

ACORN**SOFT** GAMES

Hopper

for the BBC Microcomputer Model B



Hopper

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Contents

HOPPER

Loading instructions

To load and run the program, place the cassette (fully rewound) in the cassette recorder, type:

CHAIN "HOPPER"

and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The title page will load in less than one minute and the main program will take a further three minutes to load.

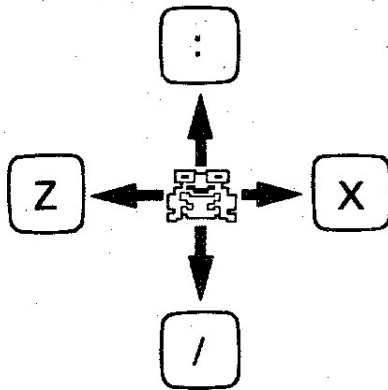
Hop the frog across the motorway dodging the cars and lorries. To cross the river use floating logs and turtles' backs as hopping stones, leaping from one to the other before finally hopping into one of the five froggy lairs.

Some turtles occasionally submerge; these must be avoided. Later in the game you may come across a crocodile, a snake, and a dragonfly.

Your attempts to cross the river and road are timed, and you have to hurry if you are to complete the course at all! The timer displayed in the corner of the screen counts down from 400. If it reaches 0, you lose your frog.

When five frogs are safely in their lairs you have 'cleared a sheet' and can start on another one. Later sheets include the crocodile and the snake.

Keyboard controls



Sound effect options: these can be selected *at any time* once the program has been loaded.

Press Q to turn sound effects off altogether
S to select sound effects but no tune
T to select tune *and* sound effects

Joystick controls

Pressing the fire button on either joystick selects Joystick control, and starts the game. Then use the joystick to hop the frog: move the joystick forward to hop one step forward, and sideways to move one step sideways.

Score

Score 10 points for each hop forward (without being squashed, eaten or drowned).

Score 200 points if you eat the dragonfly (by leaping on top of him!).

Each time you clear a sheet (in other words, when you get five frogs safely into their lairs) you score 1000 points.

You have three frogs to start with, and you gain one frog when you have scored 5000 points.

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Hop the frog across the busy motorway trying to avoid four lanes of fast-moving traffic. To get across the river to the frog's lair you must leap on to the logs and turtles' backs, but beware of the diving turtles, the crocodile and the snake.

Complete with music and full sound effects, dragonfly, timer and table of high scores.

Acornsoft Hopper is fully compatible with either keyboard or joysticks.

Also available:

Missile Base

Snooker

Starship Command

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