

Wumpus Cave Data

- CAVE 0: 2,5,8,1,3,10,2,4,12,3,5,14,1,4,6,5,7,15,6,8,17,1,7,9,8,10,18,2,9,11,10,12,19,3,11,13,12,14,20,4,13,15,6,4,16,15,17,20,7,16,18,9,17,19,11,18,20,13,16,19
- CAVE 1: 20,2,3,19,1,4,1,4,5,2,3,6,3,6,7,4,5,8,5,8,9,6,7,10,7,10,11,8,9,12,9,12,13,10,11,14,11,14,15,12,13,16,12,16,17,14,15,18,15,18,19,16,17,20,2,17,20,1,18,19
- CAVE 2: 2,3,20,1,3,4,1,2,4,2,3,5,4,6,7,5,7,8,5,6,8,6,7,9,8,10,11,9,11,12,9,10,12,10,11,13,12,14,15,13,15,16,13,14,16,14,15,17,16,18,19,17,19,20,17,18,20,1,18,15
- CAVE 3: 6,10,16,6,7,17,7,8,18,8,9,19,9,10,20,1,2,15,2,3,11,3,4,12,4,5,13,5,6,14,7,16,20,8,16,17,9,17,18,10,18,19,6,19,20,1,11,12,2,12,13,3,13,14,4,14,15,5,11,15
- CAVE 4: 1,1,5,2,2,5,3,3,6,4,4,6,1,2,7,3,4,7,5,6,10,8,9,9,8,8,10,7,9,11,10,13,14,12,13,13,11,12,12,11,15,16,14,17,18,14,19,20,15,17,17,15,18,18,16,19,19,16,20,20
- CAVE 5: 5,4,8,1,5,6,2,6,7,3,7,8,8,9,12,5,9,10,6,10,11,7,11,12,12,13,16,9,13,14,10,14,15,11,15,16,16,17,20,13,17,18,14,18,19,15,19,20,1,4,20,1,2,17,2,3,18,3,4,19

WUMPUS II - General

There is a cave of 20 caverns, each has 3 tunnels to other caverns. The Wumpus is in one of the 20 caverns. There are bottomless pits in 2 caverns and bats in 2 caverns. You lose if: you fall in a pit, are eaten by the Wumpus, miss with all 5 arrows, or shoot yourself. The commands are "M"-Move and "S"-Shoot. If you enter a cavern with bats, you will be dropped in a cavern at random. There are 3 initial entry points to the program: Line 2650-Cave from tape, Line 3140-Enter a wa cave, and Line 3200-Random cave. Warnings will be given when you near: a Wumpus, a pit, or bats. If you bump or shoot at the Wumpus, he wakes up and can move. There are 6 caves supplied and more can be made with File Create. The caves are: 0-Dodecahedron, 1-Mebius Strip, 2-String of Beads, 3-Hex Network, 4-Dendrite, 5-One Way Streets. To enter a cave from tape: type "N=n" where n is the cave # you want, position tape, type ":INPUT;GOTO 2650go", start tape, step tape when game starts. Notes: Each cave has a header of "Cn" where n is cave #, NT should be 16 or higher when saving cave data (doesn't apply for versions 3.2 and higher). Assembly language of tape input routine is shown on one of the sheets, @ (0) thru @ (59) contain the cave, @ (60) thru @ (77) have various uses. Variables used are A,B,C,D,F,I,J,K,L,M,N,O,Q.

| Line # | Statements(s) | Comments |
|--------------------------------|--------------------------------|---|
| 1 | | |
| 2 | WUMPUS II 3.1 | |
| 3 | MSK 1,9,8@ | |
| 21@ | FOR J=61 TO 66 | Choose the starting location |
| 22@ | L=RPD (2@); FOR K=61 TO | |
| 23@ | J-1, IF @ (K)=L GOTO 22@ | |
| 23@ | NEXT K; @ (J)=L; @ (J+6)= | |
| 23@ | L; NEXT J | |
| 33@ | A=5 | > Same Restart Entry Location information |
| 38@ | L=@ (61); @=(L-1)*3; GOS | Enter Command Shoot |
| 4@ | UB 1,23@ | |
| 4@ | GOSUB 1,45@ | |
| 41@ | IF @=1 GOSUB 1,55@; IF F | |
| 4@ | =@ GOTO 4@ | |
| 42@ | IF @=2 GOSUB 2,15@; IF F | |
| 4@ | =@ GOTO 38@ | |
| 43@ | IF F>@ PRINT "WIN!" | "WIN" |
| 44@ | IF F<@ PRINT "LOSE" | "LOSE" |
| 55@ | FOR J=61 TO 66; @ (J)=@ (J | Restore initial values "AGAIN?" |
| 58@ | +6); NEXT J | |
| 58@ | PRINT "AGAIN?"; IF KP | Same set up? |
| 64@ | # "Y" STOP | |
| 64@ | PRINT "SAME?"; IF KP# | |
| Y" GOTO 21@ | | |
| 67@ | GOTO 33@ | |
| 1,23@ | PRINT; NT=1 | Display location routine Test for Wumpus |
| 1,25@ | FOR J=3 TO 6; FOR K=@ TO 2 | |
| 1,27@ | IF @ (K+K)*@ (J+6@) GOTO 1,34@ | |
| 1,29@ | IF J=2 PRINT; I SMELL | |
| WUMPUS | | |
| 1,31@ | IF J>2 IF J<5 PRINT "I | Pits |
| FEEL A DRAFT | | E |
| 1,33@ | IF J>4 PRINT "BATS NEARBY" | Bats |
| 1,34@ | NEXT K; NEXT J | |
| 1,36@ | PRINT; YOU ARE FN | |
| 1,37@ | PRINT "TUNNELS LEAD I | |
| Q" #3; @ (Q)=@ (Q+1); @ (Q+2); | | |
| PRINT; RETURN | | |
| 1,45@ | PRINT; "SHOOT OR MOVE?" | Command Input Routine |
| " IF KP | | |

Comments

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Line # Statements(s)
2350 @ (6,1) = L
2370 IF L # @ (6,2) GOTO 2430
2380 PRINT "BUMPED WUMPUS"
2400 GOSUB 2080; IF F = @ GOTO 2430
2430 IF L # @ (6,3) IF L # @ (6,4) G
GOTO 2480
2440 @ (1,6) = 127; @ (2,2) = 15; IF
R A = @ TO 255; @ (1,7) = A; NEXT A
2450 PRINT "IN PIT"
2460 RETURN
2480 IF L # @ (6,5) IF L # @ (6,6) G
GOTO 2520
2485 @ (2,0) = 99; FOR A = @ TO 50
+ RND (100); MU = RND (40) + 99;
NEXT A; @ (3,0) = @
2490 PRINT "BAT SNATCH"
2500 L = RND (20); GOTO 2350
2520 RETURN
2650 B = 20250; D = 3000; C = 128
+ 3; GOSUB D; D = 8218; GOSUB D;
C = 28210; GOSUB D; D = 11954; G
OSUB D; D = 201; GOSUB D;
2700 CALL (20250); IF A # "C"
TV = A; GOTO 2700
2710 CALL (20250); IF A # N + 4
GOTO 2700
2720 FOR I = @ TO 59; CALL (202
50); @ (I) = A; NEXT I; RETURN
+ N = L; GOTO 210
24(B) = C; B = B + 2; RETURN
24(B) = @ TO 57; STEP 3; PR
INT "ROOM"; J = 3 + 1
FOR K = J TO J + 2
INPUT @ (K); IF @ (K) > 0
F @ (K) = 31; GOTO 3180
PRINT "ERROR"; GOTO 3160
NEXT K; NEXT J; GOTO 210
FOR A = @ TO 59; @ (A) = RND
(20); NEXT A
3210 GOTO 210

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DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT. THIS IS DONE BY THE UNIT
 USE OF SHADED AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

Comments

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Illegal - Get Another
Shoot Routine
Inent
Path
OF
Arrow
"
"
Test
Path
Legality
for
hits
F = -1 = Lose
Got Him
F = 1 = Win
Got Yourself
Wumpus Moves?
Move
Get Player?
Move Routine
Inent
Destination
Test
Legality
No Way

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Comments

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Line # Statements(s)
1490 IF I = "S" O = 1; RETURN
1510 IF I = "M" O = 2; RETURN
1520 GOTO 1450
1550 F = @
1630 INPUT "# OF ROOMS"; J; IF
@ (J,1) + (J,2) GOTO 1630
1680 FOR K = 1 TO J; INPUT "R
OM"; @ (K,72); IF @ (K,72) > @ IF
@ (K,72) < 2; GOTO 1780
1780 NEXT K
1810 A = A - 1; B = @ (6,1); FOR K = 1
TO J; FOR N = @ TO 2; IF @ (K,8-1)
+ 3 + M = @ (72 + K) GOTO 1990
1850 NEXT M; B = @ (B - 1) * 3 + RND (7);
- 1; GOTO 2000
1900 NEXT K; PRINT "MESSAGE"; GOSU
B 2070; IF A > @ GOTO 1970
1960 F = -1
1970 RETURN
1990 B = @ (72 + K)
2000 IF B # @ (6,2) GOTO 2040
2010 PRINT "GOT HIM IN"; @ (6,2)
2020 F = 1; RETURN
2040 IF B # @ (6,1) GOTO 1900
2050 PRINT "GOT YOURSELF"
2060 GOTO 1960
2070
2080 K = RND (4); IF K = 4 GOTO 2140
2100 @ (6,2) = @ ( @ (6,2) - 1) * 3 + K
- 1; IF @ (6,2) # 4 GOTO 2140
2120 PRINT "WUMPUS GOT YOU"
" F = 1
2140 RETURN
2150 F = @
2210 INPUT "WHERE?" L; IF (L
+ 1) + (L - 20) GOTO 2310
FOR K = @ TO 2; IF @ (Q + K)
= 1 GOTO 2350
2280 NEXT K; IF L = @ (6,1) GOTO 2350
2300 PRINT "NO WAY"; GOTO 2310

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Comments

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