

HAMSTER * JAM

VERSION 1.02

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About HamsterJam

HamsterJam is a Windows remake of a Commodore Vic20 game called Rockman, originally created by a company called Mastertronic in 1985.

The idea of the game is to collect all the rings from each room while avoiding monsters, skulls and the deadly boulders. Upon completing a room you can leave by any exits available to you to move on to the next.

You play Sniffles in the HamsterJam remake, and the monsters are mice intent on stopping you from getting to their precious treasure. The original maps and rooms are still there, along with the unique boulder gameplay, but now with bright, colourful cartoon graphics to bring it into the modern age.

How to play

Use the cursor keys or a joystick to move Sniffles, the hamster, around the room to collect the rings.



Boulders

If you dig a hole under a boulder it will begin to move and after a short delay it will fall so be sure to get out of the way. You can push a boulder if you are standing next to it and press the fire button (SHIFT key if using the keyboard).

Boulders will roll off other boulders, rings and skulls if there is nothing to the side holding them in place. Boulders may sometimes split into two if they fall and land on other boulders.



Rings

The aim of the game is to collect all of the rings in each room. Some rings will appear in a random place each time so take note of where they are and beware of boulders nearby. Rings will not fall, but boulders may roll off them. When you have collected all rings in a room, go through an exit on one of the outside walls.



Skulls

Littered through out the rooms are skulls. They block your way and are deadly to the touch. However if you collect enough rings you might be able to vanquish them.



Mice

The mice are out to get you. They aren't good at digging but once they get out they will chase you and try to turn you into Hamster Jam. Avoid them at all costs, or better still turn them into jam by dropping a boulder on top of them.

Time

You only have a limited time to complete each room. This is indicated by the paw prints to the left of the screen, when they reach the top you are out of time!



Completing the game

To complete the game you must explore and complete all twenty rooms by collecting all the rings. On ending a game if you are connected to the Internet you can submit your score to the online highscore table.

Getting started

From the title screen, press H to see the online high scores. You must be connected to the Internet to see the scores. The top ten highest scores can be viewed and the full top 50 scores can be viewed on the HamsterJam website: <http://hamster.ovine.net/>

To begin a game, press fire (SHIFT on the keyboard or with the joystick). To control Sniffles (the hamster) use the cursor keys or joystick to move. The Shift key on the keyboard or fire will allow you to push boulders.

Press M key to toggle music on or off. P to pause and unpause the game. Pressing ESC will quit the game. The SPACEBAR is the second chance key.

Second chance

New in version 1.02 you now have a second chance key. Sometimes when you enter a room you may find it seems impossible to complete the room because of where the skulls and mice are placed. The second chance key allows you to restart that room but it is only available in the first couple of seconds and as long as you don't move.

If you decide to play your second chance key (press SPACEBAR) you will forfeit a quarter of your current score as a penalty, however the mice and skulls will be repositioned in the room. You may be lucky, then again you might be worse off. Use with care.

If you leave it too long or start moving about the second chance key will become disabled until you loose a life or enter another room.

Hints

Keep an eye on the mice. Collect rings early on that might get buried. Find the best route through the maze of rooms. Skulls can be valuable if you collect enough rings. Usually it is important to collect rings near the bottom of the screen first. Use your second chance key only in an emergency!

Credits

HamsterJam was created Andy & Stu of ovine by design. The original Rockman game was distributed by Mastertronic © 1985.

Ovine website: <http://www.ovine.net/>
Hamster website: <http://hamster.ovine.net/>

Other games:
Imogen: <http://imogen.ovine.net/>
Xor: <http://xor.ovine.net/>

Thanks to our testers, especially *EnemySkies*, probably Rockman's biggest fan.

Don't forget to download your Hamster ball pet!