.

Press 2 for two-player game.

HERE'S HOW TO PLAY



You control a missile launcher, equipped with a protective shield.

Move your ship to left and right using the controller stick.

Press the left side-button to shoot. A single hit from one of your missiles can eliminate any of Satan's monstrosities, but you are li-

mitted to firing one missile from each launcher barrel. You start with one launcher barrel, and you can earn more launcher barrels (up to three) by defeating Satan in direct combat, allowing you to shoot two or three times as many missiles.

Keep pressed the right side-button to get a shield. This shield has a time limit, if you press too long then you'll run out of shield for a while. Enemy fire cannot penetrate the shield, and enemies colliding with the shield are destroyed. The shield regenerates when you aren't using it, and the current power level of the shield is shown at the bottom of the screen.

Shoot and kill all of the Satan's demons. Every demon killed will provide you a piece to build the bridge to the Satan's lair and battle Satan himself. Each time you complete a bridge and defeat Satan, the next chasm you must bridge is longer.

Satan's servants are an array of gargoyles, demons and fire-breathing devil's heads, all intent on your destruction.

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 sui-

cidal 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.

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.



	SATAN	1000
	LUCIFER	1000
	OLD NICK	500
	BEELZEBUB	250
	EGG THROWER	225
	BRIDGE BOMBER	225
	GARGOYLE	120

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Satan's Hollow™, but it is only the beginning! You will find that this cartridge is full of special features that make Satan's Hollow™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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