

# CROCKED

**Graphics by:** Sara Vilaplana Rúa  
**Spritemaker written by:** Michael Gledhill  
**Coding by:** Ross Simpson

## HISTORY

This game was originally submitted to the CPCRetroDev 2018 Competition as Crocker and was written using CPCtelera by Sara Vilaplana Rúa and Enrique Cortes Tárraga, however it was incomplete when the Competition was coming to a close and the game was unfinished.

From the Manual of the original game came an interesting Mockup screen on the front page and with the permission from Sara for the use of Graphics from the original game, I have reconstructed a BASIC version of the game using Michael Gledhill's Spritemaker. From that I've made the game with multiple levels, Scoring and Hi-Score.

## LOADING THE GAME:

Insert the Disk and RUN "DISC" to run the game. Upon loading the game Spritemaker by Michael Gledhill is presented, press Space to Proceed to the Title Screen.

## OBJECTIVE

It has a similar objective to Frogger where you have to control your Frog to get to the Hamburger on the other side of the screen, avoiding the Traffic going along the double-lane road, in this case a single Hamburger Truck travels one side and a Yellow Car the other, with a lane Randomly selected for them to Travel in. To make the game harder I have imposed fencing around the median strips with gaps in them to allow your Frog to jump through, these gaps open and close on a time based interval, where a new randomly selected location is selected. Each level gets a little bit harder by reducing the time intervals thus causing the gaps to change more rapidly, however the early levels can be somewhat tricky too, by setting long delays and the gaps just happen to be near where a Truck or Car emerge.

## CONTROLS / SCORING

Cursor keys Control your Frog and your Frog will only Score points for moving Forward or Backward. You will Score additional points if you reach the Hamburger at which point you can progress to the next Stage.

### OBSTACLES



### MAIN CHARACTER



### YOUR GOAL



There are 10 Stages in All and if you get through all that, there's a little Surprise at the end of the game. I hope you enjoy playing it.