



# TEXAS INSTRUMENTS HOME COMPUTER

## HOPPER

ARCADE ENTERTAINMENT

### SOLID STATE CARTRIDGE

The game can be played using the optional Wired Remote Controllers—sold separately.

Three evil circus trainers are trying to capture Chadly, the Australian Kangaroo. With quick thinking and clever strategy, you can help Chadly escape danger and captivity!



# Hopper

**Help Chadly the Kangaroo escape danger and captivity. Outsmart the cruel circus trainers by trapping them with their own crates. Beware—the enemies are smart and very fast!**

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See important warranty information at  
back of book.

## Introduction

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**Chadly the Kangaroo is surrounded by crates in the cargo hold of an ocean freighter. Three circus trainers are trying to capture him. His only defense is kicking the same crates that the trainers use to trap him. Only your quick thinking and lightning reflexes can save Chadly from captivity.**

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Hopper challenges you to outwit and outmaneuver the circus trainers. Some of Hopper's features include:

- Colorful graphic characters.
- Exciting sound effects.
- Ten levels of increasing speed and difficulty.
- Two-player option.
- Individualized advancement to higher levels.

Hopper can be played by one or two players. Movement of Chadly may be controlled by pressing the arrow keys on either side of the computer keyboard or by the Wired Remote Controllers (joysticks).

# Using the Solid State Cartridge

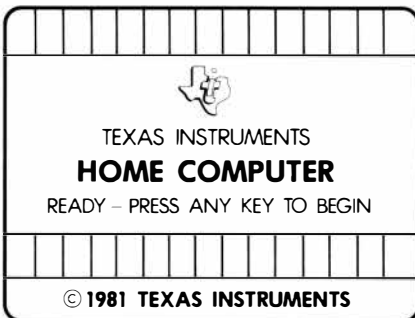
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**Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "In Case of Difficulty" section in this booklet.**

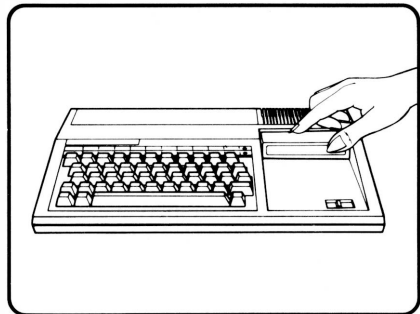
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## Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).
3. Turn the computer ON, and wait for the master title screen to appear.



4. Slide the cartridge into the slot on the console.



5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

## Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.
2. Remove the cartridge from the slot.

**Once you have selected Hopper, the Hopper title screen appears. Press any key to begin, or wait a moment for a demonstration game to appear.**

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The demonstration game gives you an opportunity to preview the action before an actual game begins. Pressing any key takes you to the one- or two-player game option. Press the appropriate number key to choose the number of players, and the game screen appears.

### One-Player Option

When you choose a one-player game, the game screen appears and the action begins. A game begins with five kangaroos—one on your game screen and four to the right of the playing area. When a trainer captures your kangaroo, a reserve kangaroo from the right of the playing area replaces it, crates return to the screen, and action resumes. The trainers must catch all five kangaroos in order to complete a game.

### Two-Player Option

When you select a two-player game, the game screen appears and the action begins immediately with Player 1. Each player receives five kangaroos. A player's turn is over when a trainer captures the kangaroo. The number of kangaroos to the right of the playing area indicates the number of turns remaining for the current player.

When a trainer captures Chadly, the screen displays the message: **PLAYER 2 GET READY. PRESS A KEY TO BEGIN.**

The action begins when Player 2 presses any key or the joystick **FIRE** button. The screen instructs the players to get ready for game play before each subsequent turn.

### Maneuvering Chadly

You maneuver Chadly by pressing keys on the computer keyboard. Two groups of keys on either side of the keyboard manipulate Chadly. On the left side of the keyboard, press the ↑(**E**) and ↓(**X**) keys to move Chadly up and down on the screen and the ←(**S**) and →(**D**) keys to move Chadly to the left and right. The **Q** and **V** keys execute a kick from Chadly.

On the right side of the keyboard, press the ↑(**I**) and ↓(**M**) keys to move Chadly up and down on the screen, and the ←(**J**) and →(**K**) keys to move Chadly to the left and right. Keys **Y** and **(.)** execute a kick.

If you are using Wired Remote Controllers (joysticks), move the lever left or right to move Chadly horizontally. Moving the lever forward or backward moves Chadly vertically. To make Chadly kick a crate, press the **FIRE** button.

**Note:** Pushing the **FIRE** button when your opponent is playing with the other joystick causes the kangaroo to travel rapidly across the playing area.

## Playing the Game

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When the game begins, Chadly is in the center of the playing area. Three circus trainers, Rocko, Socko, and Jocko, search the cargo hold for Chadly. You must move Chadly swiftly around the crates, avoiding contact with the trainers. Escaping captivity and destroying circus trainers are the main objectives of

the game. After all three circus trainers are destroyed, the screen flashes, missing crates return to the screen, and three new circus trainers appear. When the trainers capture all five of your kangaroos, the game is over.

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### Kicking and Breaking Crates

Defend Chadly and earn points by kicking and breaking crates. To execute a kick, align Chadly with the row of crates. Then, press the arrow keys or move the joystick lever to turn Chadly to face the crate. Complete a kick by pressing the **Y**, **Q**, **V**, or **(.)** keys on the computer keyboard or the joystick **FIRE** button. If the crate you kick is blocked from behind, the crate disappears or “breaks.” If the crate is not blocked, it moves until it reaches another crate or the edge of the playing area. A second kick is then required to break the crate.

### Destroying the Circus Trainers

Defend Chadly and earn points by eliminating the circus trainers. You can destroy trainers two ways. You can capture a trainer by kicking a crate into him, or you can rearrange crates to trap him. Trapping a trainer requires careful planning and creative strategy. Earn extra points by trapping a trainer in one crate-sized space. You earn additional points by trapping more than one trainer in the same space. When you trap a trainer in one space, you hear a special sound and the trainer fades from the screen.

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### Ending the Game

A game is over when a circus trainer catches your fifth and final kangaroo. Press **REDO** to play another game or **BACK** to return to the Hopper title screen. At this time, you may press any key to see the one- or two-player option screen and change the number of players. To end game play, press **FCTN = (QUIT)** to return to the master title screen.

## Special Features

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Several special features appear in your Hopper game. Hopper enables you to pause at any time during game play, to advance to more difficult levels of play regardless of the level of your opponent, and to develop scoring strategies that help you win the game.

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### Pause Option

If you wish to stop the action at any time, press either the **P** or **T** keys to pause. The screen action stops until you are ready to resume play. Press any key or the joystick **FIRE** button to continue the game.

### Advancing to Different Levels

There are ten levels of difficulty in Hopper. The game begins with Level 1. If you destroy all three circus trainers, the screen color changes and you advance to the next level of difficulty. After a momentary delay, you resume play at the new level until one of the circus trainers catches Chadly the Kangaroo.

The level of play is shown to the right of the playing area. In the beginning levels, the trainers search randomly for Chadly among the crates. As you reach higher levels of play, the trainers increase their speed and become more intense in their search. Level 4 rearranges the crates into a pattern that requires skillful maneuvering and gives Chadly fewer hiding places. The pattern becomes even more complex when you reach Level 7. Level 10 demands quick reflexes and a good memory because the crates are invisible! The crates appear briefly each time you break a crate.

### Scoring

You earn 10 points when you kick a crate. Breaking a crate adds 60 points to your score.

Destroying a circus trainer with a crate earns you 200 points. Smashing two circus trainers with one crate increases your score 800 points. Destroying all three circus trainers with one crate gives you an extra 1600 points!

If you trap a trainer in one crate-sized space, you receive 1000 points. To achieve a maximum number of points, trap all three trainers in one crate-sized space!

Each time you advance to a higher level of game play, you earn a 1000 point bonus.

Your score is displayed in the upper right portion of the screen. When the last round of a game is complete, the program records the high score for that game and displays this score under "High." When you press **REDO** to play again, the high score carries over to the next game. The high score returns to zero when you press **BACK** to return to the Hopper title screen.

**Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media.**

**Information concerning use and service can be found in your User's Reference Guide.**

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### Caring for the Cartridge

Keep the cartridge clean and dry.

**Caution:** The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desk lamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

### In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (Note: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

## Three-Month Limited Warranty Home Computer Software Cartridge

**Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.**

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### Warranty Coverage

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.**

### Warranty Duration

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

### Warranty Disclaimers

**Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not**

**be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

### Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

### Performance by TI Under Warranty

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

## Texas Instruments Consumer Service Facilities

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### **U.S. Residents:**

Texas Instruments Service Facility  
P. O. Box 2500  
Lubbock, Texas 79408

### **Canadian Residents:**

Texas Instruments Consumer Service  
41 Shelley Road  
Richmond Hill, Ontario, Canada  
L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service  
831 South Douglas Street  
El Segundo, California 90245  
(213) 973-1803

Texas Instruments Consumer Service  
6700 Southwest 105th  
Kristin Square, Suite 110  
Beaverton, Oregon 97005  
(503) 643-6758

### **Important Notice of Disclaimer Regarding the Programs**

The following should be read and understood before purchasing and/or using the software cartridge.

TI does not warrant that the Programs will be free from error or will meet the

specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

**Texas Instruments makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the programs and makes all programs available solely on an "as is" basis. In no event shall Texas Instruments be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the programs and the sole and exclusive liability of Texas Instruments, regardless of the form of action, shall not exceed the purchase price of the software cartridge. Moreover, Texas Instruments shall not be liable for any claim of any kind whatsoever by any other party against the user of the programs.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

## Quick Reference Guide

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<b>TI-99/4</b>	<b>TI-99/4A</b>	<b>Action</b>
<b>←(S), →(D)</b>	<b>←(S), →(D)</b>	Moves Chadly left or right on the screen from the left side of the keyboard.
<b>↑(E), ↓(X)</b>	<b>↑(E), ↓(X)</b>	Moves Chadly up or down on the screen from the left side of the keyboard.
<b>←(J), →(K)</b>	<b>←(J), →(K)</b>	Moves Chadly left or right on the screen from the right side of the keyboard.
<b>↑(I), ↓(M)</b>	<b>↑(I), ↓(M)</b>	Moves Chadly up or down on the screen from the right side of the keyboard.
<b>P, T</b>	<b>P, T</b>	Activates the pause option.
<b>Y, Q, V, or ENTER</b>	<b>Y, Q V, or (.)</b>	Completes a kick from Chadly.
<b>SHIFT R (REDO)</b>	<b>FCTN 8 or 8 (REDO)</b>	Starts a new game.
<b>SHIFT Z (BACK)</b>	<b>FCTN 9 or 9 (BACK)</b>	Returns to the Hopper title screen.
<b>SHIFT Q (QUIT)</b>	<b>FCTN = (QUIT)</b>	Returns to the master title screen.

For rapid play, Hopper allows you to press the number key without the **FCTN** key for **REDO** and **BACK**.



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