

****SUPER WUMPUS****

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:

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YOU ARE NOW IN ROOM 20
TUNNELS LEAD TO ↓
           16      12      4

SHOOT OR MOVE
(1)      (2)
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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 displayed 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 ':' 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.

Line #

Statement(s) PG.1

Comments

NAME

SCREEN CHANGE

HEADING, 7 ARROWS

1 .T HAYS
 4 BC=236;FC=264;NT=1;CLEAR
 5 PRINT;PRINT"→→→→→SUPER W
 WUMPUS←←←←←
 12 NT=0;PRINT;PRINT' PRESS "GO"

&(23) = "GO" KEY

13 IF &(23)=1;GOTO 30

14 GOTO 13

30 R=RND(20);W=RND(20)

R=YOUR ROOM, W=WUMPUS ROOM

40 IF W=R GOTO 30

45 B=RND(20)

B=BATS ROOM

47 IF B=R GOTO 45

50 K=0;H=0;J=0;L=0;P=RND(20)

P=BOTTOMLESS PIT ROOM

60 A=3;IF R=P R=RND(20)

A=ARROWS-3

70 D=RND(20)

D=ROOM # 1 CHOICE

71 IF D=R GOTO 70

72 IF D=P GOSUB 140

GOSUB WARNINGS

73 IF D=W GOSUB 120

74 IF D=B GOSUB 130

80 E=RND(20)

E=ROOM #2 CHOICE

81 IF E=D GOTO 80

82 IF E=R GOTO 80

83 IF E=W GOSUB 120

GOSUB WARNINGS

84 IF E=P GOSUB 140

85 IF E=B GOSUB 130

90 F=RND(20)

F=ROOM # 3 CHOICE

91 IF F=E GOTO 90

92 IF F=D GOTO 90

93 IF F=R GOTO 90

94 IF F=P GOSUB 140

GOSUB WARNINGS

95 IF F=B GOSUB 130

96 IF F=W GOSUB 120

100 GOTO 150

120 PRINT" I SMELL A WUMPUS!";RETURN } WUMPUS NEARBY

130 PRINT" BATS NEARBY!";RETURN } WARNINGS

140 PRINT" I FEEL A DRAFT!";RETURN } BOTTOMLESS PIT NEARBY

150 M=RND(4)

160 IF R=W IF M>2 PRINT" WHUMP!!

!";PRINT" THE WUMPUS ATE Y

OU!!!";L=L+1;GOTO 700

L=# OF TIMES WUMPUS ATE

YOU

USE OF SHADED AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT, THIS IS DONE BY THE UNIT

Line #

Statement(s) Pg. 2

Comments

165 IF R=WPRINT " WHAT LUCK!!!
YOU WOKE UP THE WUMBUS, B
UT HE DECIDED NOT TO EAT YOU!!

← "TO" IS A 'WORDS'
COMMAND

170 IF R=WPRINT " THE WUMBUS MO
VED"; W=RND(20)

180 IF R=BPRINT " ZAP!!--SUPER
BAT SNATCH!"; J=J+1; GOSUB
400; GOSUB 400; GOSUB 400; G
SUB 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)=8 GOTO 300

PRESS '1'

250 IF &(22)=8 GOTO 260

OR '2'

255 GOTO 240

260 INPUT " MOVE WHERE TO ? " R

'TO' AGAIN

265 IF R#D IF R#E IF R#F PRINT " I
NVALID MOVE, TRY AGAIN"; GOTO 260

270 GOTO 70

300 IF A<1 GOTO 800

IF NO MORE ARROWS LEFT

310 PRINT " YOU HAVE ", #2, A, " ARR
OWS"; INPUT " SHOOT, WHAT ROOM? " S

OF ARROWS
} S = SHOOT

320 A=A-1; IF S=W GOTO 600

330 PRINT " MISSED"; W=RND(20)

IF YOU MISS, WUMBUS MOVES

331 X=RND(4)

332 IF X=4 PRINT " YOUR ARROW CA
USED A CAVE-IN. "; &(16)=40;

GOTO 460 = CAVE-IN SOUND

&(21)=255; GOTO 460

333 IF X<3 PRINT " THE WUMBUS MO
VED TO YOUR ROOM!!

'TO' AGAIN

335 IF X=2 R=W; GOTO 50

NO SPACES

336 PRINT " THE WUMBUS MOVED"; GOTO 70

400 &(21)=79; &(20)=28; &(16)=0

BAT SOUND EFFECT

410 FOR Z=1 TO 20; &(19)=Z; NEXT

Z; &(21)=0; RETURN

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SUPER WUMPUS

Statement(s) P6.3

Comments

Line #

440 &(19)=0;&(21)=0;RETURN

450 &(21)=79;&(16)=40

460 FOR N=150 TO 0 STEP -1;MU=N;
&(23)=N;&(19)=N;NEXT N;&(21)=0

500 &(16)=0;&(19)=0;PRINT;PRINT"
SAME SETUP?";PRINT" (1)YE
S (2)NO

510 IF &(23)=8 GOTO 60

520 IF &(22)=8 GOTO 30

530 GOTO 510

600 CLEAR;PRINT" THUMP!! AHA!!"
;PRINT" YOU GOT THE WUMPUS
!!!

610 NT=12;PRINT"60008008405060
405055506544654000";NT=1

620 PRINT" HE'LL GETCHYA NEXT
TIME!

630 GOSUB 400

700 CLEAR;PRINT

710 PRINT" # OF MOVES->";#2,K

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

FELL INTO PIT SOUND &

CAVE-IN SOUND

SAME AS BEFORE?

'1' OR PRESS

'2'

LOOP

GOT HIM!

PLAYS OLYMPIC THEME!

'NEXT' IS A 'WORDS' COMMAND

DOWNWARD GLISSANDO

SCORE

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.

USE OF SHADED AREA IS FOR 2ND OR
MORE LINES OF MULTI-LINE STATEMENTS

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AND STATEMENT, THIS IS DONE BY THE UNIT