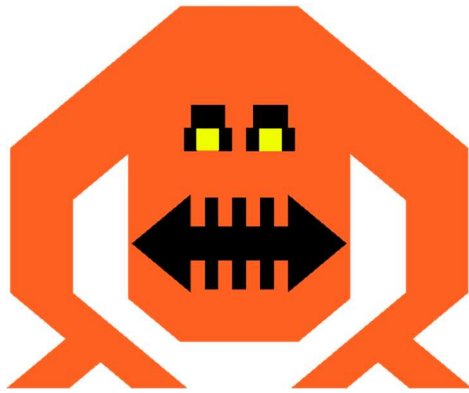


SUPER WUMPUS

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Super Wumpus is an extension of the game Hunt the Wumpus, a text based adventure originally programmed by Gregory Yob in 1973. A few years later, a graphical version was produced by Kevin Kenney for Texas Instruments and their TI-99/4A Home Computer. While Super Wumpus is inspired by this original game, it changes many aspects of the game to give it a fresh prospective while attempting to keep the core aspects of the game that people loved. How I succeeded or failed will be up to you to decide.

Game Requirements:

- ◇ Classic99 or other TI-99/4A Emulator
- ◇ TI-99/4A Home Computer with appropriate Hardware to transfer Program from USB device
- ◇ Speech Synthesizer
- ◇ Extended Basic Command Module
- ◇ 32k Memory Expansion



Back Story

Outside a small village there was a large mountain with an abandoned gold mine. This mine attracted many who wished to seek out their fortune and soon the mine branched out into many shafts. As the tunnels and caverns grew deeper, many obstacles were uncovered such as giant bats, bottomless pits and even cave-ins. As the mountain was hollowed out, the tunnels became like a maze with many not being able to find their way out. Soon water became an issue but no hazard was as great as what was discovered deep inside this mountain. A creature, which was said to be the size of ten men, was found hibernating in a large cavern. In this lair were the bones of many creatures including men. As one of the miners held up their

lamp to the walls, a great vein of pure gold was observed running right behind the creature.

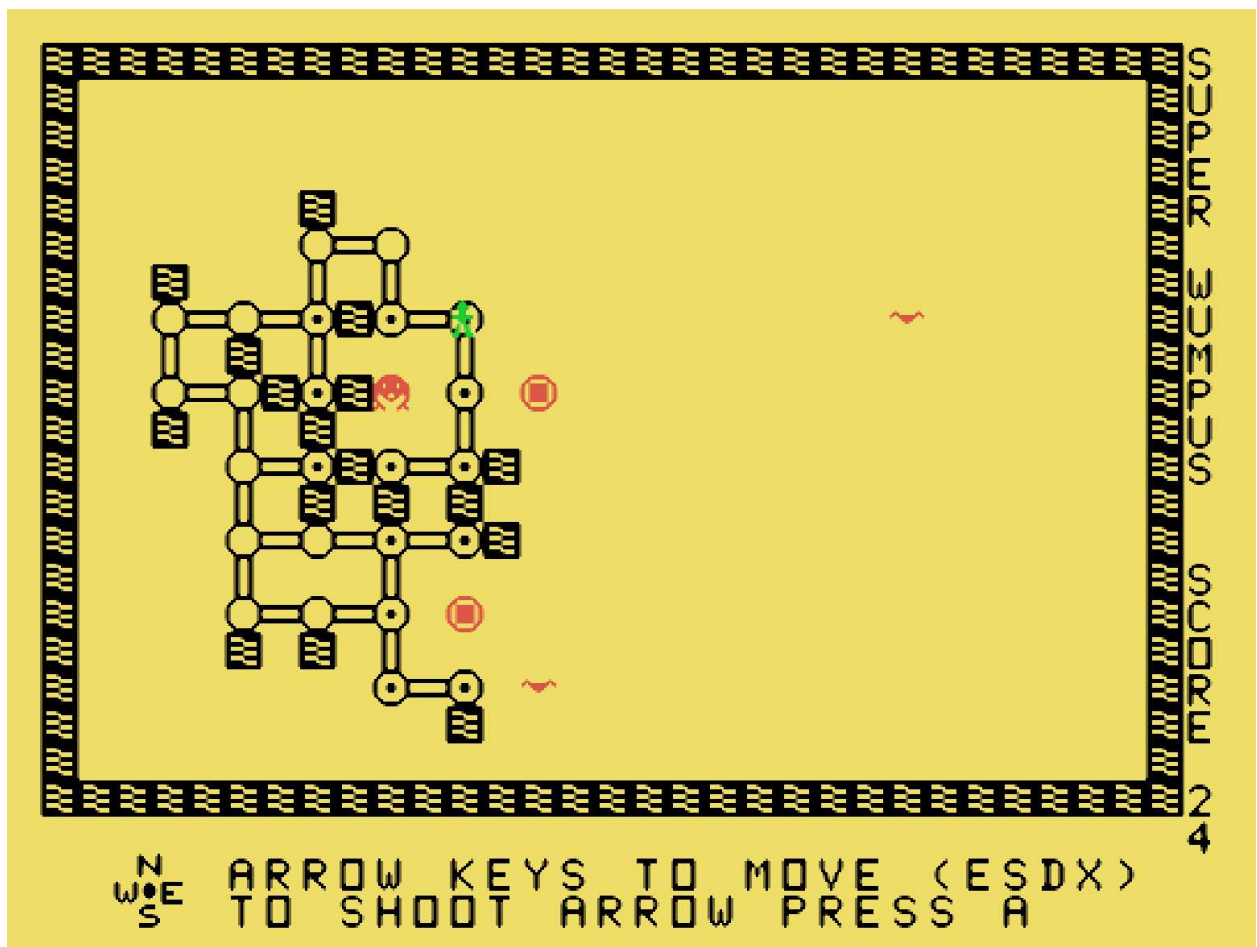
Gold can do strange things to people and when those miners saw gold in such an amount that would make them rich beyond all means, caution escaped them. They began fighting amongst themselves eventually coming to blows. No one knows who it was, nor does it matter at this point, but one of the miners tossed his pick-axe and struck the creature. Suddenly the creature's eyes opened and upon observing the miners, who by now were frozen in place with fear, the creature let out a booming bellow that sounded like "wonnpeess" and shook the entire cavern. Needless to say, only one soul made it out alive and the mine was shut down and sealed.

A few years later, an expedition was hired to enter the mine and hunt down what was now being called a "Wumpus" due to the sound the creature made. The Wumpus was found, wounded and driven out of his lair. Times were good for many years until one day the villagers once again heard "wonnpeess" coming from the direction of the mountain. Soon cattle and other livestock started to disappear and once again the village sought out a champion who might enter the mine and rid them once and for all of this beast. Guess who volunteered to go?



Directions

You enter a huge complex of tunnels and caves seeking out the Wumpus who is hiding in his lair. Once you have an idea of his location, you shoot an arrow from an adjacent cave and kill him. If you guess wrong, you can keep trying until you run out of water and the game ends. The Wumpus will growl when you get close (yes it is a growl damn you!) letting you know you are near him. On some difficulty levels you will also see a blood stain on the floor. (yes that dot is a blood stain!)



Water: You start out with a fixed amount depending on game difficulty. Each move depletes one water. You can randomly find water as you explore. If your water runs out, you pass out and the Wumpus will find and eat you.

Arrows: You start out with a fixed amount depending on difficulty. You can hold up to five arrows. More arrows can be found as you explore.

Bats: There are two Giant Bats randomly placed in the caves. They are silent so you get no warning when you are near. If you enter a cave with a bat, the bat will pick you up, fly to a random cave and drop you before flying away and hiding in another cave. Bats can drop you in the Wumpus lair or other hazards so be aware!

Pits: There are two Bottomless Pits in the cave system. When you are next to one, you will hear a unique sound. This is a horrible attempt of making a wind sound with a 40+ year old computer. If you are playing on an easier mode, you will also see an indicator on the map. If you fall into a pit, you will eventually hit a bunch of sharp spikes that will impale and kill you.



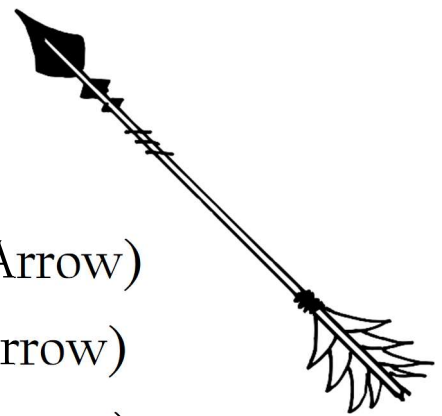
Cave In: At random times the Wumpus has a bad dream and lets out a loud piercing howl so powerful that it shakes the very foundation of the cave system. When this happens, parts of the ceiling start to fall and you will see a bar at the bottom of your screen. You will be shown random letters and you must quickly press the correct key to duck the falling rocks. You keep doing this until the bar is filled. If you make it, you continue playing, if not, you die a horrible death.

Score: +1 for each move, +100 if Wumpus is killed




Commands

- A Shoots an arrow
- D Move East (TI Right Arrow)
- E Move North (TI Up Arrow)
- S Move West (TI Left Arrow)
- X Move South (TI Down Arrow)

CTRL F4 Rage quit!



Key

	Bottomless Pit
	Giant Bat
	The Mighty Wumpus
	This is you
	Wall
	Connecting Tunnel
	Cavern
	Cavern with Blood Trail

```
Terminal
Window Edit Options Help
$ ./wumpus
HUNT THE WUMPUS

INSTRUCTIONS? (Y/N) N

YOU ARE IN ROOM 10.
BATS NEARBY!
YOU HAVE 5 ARROWS. TUNNELS LEAD TO 2, 9 AND 11.
(1) MOVE (2) SHOOT (3) QUIT: 1
WHICH ROOM DO YOU WANT TO ENTER? 9
A BAT HAS CARRIED YOU INTO ANOTHER EMPTY ROOM.

YOU ARE IN ROOM 3.
YOU HAVE 5 ARROWS. TUNNELS LEAD TO 2, 4 AND 12.
(1) MOVE (2) SHOOT (3) QUIT:
```

Hunt the Wumpus in text on an early computer terminal

Another new game from Creative Computing . . .



The Genesis of Wumpus

Two years ago I happened by People's Computer Company (PCC) and saw some of their computer games — such as Hurtle, Snark, and Mugwump. My reaction was: "EECH!!" Each of these games was based on a 10 x 10 grid in Cartesian co-ordinates and three of them was too much for me. I started to think along the lines of: "There has to be a hide and seek computer game without that (exp. deleted) grid!!" In fact, why not a topological computer game — Imagine a set of points connected in some way and the player moves about the set via the interconnections.

That afternoon in meditation the phrase "Hunt the Wumpus" arrived, and Wumpus was born. He's still a bit vague in physical detail as most dedicated Wumpus hunters know, but appearances are part of the game. (If you like, send me a picture of your version of a Wumpus. Perhaps friendly Dave, our editor, will publish the best one in *Creative Computing*.) The grid I chose was the vertices of a dodecahedron — simply because it's my favorite Platonic solid and once, ages ago, I made a kite shaped like one. The edges became the connecting tunnels between the caves which were the set of points for the game.

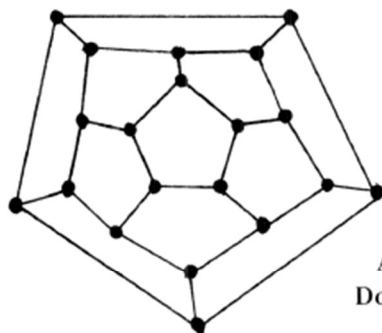
My basic idea at this time was for the player to approach the Wumpus, back off, and come up to him by going around the dodecahedron. To my knowledge, this has never happened . . . most players adopt other strategies rather than this cold-blooded approach.

Anyway . . . how to get the Wumpus! How about an arrow which could turn corners as it goes from room to room. Let the hunter tell the arrow where to go and let it fly. The shortest round trip without reversals is 5 caves — and thus the Crooked Arrow.

Hmmm . . . How does one sense the Wumpus? It's dark in yonder cave, and light would wake him up. If one got one cave away, the wumpus's distinct smell would serve as a warning. So far, so good . . . but Wumpus is still too easy, so let's find some appropriate hazards for the caves.

Bottomless pits were easy. Any imaginary cave would have a few of those around the place. Superbats were harder to come by. It took me a day or two to get that idea. The Superbats are a sort of rapid transit system gone a little batty (sorry about that one). They take you a random distance to a random cave and leave you there. If that's a pit or a Wumpus, well, you are in Fate's hands.

Around this time, I saw that Map-making would be a regular activity of Wumpus-hunters. I numbered the caves and made the scheme fixed in the hopes a practised player might notice this and make himself a permanent map of the caverns. (Another unrealised hope — as an exercise, make yourself such a map on a Squashed Dodecahedron).



A Squashed Dodecahedron

To start the game fairly, Wumpus, Hazards, and Hunter are located on different points at the start of the game. Each game starts with random choices of location, but the hunter may restart with the same set-up if he chooses. This allows re-plays if the hunter, say, fell into a pit on the first move.

Wumpus was nearly done in my mind . . . (hint to a games-writer: Have a clear notion of your game before you

The Original Hunt the Wumpus in Basic

(Not TI Basic)

```
0010 REM- HUNT THE WUMPUS
0015 REM: BY GREGORY YOB
0020 PRINT "INSTRUCTIONS (Y-N)";
0030 INPUT I$
0040 IF I$="N" THEN 52
0050 GOSUB 1000
0052 REM- ANNOUNCE WUMPUSII FOR ALL AFICIONADOS ... ADDED BY DAVE
0054 PRINT
0056 PRINT "  ATTENTION ALL WUMPUS LOVERS!!!"
0058 PRINT "  THERE ARE NOW TWO ADDITIONS TO THE WUMPUS FAMILY";
0060 PRINT " OF PROGRAMS."
0062 PRINT
0064 PRINT "  WUMP2: SOME DIFFERENT CAVE ARRANGEMENTS"
0066 PRINT "  WUMP3: DIFFERENT HAZARDS"
0067 PRINT
0068 REM- SET UP CAVE (DODECAHEDRAL NODE LIST)
0070 DIM S(20,3)
0080 FOR J=1 TO 20
0090 FOR K=1 TO 3
0100 READ S(J,K)
0110 NEXT K
0120 NEXT J
0130 DATA 2,5,8,1,3,10,2,4,12,3,5,14,1,4,6
0140 DATA 5,7,15,6,8,17,1,7,9,8,10,18,2,9,11
0150 DATA 10,12,19,3,11,13,12,14,20,4,13,15,6,14,16
0160 DATA 15,17,20,7,16,18,9,17,19,11,18,20,13,16,19
0170 DEF FNA(X)=INT(20*RND(0))+1
0180 DEF FNB(X)=INT(3*RND(0))+1
0190 DEF FNC(X)=INT(4*RND(0))+1
0200 REM-LOCATE L ARRAY ITEMS
0210 REM-1-YOU,2-WUMPUS,384-PITS,586-BATS
0220 DIM L(6)
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0230 DIM M(6)
0240 FOR J=1 TO 6
0250 L(J)=FNA(0)
0260 M(J)=L(J)
0270 NEXT J
0280 REM-CHECK FOR CROSSOVERS (IE L(1)=L(2),ETC)
0290 FOR J=1 TO 6
0300 FOR K=J TO 6
0310 IF J=K THEN 330
0320 IF L(J)=L(K) THEN 240
0330 NEXT K
0340 NEXT J
0350 REM-SET# ARROWS
0360 A=5
0365 L=L(1)
0370 REM-RUN THE GAME
0375 PRINT "HUNT THE WUMPUS"
0380 REM-HAZARD WARNINGS & LOCATION
0390 GOSUB 2000
0400 REM-MOVE OR SHOOT
0410 GOSUB 2500
0420 GOTO 0 OF 440,480
0430 REM-SHOOT
0440 GOSUB 3000
0450 IF F=0 THEN 390
0460 GOTO 500
0470 REM-MOVE
0480 GOSUB 4000
0490 IF F=0 THEN 390
0500 IF F>0 THEN 550
0510 REM-LOSE
0520 PRINT "HA HA HA - YOU LOSE!"
0530 GOTO 560
0540 REM-WIN
0550 PRINT "HEE HEE HEE - THE WUMPUS'LL GETCHA NEXT TIME!!"
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0560 FOR J=1 TO 6
0570 L(J)=M(J)
0580 NEXT J
0590 PRINT "SAME SET-UP (Y-N)";
0600 INPUT I$
0610 IF I$#"Y" THEN 240
0620 GOTO 360
1000 REM-INSTRUCTIONS
1010 PRINT "WELCOME TO 'HUNT THE WUMPUS'"
1020 PRINT " THE WUMPUS LIVES IN A CAVE OF 20 ROOMS. EACH ROOM"
1030 PRINT "HAS 3 TUNNELS LEADING TO OTHER ROOMS. (LOOK AT A"
1040 PRINT "DODECAHEDRON TO SEE HOW THIS WORKS-IF YOU DON'T KNOW"
1050 PRINT "WHAT A DODECAHEDRON IS, ASK SOMEONE)"
1060 PRINT
1070 PRINT " HAZARDS:"
1080 PRINT " BOTTOMLESS PITS - TWO ROOMS HAVE BOTTOMLESS PITS IN"
1090 PRINT " IF YOU GO THERE, YOU FALL INTO THE PIT (& LOSE!)"
1100 PRINT " SUPER BATS - TWO OTHER ROOMS HAVE SUPER BATS. IF YOU"
1110 PRINT " GO THERE, A BAT GRABS YOU AND TAKES YOU TO SOME"
1120 PRINT " ROOM AT RANDOM. (WHICH MIGHT BE TROUBLESOME)"
1130 PRINT
1140 PRINT " WUMPUS:"
1150 PRINT " THE WUMPUS IS NOT BOTHERED BY THE HAZARDS (HE HAS"
1160 PRINT " FEET AND IS TOO BIG FOR A BAT TO LIFT). USUALLY"
1170 PRINT " HE IS ASLEEP. TWO THINGS WAKE HIM UP: YOUR ENTERING"
1180 PRINT " HIS ROOM OR YOUR SHOOTING AN ARROW."
1190 PRINT " IF THE WUMPUS WAKES, HE MOVES (P=.75) ONE ROOM"
1200 PRINT " OR STAYS STILL (P=.25). AFTER THAT, IF HE IS WHERE YOU"
1210 PRINT " ARE, HE EATS YOU UP (& YOU LOSE!)"
1220 PRINT
1230 PRINT " YOU:"
1240 PRINT " EACH TURN YOU MAY MOVE OR SHOOT A CROOKED ARROW"

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1250 PRINT " MOVING: YOU CAN GO ONE ROOM (THRU ONE TUNNEL)"
1260 PRINT " ARROWS: YOU HAVE 5 ARROWS. YOU LOSE WHEN YOU RUN
OUT."
1270 PRINT " EACH ARROW CAN GO FROM 1 TO 5 ROOMS. YOU AIM BY
TELLING"
1280 PRINT " THE COMPUTER THE ROOM#S YOU WANT THE ARROW TO GO
TO."
1290 PRINT " IF THE ARROW CAN'T GO THAT WAY (IE NO TUNNEL) IT
MOVES"
1300 PRINT " AT RAMDOM TO THE NEXT ROOM."
1310 PRINT " IF THE ARROW HITS THE WUMPUS, YOU WIN."
1320 PRINT " IF THE ARROW HITS YOU, YOU LOSE."
1330 PRINT
1340 PRINT " WARNINGS:"
1350 PRINT " WHEN YOU ARE ONE ROOM AWAY FROM WUMPUS OR HAZARD,"
1360 PRINT " THE COMPUTER SAYS:"
1370 PRINT " WUMPUS- 'I SMELL A WUMPUS'"
1380 PRINT " BAT - 'BATS NEARBY'"
1390 PRINT " PIT - 'I FEEL A DRAFT'"
1400 PRINT ""
1410 RETURN
2000 REM-PRINT LOCATION & HAZARD WARNINGS
2010 PRINT
2020 FOR J=2 TO 6
2030 FOR K=1 TO 3
2040 IF S(L(1),K)#L(J) THEN 2110
2050 GOTO J-1 OF 2060,2080,2080,2100,2100
2060 PRINT "I SMELL A WUMPUS!"
2070 GOTO 2110
2080 PRINT "I FEEL A DRAFT"
2090 GOTO 2110
2100 PRINT "BATS NEARBY!"
2110 NEXT K
2120 NEXT J
2130 PRINT "YOU ARE IN ROOM "L(1)
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2140 PRINT "TUNNELS LEAD TO "S(L,1);S(L,2);S(L,3)
2150 PRINT
2160 RETURN
2500 REM-CHOOSE OPTION
2510 PRINT "SHOOT OR MOVE (S-M)";
2520 INPUT I$
2530 IF I$#"S" THEN 2560
2540 O=1
2550 RETURN
2560 IF I$#"M" THEN 2510
2570 O=2
2580 RETURN
3000 REM-ARROW ROUTINE
3010 F=0
3020 REM-PATH OF ARROW
3030 DIM P(5)
3040 PRINT "NO. OF ROOMS(1-5)";
3050 INPUT J9
3060 IF J9<1 OR J9>5 THEN 3040
3070 FOR K=1 TO J9
3080 PRINT "ROOM #";
3090 INPUT P(K)
3095 IF K <= 2 THEN 3115
3100 IF P(K) <> P(K-2) THEN 3115
3105 PRINT "ARROWS AREN'T THAT CROOKED - TRY ANOTHER ROOM"
3110 GOTO 3080
3115 NEXT K
3120 REM-SHOOT ARROW
3130 L=L(1)
3140 FOR K=1 TO J9
3150 FOR K1=1 TO 3
3160 IF S(L,K1)=P(K) THEN 3295
3170 NEXT K1
3180 REM-NO TUNNEL FOR ARROW
3190 L=S(L,FNB(1))

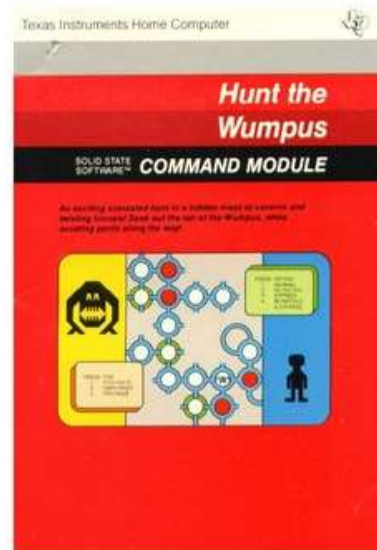
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3200 GOTO 3300
3210 NEXT K
3220 PRINT "MISSED"
3225 L=L(1)
3230 REM-MOVE WUMPUS
3240 GOSUB 3370
3250 REM-AMMO CHECK
3255 A=A-1
3260 IF A>0 THEN 3280
3270 F=-1
3280 RETURN
3290 REM-SEE IF ARROW IS AT L(1) OR L(2)
3295 L=P(K)
3300 IF L#L(2) THEN 3340
3310 PRINT "AHA! YOU GOT THE WUMPUS!"
3320 F=1
3330 RETURN!
3340 IF L#L(1) THEN 3210
3350 PRINT "OUCH! ARROW GOT YOU!"
3360 GOTO 3270
3370 REM-MOVE WUMPUS ROUTINE
3380 K=FNC(0)
3390 IF K=4 THEN 3410
3400 L(2)=S(L(2),K)
3410 IF L(2)#L THEN 3440
3420 PRINT "TSK TSK TSK- WUMPUS GOT YOU!"
3430 F=-1
3440 RETURN
4000 REM- MOVE ROUTINE
4010 F=0
4020 PRINT "WHERE TO";
4030 INPUT L
4040 IF L<1 OR L>20 THEN 4020
4050 FOR K=1 TO 3
4060 REM- CHECK IF LEGAL MOVE
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```

4070 IF S(L(1),K)=L THEN 4130
4080 NEXT K
4090 IF L=L(1) THEN 4130
4100 PRINT "NOT POSSIBLE -";
4110 GOTO 4020
4120 REM-CHECK FOR HAZARDS
4130 L(1)=L
4140 REM-WUMPUS
4150 IF L#L(2) THEN 4220
4160 PRINT "...OOPS! BUMPED A WUMPUS!"
4170 REM-MOVE WUMPUS
4180 GOSUB 3380
4190 IF F=0 THEN 4220
4200 RETURN
4210 REM-PIT
4220 IF L#L(3) AND L#L(4) THEN 4270
4230 PRINT "YYYIIIIIEEEE . . . FELL IN PIT"
4240 F=-1
4250 RETURN
4260 REM-BATS
4270 IF L#L(5) AND L#L(6) THEN 4310
4280 PRINT "ZAP--SUPER BAT SNATCH! ELSEWHERE UNTIL F FOR YOU!"
4290 L=FNA(1)
4300 GOTO 4130
4310 RETURN
5000 END

```



I would like to dedicate this game to my wife of 34 years, who has given me two wonderful children. To Hal, Vic, Jim, Dave and Kyle who help keep the Chicago Group Alive and who have encouraged and supported my efforts and return to the group. To Carole, Butch and Danny I can only thank you for helping me way back when. To Todd who made my TOD Editor possible.



Lastly I wish to recognize two individuals who were once close to me and have moved on to a better place. Nick and Grant.

I started writing code in 1982 when I got my first computer, the TI. Eventually I found the Chicago TI Group, joined and taught myself to program. I wrote many games and programs for the group, newsletter, BBS and later Asgard Software with my TOD Editor and Missile Wars. I do not pretend to be a great programmer but I do enjoy it. Super Wumpus is a fine example of spaghetti code that could be optimized. I've not programed in 30 years so be gently. Some of the work I have seen on the TI these past years put my work to shame but I hope a few of you find it amusing for a few minutes.

I met a lot of great people years ago but got so caught up in my own life that I never realized how important they were until I had already lost touch with them. Some are even no longer with us. I was 17 back in 1982 and I just turned 59. Many of you are older and some younger but always appreciate what you have because you never know how long it will last!

