

Rock Hopper

ROCK HOPPER is an arcade strategy game in which Freddy (you), the small yellow hopper, has entered a system of ten caves to plunder all the treasures within.

The caves are highly unsafe and you must beware of falling rocks and (in later levels) poisonous snakes.

A rock will only fall if it has been disturbed. As you move you eat away the ground that surrounds you and you have to be careful not to trap yourself. You can fall from any height and to finish the board you must collect all the flashing treasures, before your time runs out.

To move Freddy use the cursor keys or a joystick. If Freddy gets stuck in a position which he cannot get out of you can start the board again by pressing CTRL + A (abort) - this also causes you to lose a life. (You start with three and get an extra one for every board you complete.)

Other keys are:

CTRL + G to switch current game.

CTRL + B to choose board. 1 - 10 or 00

see BOARD DESIGNER

CTRL + L to load into board, see board designer

CTRL + F to see a summary of the keys & functions.

CTRL + D to save a game

CTRL + W to reset the computer.

Board Designer

This program is used to design your own boards to load into Rock Hopper.

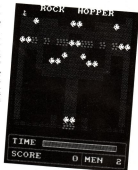
Using the cursor keys to move the cursor and keys 1-0 to place objects, you can design your own boards. Once loaded into Rock Hopper you can play the board by pressing CTRL + B then typing 00. A little thought has to go into the design of the board as it is easy to make one impossible to finish.

Happy Hopping!

```

10 DIM .....
20 DIM Nick Stevens
30 DIM .....
40 MOD 8:SCREEN 0
50 DIM B,(0)DIM T,(0)
60 DIM S,(0)DIM J,(0)
70 DIM A,(0)DIM P,(0)
80 DIM R,(0)DIM F,(0)
90 LOCATE 1,1:PRINT "ROCK HOPPER"
100 LOCATE 1,1:PRINT "is loading"
110 LOCATE 1,1:PRINT "please wait"
120 FOR I

```



```

130 LOCATE 4,5:PRINT CHR$(194);STRING$(
  3,194);CHR$(193)
140 FOR W=0 TO 20
150 LOCATE 4,W:PRINT CHR$(194);LOCATE 1
  3,W:PRINT CHR$(194)
160 NEXT W
170 LOCATE 4,21:PRINT CHR$(193);STRING$(
  12,194);CHR$(192)
180 WINDOW 1,3,16,4,10
190 WINDOW 0,0,1
200 LOCATE 4,10:PRINT CHR$(164);" 1
  00"
210 LOCATE 4,10:PRINT""
220 LOCATE 1,6:PRINT"Rock Hopper"
  1
230 LOCATE 4,6:PRINT""
240 LOCATE 4,18:PRINT"ABORT"
250 FOR I=0 TO 10

```

```

10 DIM .....
20 DIM Nick Stevens
30 DIM .....
40 "POKE 8000,127
50 ON SCREEN 0:GOTO 5050
60 ON SCREEN 0:GOTO 5050

```

```

110 ROM
120 ROM *** wait loop ***
130 ROM
140 00000 350:ROM *** set up 000's ***
150 00000 320:ROM *** set up screen ***
160 00000 150:ROM *** initilisation ***
170 00000 374:ROM *** title screen ***
180 00000 888:ROM *** set up board ***
190 00000 1210:ROM *** start sound ***

```

```

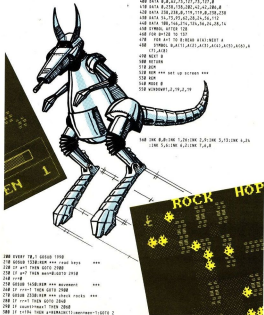
930
310 word 210
320 ROM
330 ROM *** set up 000's ***
340 ROM
350 DATA 24,28,24,8,10,20,11,120
360 DATA 24,24,24,8,10,19,100,0
370 DATA 24,28,24,15,20,16,200,0
380 DATA 24,28,24,16,20,100,0,0
390 DATA 28,48,00,107,202,127,50,24
400 DATA 0,0,60,75,107,75,107,0
410 DATA 0,250,100,202,47,42,200,0
420 DATA 200,200,0,119,119,0,200,250
430 DATA 34,73,70,60,20,24,16,112
440 DATA 100,144,174,100,84,24,20,14
450 SYMBOL #100: 120
460 FOR #120 TO 150
470 FOR #1 TO 0:READ #1:NEXT #
480 SYMBOL #,#111,#101,#111,#101,#100,#100,#
171,#101
490 NEXT #
500 RETURN
510 END
520 ROM *** set up screen ***
530 ROM
540 ROM #
550 WINDOWN,1,19,0,19

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```

560 END #,#100 1,20:END #,#100 3,10:END #,24
570 END #,#100 4,10:END #,4,0

```



```

580 EVERY 10,1 0000 1000
590 0000 120:ROM *** read keys ***
600 01 01 1000 0010 2000
610 10 01 1000 00000010 1010
620 000
630 0000 1400:ROM *** movement ***
640 10 0001 1000 0010 2000
650 0000 2100:ROM *** check rocks ***
660 10 0001 1000 0010 3000
670 10 000100001 1000 2000
680 10 1104 1000 400000010000000010010 2

```

LISTING

```

570 END B, BOUND B, B
580 OPEN INO IN, IN
590 OPEN FOR INPUT OUTPUT BOUND B
600 LOCATE 1,1
610 PRINT CHR$(150);STR$(BOUND);154;CHR$(150);
620 FOR a=2 TO 10
630 LOCATE 1,a:PRINT CHR$(140)
640 LOCATE 20,a:PRINT CHR$(140);
650 NEXT a
660 PRINT CHR$(147);STR$(BOUND);154;CHR$(150);
670 FOR S:PRINT CHR$(150);STR$(BOUND);154;CHR$(150);
STR$(S);
680 PRINT CHR$(140);FOR a:PRINT"TIME ",STR$(
a);1,100;" ";FOR S:PRINT CHR$(140);
690 PRINT CHR$(150);STR$(a);154;CHR$(150);
STR$(a);154;CHR$(150);
700 PRINT CHR$(140);FOR a:PRINT"COUNT ";
FOR S:PRINT CHR$(140);FOR a:PRINT"TIME ";
";FOR S:PRINT CHR$(140);
710 PRINT CHR$(147);STR$(a);154;CHR$(150);
STR$(a);154;CHR$(150);
720 PRINT CHR$(150);CHR$(150);LOCATE 5,1:FOR TOP
NEXT "ROCK" "MOUNTAIN";PRINT CHR$(150);CHR$(
B);
730 RETURN
740 END
750 END *** set up variables ***
760 END
770 END board(20,20),loadboard(20,20):clear
"board:board"
780 OPEN INO INO,INO:FOR S:FOR S1,1,20:FOR S2
1,1,20:FOR S3,1,20:FOR S4,1,20:FOR S5,1,20
790 board(1+((S+S2+S3+S4)*S5))=
S5+S2+S3+S4
800 a=2:read=0
810 a=10:board(10)
820 count=0
830 OPEN INO INO,INO
840 RETURN
850 END
860 END *** set up board ***
870 END
880 IF (R=1) THEN board(1,0)= "END"
890 ON board(0,0) GOTO 900,910,920,930,940,950,960
,970,980,990:GOTO 1000
900 board(0,0)=board(0,1)
910 board(0,1)=board(0,2)
920 board(0,2)=board(0,3)
930 board(0,3)=board(0,4)
940 board(0,4)=board(0,5)
950 board(0,5)=board(0,6)
960 board(0,6)=board(0,7)
970 board(0,7)=board(0,8)
980 board(0,8)=board(0,9)
990 board(0,9)=board(0,10)
1000 FOR a=2 TO 10
1010 FOR b=2 TO 10
1020 IF (R=1) THEN count=count+1:GOTO 1040
1030 READ a
1040 IF a=0 THEN board(a,b)=0
1050 IF a=1 THEN board(a,b)=20:PRINT,1
1060 IF a=2 THEN board(a,b)=10:PRINT,1
1070 IF a=3 THEN board(a,b)=10:PRINT,1
1080 IF a=4 THEN board(a,b)=10:PRINT,1
1090 IF count THEN a=20:R=1:PRINT,1
1100 LOCATE R,A+1,0
1110 PRINT,CHR$(board(a,b))
1120 NEXT b:PRINT
1130 NEXT a
1140 IF (R=1) THEN read=board(a,b):PRINT
END
1150 END read,go,go
1160 RETURN
1170 END
1180 END *** start sound ***
1200 END
1210 FOR a=100 TO 500 STEP 4
1220 PLAY a,99:WAIT a,10,1
1230 SOUND 1,100-a,2
1240 NEXT a
1250 RETURN
1260 IF loadboard(a,0)=0 THEN a=0
1270 IF loadboard(a,20)=20 THEN a=1
1280 IF loadboard(a,0)=10 THEN a=0
1290 IF loadboard(a,20)=10 THEN a=2
1300 IF loadboard(a,0)=10 THEN a=1
1310 RETURN
1320 END *** read keys ***
1330 END
1340 WHILE INKEY="" GOTO
1350 a=INKEY
1360 IF a=10 THEN RETURN
1370 IF a="" THEN GOTO 1390:GOTO 1390
1380 a=CHR$(a)
1390 IF a=10 a=7 THEN RETURN
1400 IF a=10 OR a=10 THEN SOUND
1410 IF a=10 THEN a=10
1420 IF a=10 THEN a=10
1430 RETURN
1440 END
1450 END *** movement ***
1460 END
1470 LOCATE a,y:PRINT CHR$(150);
1480 a=chr$(a)
1490 chr=$(chr$(a)+chr$(1))
1500 chr=$(chr$(a)+chr$(1))
1510 IF a=2 THEN a=2
1520 IF a=10 THEN a=10
1530 IF a=2 THEN a=2
1540 IF a=10 THEN a=10
1550 IF board(a,chr$(1))=board(a,chr$(1))
THEN a=10
1560 a=chr$(a)
1570 RETURN
1580 END
1590 END *** print ***
1600 END
1610 LOCATE a,y:FOR a
1620 PRINT CHR$(a);
1630 IF a=0 THEN PRINT "END"
1640 LOCATE a,go:FOR a
1650 PRINT CHR$(a);
1660 a=a+1
1670 IF a=20 THEN count=count+1
1680 RETURN
1690 IF a=10 THEN a=10:GOTO 1710
1700 IF a=10 THEN a=10:GOTO 1710
1710 IF a=10 THEN a=10:GOTO 1710
1720 IF a=10 THEN a=10:GOTO 1710
1730 IF a=10 THEN a=10:GOTO 1710
1740 IF a=10 THEN a=10
1750 a=0:RETURN

```

```

1740 IF boardy,x1=12 AND boardy1,x1=12 THEN
1750 GOTO
1770 IF boardy,x1=12 THEN GOTO 1780
1780 IF boardy,x1=0 THEN boardx score=0:PER
4:LOCATE 8,24:PRINT USING"#####";score
1790 boardy,x1=0
1800 IF go# THEN RETURN
1810 PER 2
1820 LOCATE go,y:PRINT CHR$(boardygo):
1830 go=y:go=y+1
1840 go=y:go=y-1
1850 go=y:go=y+1
1860 IF go# AND go# THEN LOCATE x,y:PER 2:PER
181 CHR$(255):go=y-1
1870 IF boardygo,x1=0 AND boardygo,x1=12
THEN go=y:go=y+1:GOTO
1880 RETURN
1890 G#
1900 G# *** update score ***
1910 G#
1920 score=score+0:PER 4
1930 LOCATE 8,24:PRINT USING"#####";score
1940 LOCATE x,y:PER 1:PRINT CHR$(194):
1950 G# PER 10:GOTO 1,x,2:GOTO 4
1960 score=score+1:IF score=1 THEN PER
1970 RETURN
1980 G#
1990 G# *** update tile ***
2000 G#
2010 PER 10:GOTO 1,x,2
2020 x=x-4
2030 score 1,x,2
2040 RETURN
2050 G#
2060 G# *** finish board ***
2070 G#
2080 boardboard1:tile#
2090 score=1:IF score THEN score#
2100 PER 4
2110 score=score+1
2120 PER 10:GOTO 1,x,2:PER 4
2130 score=score+1#
2140 LOCATE 8,24:PRINT USING"#####";score:
2150 PER 10:GOTO 1,x,2
2160 GOTO 1,x,2
2170 GOTO 4
2180 IF board=0 THEN GOTO
2190 GOTO 1:PER
2200 GOTO G#
2210 LOCATE 18,24:PER 4:PRINT USING"###";score
2220 GOTO PER
2230 G#
2240 G# *** fall ***
2250 G#
2260 G#
2270 G#
2280 IF go# THEN go#
2290 GOTO 1:PER 1:PRINT CHR$(121):
2300 GOTO 1,0,0
2310 GOTO 1,0,0
2320 score=1
2330 LOCATE 18,24:PER 4:PRINT USING"###";score
2340 G#
2350 G# *** end routine ***
2360 G#
2370 PER 10:GOTO 1,x,2:GOTO 4
2380 LOCATE 18,24:PER 4:PRINT USING"###";score:
2390 IF score THEN PER
2400 score=1+1
2410 PER 2
2420 GOTO PER

```



```

5000 DATA 4,1,8,8,8,8,8,1,8,8,3,3,3,8,8,1,8,4
5010 DATA 10,10,4
5020 REM
5030 REM *** break routine ***
5040 REM
5050 REM TOPEN 1:PRINT"returning to basic"GO
TO 5000
5060 REM TOPEN 1:PRINT"Error";ERR;"to line";L
NL
5070 INPUT GET #8,2
5080 REM
5090 REM
5100 REM *** load to board ***
5110 REM
5120 CLEAR
5130 FOR #=100000 TO 9,1
5140 LOCATE 1,8:PRINT"Load to Board."
5150 LOCATE 1,5:PRINT"Press FLAP then:"
5160 LOCATE 1,6:PRINT"press SPACE."
5170 LOCATE 1,8:PRINT"ENTER to abort."
5180 ABORTIVE
5190 IF AB="" THEN STOP
5200 IF AB=CHR(10) THEN WINDOW OVER #,1:GOTO
5130
5210 IF AB=" " THEN STOP
5220 LOCATE 1,8:PRINT"Searching..."
5230 OPEN#1:"Board"
5240 LOCATE 1,10:PRINT"Loading...."
5250 FOR #=1 TO 10
5260 FOR #=2 TO 10
5270 INPUT#1,loadboard(#,1)
5280 NEXT #,#
5290 INPUT#1,mas1,lay,lay
5300 CLEAR:WINDOW OVER #,1:GOTO 5130
5310 REM
5320 REM *** 81 score ***
5330 REM
5340 name=""
5350 LOCATE 6,10:PRINT"HIGH SCORE:"
5360 LOCATE 6,16:PRINT"1111"
5370 FOR #=1 TO 1
5380 WHILE (name<>"")GOTO 5390
5390 ABORTIVE:IF AB="" THEN STOP
5400 LOCATE 4,5,16:PRINT #1:score#-name#*8
5410 NEXT #
5420 FOR #=1 TO 1:GOTO# 1,200,2:GOTO# 1,8,200
BT
5430 RETURN
5440 REM
5450 REM *** select board ***
5460 REM
5470 LOCATE#1,1,16:PRINT#1:PRINT#1:"SELECT BUA
RD #:"
5480 GOTO 5470
5490 FOR #=1 TO 2
5500 WHILE (name<>"")GOTO 5490
5510 ABORTIVE:IF AB="" THEN STOP
5520 IF AB=CHR(10) AND (AB="0" OR AB="1") TO
ON GOTO
5530 LOCATE#1,#,16:PRINT#1,AB;
5540 GOTO 5490
5550 NEXT #
5560 LOCATE#1,1,16:PRINT#1:PRINT#1:;
5570 GOTO 5490
5580 IF #=2 THEN GOTO 5530
5590 IF #=1 THEN GOTO 5540
5600 IF board#<10000

```



```

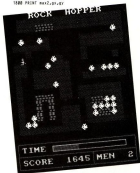
1000  GET #2:GET#
1010  IF #2# = THEN RETURN
1020  IF #2#< THEN FOR I=PRINT CHR$(255)
      :FOR J=PRINT I#I-1:PRINT#4
1030  IF #2#< THEN GOTO 1020:RETURN
1040  IF #2#< THEN GOTO 1000:RETURN
1050  IF #2#< THEN GOTO 1000
1060  PRINT#4:GOTO
1070  IF board(i,j)=0 THEN FOR PEN 2
1080  IF board(i,j)=1 THEN FOR PEN 3
1090  IF board(i,j)=2 THEN FOR PEN 2
1100  IF board(i,j)=3 THEN FOR PEN 3
1110  IF game AND game THEN FOR I=PRINT ON
      :PRINT#4:GOTO 990
1120  PRINT CHR$(board(i,j))
1130  PRINT#4:GOTO 1000:GOTO
1140  PRINT#4:GOTO 1000:GOTO
1150  IF y=0 THEN #2
1160  IF y=1 THEN #2
1170  IF y=2 THEN #2
1180  IF y=3 THEN #2
1190  RETURN
1200  FOR #2 = 0 TO board #2
1210  LOCATE 1,21
1220  PRINT "READY TO PLAY?"
1230  LOCATE 1,21
1240  PRINT "PRESS SPACE"
1250  PRINT "TO ABORT"
1260  GOTO 750
1270  IF #2=CHR$(255) THEN GOTO 990:GOTO
      :GOTO
1280  IF #2# = THEN 1240
1290  PRINT "Loading..."
1300  #2#
1310  FOR #2 = 10:1000 #2 = 10
1320  IF board(i,j)=1 THEN #2#=#2+1
1330  #2# #2#
1340  #2# #2 = 10
1350  #2# #2 = 10
1360  PRINT#4:board(i,j)
1370  #2# #2#
1380  PRINT#4:GOTO
1390  GOTO 990
1400  RETURN
1410  FOR #2 = 0 TO board #2
1420  LOCATE 1,21
1430  PRINT "READY TO PLAY?"
1440  LOCATE 1,21
1450  PRINT "PRESS SPACE"
1460  PRINT "TO ABORT"
1470  GOTO 750
1480  IF #2=CHR$(255) THEN GOTO 990:GOTO
      :GOTO
1490  IF #2# = THEN 1440
1500  PRINT "Loading..."
1510  PRINT "Board"
1520  FOR #2 = 10:10
1530  FOR #2 = 10:10
1540  PRINT#4:board(i,j)
1550  #2# #2#
1560  PRINT#4:GOTO
1570  GOTO 990

```

```

1100  FOR #2 = 10:10
1110  FOR #2 = 10:10
1120  LOCATE #2,#2
1130  IF board(i,j)=0 THEN FOR PEN 2
1140  IF board(i,j)=1 THEN FOR PEN 3
1150  IF board(i,j)=2 THEN FOR PEN 2
1160  IF board(i,j)=3 THEN FOR PEN 3
1170  IF board(i,j)=0 THEN FOR PEN 2
1180  PRINT CHR$(board(i,j))
1190  #2# #2#
1200  LOCATE #2,#2:FOR I=PRINT CHR$(255)
      :FOR J=PRINT I#I-1:PRINT#4
1210  RETURN
1220  FOR #2 = 0 TO board #2
1230  #2# #2#
1240  #2# #2#
1250  #2# #2#
1260  #2# #2#
1270  IF board(i,j)=0 THEN PRINT#4:GOTO
      :GOTO
1280  IF board(i,j)=1 THEN PRINT#4:GOTO
      :GOTO
1290  IF board(i,j)=2 THEN PRINT#4:GOTO
      :GOTO
1300  IF board(i,j)=3 THEN PRINT#4:GOTO
      :GOTO
1310  #2# #2#
1320  #2# #2#
1330  #2# #2#
1340  #2# #2#
1350  #2# #2#
1360  #2# #2#
1370  #2# #2#
1380  #2# #2#
1390  #2# #2#
1400  #2# #2#
1410  #2# #2#
1420  #2# #2#
1430  #2# #2#
1440  #2# #2#
1450  #2# #2#
1460  #2# #2#
1470  #2# #2#
1480  #2# #2#
1490  #2# #2#
1500  #2# #2#

```



This program is available on tape
-see page 13