

HELLGATE NOTES



BY

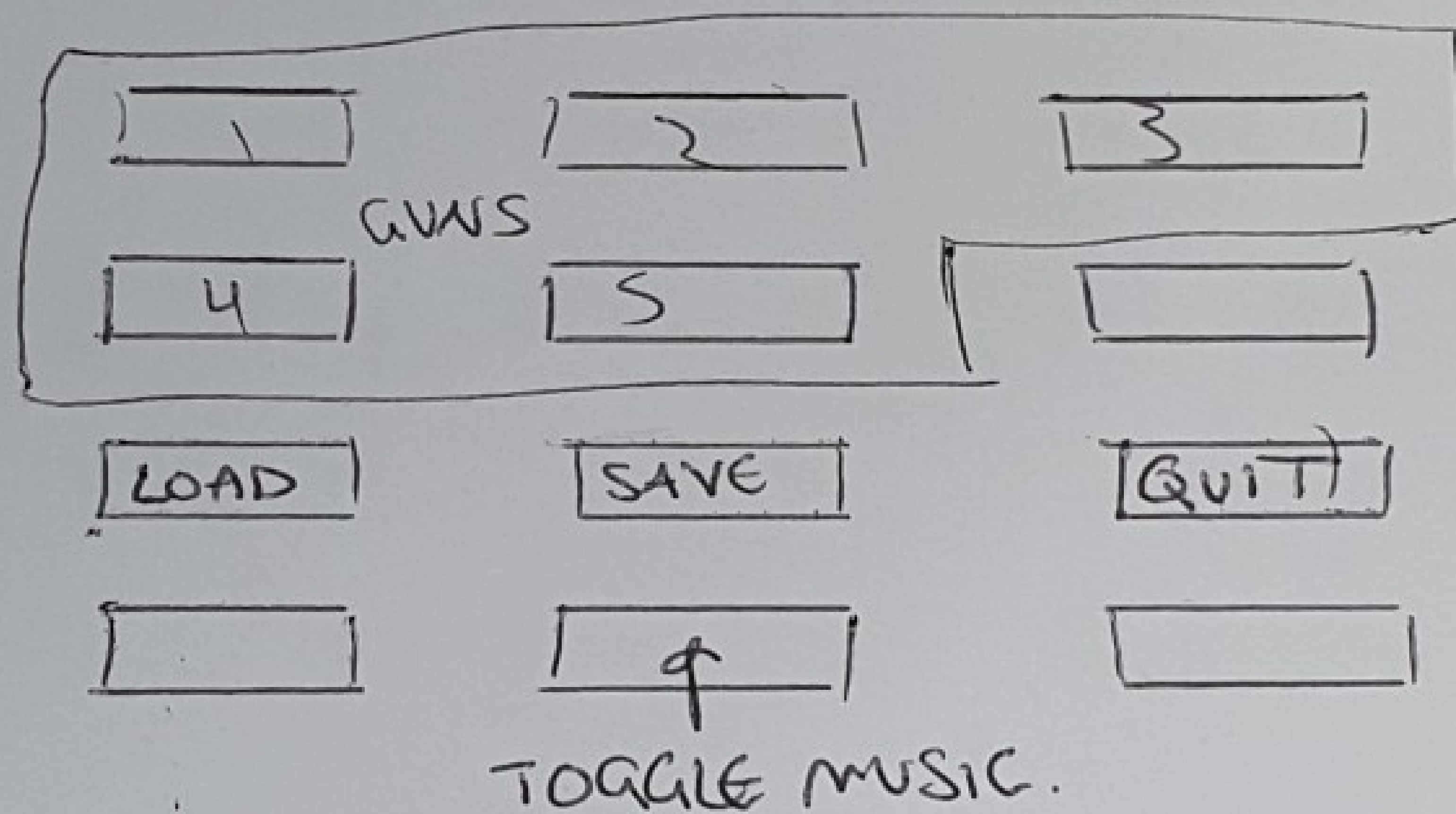
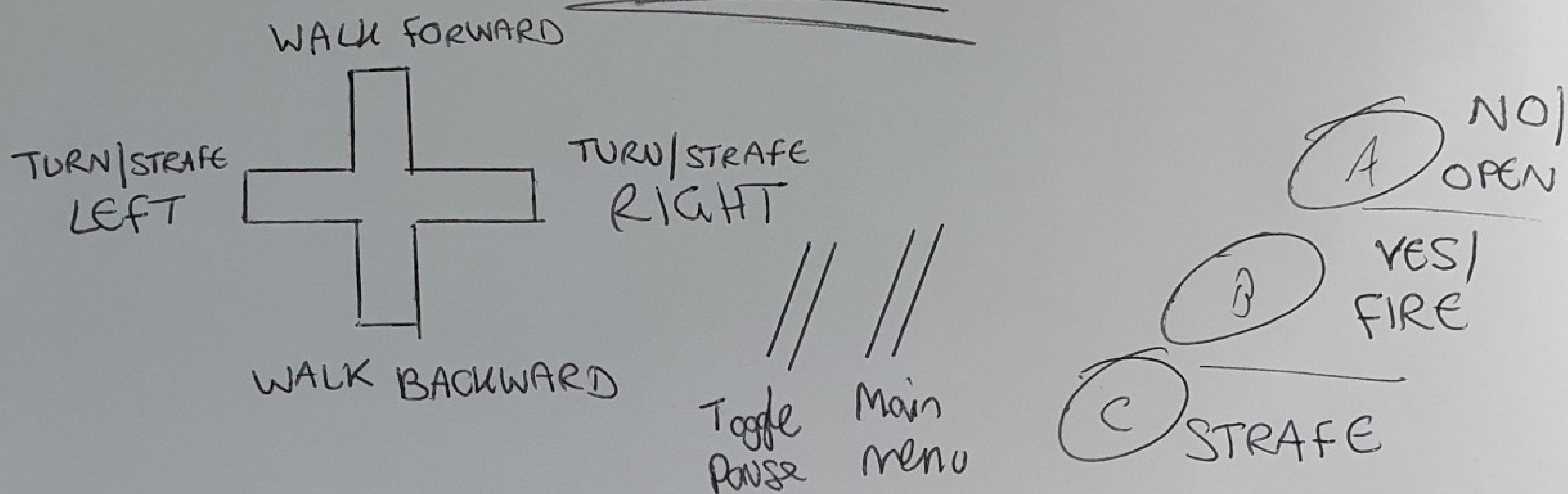
DAVID WALTERS

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DEVELOPMENT NOTES

HELLGATE JAGUAR CONTROLS.

22/8/98



HELLGATE PALETTE

0: 000	1: 777	2: 753	3: 742
4: 432	5: 730	6: 700	7: 430
8: 420	9: 222	10: 444	11: 333
12: 444	13: 555	14: 000	15: 777

HELLGATE SAMPLES

1. Pistol	256 - 3000	17178
2. Baddy Death	3500 - 8000	17180
3. Shotgun	8000 - 12000	17182
... reload	12000 - 14000	17184
4. "Enter thy name"	14000 - 35000	17176
5. "Whoosh!" (rocket)	35000 - 37500	17186
6. "Bang!" (rocket)	38000 - 46200	17188
7. Laser zap!	46300 - 48450	17190
8. "Swoosh!" door	49000 - 54500	17192
9. "AARCH!" player dead	55000 - 65000	17194
10. Chaingun	65000 - 67000	17196
11. "Superior Beings..."	67000 - 81000	17198

MENU PALETTE

0: 000	1: 700	2: 444	3: 000
4: 744	5: 743	6: 430	7: 440
8: 450	9: 333	10: 420	11: 000
12: 773	13: 337	14: 070	15: 777

v1.3 [1/10/97]

HELLGATE LEVEL FORMAT

[HEADER]

"Level Name"

Starting room

Position [x, y, angle]

no. of rooms

music track [1-9]

[Rooms]

Blank line - "***[room no.]***"

3x [Power-up [name; x, y]]

3x [Baddy [name; x, y, angle, str]]

8x [Blocks [name; x, y, angle]]

no of rooms

^x [Block #, New room, New x, y]

wall type (1 = circle, 2 = box)

parameters for walls. (see below) ↗

relative lighting (± 2)

[FOOTER]

Blank line - "***[End]***"

Parameters for wall collision detection:

1 = circle , parms = radius

2 = box , parms = x_1, y_1, x_2, y_2 .

HELLGATE SAVEGAME

Name \$

"Lamer-Alert"

* LEVEL

* GUN

AMMO 1

AMMO 2

AMMO 3

AMMO 4

AMMO 5

(-1 if gun not collected)

YOUR ANGLE

YOUR XCP

YOUR ZP

YOUR ROOM

* KEY?

HEALTH

ARMOUR

* SKILL

~~AUSIC?~~

+

TIME_START

— [BADDY ARRAYS]

— [OBJECT DATA]

— [ROOM DATA]

DEATHS

— [VISIT? ARRAY]

~~MESSAGES?~~

+

~~DETAIL (HIGH = true)~~

+

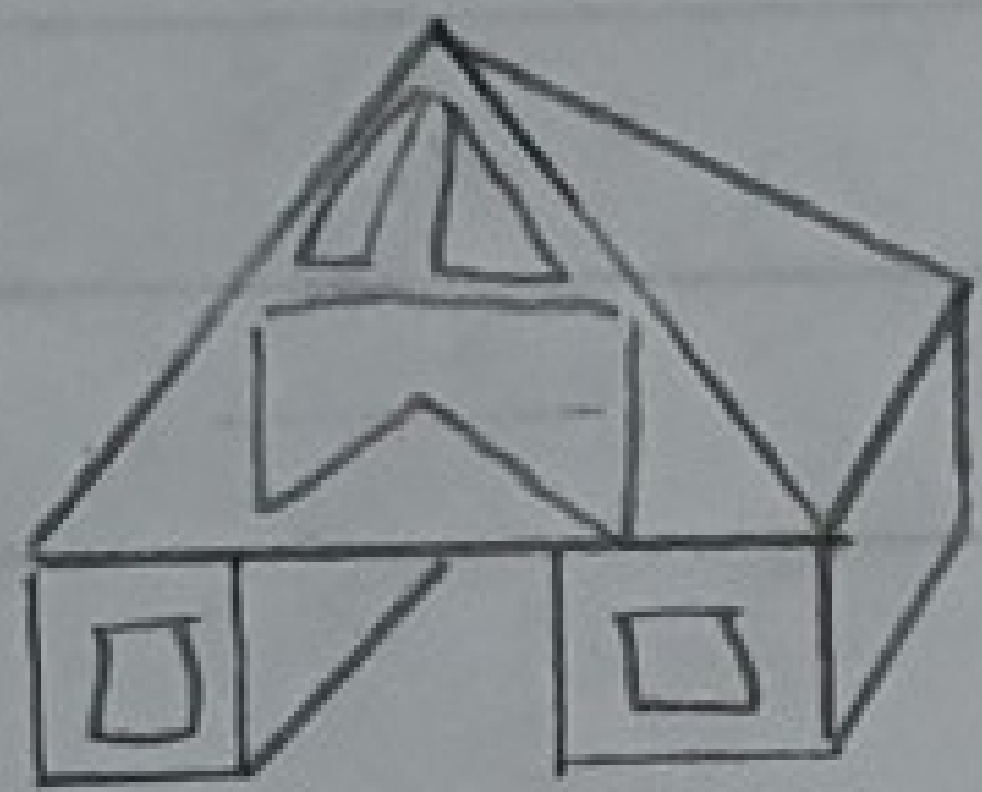
Imune_count

* Ascii converted

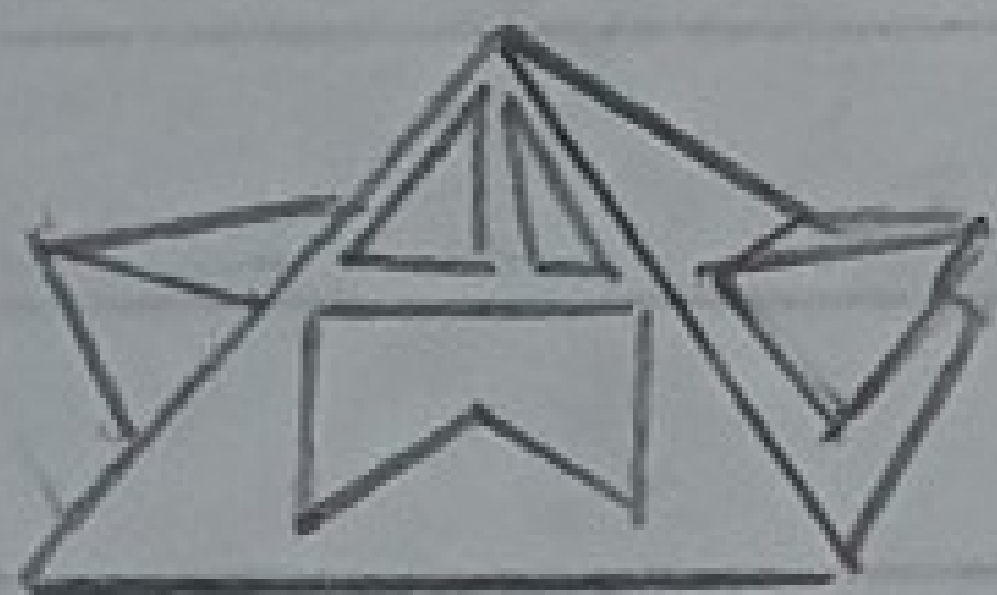
— Array of values.

+ Not required

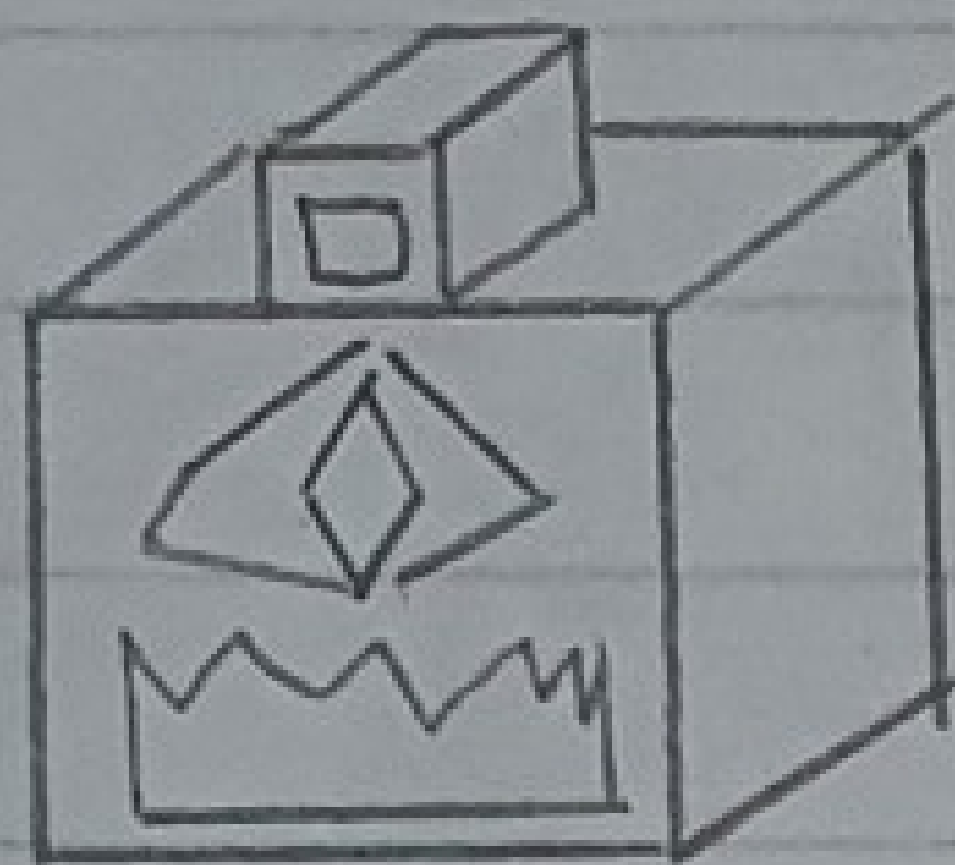
HELLGATE ENEMIES



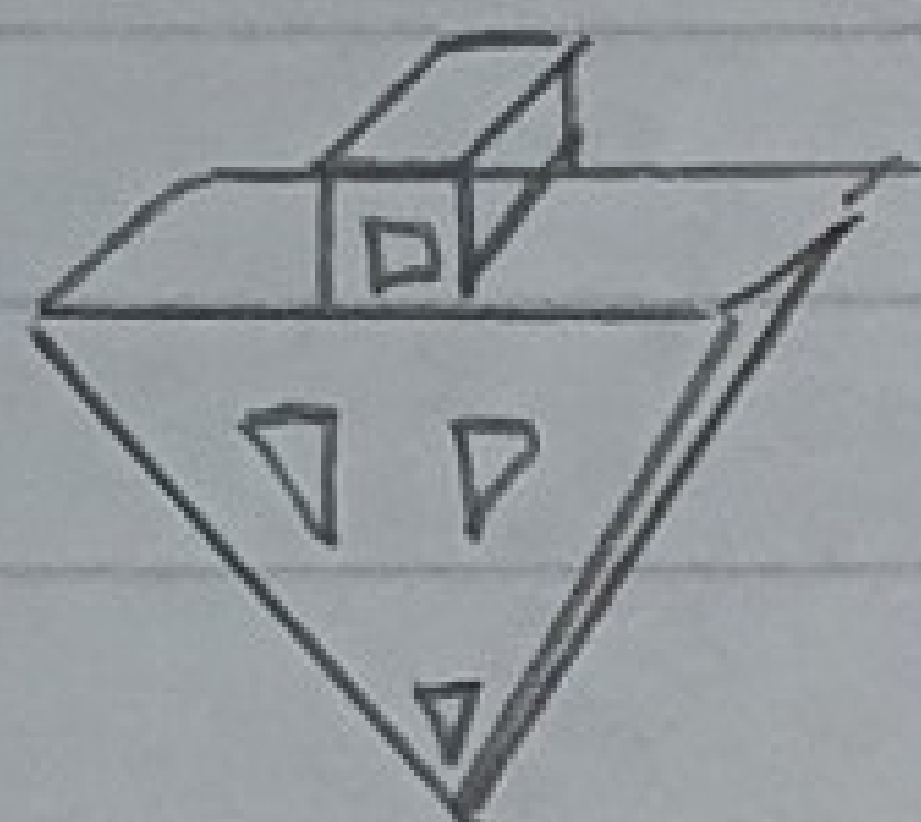
NAME: VENOM
STRENGTH: V. WEAK (2)



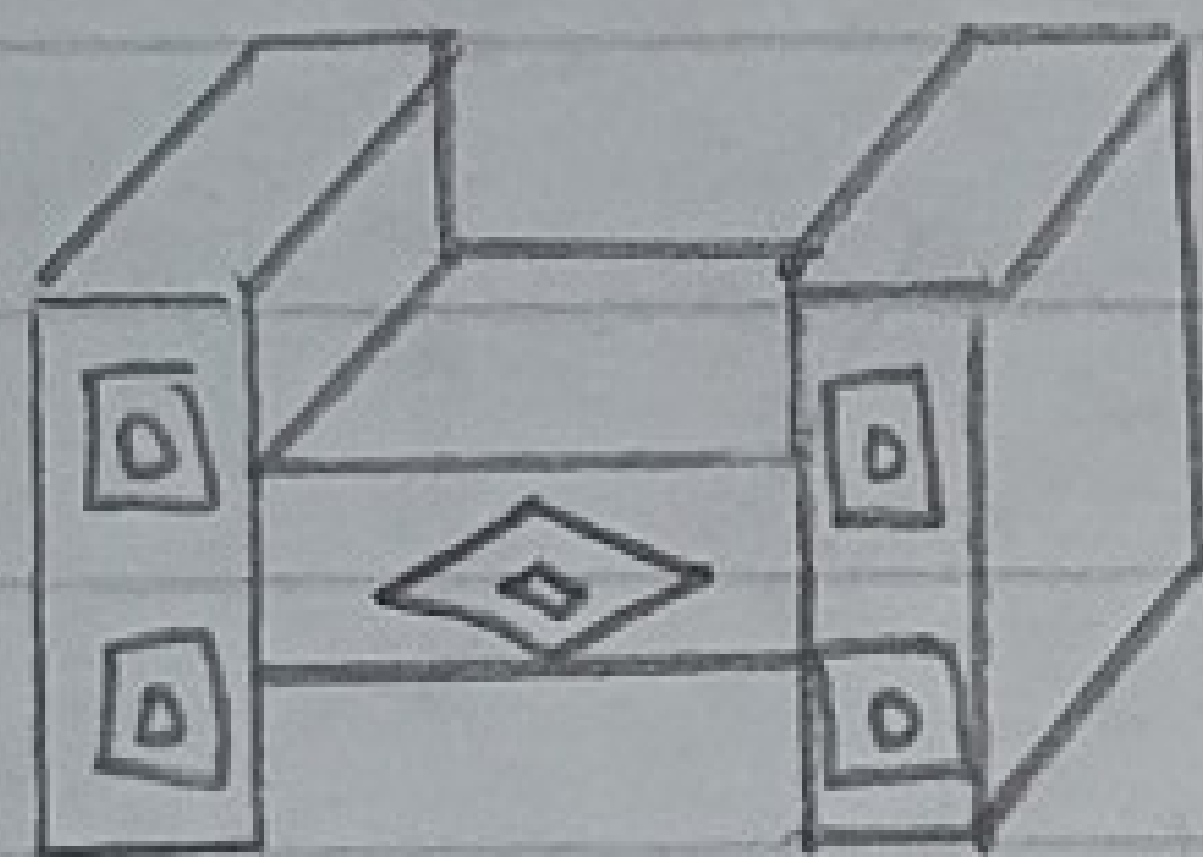
NAME: HELL
STRENGTH: WEAK (3)



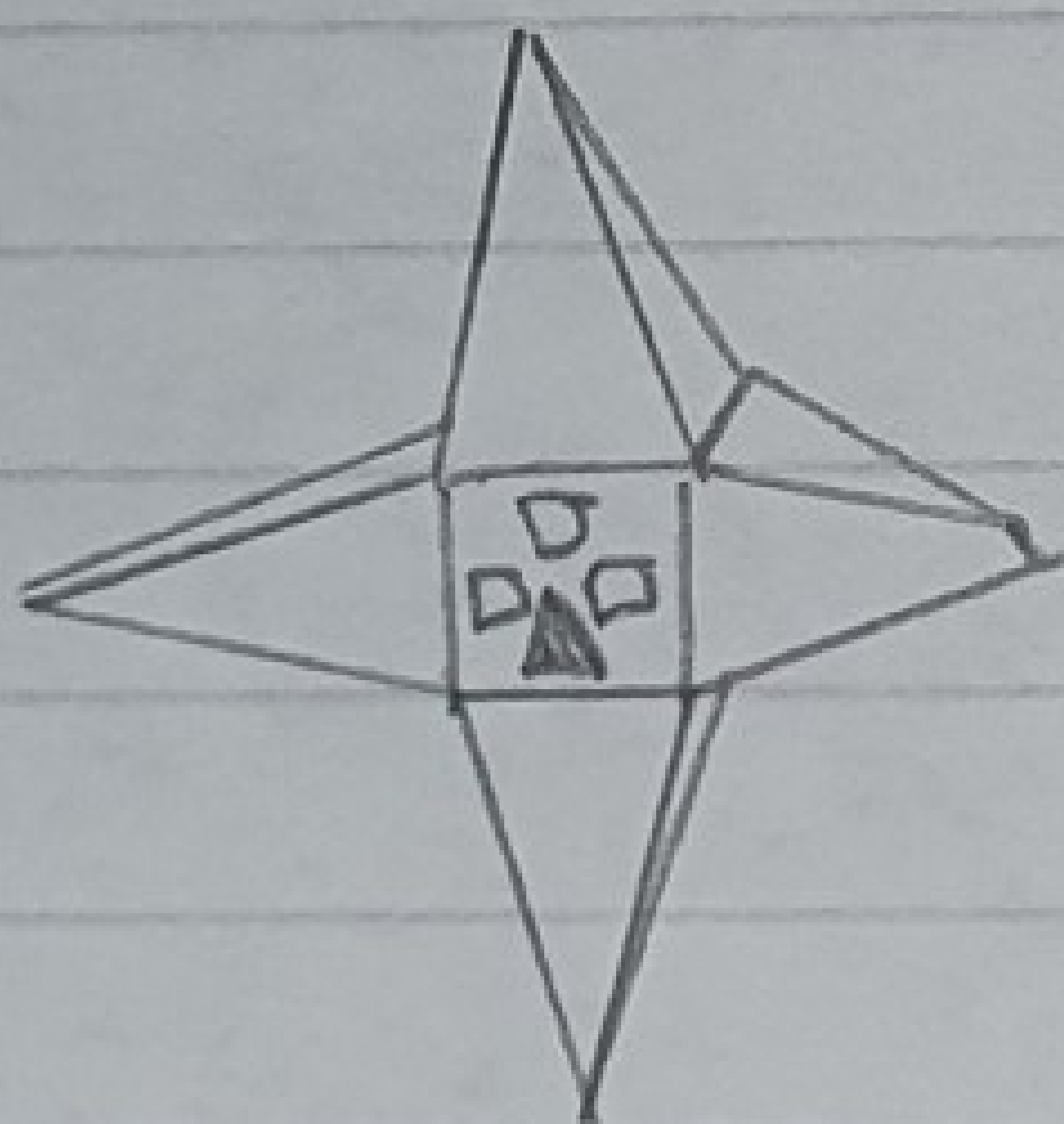
NAME: DEATH
STRENGTH: POOR (4)



NAME: MUTANT
STRENGTH: AVERAGE (5)



NAME: KAK
STRENGTH: STRONG (6)



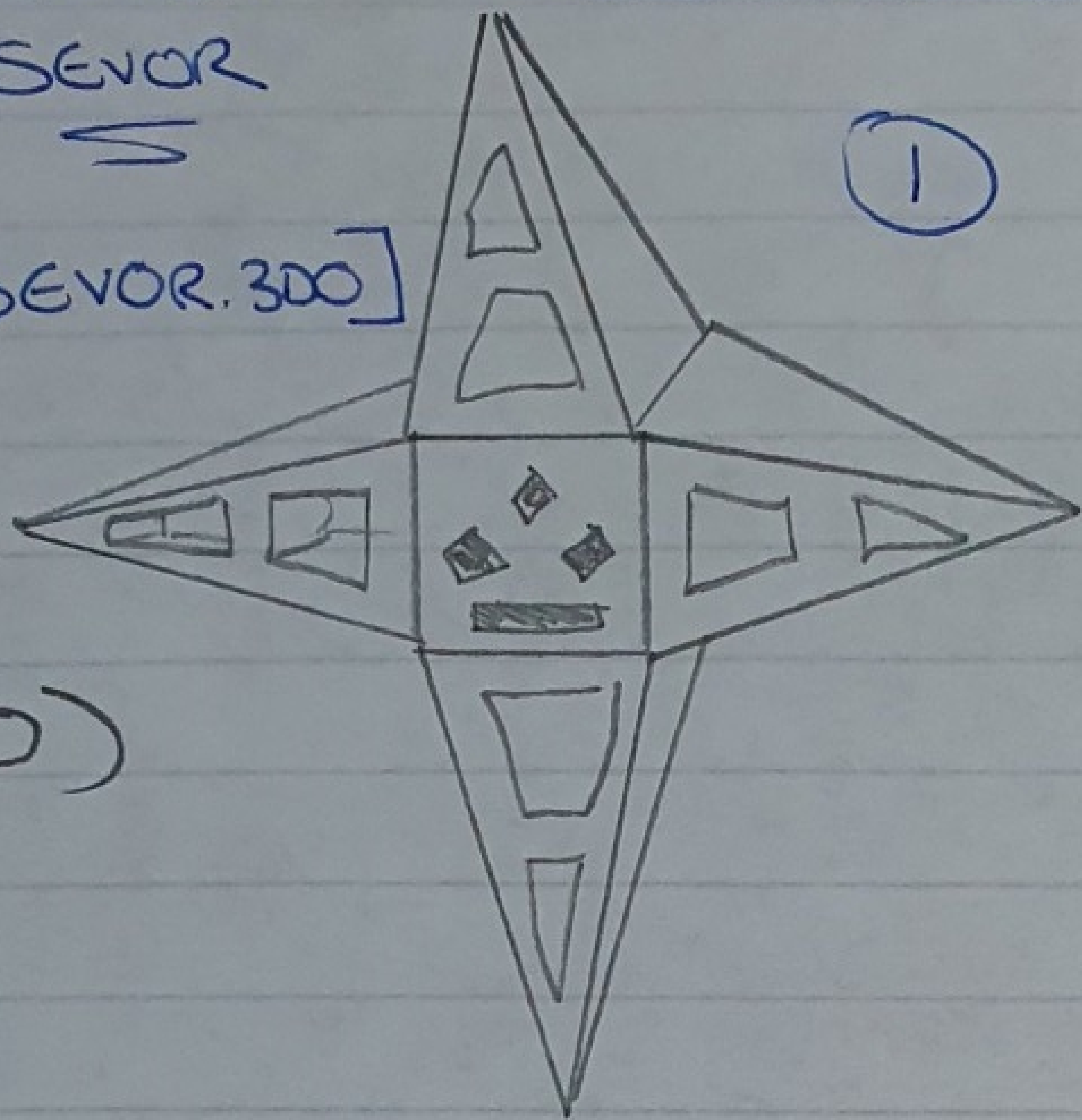
NAME SEVOR
STRENGTH: V. STRONG (7)
(Registered only)

HELLGATE BOSSES

SUPER
SEVOR
=

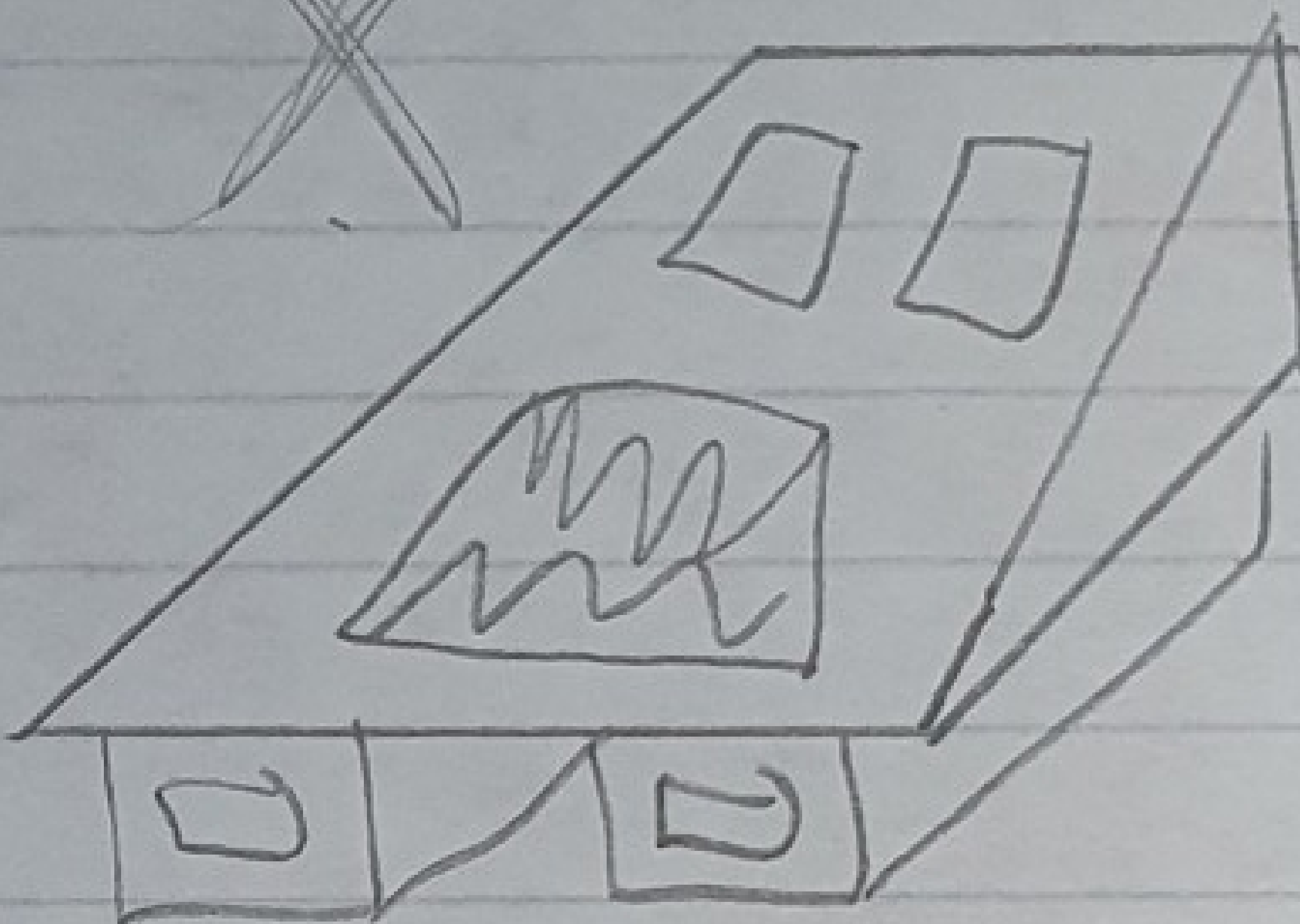
[SSEVOR.300]

(30)



~~DR DROID~~
[DRDROID.300]

(2)

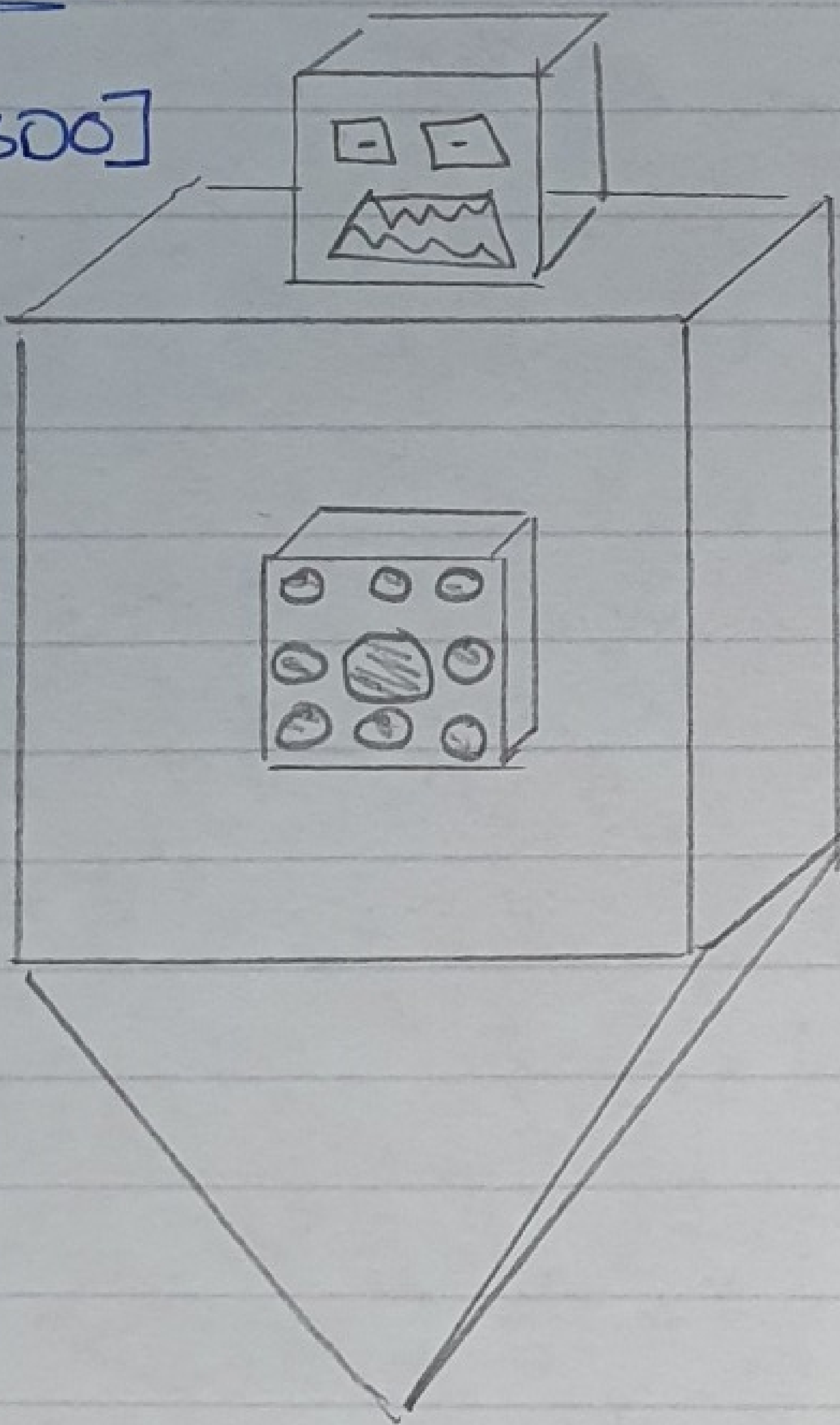


TITAN
WARRIOR

[TITAN.300]

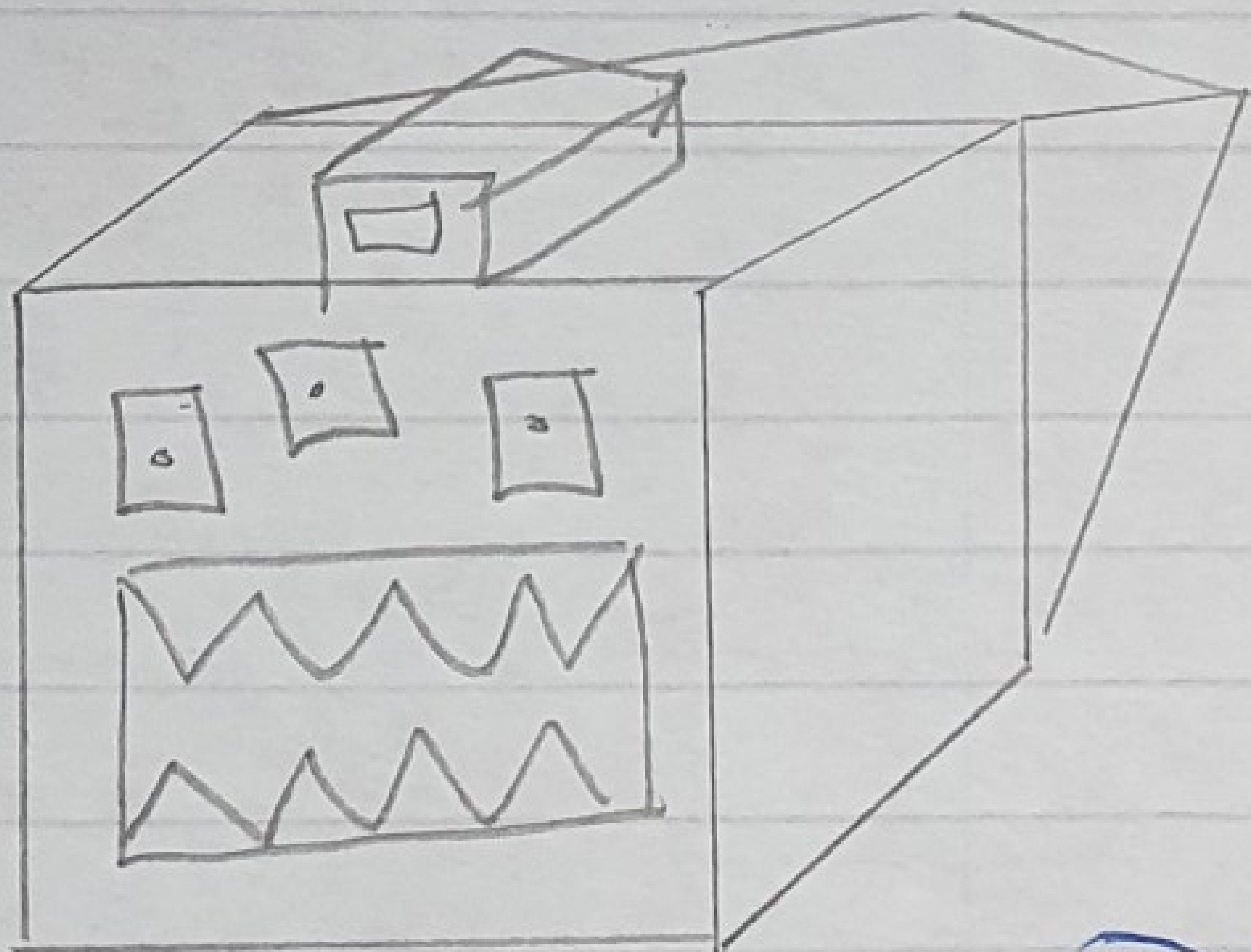
(3)

(40)



[ALACONDR.300]

ALACONDER



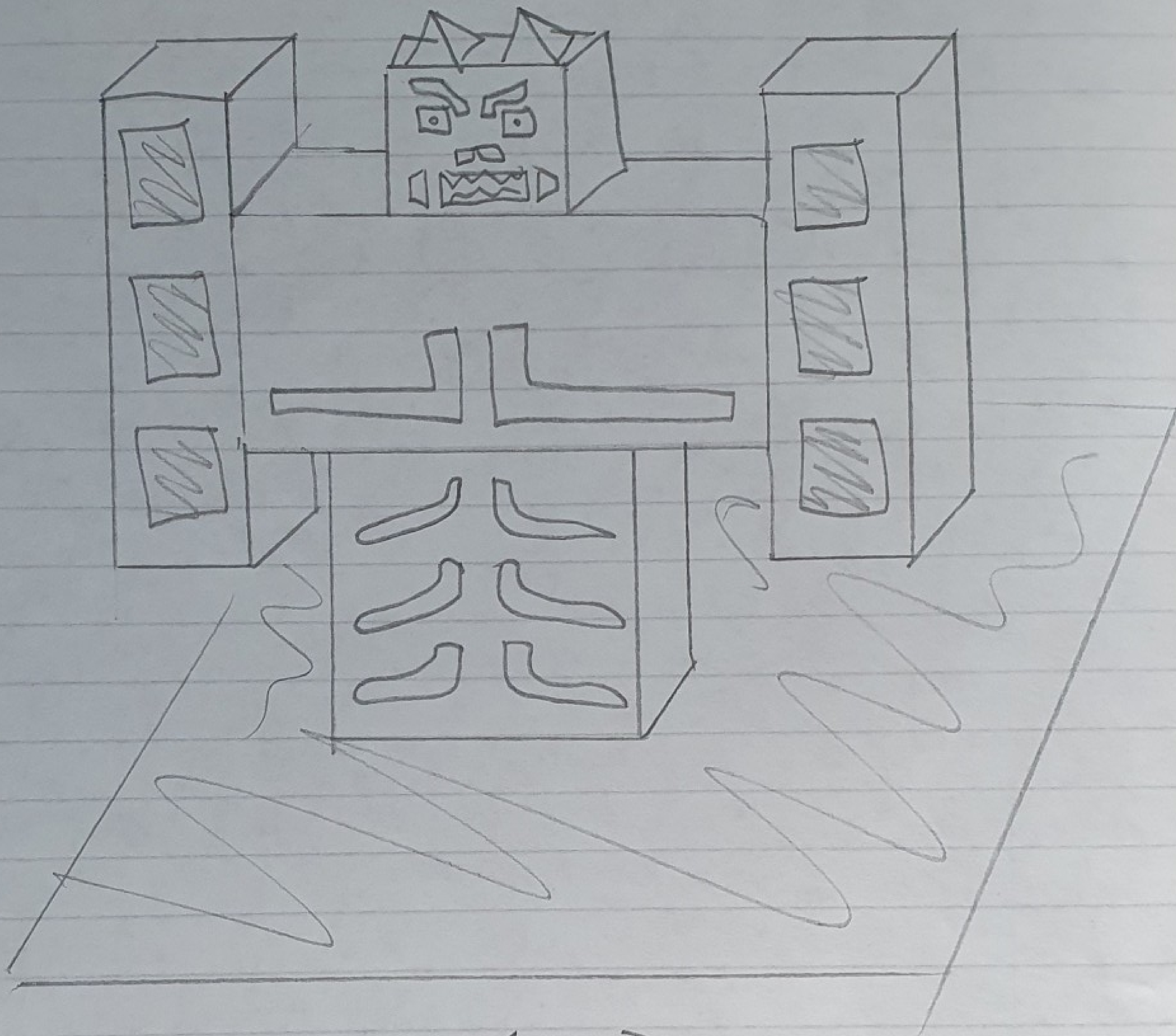
(50)

(4)

HELLGATE BOSSES

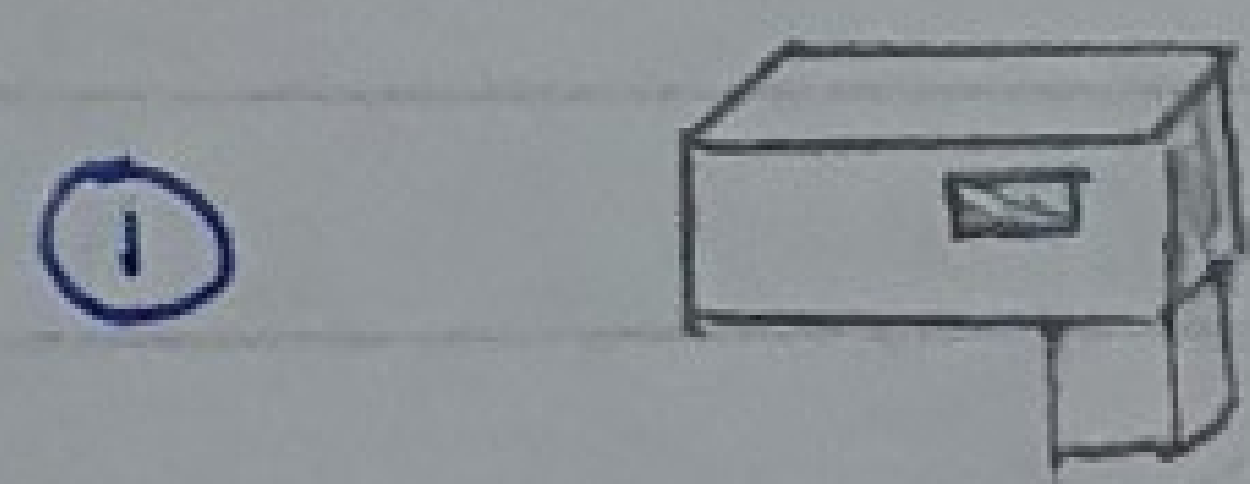
SWAMP DEMON

[SWDEMON]

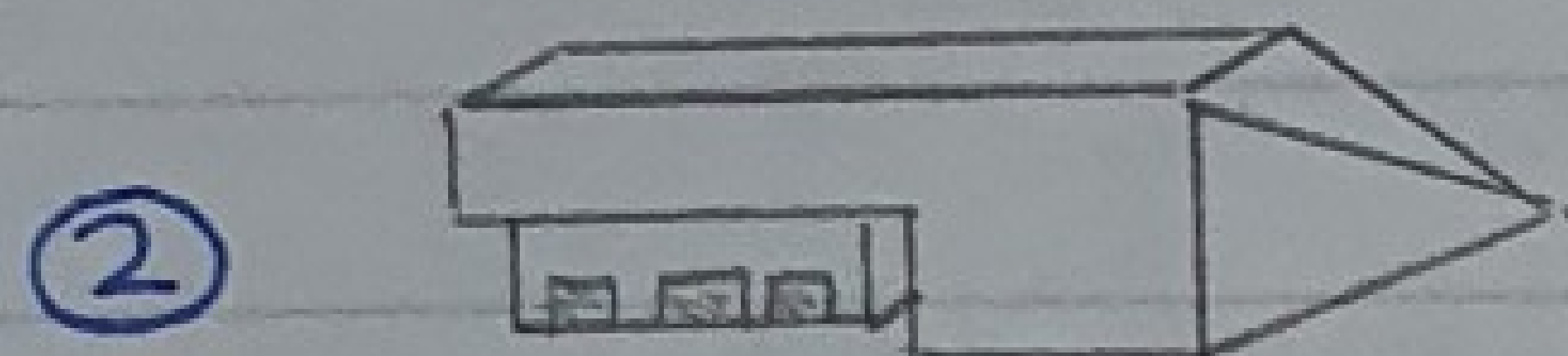


FINAL BOSS. (60)

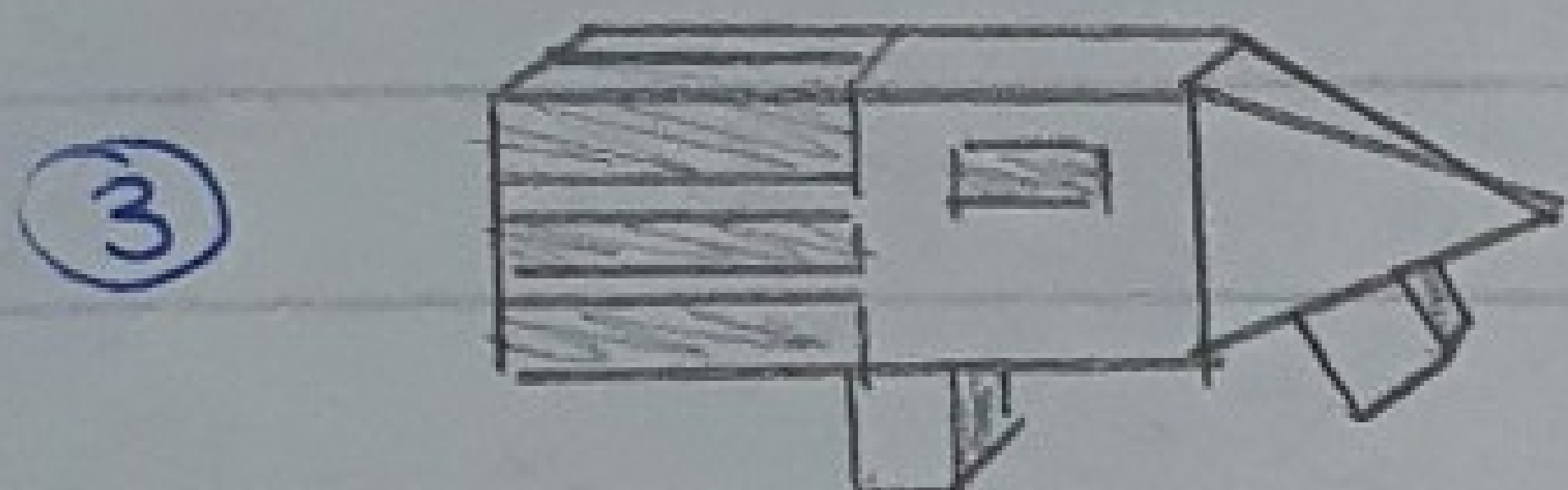
HELLGATE WEAPONS



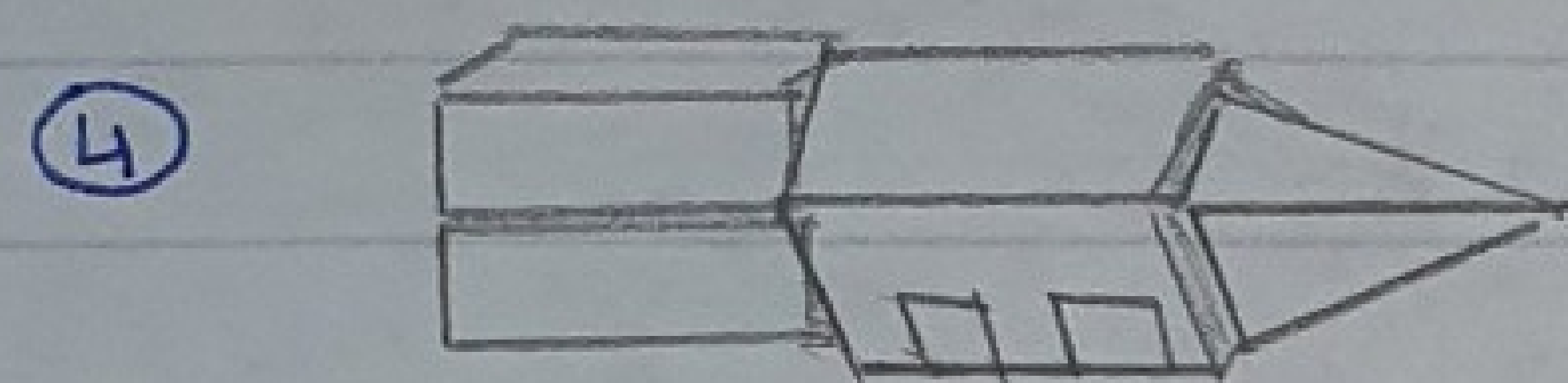
'PISTOL' STRENGTH - 1
(+25 Ammo)



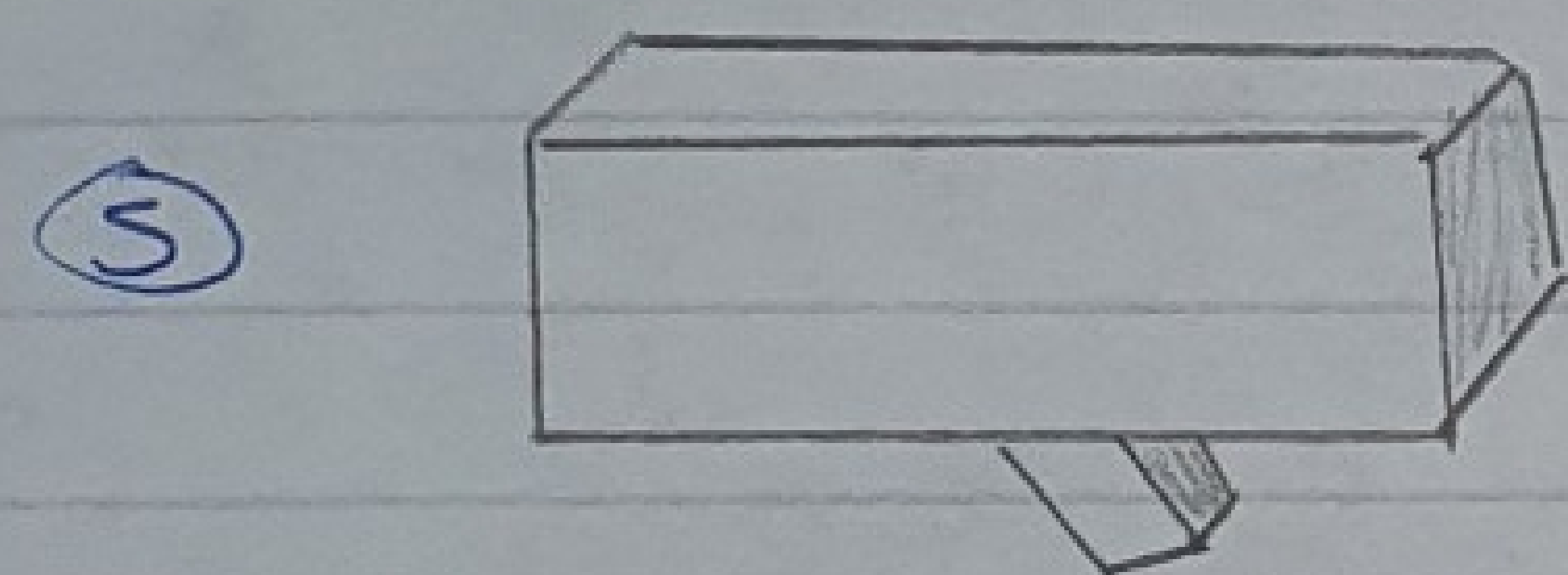
'SHOTGUN' STRENGTH - 3
(+8 Ammo)



'CHAINGUN' STRENGTH - 2
(+30 Ammo)



'RIFLE' STRENGTH - 6
(+5 Ammo)



'LAUNCHER' STRENGTH - 10
(+2 Ammo)

HELLGATE AMMO LIMITS

	<u>INITIAL</u>	<u>MAXIMUM</u>
PISTOL	50	99
SHOTGUN	1616	50
CHAINGUN	30	99
RIFLE	5	30
LAUNCHER	2	10

HELLGATE PLOT

PAGE 1

- ① "It is the year 2196. You are a special operative based on the planet Neptune which was terraformed almost twenty years ago. Your current mission is to investigate the recent increase in crime in Neptune's largest city, Metroville. All clues point to the large warehouse complex on the edge of the city. You set off at once to investigate..."

- | | |
|-----------------------------------|--|
| (1) "Store rooms" | (100, 100) ☒ |
| (2) "Offices" | (165, 125) ☒ |
| (3) "Defence Maze" | (164, 90) ☒ |
| (4) "Underground Lair" | (195, 73) ☒ |
| (5) "Inner sanctum" → SUPER SEVOR | (239, 92) ☒ |

- ② "With SUPER SEVOR dead, your quest is now much easier. That is until you find plans in his lab for an invasion force lead by the huge robot, TITAN WARRIOR. You decide to make a pre-emptive strike on the robot hoards. You must act quickly though, Neptune's fate lies in your hands..."

- | | |
|--|--|
| (6) "Gatehouse" | (115, 120) ☒ |
| (7) "Barracks" | (120, 95) ☒ |
| (8) "Command centre" | (177, 119) ☒ |
| (9) "Secret Entrance" → [LIMBO:15] | (195, 76) ☒ |
| (10) "TITAN WARRIOR'S Palace" → TITAN W. | (242, 88) ☒ |

HELLGATE PLOT

PAGE 2

③

"TITAN WARRIOR'S Invasion force has been crushed.
Your last challenge is the mighty ALACONDER!
Your quest is nearly over...
Isn't it???"

(11) "Death Zone" (93, 109) ☐

(12) "Inferno" (177, 97) ☐

(13) "Pandemonium" → ALACONDER (218, 104) ☒

(SUICIDE ONLY) (14) "Dis" → SWAMP DEMON (252, 70) ☒

(15) "Limbo" → BACK TO [LEVEL 10] (154, 85) ☒

<SECRET LEVEL>

If Level 13 is completed on "suicide", show linking text, then start level 14, then full blown ending sequence.

If not, show "try harder skill level..." screen and quit.

HELLGATE PLOT

PAGE 3

ENDING TEXT [Dead easy / Well 'ord]

Congratulations, You have reduced the evil crime lord ALACONDER to scrap metal and saved Neptune. Or so you think.....

ALACONER's last words were,

"I may be finished, but the SWAMP DEMON will destroy you foolish mortals!"

Try the suicide skill level to uncover the truth....

ENDING TEXT [Suicide]

As the foul ALACONDER explodes into piles of scrap metal, it utters the sacred litany to summon the diabolic SWAMP DEMON.

You hear a rumbling in the distance, rushing outside you see the true nature of evil that has awoken.

The temple on top of the hill is the source of all of the evil that has appeared.

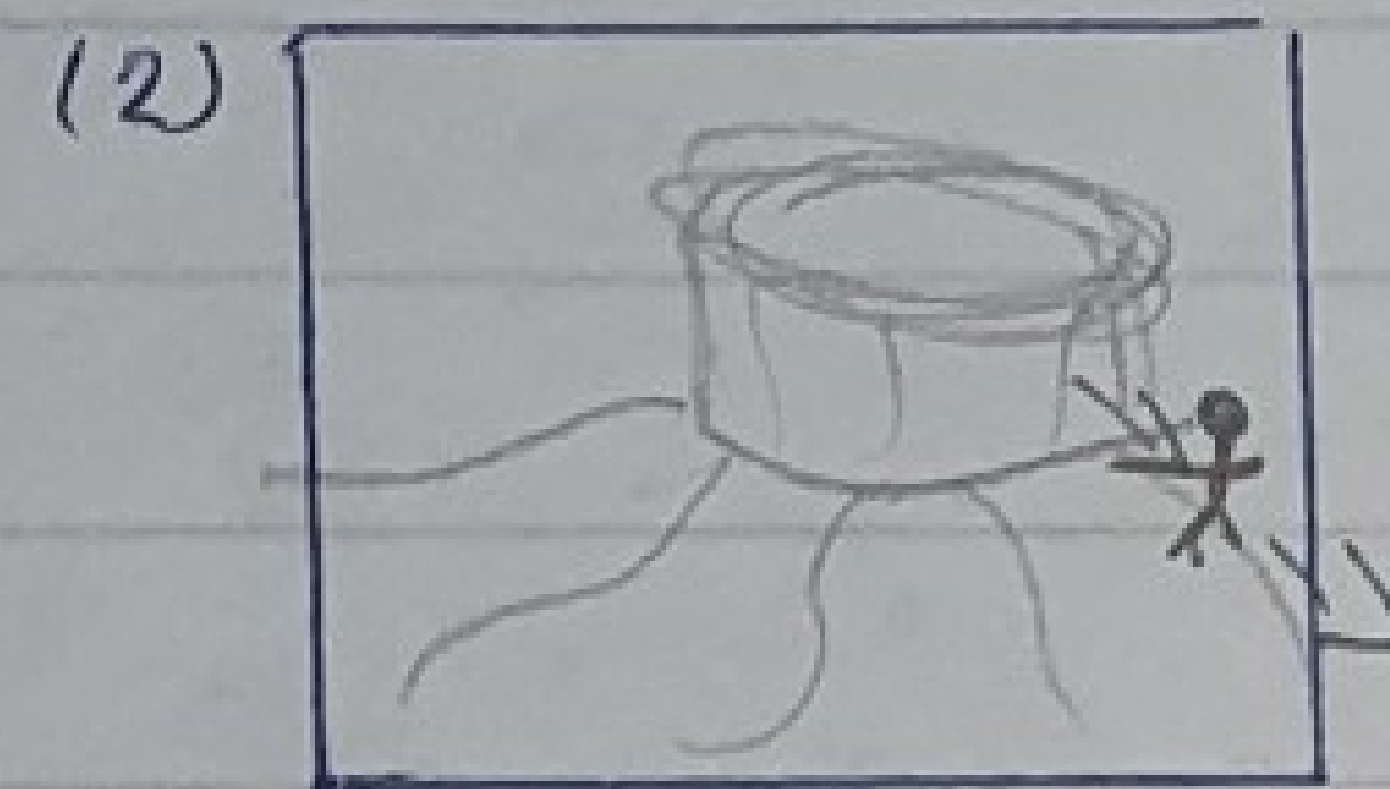
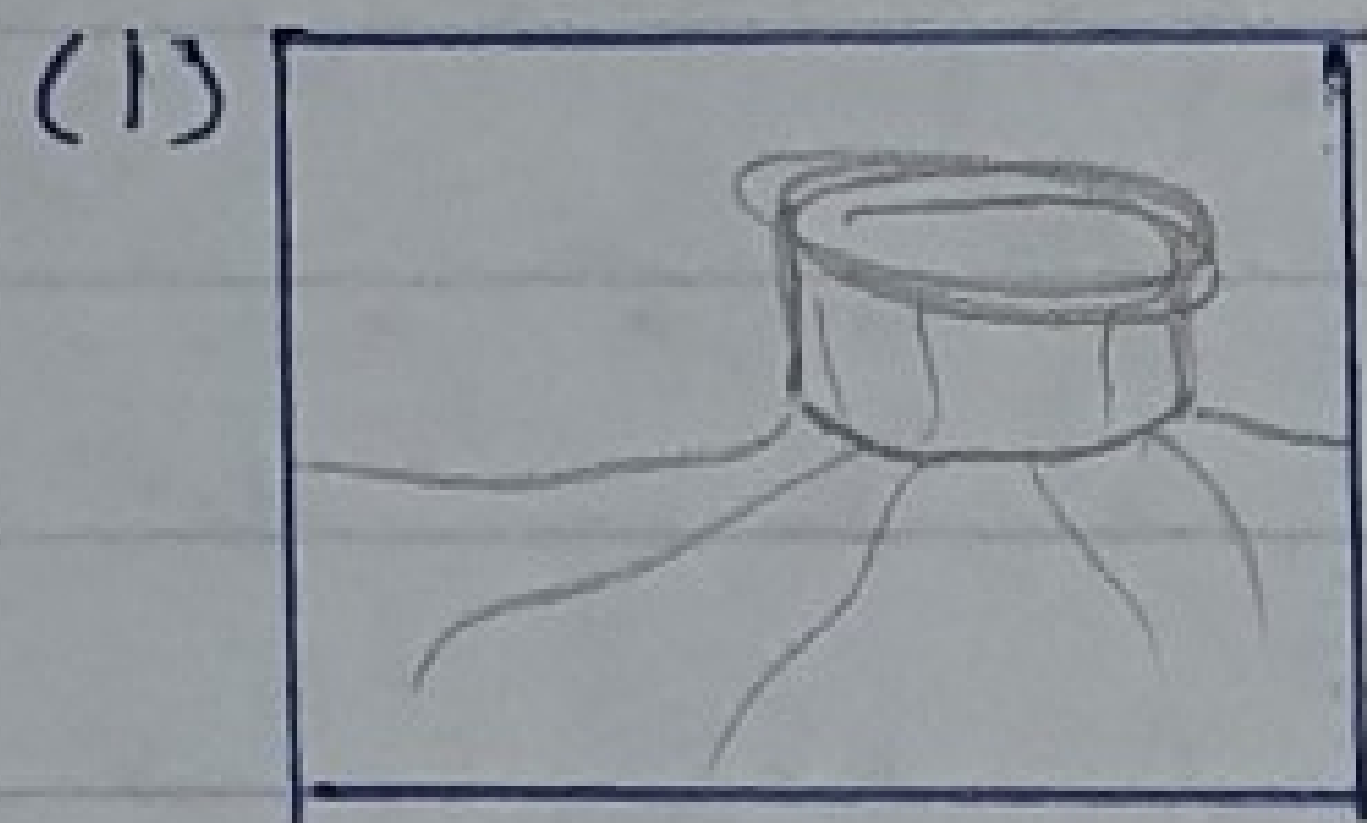
You make haste up the hillside to finish this, once and for all....

HELLGATE PLOT

PAGE 4

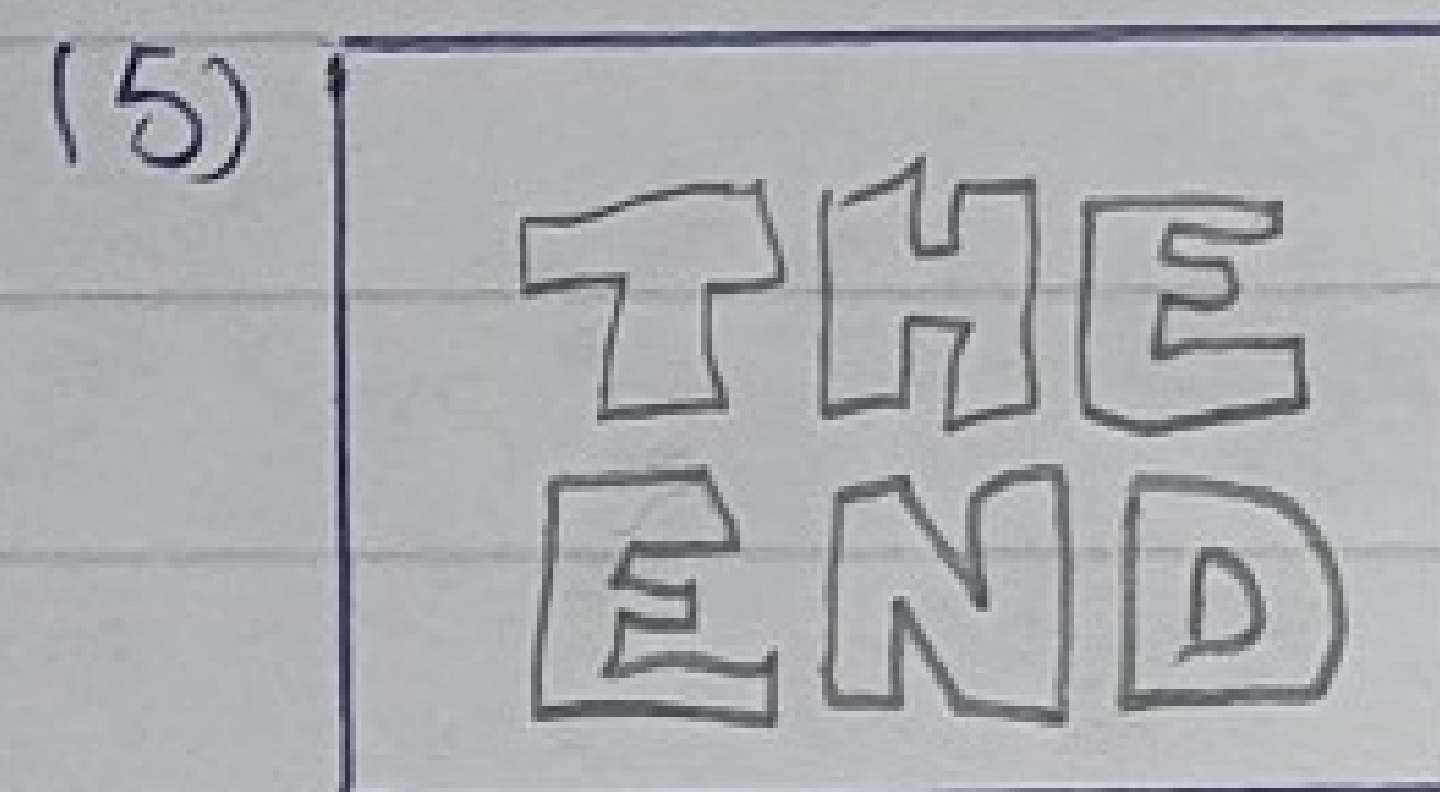
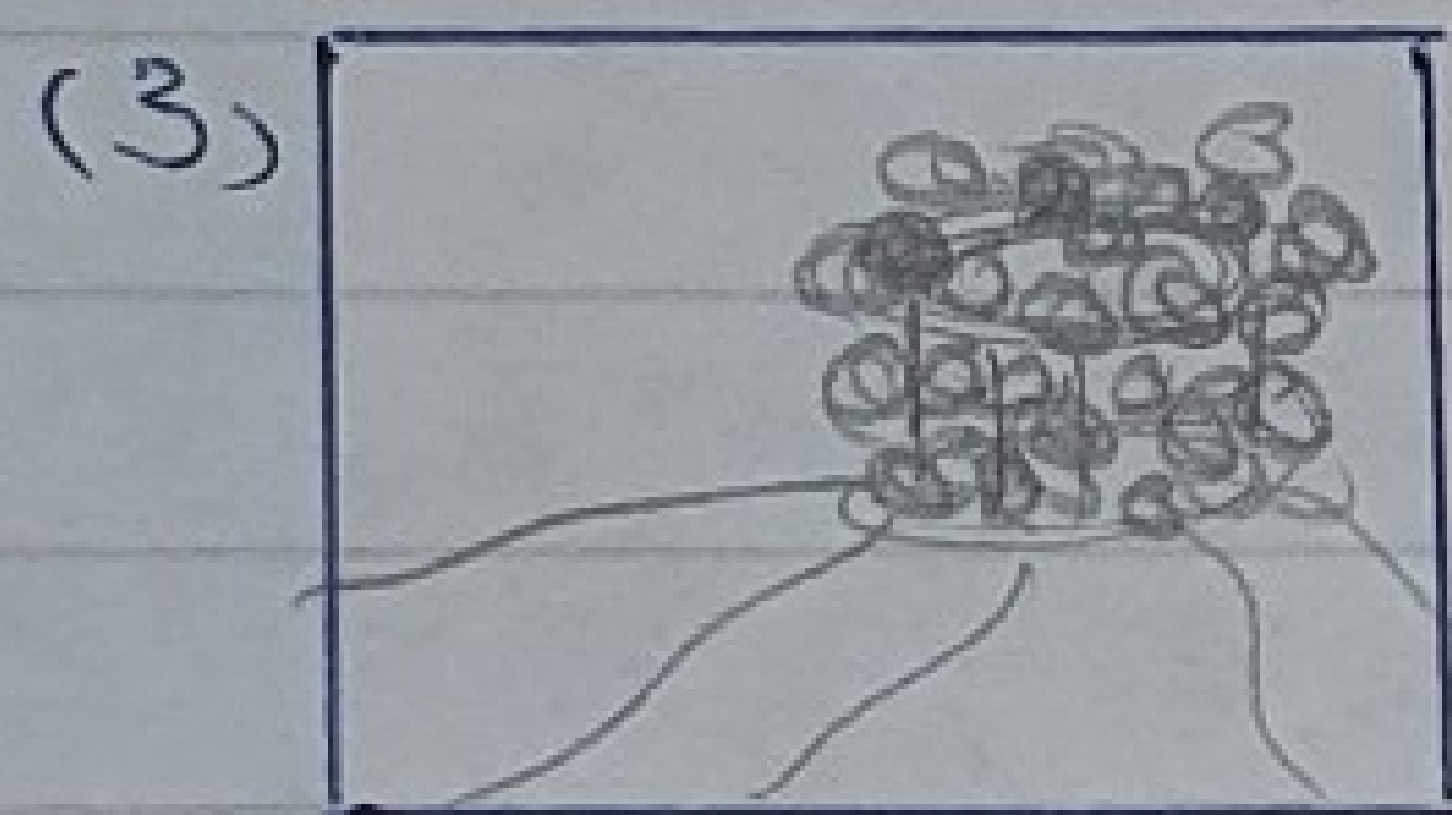
Final ending sequence script.

(1) Zoomed picture of temple on hill (from map)



(2) You run down side, off right hand side of screen

(3) Temple explodes with lots of small sprites, fade to white-out.



(4) ~~End~~ Scroll credits from bottom of screen,

(5) Then show huge zoomed in "THE END"

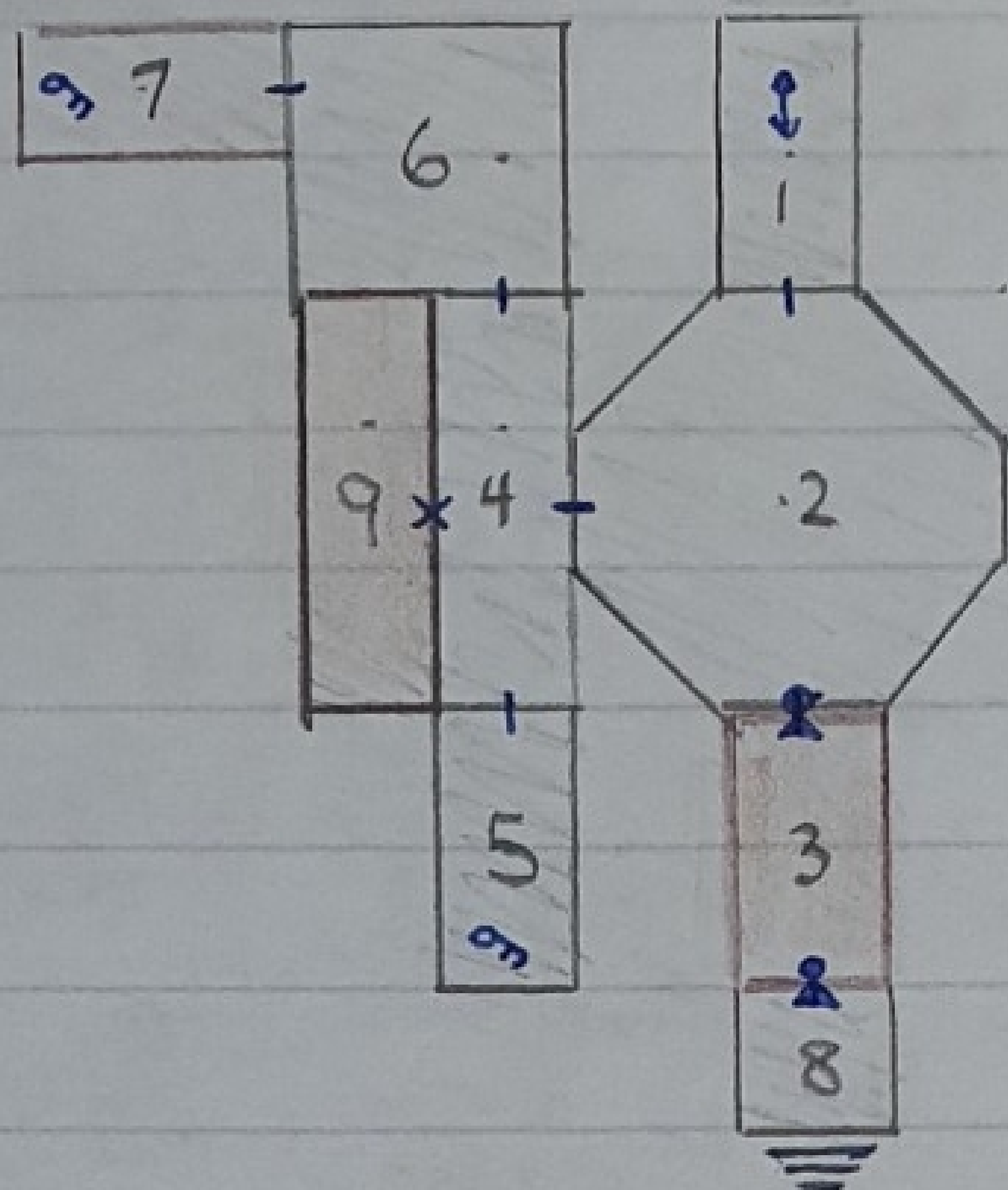
(6) Fade to black, then return to "Wristwatch" screen.

EPISODE 1

"WAREHOUSE COMPLEX"

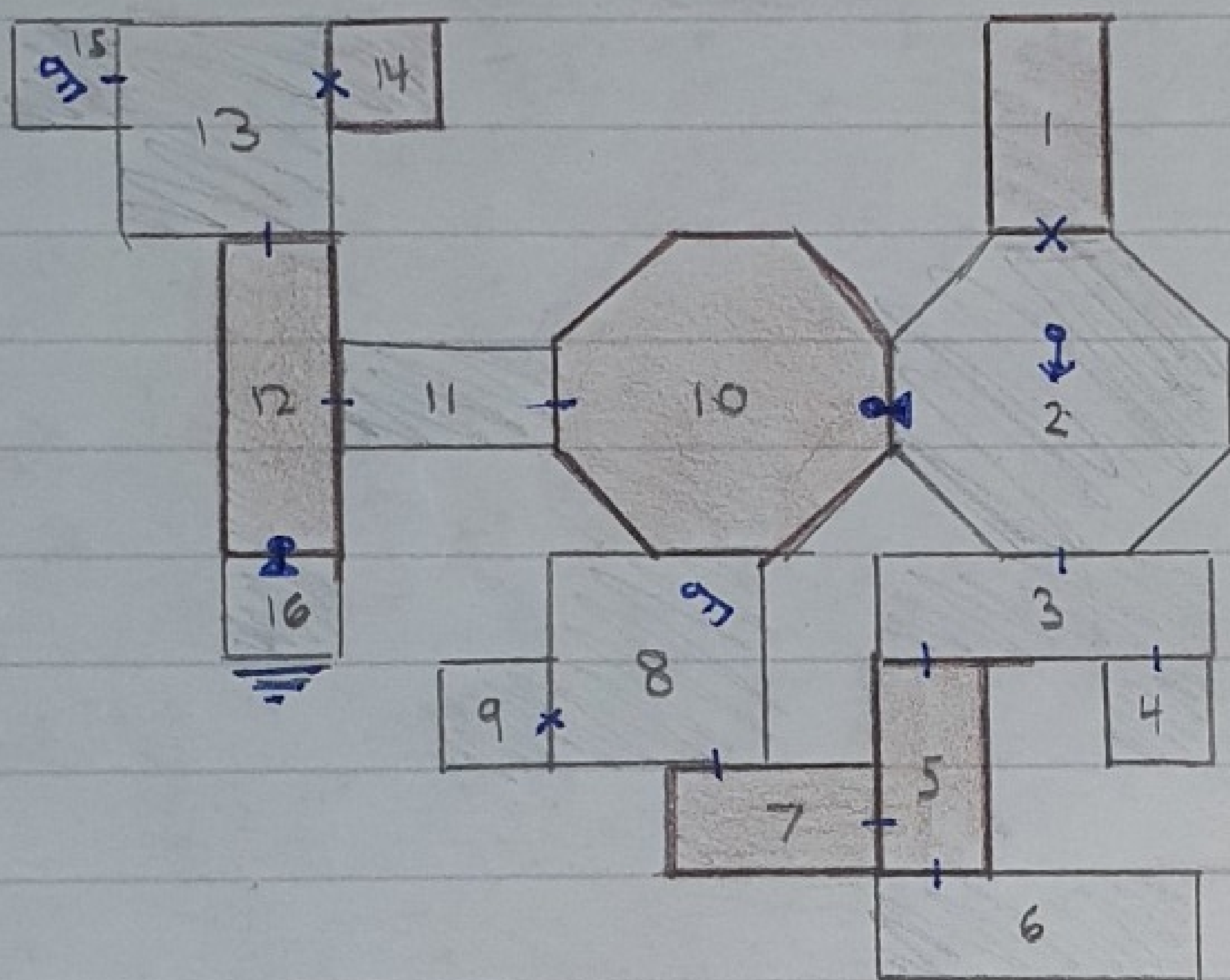
E1M1

LEVEL 1: STOREROOMS



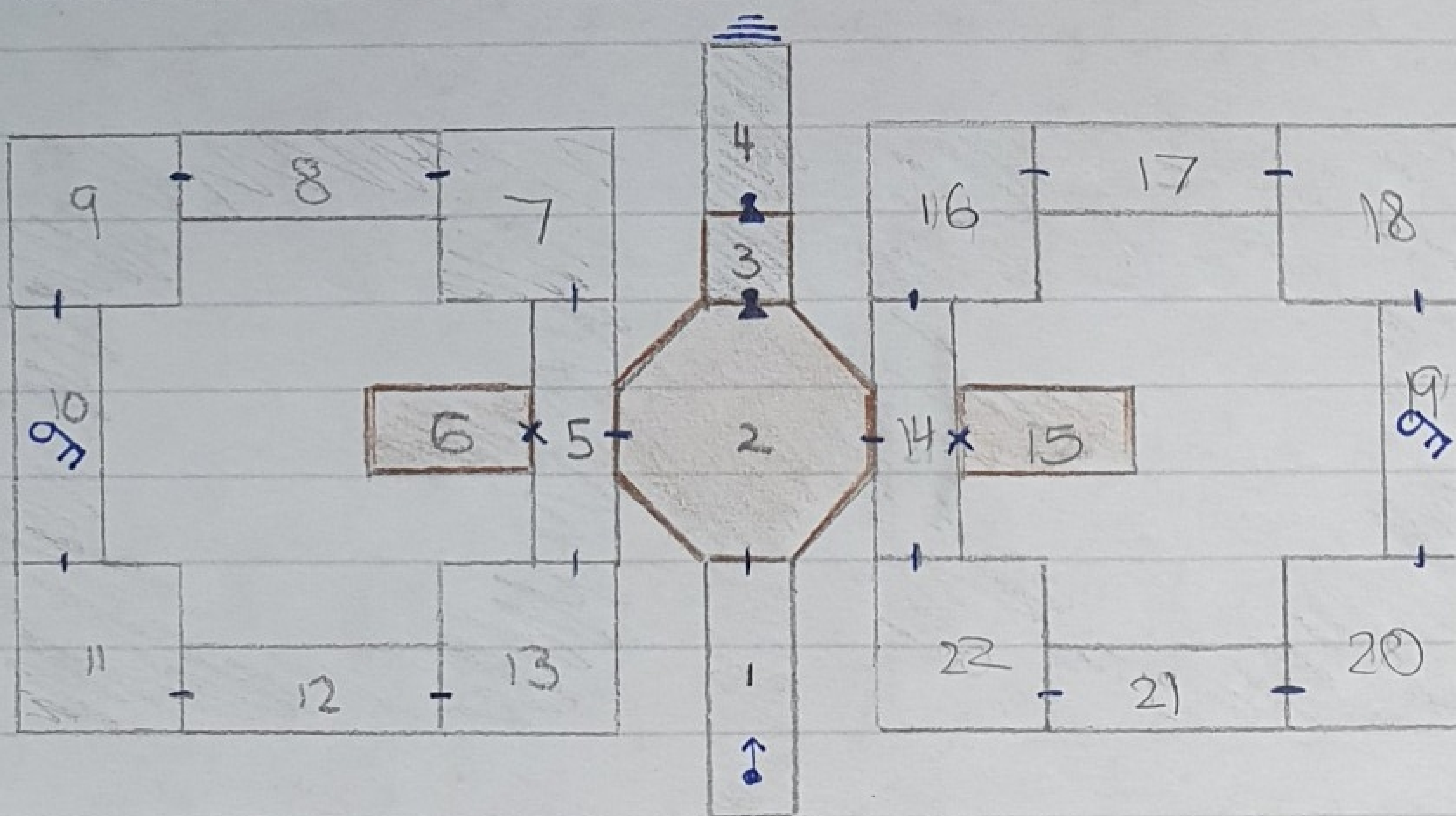
E1M2

LEVEL 2: OFFICES



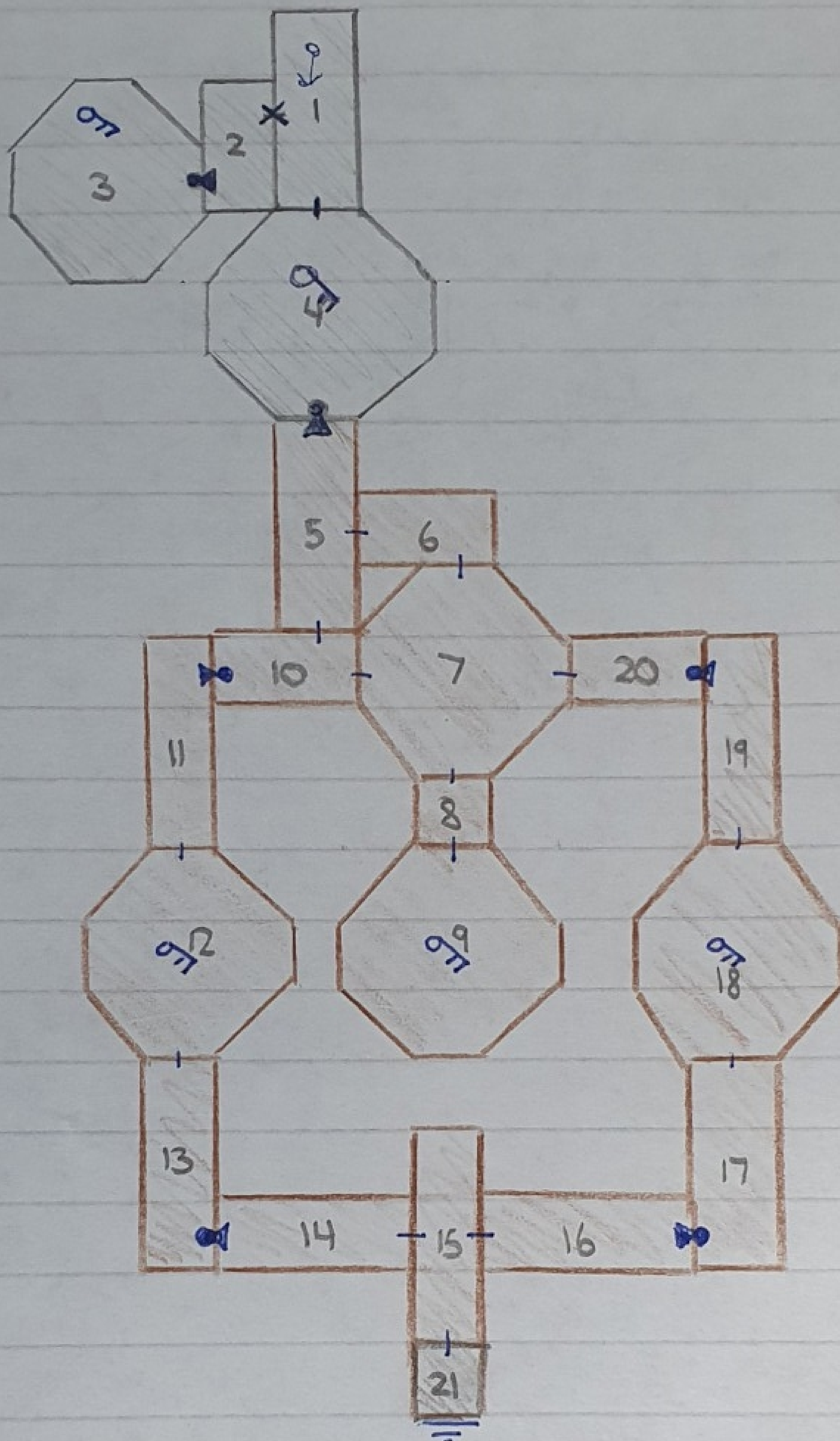
E1M3

LEVEL 3: DEFENCE MAZE



E1M4

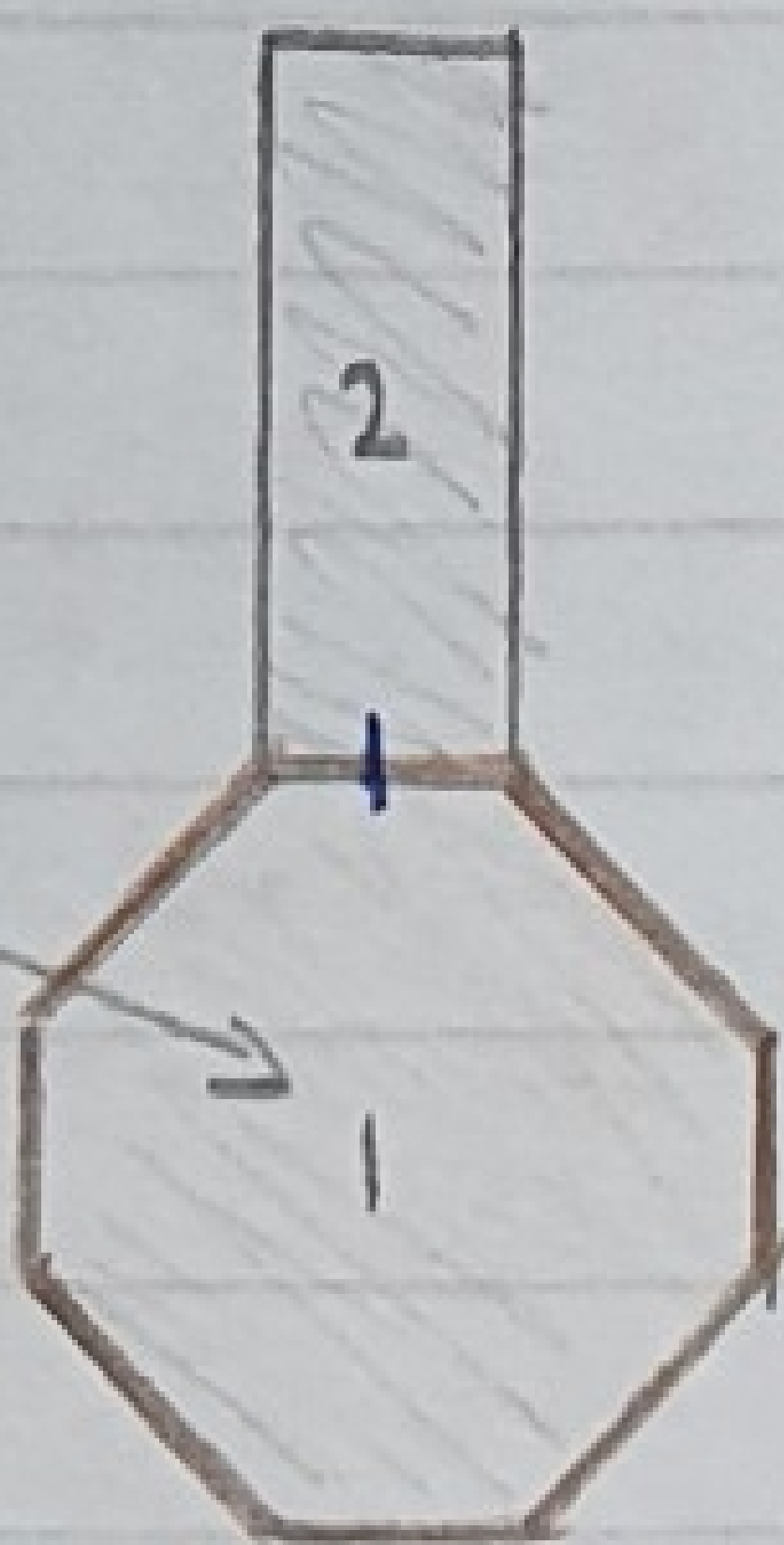
LEVEL 4: UNDERGROUND LAIR



E1M5

LEVEL 5: INNER SANCTUM...

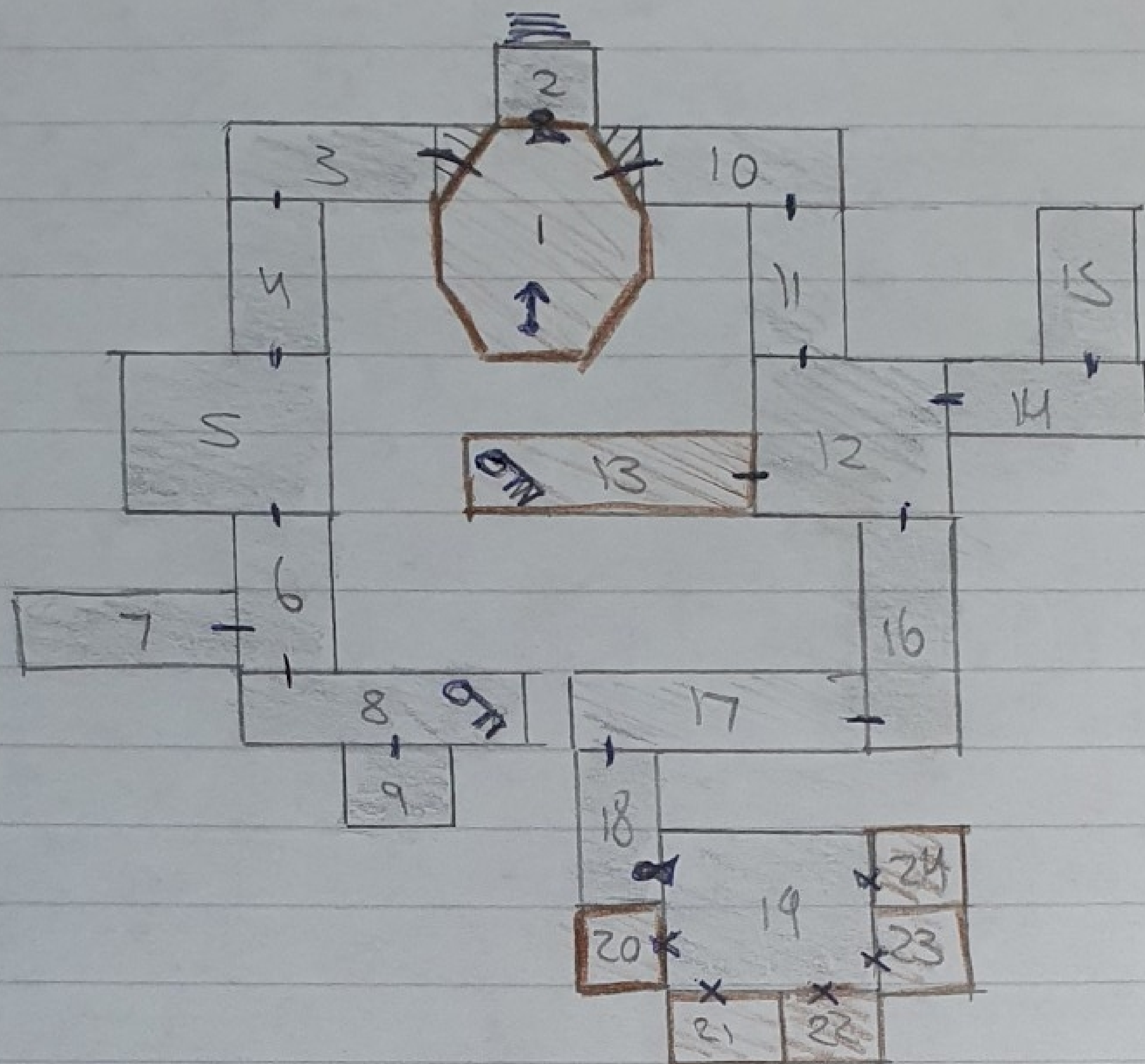
SUPER SEVOR



EPISODE 2

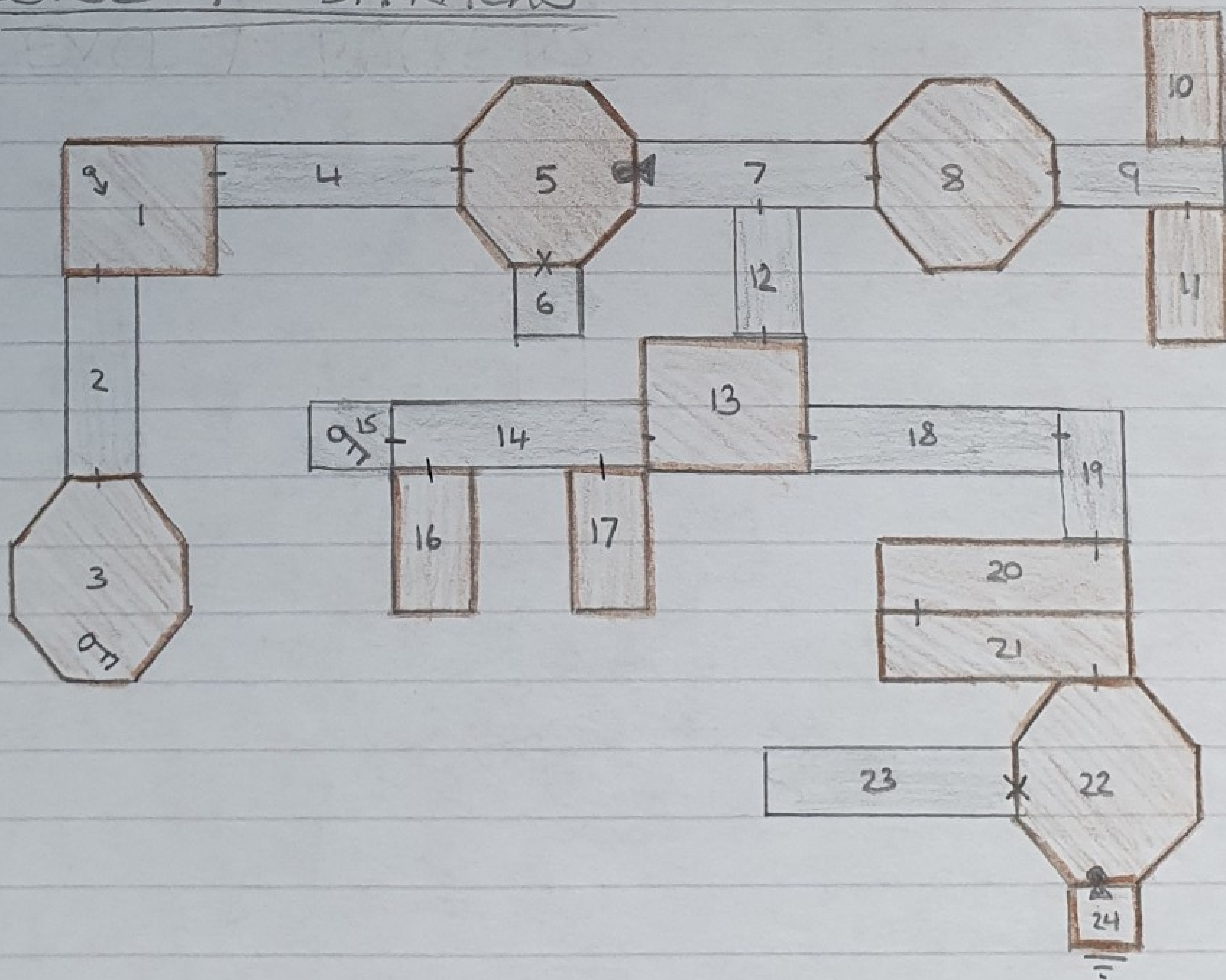
"TITAN WARRIOR'S BASE"

E2M1 LEVEL 6: CATEHOUSE



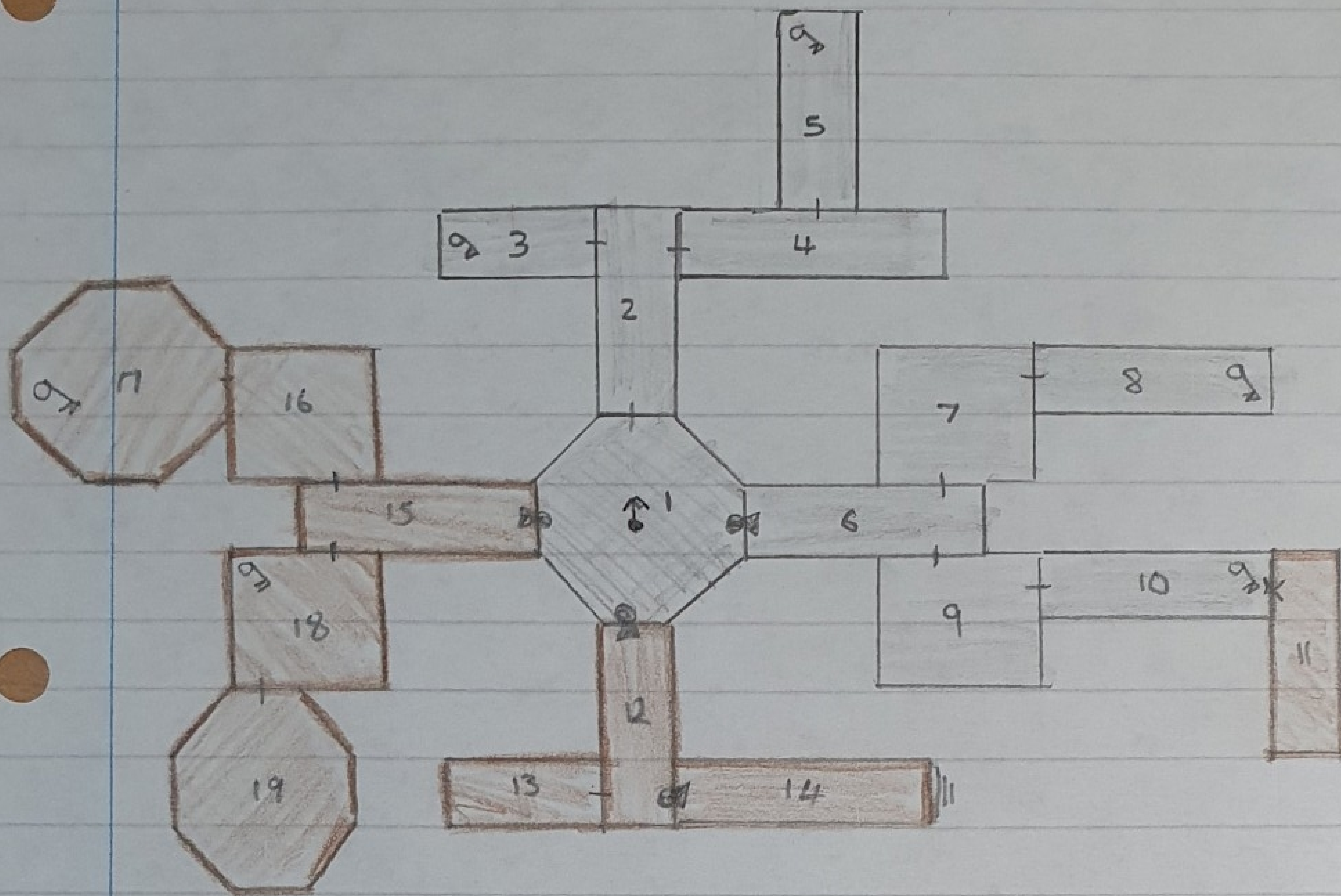
E2M2 LEVEL 7: BARRACKS

E2M2



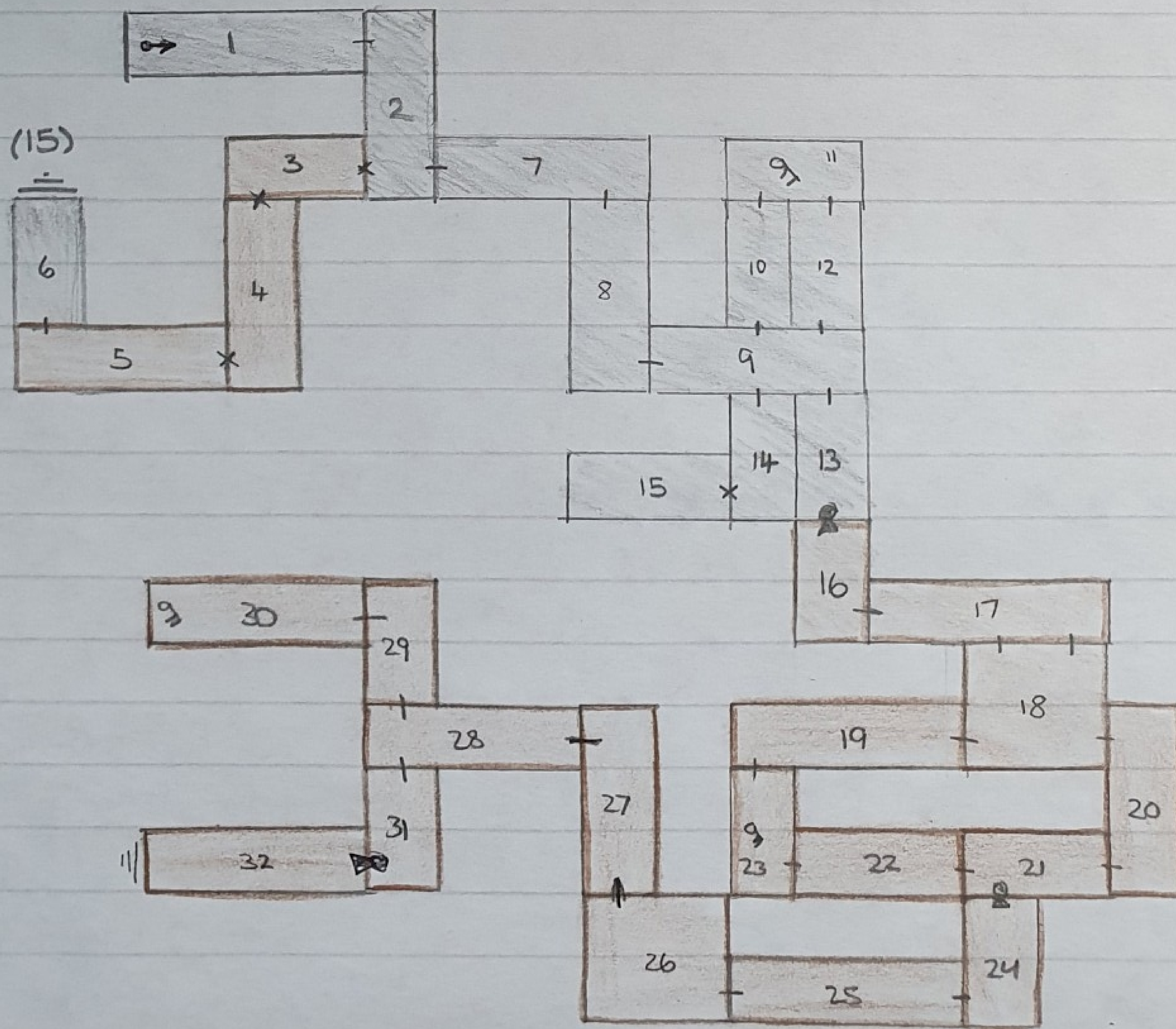
E2M3

LEVEL 8: COMMAND CENTRE



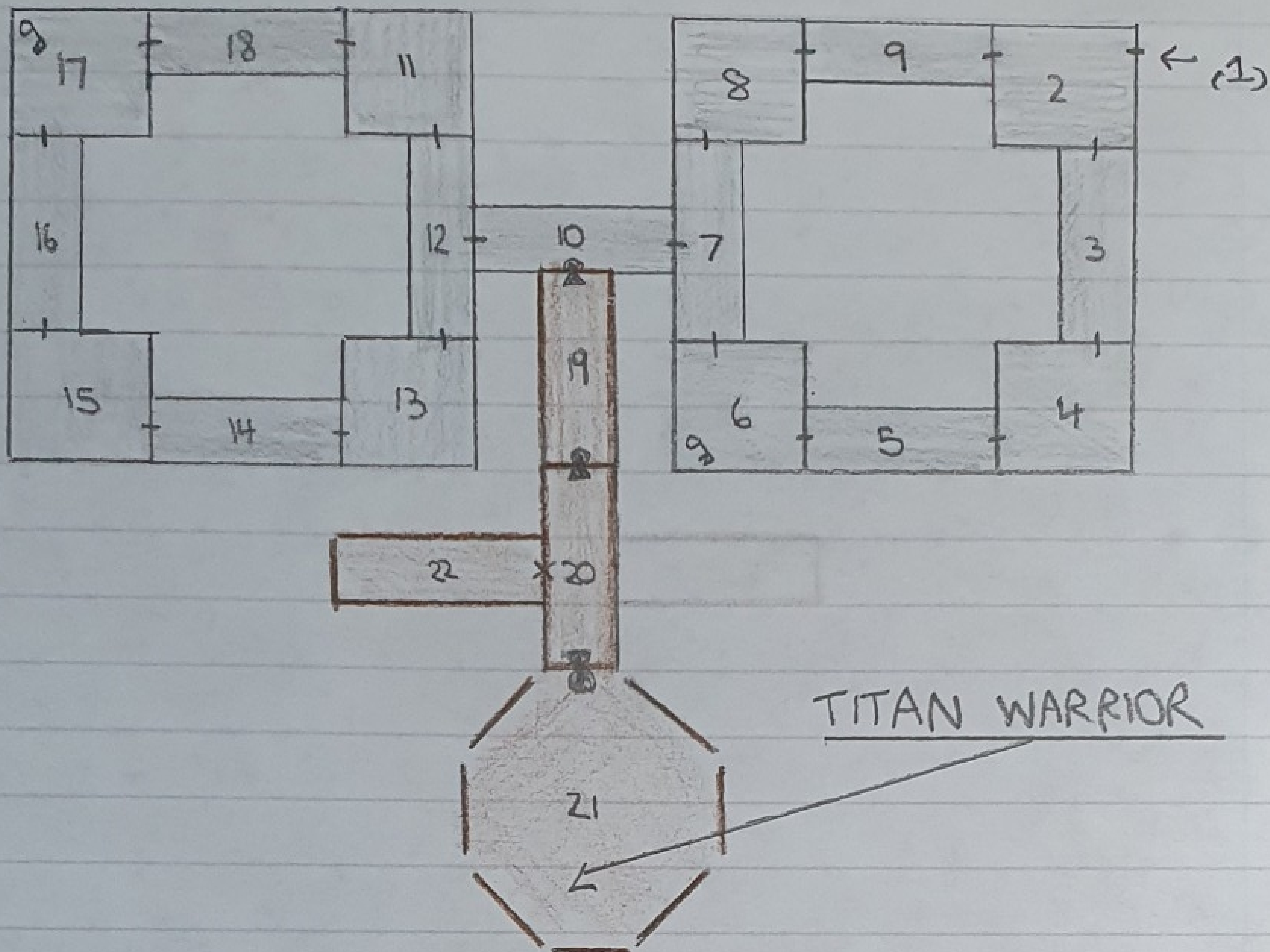
E2M4

LEVEL 9: SECRET ENTRANCE



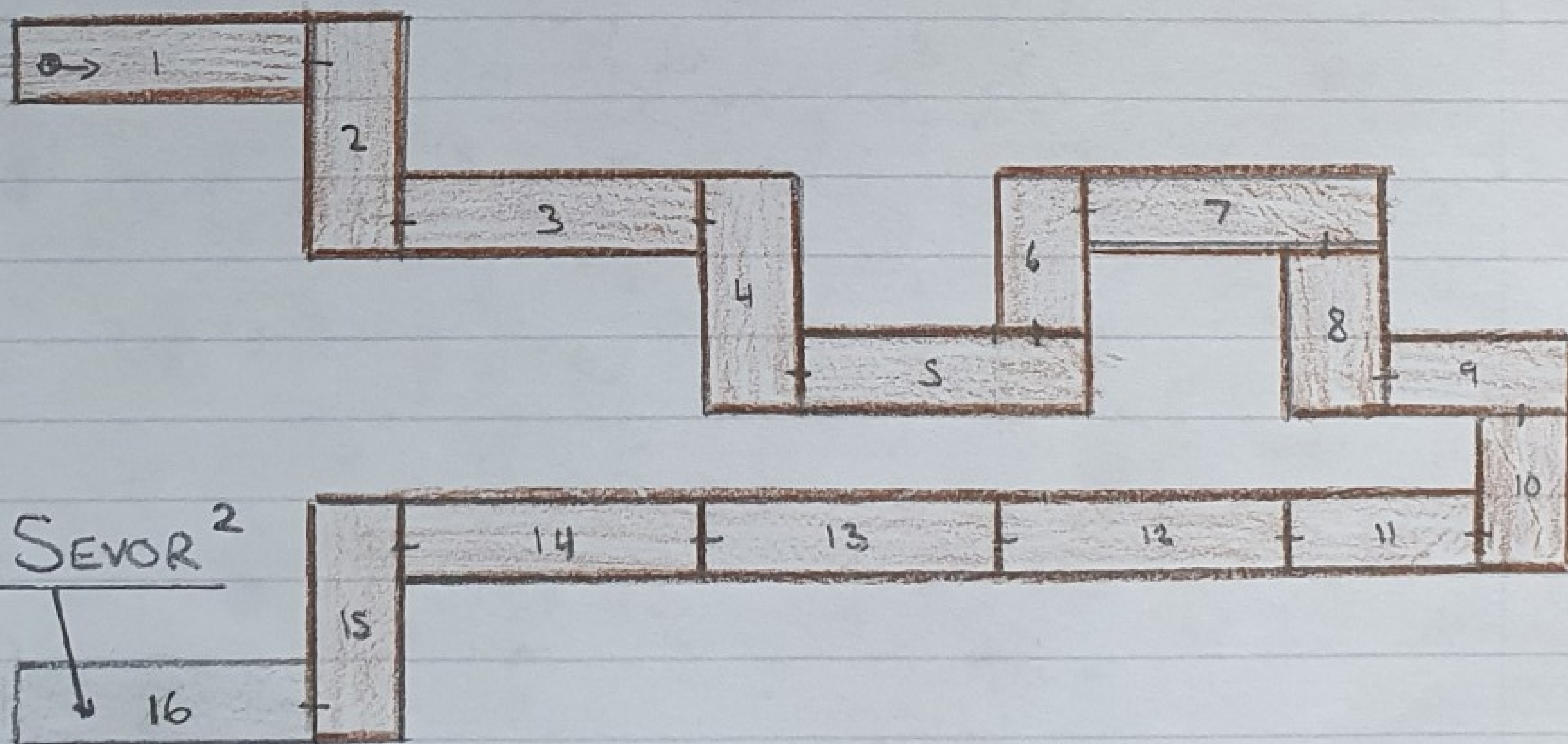
E2M5

LEVEL 10: TITAN WARRIOR'S PALACE



E3M5

LEVEL 15: LIMBO

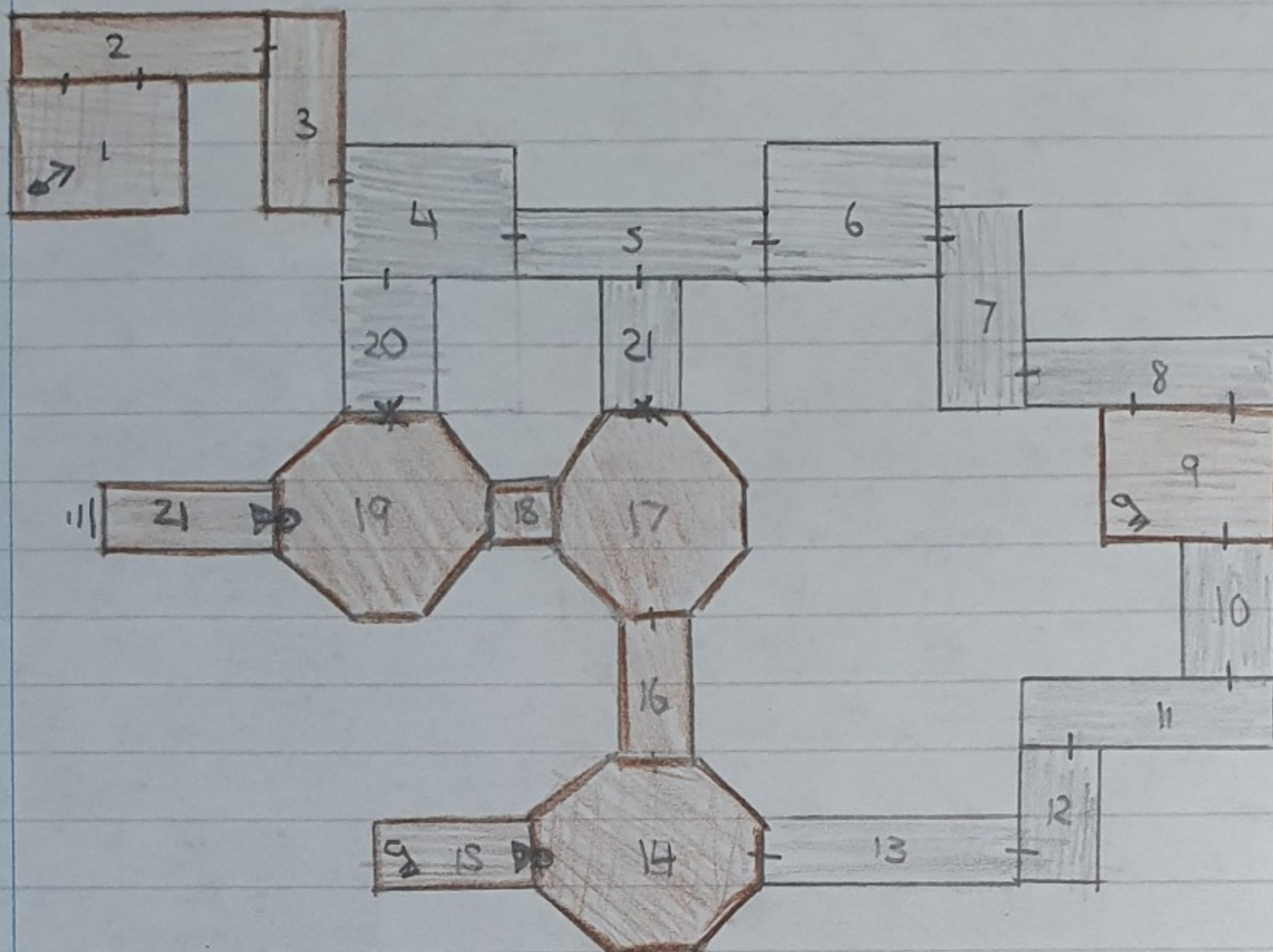


SUPER SEVOR²

EPISODE 3 "THE GATES OF HELL"

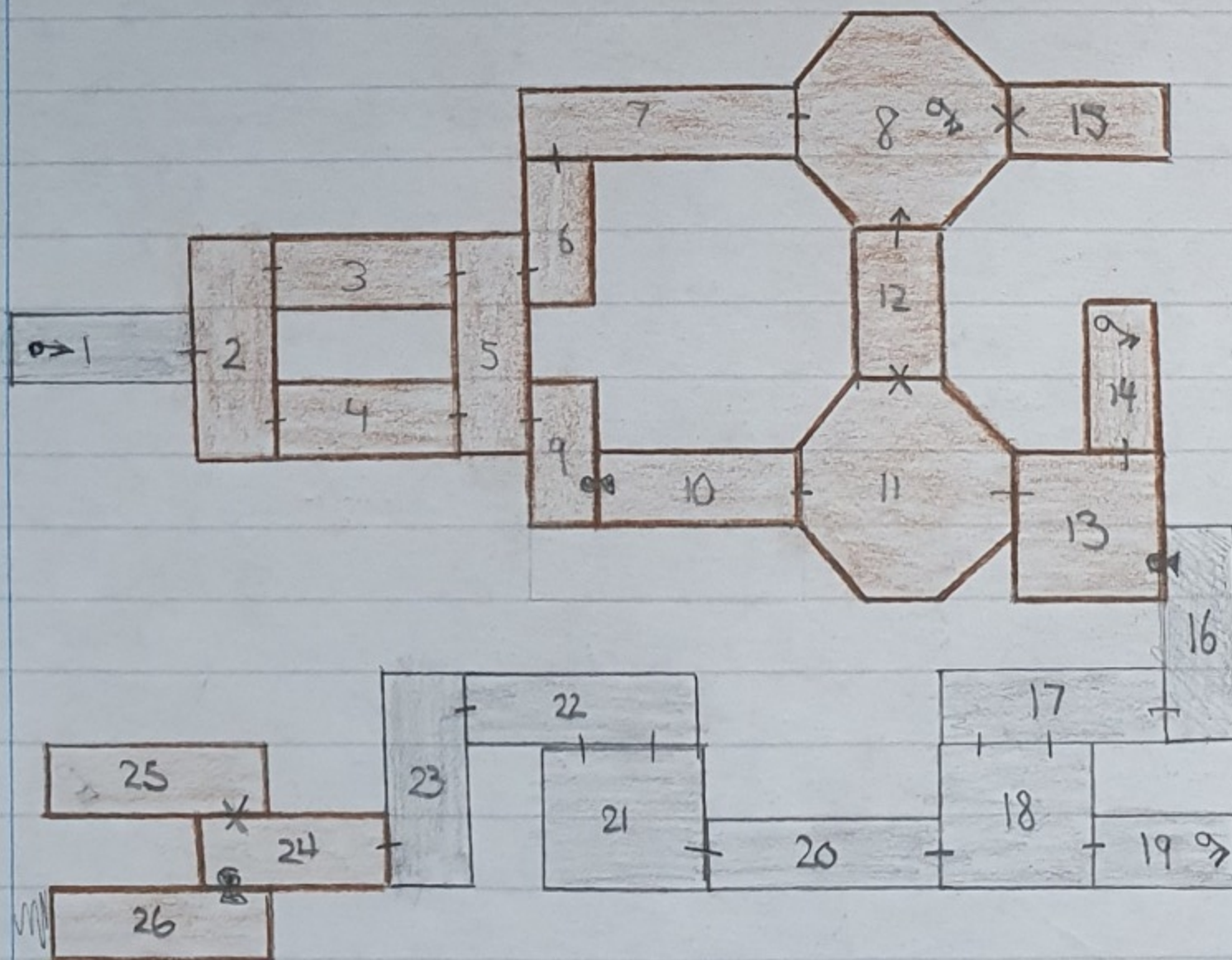
E3M1

LEVEL 11: DEATH ZONE

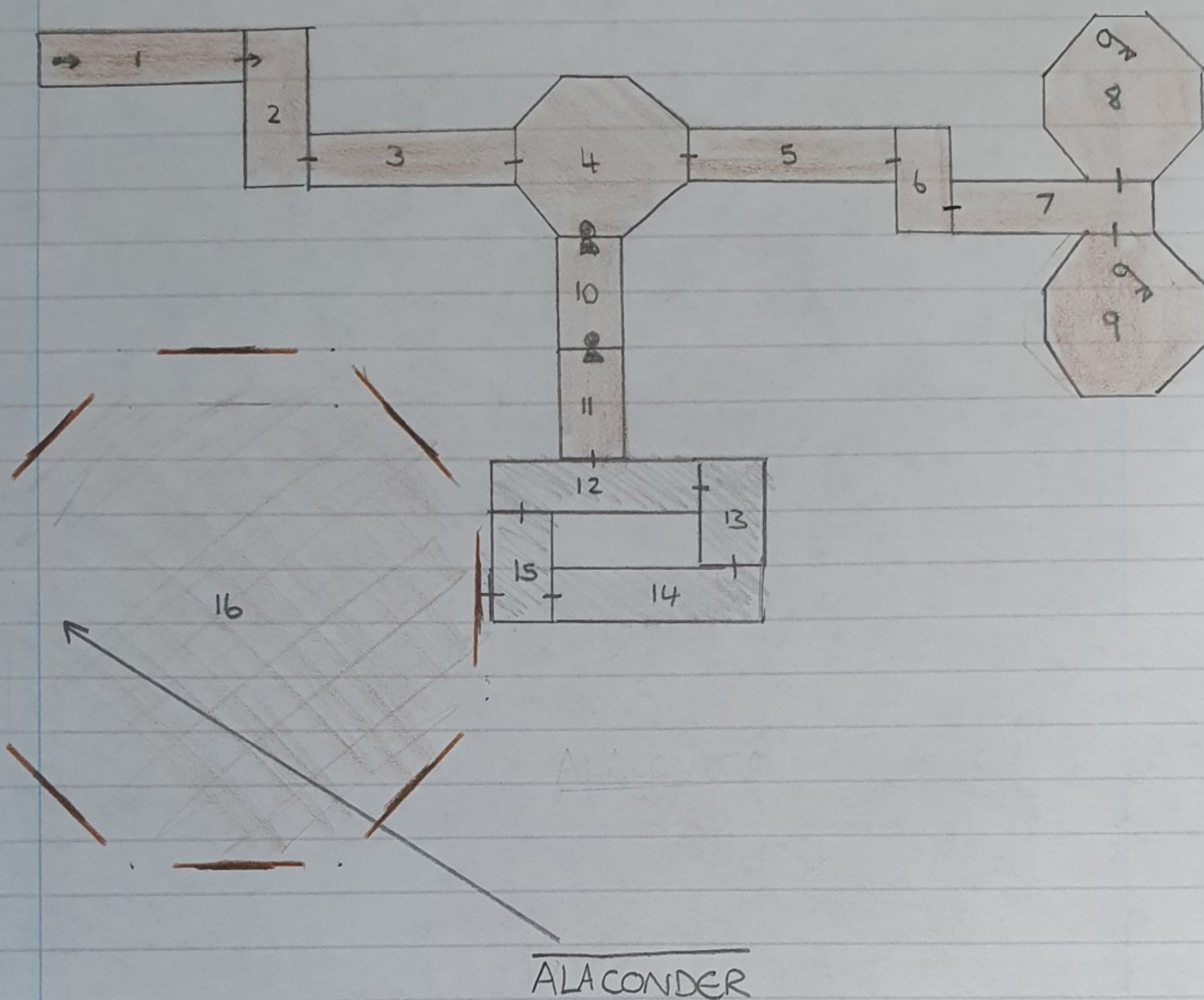


E3M2

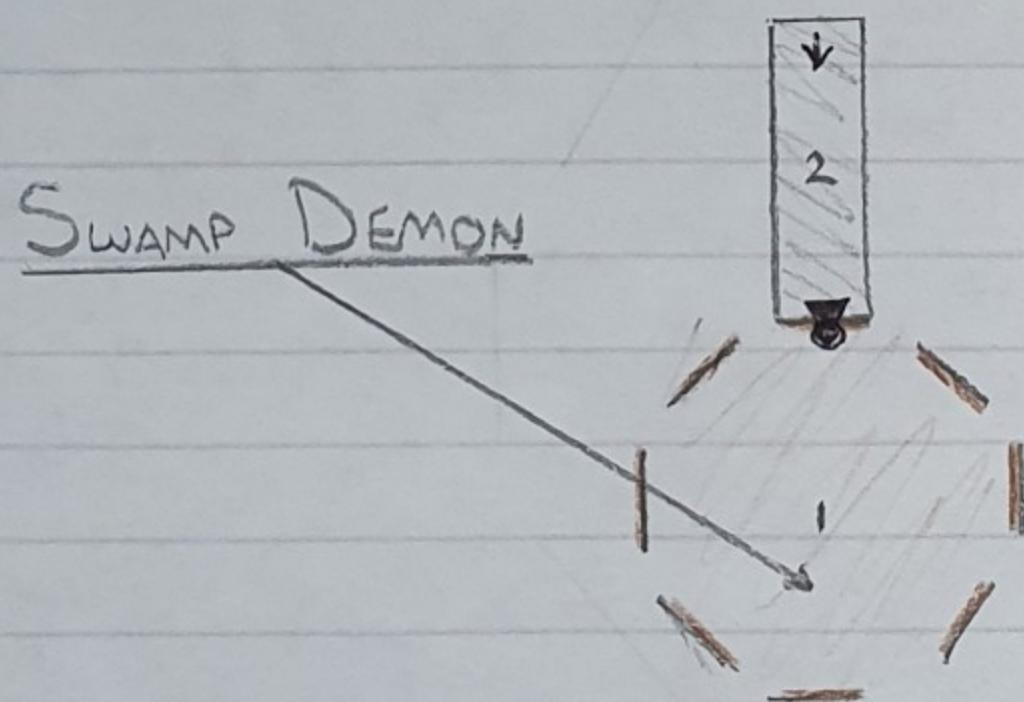
LEVEL 12: INFERNO

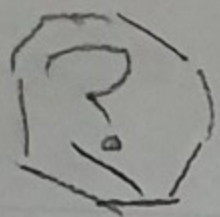


E3M3 LEVEL 13: PANDEMONIUM



E3M4 LEVEL 14: THE FINAL CHALLENGE





* HELLGATE *

PSEUDO CONTROL LOOP.

```
REPEAT
  READ  MOUSE POSITION + BUTTONS + KEYBOARD
  CALCULATE TURN + FORWARD/BACKWARD VALUES
  IF walk THEN
    Sway gun
  END IF

  IF right mouse button
    THEN
      convert turn to LR movement
    END IF

  IF shift button
    THEN
      draw control panel (if necessary)
      copy to screen
    END IF

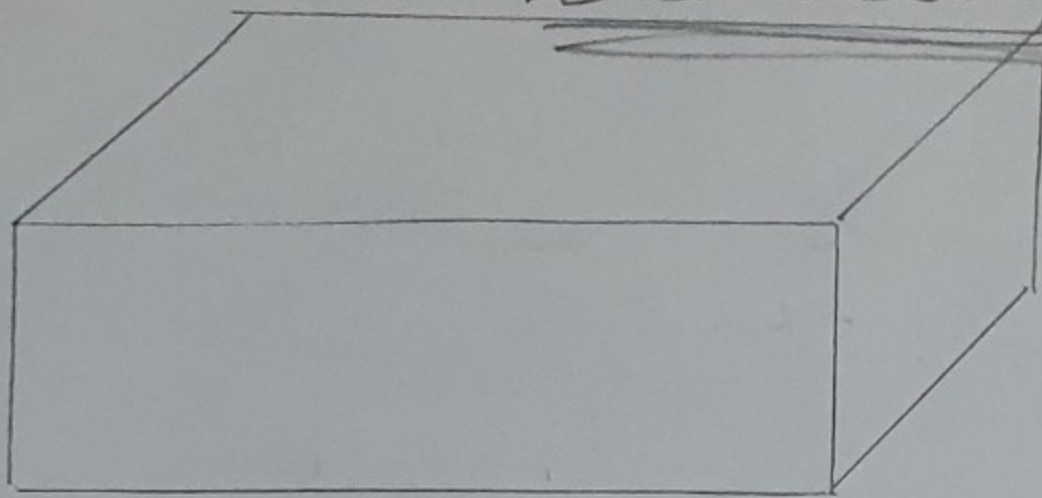
  Move object  $\phi$  in 3D world.
  DETECT WALL COLLISIONS
  IF COLLISION
    THEN
      move back / enter doorway.
    END IF

  IF left mouse button
    THEN
      check handle gunshot
    END IF

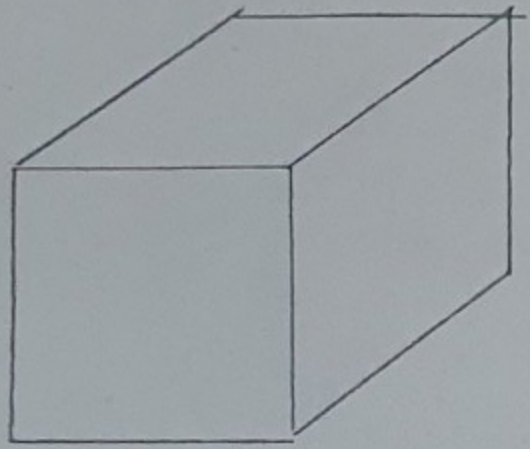
  IF number keys
    THEN
      change weapon
    END IF

  HANDLE BADDIES
  DRAW ENV 3D
  DRAW GUN
  IF shift button
    THEN
      draw status on screen
    END IF
UNTIL DEAD.
```


LEVEL OBJECTS

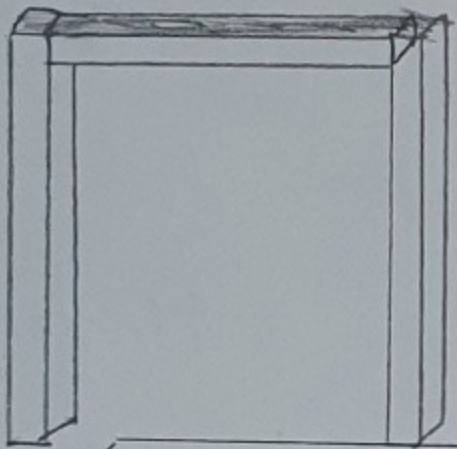


1x2x1 block.



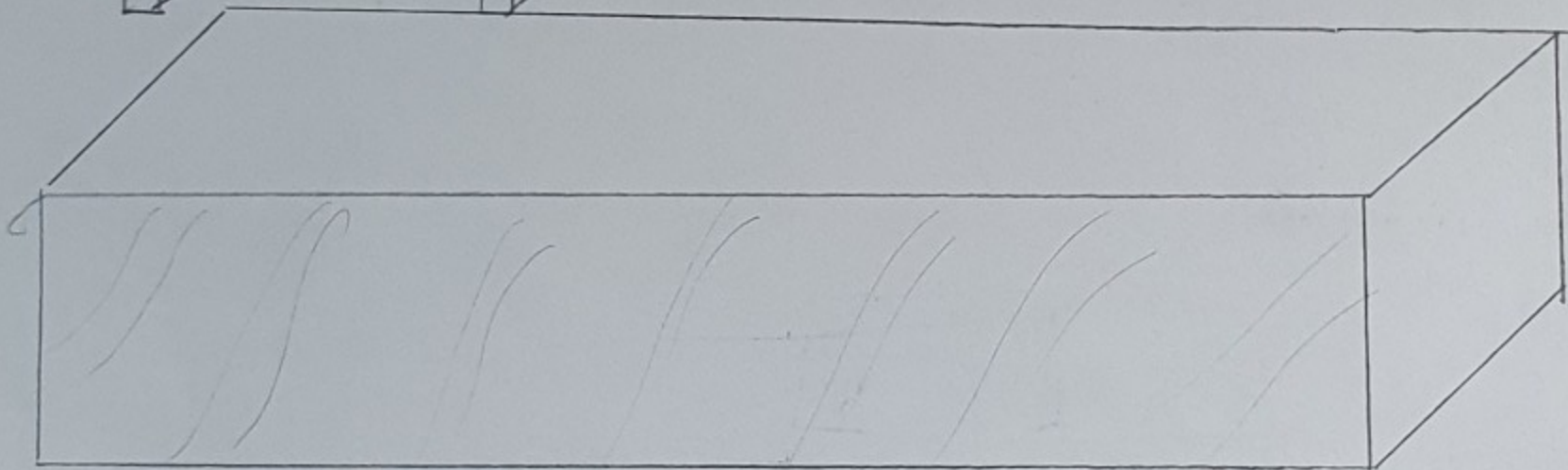
1x1x1 Block

x



1x1

Door x



3x1x1
Block.

✓

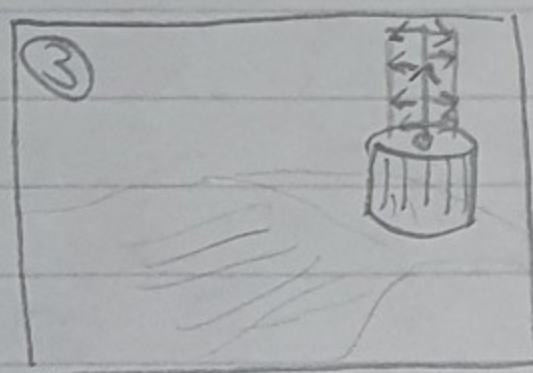
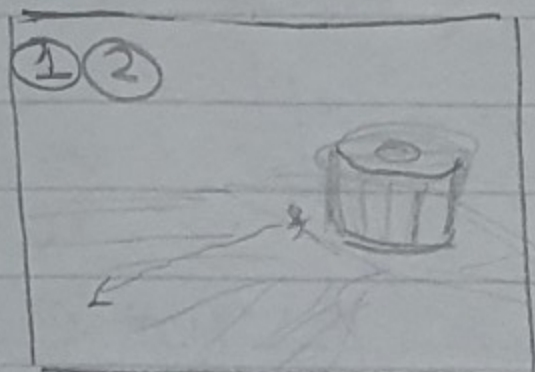


exit
lift

x

FINAL HELLGATE ENDING SEQUENCE ~~ENDING~~

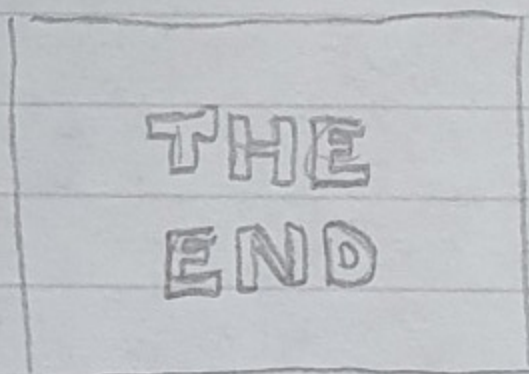
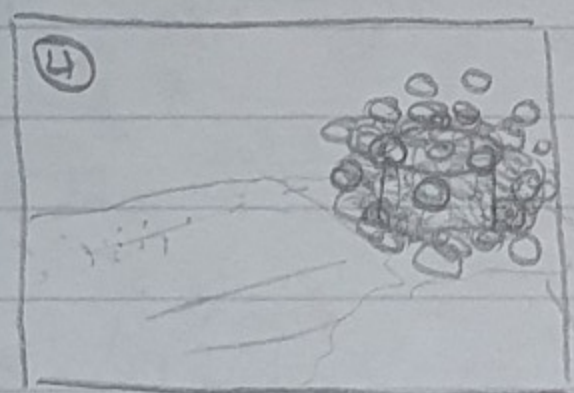
- (1) Picture of mountainside with temple on top:



- (2) You run from it down mountain (6×12 pixel man)

- (3) Beam of red shoots up from temple and then gets wider.

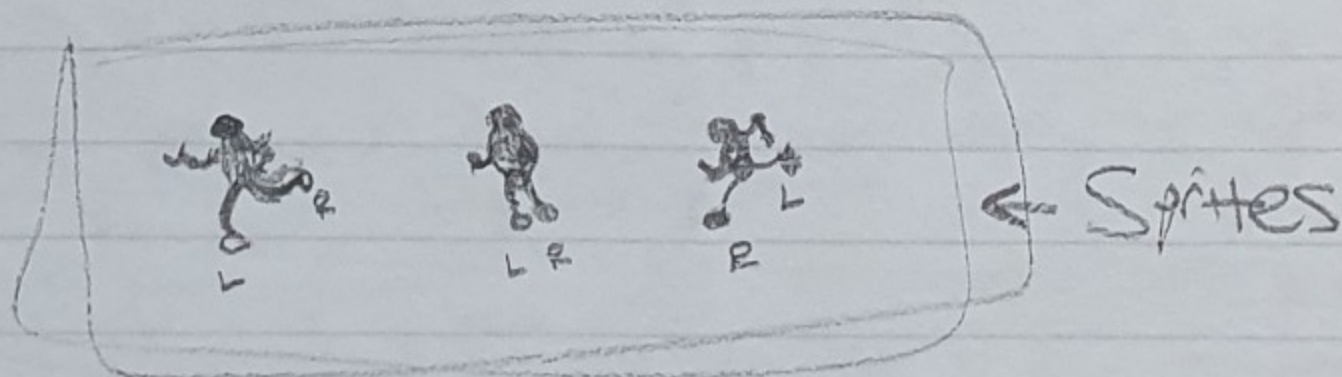
- (4) Temple explodes with lots of small sprites then fade to white-out

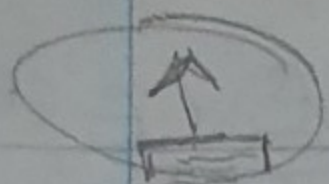


- (5) Still with white screen, fade over Red "THE END" logo.

- (6) Wait a while, then fade away, ^{to black} and scroll credits from bottom.

- (7) Return to "Enter thy name screen."





CREDITS centred.

SMARTSOFT

was proud to present

HELLGATE

by David Walters and Matthew Kvasnik

© 1996

Programming David Walters

Design David Walters + Matthew K.

Graphics David + Ian

Music MAD MAX

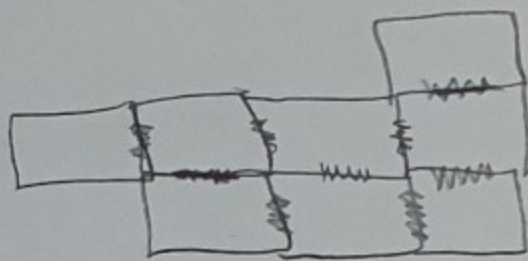
TESTING David, Ian, Matt,
Neil, Terry, Brendan

[hold this part
at the end] = [See you next mission...]

LEVELS

Levels are split into ~~rooms~~ rooms connected by doorways.

eg
✓



DOOR

ROOMS

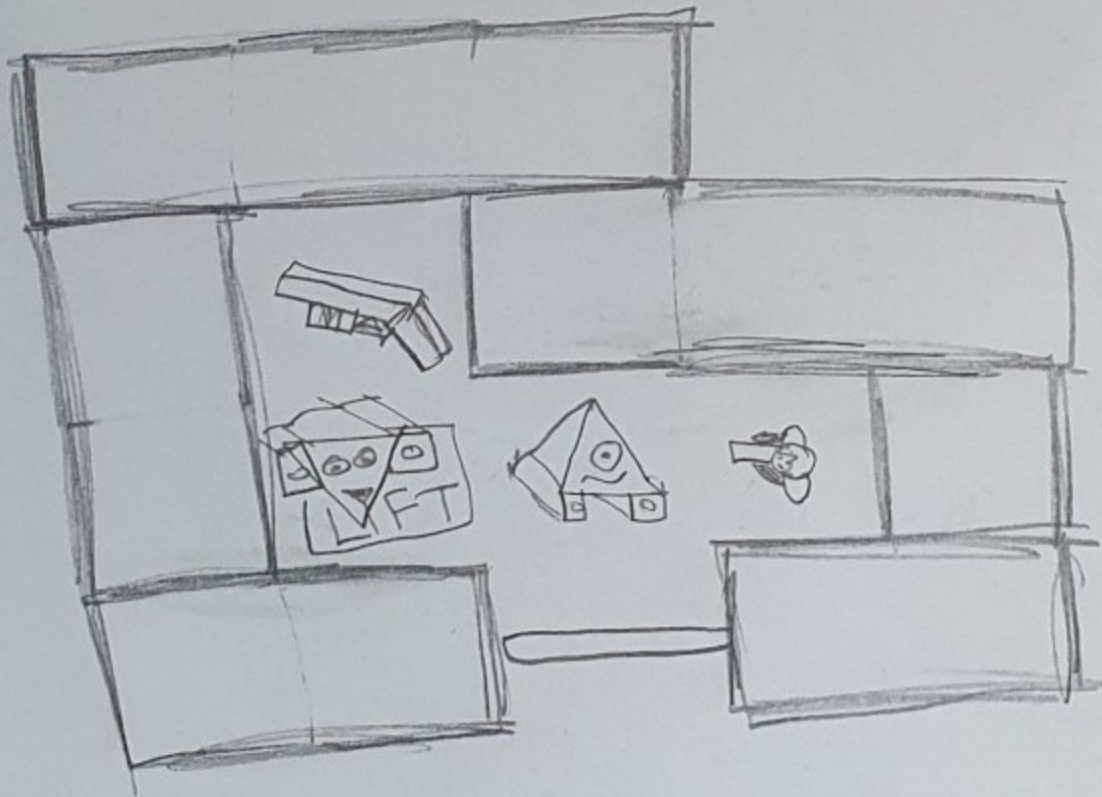
Rooms are made up of 15 objects max.

8: ~~blocks~~ ^{objects} for the walls and doors etc.

5: Objects for the baddies

3: Objects for power-ups. ✓

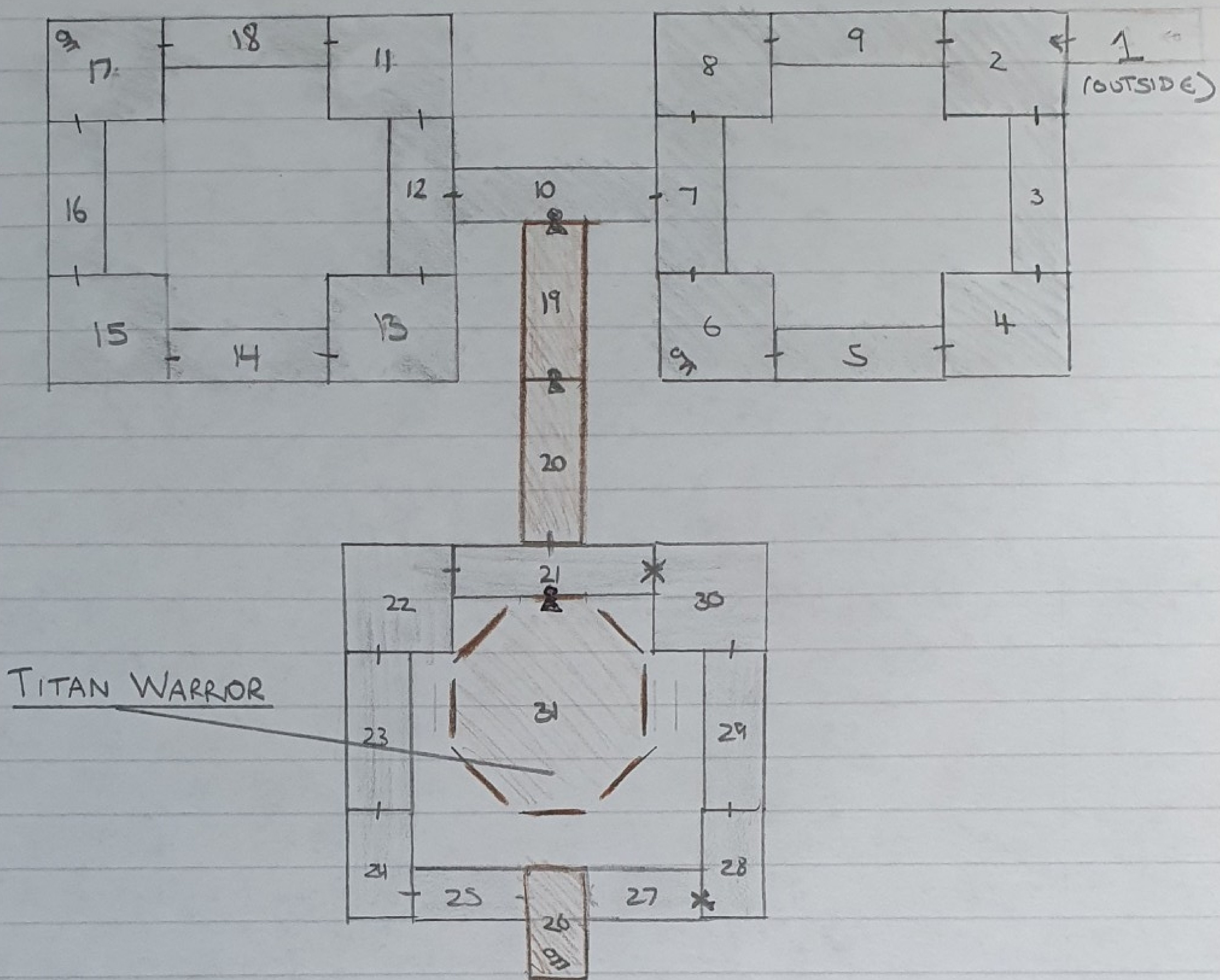
eg:



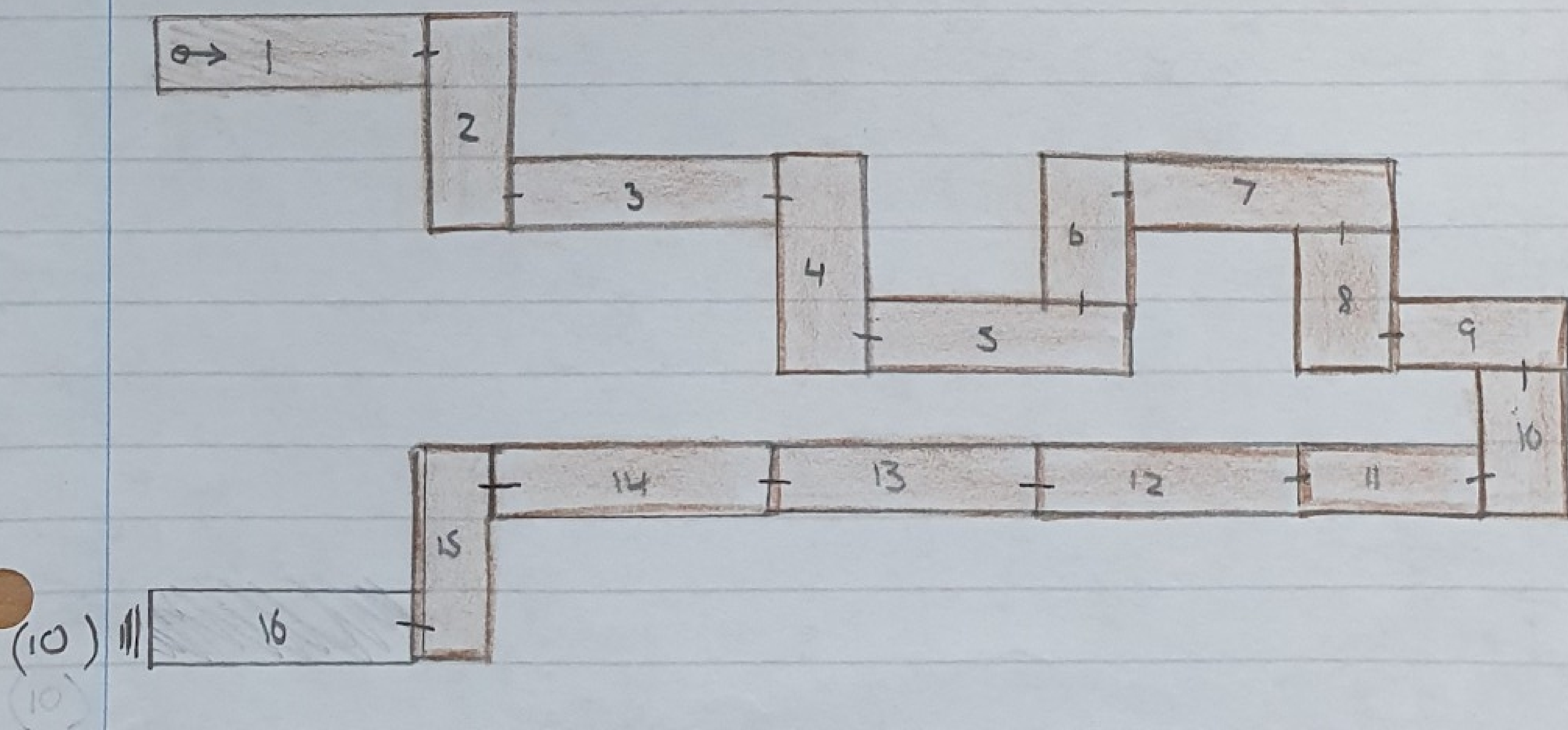
✓ when you ~~enter~~ ^{exit} a ~~new~~ room the screen goes black and the ~~next~~ room is moved in with all of the ~~new~~ data about baddie locations and power-ups.

✓ → Levels are completed by pressing on the exit wall. A ~~short flashback~~ style animation is ~~then shown~~.

E2M5 LEVEL 10: TITAN WARRIOR'S PALACE



E3M5 LEVEL 15: LIMBO



HELLGATE OBJECTS

<u>Walls</u>	<u>Objects</u>	<u>Baddies</u>
1x3 ✓	CHAINGUN ✓	DEATH ✓
DOORx3 ✓	SHOTGUN ✓	MUTANT ✓
EXIT ✓	KEY ✓	VENOM ✓
LOCKx3 ✓	ROCKET X	KAK ✓
* BRWN3 ✓	MEDIPACK ✓	HELL ✓
* BRWN3-ST ✓	LAUNCHER X	SEVOR X
* BRWNDOOR ✓	ARMOUR ✓	
* BRWNLOCK ✓	PISTOL ✓	
BRWNLOCK	RIFLE ✓	SSEVOR ① ✓
1x3-STRP ✓	IMMUNE X	DRDROID ② X
1x3-PANE ✓	GEO	TITAN ③ X

* BROWN INSTEAD OF GREY

✓ Shareware version

x Registered only

HELLGATE KEYBOARD CONTROLS

- ✓ <1> - Pistol
- ✓ <2> - Shotgun
- ✓ <3> - ~~Laser~~ pistol Chaining
- ✓ <4> - Rifle
- ✓ <5> - Rocket launcher

- ✓ <ESC> - Menu

- ✓ <#> - Crosshair ON/OFF
- ✓ <P> - Pause ON/OFF

- ✓ <Help> / F1 - Help / Registration screen
- ✓ F2 - Save
- ✓ F3 - Load
- ~~✗~~ F9 - MESSAGES ON/OFF X
- ~~✗~~ F10 - SAVE SCREENSHOT IN \USERS\FOLDER X

- ✓ <SPACE> - open ~~locked~~ ~~secret~~ doors

HELLGATE LEVELS

~~[v1.2 (1/7/97)]~~
★ [1.3 (1/10/97)]

[HEADER]

"Name of level"

Your starting room

Position [x, y, angle]

No. of rooms.

Music track [1-9]

[ROOMS]

"---" if name N/A.

"Blank line - often used as xxx [room no.] xxx"

— [Pow-up 1 [Name; x, y]
Pow-up 2 [Name; x, y]
Pow-up 3 [Name; x, y]

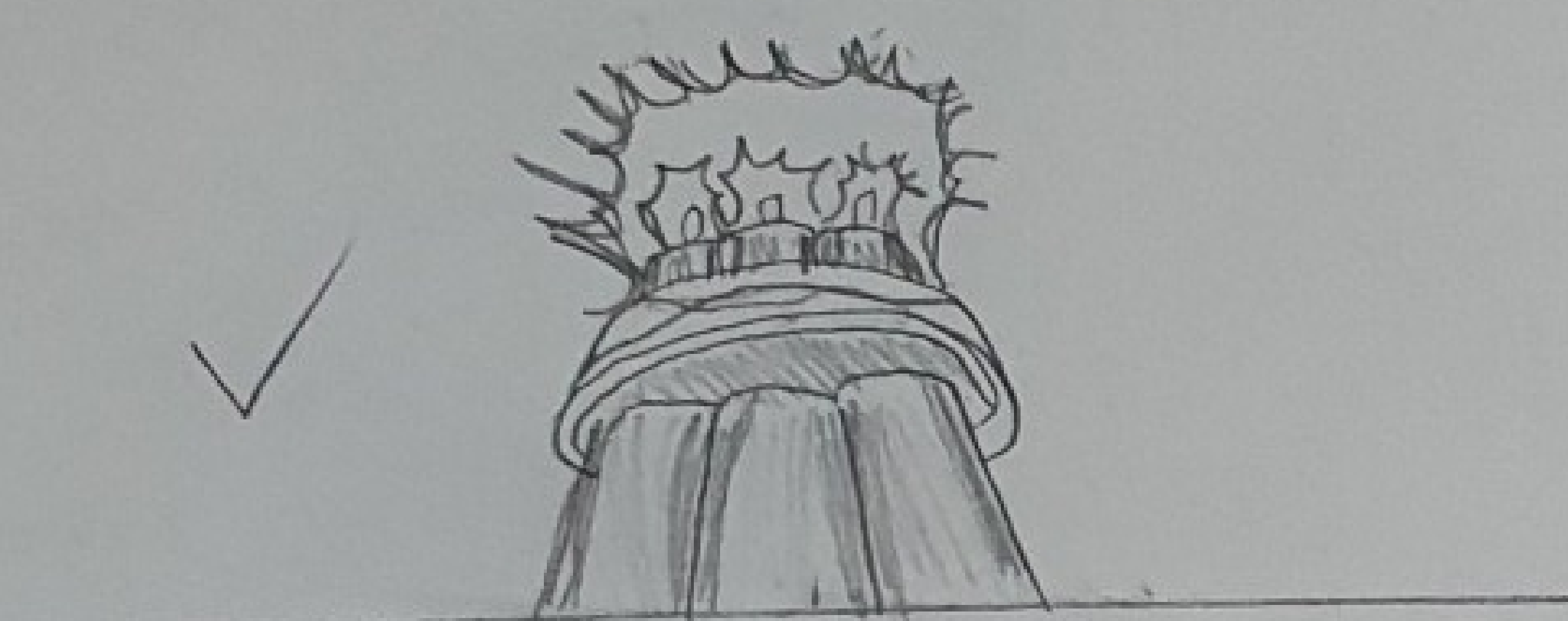
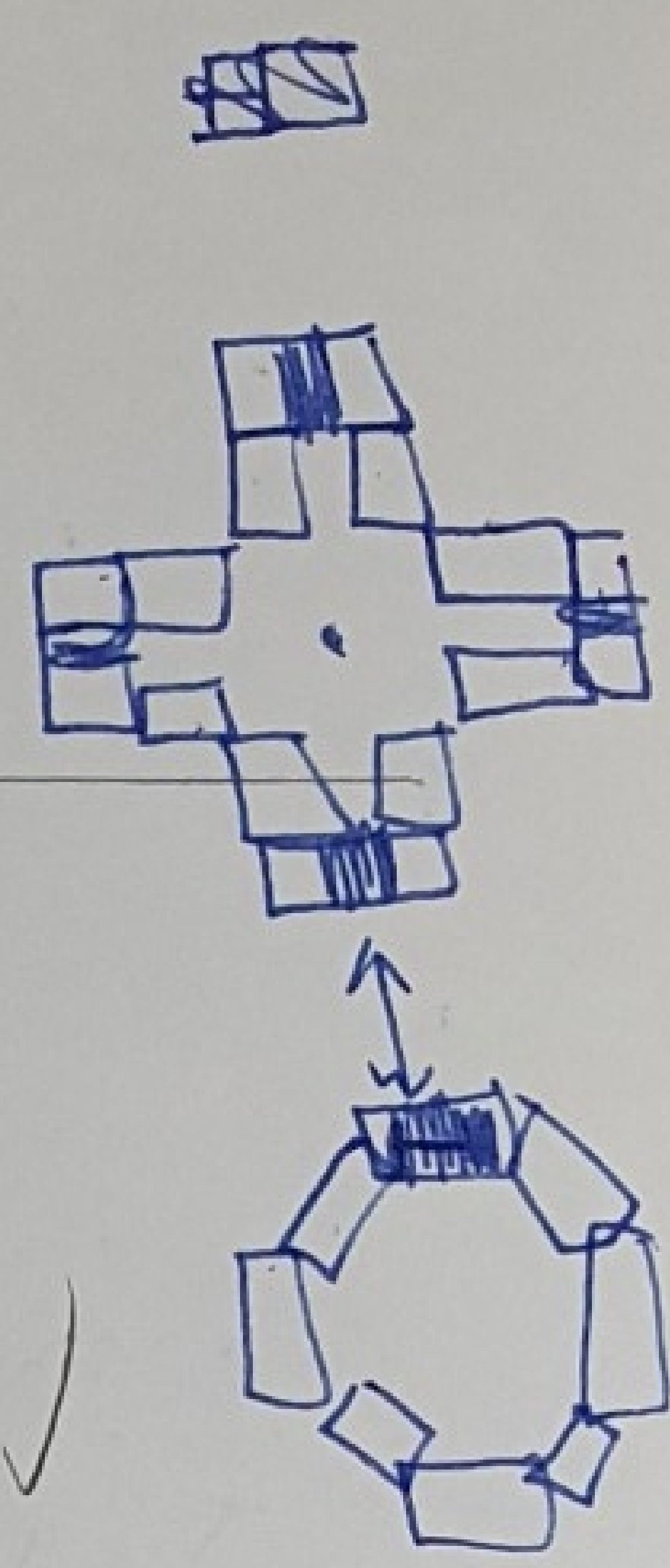
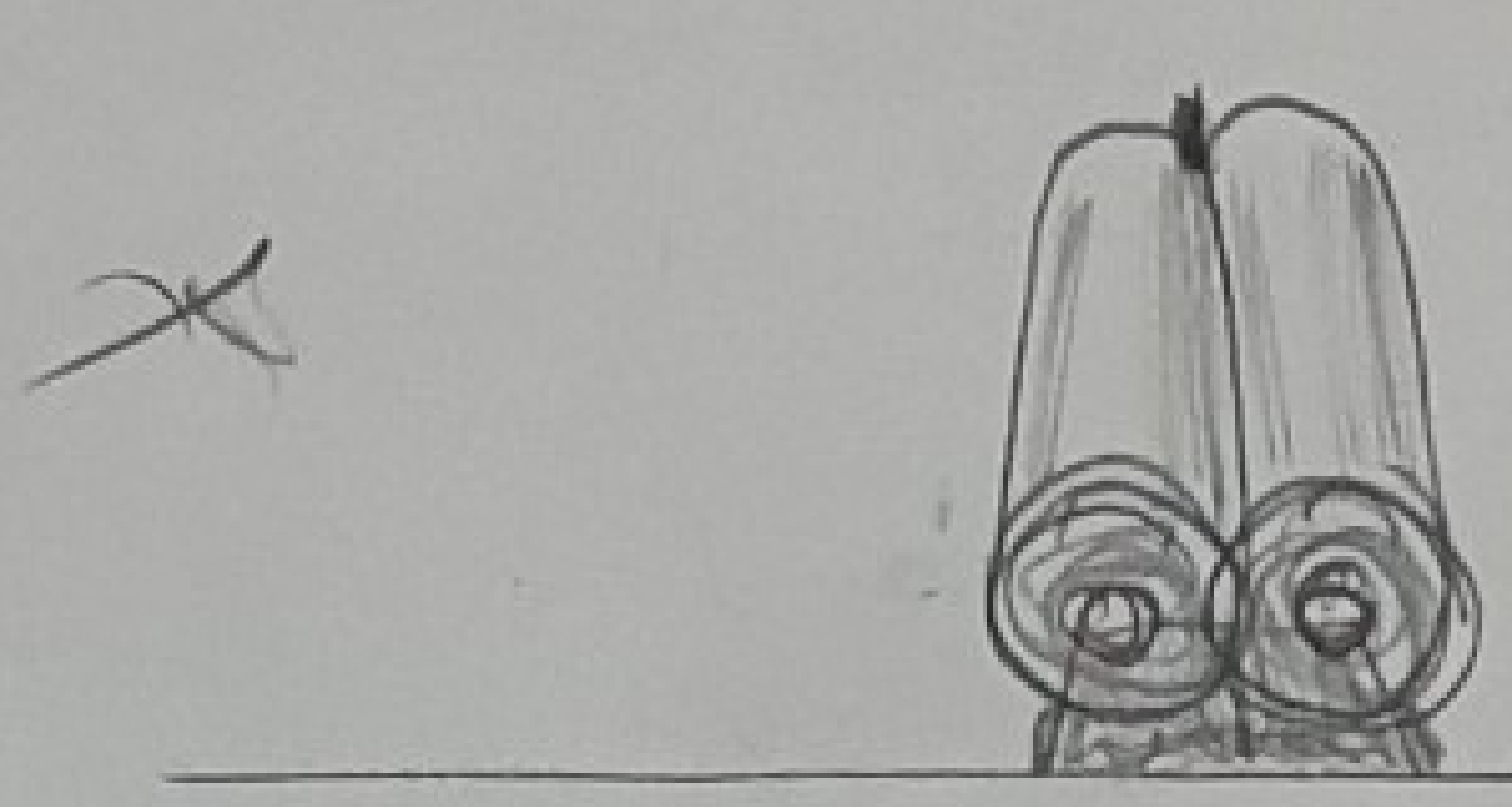
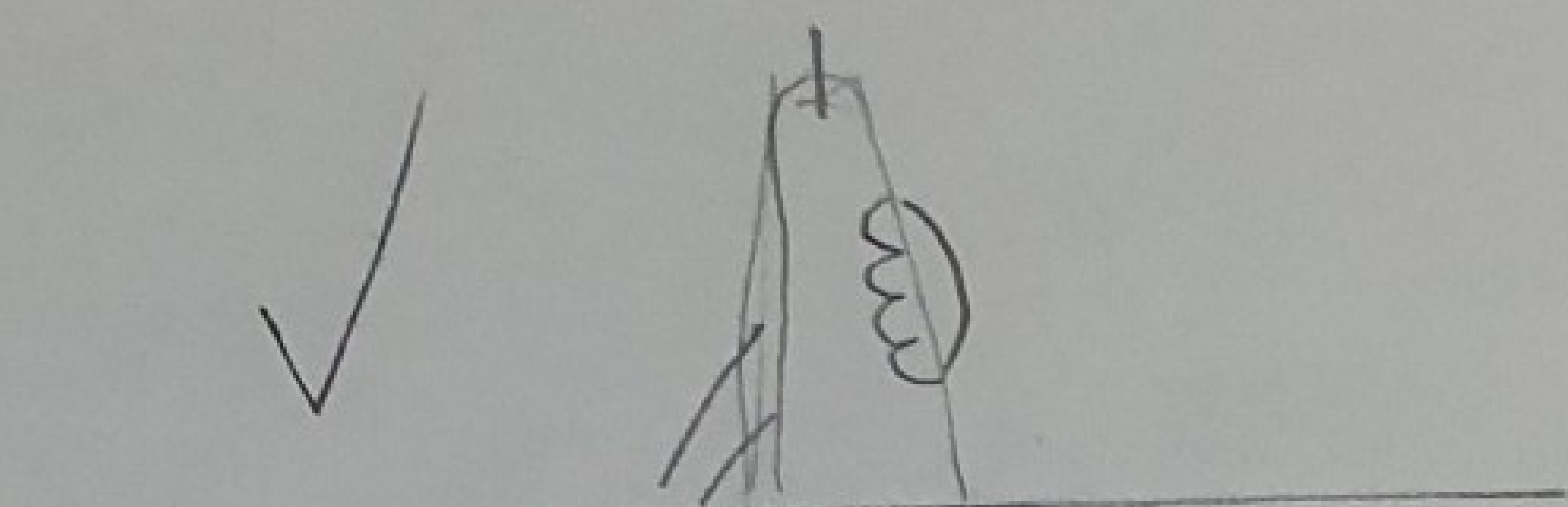
— [Baddy 1 [Name; x, y, Angle, Str]
Baddy 2 [Name; x, y, Angle, Str]
Baddy 3 [Name; x, y, Angle, Str]
~~Baddy 4 [Name; x, y, Angle, Str]~~
~~Baddy 5 [Name; x, y, Angle, Str]~~

★

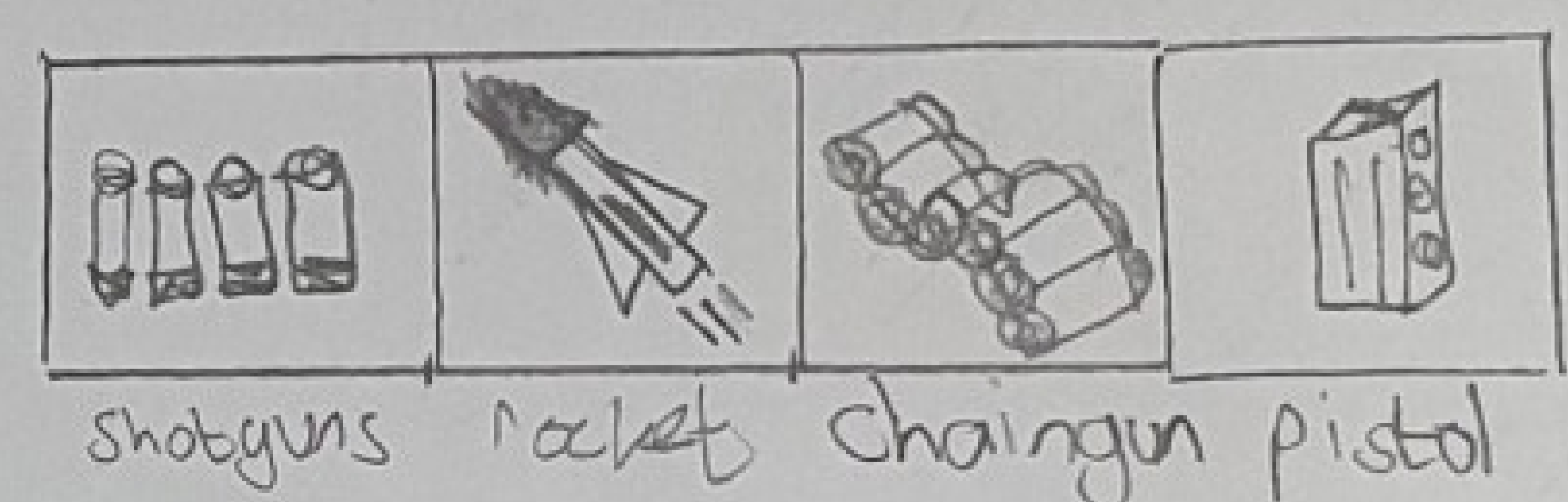
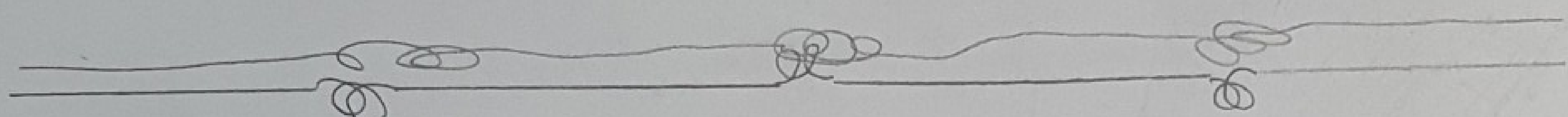
— [Block 1 [Name; x, y, Angle]
Block 2 [Name; x, y, Angle]
Block 3 [Name; x, y, Angle]
Block 4 [Name; x, y, Angle]
Block 5 [Name; x, y, Angle]
Block 6 [Name; x, y, Angle]
Block 7 [Name; x, y, Angle]
Block 8 [Name; x, y, Angle]

— [No of doors (max 4)
[Block No., New room, new x, y]
[Collision (0/1) + Parameters]
[Relative lighting. (± 3)]

HELLGATE WEAPONS (IN YOUR HANDS)



FONT	7	8	9
	4	5	6
0	1	2	3



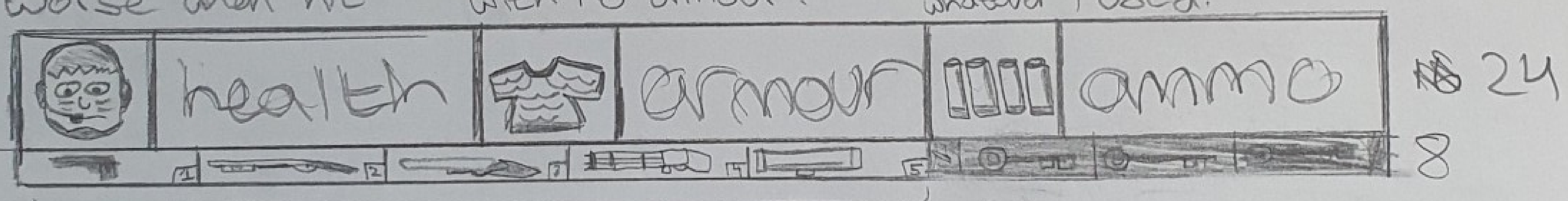
Status bar

face looks worse when hit

icon disappears with no armour.

Change icon to whatever

ammo type is being used.



weapons appear when collected and light up when selected.

keys

Screen dimensions

3D View: 320 x ~~100~~ 134 X

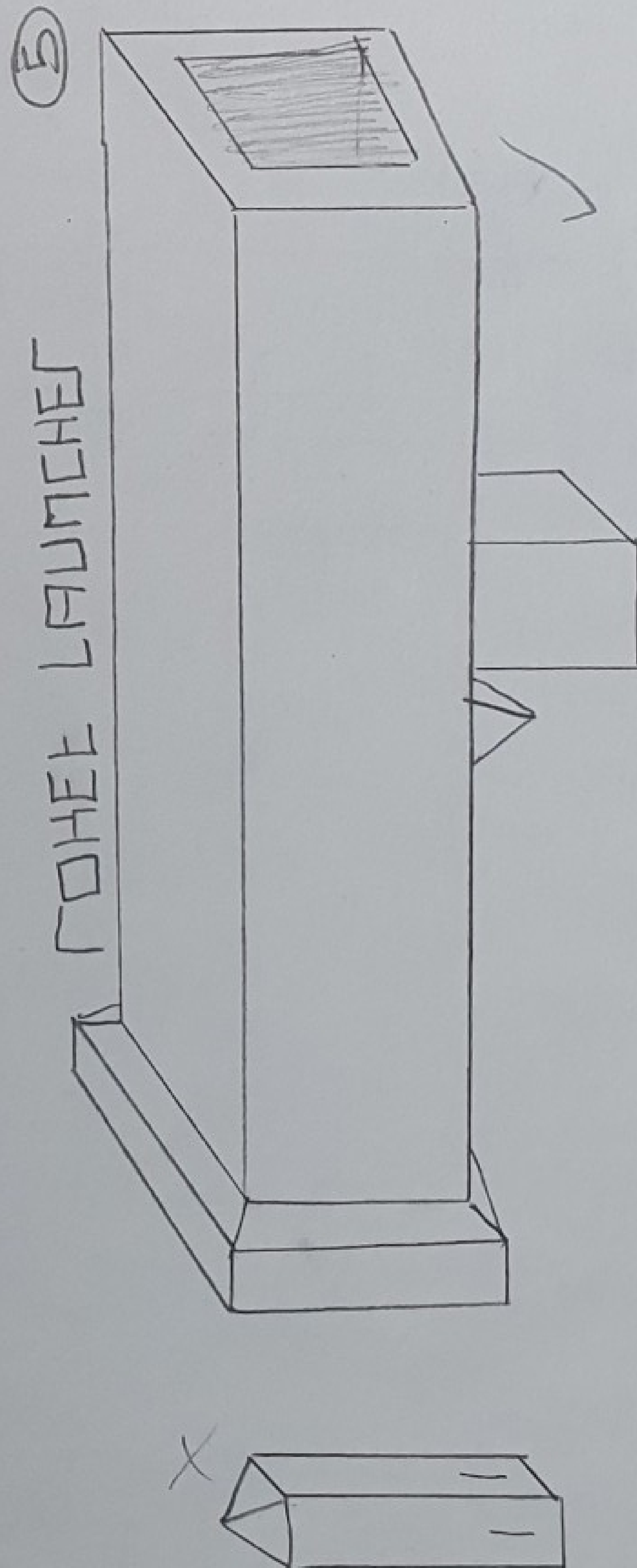
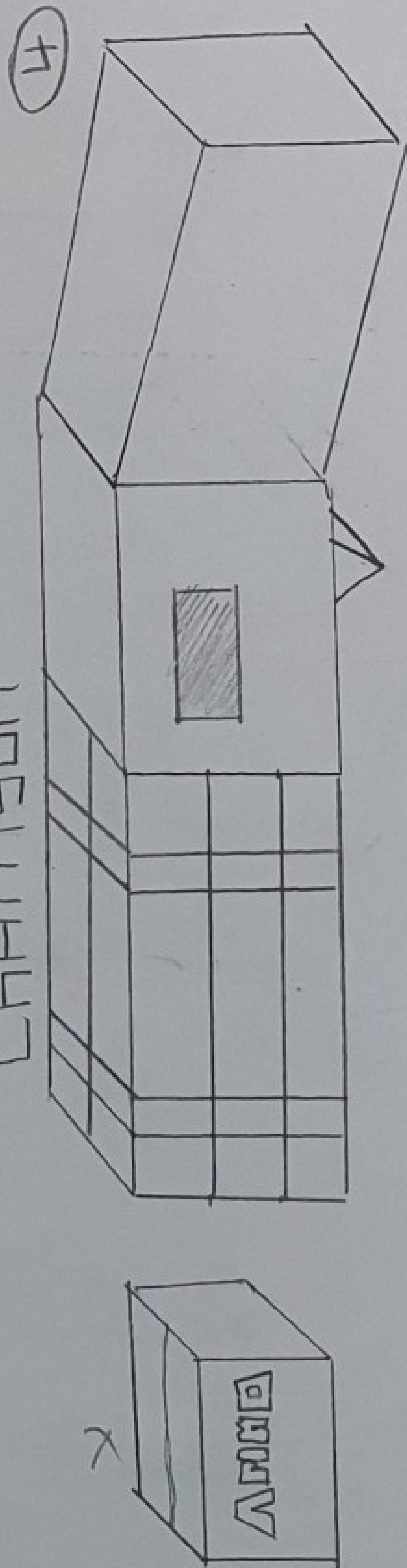
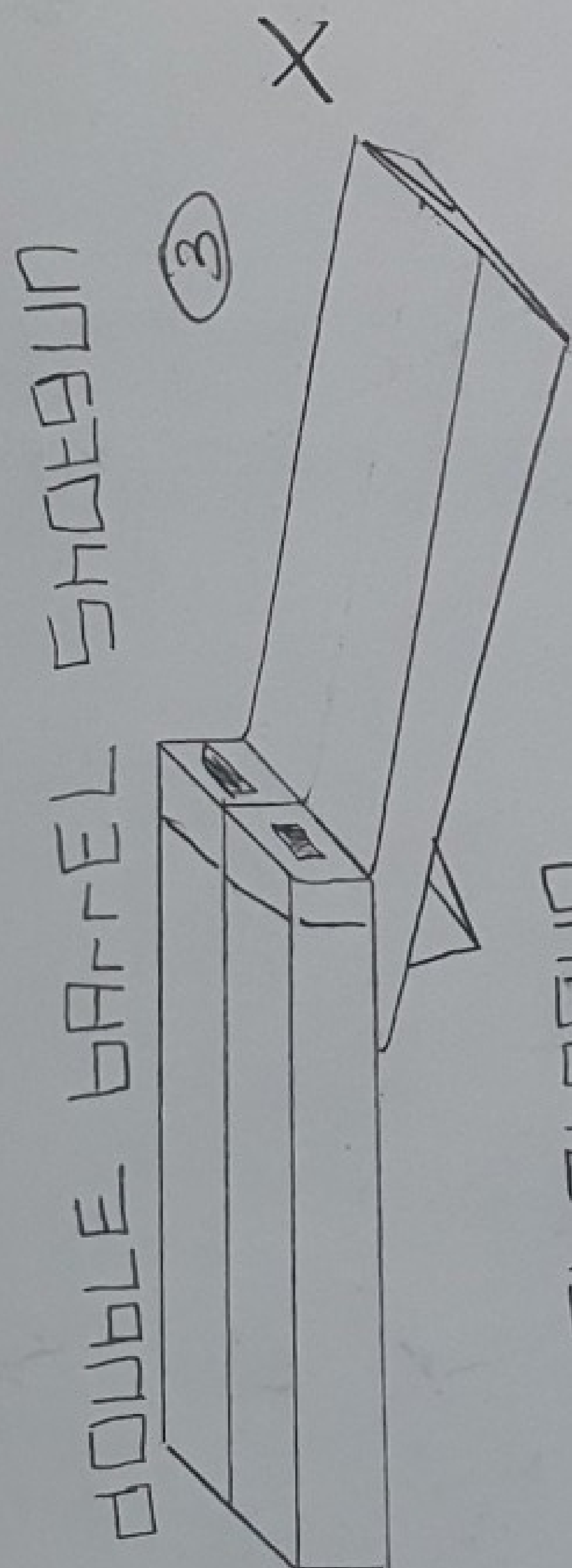
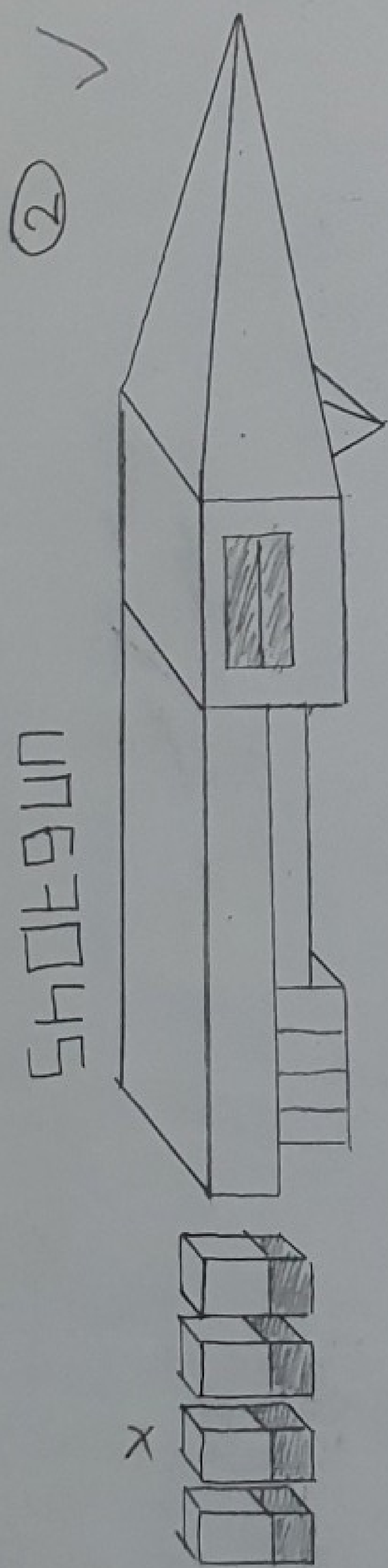
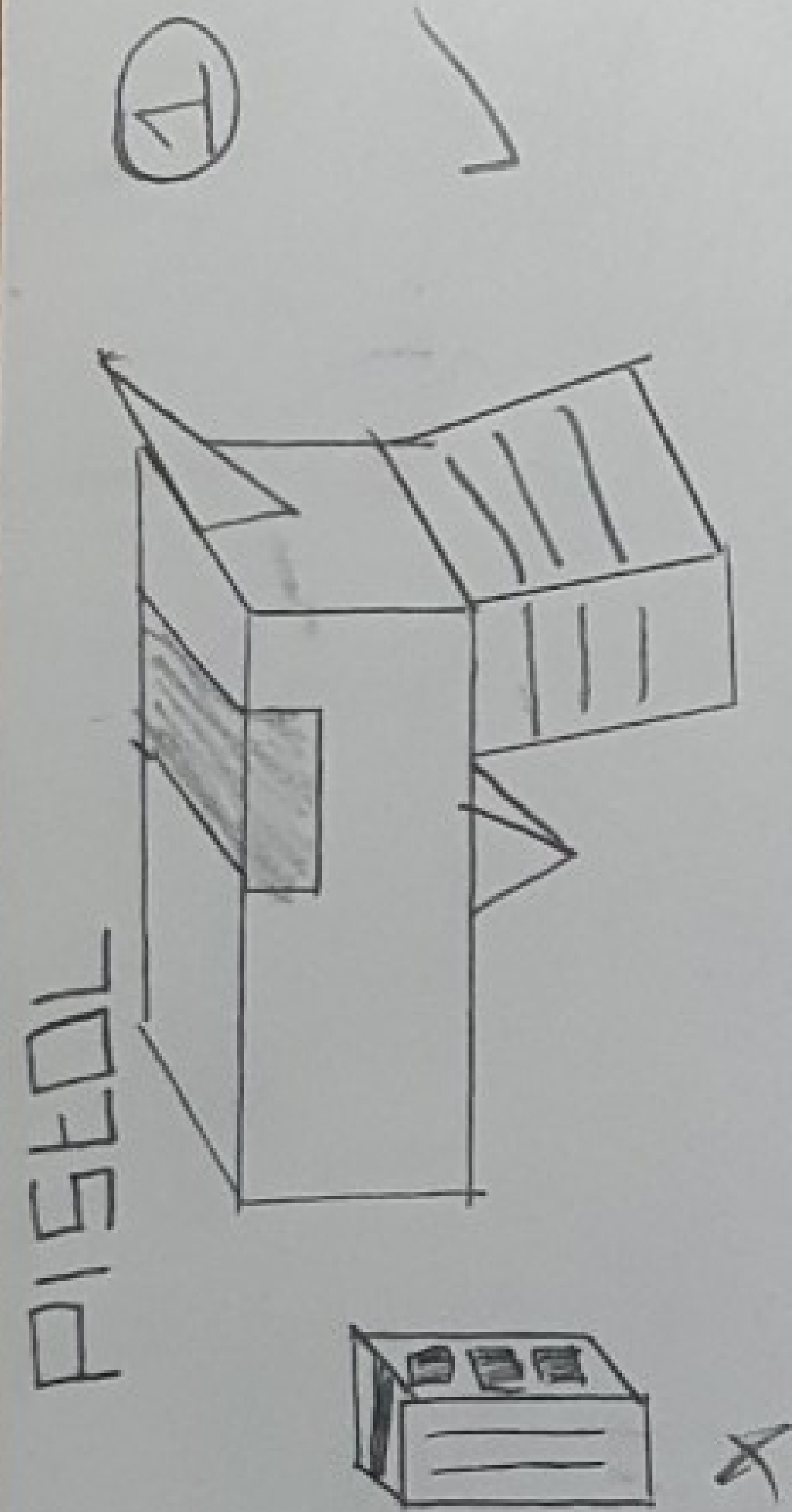
Status bar: 320 x ~~32~~ 32 X

Borders: TOP: ~~10~~ BOTTOM: 134 X

HIT: when you are hit The screen lights up red. along with the borders. ✓

HELLGATE WEAPONS (3D PICK-UP STYLE)

HELLGATE




```

-----
|                                     | (C) SmartSOFT |                                     |
| 88888 88888 8888 8888 ----- 888 |
| '888' '888' '888' '888 oo888oo |
| 888 888 .oooo. 888 888 .ooooo. .oooo. '888' .oooo. |
| 888888888888 d8( '8b 888 888 d88' '88b P )88b 888 d8( '8b |
| 888 888 )88888P' 888 888 888 888 .oP8888 888 )88888P' |
| .888. .888. 88b .o 888 888 888. .888 d8( 888 888bd 88b .o |
| 88888 88888 '88888P' o888o o888o '88888888 'Y888""88 "888" '88888P' |
|                                     '888 |
| ----- '88. .88P ----- |
| - BY DAVID WALTERS ----- "88888' ----- |
|=====|

```

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HELL-RAM.TXT

Use this ram-disk to SIGNIFICANTLY reduce loading times on >1Mb disk based machines, to do this, simply run the file 'HELL-RAM.PRg' before playing HELLGATE, or rename the copy in the AUTO folder and reboot. HELLGATE will automatically detect if you have installed 'HELL-RAM.PRg', so you don't need to do anything else.

NOTE: If you try this on a 1Mb machine, HELLGATE will NOT work - if you have changed the copy in the AUTO folder, then rename 'HELL-RAM.PRg' back to 'HELL-RAM.PRX' to fix the problem.

When HELLGATE loads, most of the important files will be copied across - this may take a while, but when this has finished, the game will be much faster between levels.

NOTE: Some files are not copied across because they are only loaded once, so the disk is still required. If you register however, you can run it all from a hard disk, so there is no need for any floppy disk accesss at all! (Dont worry - This method of loading is still supported by the registered version for users without a hard disk).

PS. After playing, the ram-disk can be un-installed by a warm-boot.

David Walters, 1996/97 SmartSOFT

HELLGATE LEVEL EDITOR

"HELL-EDIT"

#1

- ✓ - Draw all blocks at correct angles.
- ✓ - load a hellgate level
- ✓ - save a hellgate level
- ✓ - make a wad file
- ✓ - Name the level
- ✓ - Change the level's music
- ~~✓ - ~~Set zoom level.~~~~
- X - Set zoom level.
- Paste a room into a level.
- ✓ - Test the level
- ✓ - Adjust starting position
- ✓ - ~~Fix~~ fix (rotate 180°) rooms

NOTES