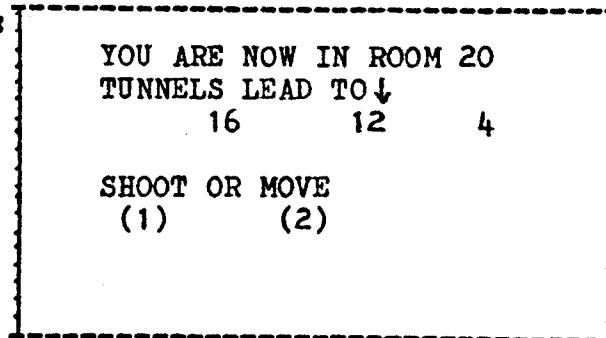The first thing you should do is load the instructions into your
computer, then load the game 'SUPER WUMPUS' and refer back to this
paper if you forgot what to do. The object of the game is to seek
out the WUMPUS and shoot him with one of your 3 arrows.

The screen will show:

```
------------------------------------------
|                                          |
|    YOU ARE NOW IN ROOM 20                |
|    TUNNELS LEAD TO↓                       |
|         16        12        4            |
|                                          |
|    SHOOT OR MOVE                         |
|    (1)       (2)                         |
|                                          |
|                                          |
------------------------------------------
```

You now press 1 or 2 on the keyboard (& press 'GO') to shoot or
move. You then enter the number of the room you're going to shoot
or move into (& press 'GO'). Warnings will now be displayed under
that line, these warnings refer to the numbers of your next room.
If one of your next 3 rooms calls for a warning, it will be dis-
played as follows: 'BATS NEARBY', this means one of the next 3 rooms
has a group of cave bats which can lift you up and place you in a
room at random (which can be troublesome). 'I FEEL A DRAFT', this
means there is a bottomless pit in one of those 3 rooms. 'I SMELL
A WUMPUS', means the WUMPUS is in one of the next 3 rooms. If you
see this phrase, press '1' for "SHOOT" and choose which room you
think he is in. If you've kept track of your last moves in your head,
you can eliminate the rooms you've seen before. The WUMPUS will move
if you have woken him up, or move into his room (he may decide to
eat you here). Your arrows may cause a cave-in, or wake up the
WUMPUS & make him move to a random location (if you shot in the
wrong room). The WUMPUS is not bothered by the hazards because he
is too heavy for the bats to lift, and has sucker feet so he won't
fall into a pit. He is usually asleep so that he stays in one room.

** SUPER WUMPUS **

PROGRAM NAME

Statement(s)   PG.1

Line #		Comments
1	.T HAYS	NAME
4	BC=236;FC=264;NT=1;CLEAR	SCREEN CHANGE
5	PRINT;PRINT"→→→→→→SUPER W UMPUS←←←←←←	HEADING, 7 ARROWS
12	NT=Ø;PRINT;PRINT' PRESS "GO"	
13	IF &(23)=1NT=1;GOTO 3Ø	&(23)= "GO" KEY
14	GOTO 13	
30	R=RND(2Ø);W=RND(2Ø)	R=YOUR ROOM, W= WUMPU'S ROOM
40	IF W=RGOTO 30	
45	B=RND(2Ø)	B=BATS ROOM
47	IF B=RGOTO 45	
50	K=Ø;H=Ø;J=Ø;L=Ø;P=RND(2Ø)	P= BOTTOMLESS PIT ROOM
60	A=3;IF R=P R=RND(2Ø)	A= ARROWS -3
70	D=RND(2Ø)	D= ROOM #1 CHOICE
71	IF D=RGOTO 70	
72	IF D=PGOSUB 14Ø	
73	IF D=WGOSUB 12Ø	GOSUB WARNINGS
74	IF D=BGOSUB 13Ø	
80	E=RND(2Ø)	E= ROOM #2 CHOICE
81	IF E=DGOTO 8Ø	
82	IF E=RGOTO 8Ø	
83	IF E=WGOSUB 12Ø	
84	IF E=PGOSUB 14Ø	GOSUB WARNINGS
85	IF E=BGOSUB 13Ø	
90	F=RND(2Ø)	F= ROOM #3 CHOICE
91	IF F=EGOTO 9Ø	
92	IF F=DGOTO 9Ø	
93	IF F=RGOTO 9Ø	
94	IF F=PGOSUB 14Ø	
95	IF F=BGOSUB 13Ø	GOSUB WARNINGS
96	IF F=WGOSUB 12Ø	
100	GOTO 15Ø	
12Ø	PRINT" I SMELL A WUMPUS!";RETURN	WUMPUS NEARBY
13Ø	PRINT" BATS NEARBY!";RETURN	WARNINGS
14Ø	PRINT" I FEEL A DRAFT!";RETURN	BOTTOMLESS PIT NEARBY
15Ø	M=RND(4)	
16Ø	IF R=W IF M>2PRINT" WHUMP!!!";PRINT" THE WUMPUS ATE YOU!!!";L=L+1;GOTO 7ØØ	BAD MOVE! L= # OF TIMES WUMPUS ATE YOU

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Line #		Comments
165	IF R=WPRINT" WHAT LUCK!!! YOU WOKE UP THE WUMPUS, BUT HE DECIDED NOT TO EAT YOU!!	←"TO" IS A 'WORDS' COMMAND
170	IF R=WPRINT" THE WUMPUS MOVED";W=RND(20)	
180	IF R=BPRINT" ZAP!!--SUPER BAT SNATCH!";J=J+1;GOSUB 400;GOSUB 400;GOSUB 400;GOSUB 400;R=RND(20);GOTO 70	MINUS SIGN {GOSUB 400 = SOUND EFFECTS
190	IF R=PPRINT" OOPS!!--FELL INTO PIT!!";H=H+1;GOTO 450	{GOTO 450 = SOUND EFFECTS
200	CLEAR;PRINT;PRINT" YOU ARE IN ROOM",#1,R	
220	K=K+1;PRINT" TUNNELS LEAD TO ↓";PRINT D,E,F	'TO' IS A "WORDS" COMMAND
230	PRINT;PRINT" SHOOT OR MOVE";PRINT" (1) (2)	5 SPACES BETWEEN 1,2
240	IF &(23)=8GOTO 300	PRESS '1'
250	IF &(22)=8GOTO 260	OR '2'
255	GOTO 240	
260	INPUT" MOVE WHERE TO ?"R	'TO' AGAIN
265	IF R#DIF R#EIF R#FPRINT" INVALID MOVE, TRY AGAIN";GOTO 260	
270	GOTO 70	
300	IF A<1GOTO 800	IF NO MORE ARROWS LEFT
310	PRINT" YOU HAVE",#2,A,"ARROWS";INPUT" SHOOT, WHAT ROOM?"S	{# OF ARROWS {S = SHOOT
320	A=A-1;IF S=WGOTO 600	
330	PRINT" MISSED";W=RND(20)	IF YOU MISS, WUMPUS MOVES
331	X=RND(4)	
332	IF X=4PRINT" YOUR ARROW CAUSED A CAVE-IN.";&(16)=40;&(21)=255;GOTO 460	GOTO 460 = CAVE-IN SOUND
333	IF X<3PRINT" THE WUMPUS MOVED TO YOUR ROOM!!	'TO' AGAIN
335	IF X=2R=W;GOTO 50	NO SPACES
336	PRINT" THE WUMPUS MOVED";GOTO70	
400	&(21)=79;&(20)=28;&(16)=0	BAT SOUND EFFECT
410	FOR Z=1TO 20;&(19)=Z;NEXT Z;&(21)=0;RETURN	

SUPERWUMPUS
Statement(s) P6.3

Line #	Statement(s)	Comments
440	&(19)=∅; &(21)=∅; RETURN	
450	&(21)=79; &(16)=40	⎰ FELL INTO PIT SOUND &
460	FOR N=150 TO ∅ STEP -1; MU=N; &(23)=N; &(19)=N; NEXT N; &(21)=∅	⎱ CAVE-IN SOUND
500	&(16)=∅; &(19)=0; PRINT; PRINT" SAME SETUP?"; PRINT" (1)YES (2)NO	SAME AS BEFORE?
510	IF &(23)=8 GOTO 60	'1' OR PRESS
520	IF &(22)=8 GOTO 30	'2'
530	GOTO 510	LOOP
600	CLEAR; PRINT" THUMP!!! AHA!!"; PRINT" YOU GOT THE WUMPUS !!!	GOT HIM!
610	NT=12; PRINT"60008008405060 4050555065446540 00"; NT=1	PLAYS OLYMPIC THEME!
620	PRINT" HE'LL GETCHYA NEXT TIME!	'NEXT' IS A 'WORDS' COMMAND
630	GOSUB 400	DOWNWARD GLISSANDO
700	CLEAR; PRINT	
710	PRINT" # OF MOVES→",#2,K	SCORE
720	PRINT" # OF PIT FALLS→",#2,H	
730	PRINT" # OF BAT SNATCHES→",#2,J	
740	PRINT" WUMPUS ATE YOU",#2,L,", TIMES	
745	IF L GOTO 500	
750	PRINT; PRINT" ANOTHER GAME? "; GOTO 12	
800	CLEAR; PRINT" SORRY, OUT OF ARROWS"; PRINT; GOTO 710	

NOTE THE FLOWCHART FORMAT OF EACH SECTION, THIS VERSION OF SUPER WUMPUS IS TOTALLY UNLIKE THE PROGRAMING TECHNIQUE USED IN ANY OTHER VERSION BECAUSE OF THE 'ARCADE' LIMITATIONS, IN OTHER WORDS, IT IS NOT A COPY OF ANY OTHER VERSION