Bunny Hop

A playful puzzle game made for the ABBUC Software Contest 2022.

Code by Fandal, graphics and music by PG. Audio driver by VinsCool. Game concept and ideas by Leopold. Testing by TWH and Solaris104.

The forest has been a peaceful place ever since. But one day, three bunnies Jumpy, Bouncy, and Hoppy went to play in a distant part of the woods and suddenly realized that they got lost. And that is where you, our friend, come to the rescue! Can you help the poor bunnies find the way to their holes?

The trouble is that the rabbits can only move by jumping over obstacles, such as stones, other rabbits, or even foxes! Once all rabbits are in their holes at once, you can proceed to the next level.

When foxes appear in the later levels, you can put them to good use as they can move, too. However, be aware that foxes that are laid horizontally can only move left and right while vertically laid foxes only move up and down.

Use 🕹 joystick in port 1 to control the game. Level codes are entered using keyboard. Press ESC to exit code entry or return to the title screen from the game, Start to restart the level, and Select to toggle in-game music.

The game is based on a tabletop game "JumpIN'" by SmartGames®.

Requires a PAL or NTSC* Atari 800-compatible computer with 128 Kbytes of RAM and a joystick controller.

* PAL and NTSC versions are separate binaries.

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