

00866C PROGRAM SUBMITTAL

New Program

Revision to Program

Model No. 67 97 41C

Program Title WOMPUS

No. of Steps/Lines 340 Category No. 820

Category Name GAMES

Abstract — 50 Word Maximum The sneaky Wompus lurks in one of 20 caverns.

You must kill him before he kills you. Tunnels connecting caverns change each time game is played. The wompus may move when shot at, but he leaves tracks. Sleep only when you must as Goblins may carry you off while you snooze! Best part of program are the fights you have with Wompus.

Necessary Accessories: 2 memory modules, card reader helpful

Name David Hayden

Company

Address 38 Washington Street

City Rocky Hill

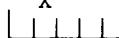
State/Country N.J.

Zip Code 08553

Phone Number (609) 921-8259

If my program is accepted, my bonus choice is: (Please select two programs if your program is a revision.)

Acceptance Choice: FOUR PROGRAMS, CREDIT FOR FOUR PROGRAMS*, OR TWO PROGRAMS AND 10 BLANK CARDS.



* No partial credit will be given. Select all four programs at the same time.

4-2081 B

Submittal Checklist: Please use the checklist below to insure submittal of all proper program documentation.

Program Submittal

Program Description II

Program Listing(s)

Registers, Status ...

Program Description I

User Instructions

Magnetic Card(s)

Keyboard, Card Labeling (optional)

ACKNOWLEDGMENT AND AGREEMENT

To the best of my knowledge, I have the right to contribute this program material without breaching any obligation concerning nondisclosure of proprietary or confidential information of other persons or organizations. I am contributing this program material on a nonconfidential nonobligatory basis to Hewlett-Packard Company ("HP") for inclusion in its program library, and I agree that HP may use, duplicate, modify, publish, and sell the program material, and authorize others to do so without obligation or liability of any kind. HP may publish my name and address, as the contributor, to facilitate user inquiries pertaining to this program material.

Signature David Hayden

Date Mon 20, 1981

PROGRAM DESCRIPTION I

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Program Title WOMPUS

Contributor's Name David Hayden

Address 38 Washington Street

City Rocky Hill

State/Country N.J.

Zip Code 08553

Program Description, Equations, Variables The Wompus lives in one of 20 caverns. You start in cavern #1 and must move through the caverns until you find the beast ("I smell a Wompus" will be displayed if he is in one of the adjoining caverns). At this point you must shoot at the wompus with one of your 20 arrows. If he is in the same cavern as you, he will attack when you draw your bow. If the Wompus is shot, and wounded, he will quite likely move to another cavern. When he does this, however, he leaves a trail which can be followed. If you feel your efficiency is below the Wompus's, you may want to sleep for 8 hours. If you do, you run the risk of being carried to another cavern by Goblins who live in the shadows. Tunnels between caverns change each time the game is played.

Necessary Accessories 2 memory modules, card reader helps

Operating Limits and Warnings It is possible for the initialization program to create the tunnel network in such a way as to isolate one or more caverns from the rest. This is, however, extremely unlikely. Note that tracks are one way, i.e. tracks from 11 to 12 don't imply tracks from 12 to 11.

Reference(s) I haven't the slightest idea who came up with the original Wompus game, but it wasn't me so I guess someone should be acknowledged.

This program has been verified only with respect to the numerical example given in *Program Description II*. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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PROGRAM DESCRIPTION II

Sample Problem (Sketch if Desired)

After a hard day at the office, a good game of Wompus relieves your tensions. Note that this assumes that you have stored 0 in ROO.

SOLUTION:

Input	Function	Display	Comments
	SIZE 051		SET CORECT SIZE
	RUN	SEED IN ROO?	NOW ENTER PROGRAM "WOMPIN" IN CASE YOU FORGOT TO STORE SEED FOR R.N.G.
NOW ENTER PROGRAM "WOMPUS"		PLEASE WAIT	BUILDING THE NETWORK TAKES SEVERAL MINUTES
		ENTER DATA R31-R50	WORDS USED IN FIGHTS YOU WILL HAVE TO CLEAR THE THE WOMPIN PROGRAM IF YOU HAVE ONLY 2 MEMORY MODULES.
	XEQ B	0 DAYS 0 HRS	TIME ROUNDED DOWN TO THE NEAREST HOUR
	XEQ C	IN CAVERN 1 YOUR EFF.=100% TRACKS TO: TUNNELS TO: 4 3	YOUR LOCATION YOUR EFFICIENCY THERE ARE NO TRACKS.
4	XEQ C	0 DAYS 0 HRS IN CAVERN 4 YUOR EFF.=97% TRACKS TO: TUNNELS TO: 8 6	2 TUNNELS TO THESE CAVERNS.
8	XEQ C	0 DAYS 2 HRS IN CAVERN 8 YUOR EFF.=93% TRACKS TO: TUNNELS TO: 11 6	1
11	XEQ D	I SMELL WOMPUS YIPE-WOUNDED THE	4 WOMPUS MUST BE IN EITHER CAVERN 11, 6, OR 4 WOMPUS THIS PART AND REST OF GAME ON FOLLOWING PAGES

(CONTINUATION PAGE)

PROGRAM DESCRIPTION II

Program Wompus entered here	SIZE 851	8 DAYS 18 HRS	7 XEQ C
SEED IN R60?	RUN	IN CAVERN 11	
PLEASE WAIT		YOUR EFF.=60%	
ENTER DATA R51-R58		TRACKS TO: 7	
(Date + program WOMPUS entered here)	XEQ B	TUNNELS TO: 7 8 18	
		I SMELL WOMPUS	
		XEQ E	
8 DAYS 8 HRS		SHORE, SNORE	18 XEQ D
IN CAVERN 1		BODY SNATCH	
YOUR EFF.=100%			
TRACKS TO:			
TUNNELS TO: 4 3 2			
	4 XEQ C		
8 DAYS 8 HRS		1 DAYS 4 HRS	
IN CAVERN 4		IN CAVERN 17	
YOUR EFF.=97%		YOUR EFF.=84%	
TRACKS TO:		TRACKS TO:	
TUNNELS TO: 8 6 1		TUNNELS TO: 20 19 15	
	8 XEQ C		
8 DAYS 2 HRS		15 XEQ C	
IN CAVERN 8			
YOUR EFF.=93%			
TRACKS TO:			
TUNNELS TO: 11 6 4			
I SMELL WOMPUS			
	11 XEQ D		
YIPE-WOUNDED THE WOMPUS			
8 DAYS 2 HRS		14 XEQ C	
IN CAVERN 8			
YOUR EFF.=93%			
TRACKS TO:			
TUNNELS TO: 11 6 4			
I SMELL WOMPUS			
	11 XEQ C		
1 DAYS 5 HRS		13 XEQ C	
IN CAVERN 13			
YOUR EFF.=80%			
TRACKS TO:			
TUNNELS TO: 14 9 12			
	11 XEQ C		
1 DAYS 6 HRS		9 XEQ C	
IN CAVERN 9			
YOUR EFF.=76%			
TRACKS TO:			
TUNNELS TO: 13 12 5			
	9 XEQ C		
1 DAYS 7 HRS		5 XEQ C	
IN CAVERN 5			
YOUR EFF.=72%			
TRACKS TO:			
TUNNELS TO: 9 7 3			
	XEQ D		
WOMPUS ATTACKS			
WOMPUS KICKS YOUR GROIN			
WOMPUS KICKS YOUR EAR			
WOMPUS STABS YOUR FACE			
WOMPUS RUNS			
	8 XEQ D		
YIPE-WOUNDED THE WOMPUS			

(CONTINUATION PAGE)

PROGRAM DESCRIPTION II

3 DAYS 15 HRS
IN CAVERN 11
YOUR EFF.=84%
TRACKS TO: 7 8
TUNNELS TO: 7 8 10

8 XEP C

3 DAYS 16 HRS
IN CAVERN 8
YOUR EFF.=81%
TRACKS TO: 6
TUNNELS TO: 11 6 4
I SHELL WOMPUS

6 XEP C

3 DAYS 16 HRS
IN CAVERN 6
YOUR EFF.=79%
TRACKS TO:
TUNNELS TO: 8 4 2

XEP B

WOMPUS ATTACKS
YOU GRAB HIS BRAIN
YOU GRAB HIS TOE
WOMPUS RUNS
YOU CAUGHT HIM
YOU TWIST HIS FACE
WOMPUS RUNS
YOU CAUGHT HIM
YOU GRAB HIS EYE
YOU STOMP HIS GROIN
YOU KICK HIS GROIN
YOU TEAR HIS EAR
WOMPUS IS DEAD

4 DAYS 23 HRS
IN CAVERN 1
YOUR EFF.=79%
TRACKS TO:
TUNNELS TO: 4 3 2

USER INSTRUCTIONS

STEP	INSTRUCTIONS	INPUT	FUNCTION	SIZE: (HP-41C)
				051
1	Set size and load program WOMPIN			
2	Run WOMPIN If you suspect a number not between 0 and 1 is in R00, do the following: A Press R/S QUICKLY to stop the program during the pause B Store a seed in R00	any fraction	RUN STO 00, RUN	SEED IN R00? PLEASE WAIT ENTER DATA R31-R50
3	Enter the necessary data (see page 14)			
4	Enter program WOMPUS NOTE: If you have only 2 memory modules you will need to clear the WOMPIN program first (CLP "WOMPIN")			
5	To display current data: a= #days elapsed h= #hours elapsed e= your efficiency or alertness a,b,c= caverns to which there are Wompus tracks a,b,c= caverns to which there are tunnels, i.e., to which you can move.		XEQ B	a DAYS h HRS YOUR EFF.=e TRACKS TO: a b c TUNNELS TO: a b c

(Continued on next page)

USER INSTRUCTIONS

STEP	INSTRUCTIONS	INPUT	FUNCTION	SIZE: (HP-41C)
				DISPLAY
	NOTE: If "I SMELL WOMPUS" now appears in the display, the Wompus is in one of the caverns to which you can presently move.			
6	To move to a different cavern: NOTE: If you specify a cavern to which there is no tunnel, "NO TUNNEL" will be displayed and program execution will halt..	cavern#	XEQ C	all current data
7	To shoot at the Wompus: NOTE: 1) If no tunnel to the specified cavern exists, "NO TUNNEL" will be displayed and program execution halted. 2) If you shoot into the cavern where the Wompus is, "YIPE-WOUNDED THE WOMPUS" will be displayed. If he is not in the specified cavern, "PING... HIT A ROCK" will be displayed. 3) If the wompus is in the same cavern as you, the two of you will fight til he gets away, or one of you dies.	cavern #	XEQ D	all current data
	(Continued on next page)			

USER INSTRUCTIONS

STEP	INSTRUCTIONS	INPUT	FUNCTION	SIZE: (HP-41C)
				DISPLAY
8	To sleep 8 hours: NOTE: Goblins may carry you off in your sleep, in which case "BODY SNATCH" will be displayed. Your new location will be given in the current data.		XEQ E	SNORE, SNORE all current data
9	For a new game, go to step 1			

PROGRAM LISTING

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WOMPIN Initialization program

STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
01+LBL "WOM PIN"				44	X<=Y?		
02 FIX 0			Set display mode	45	GTO 03		
03 CF 29				46	RCL 00		
04 "SEED IN R00?"				47	9821		
05 AVIEW			Insure seed	48	*		Random Number generator (R.N.G.)
06 TONE 0				49	.211327		
07 PSE				50	+		
08 SF 25				51	FRC		
09 "SET SIZ E 651"				52	STO 00		
10 RCL 50				53	5		
11 FC? 25				54	*		Decide tunnel
12 PROMPT				55	INT		
13 RCL 00				56	X=0?		tunnel to self?
14 CLRG				57	GTO 02		
15 STO 00				58	FS? IND		That cavern already chosen?
16 20				59	GTO 05		
17 STO 41				60	SF IND X		
18 "PLEASE WAIT"				61	CHS		flag off that cav.
19 AVIEW				62	RCL 41		
20+LBL 00				63	+		
21 RCL 41				64	STO 44		R44= flag register for destination
22 20				65	X<=0?		
23 +				66	GTO 02		
24 RCL IND				67	RCL 44		
X				68	20		3 tunnels already?
25 .002				69	+		
26 +				70	RCL IND		
27 STO 42			# tunnels to destination	X			
28 3			skip if greater	71	3		
29 X<=Y?			than 3	72	X<=Y?		
30 GTO 03				73	GTO 05		
31 1.01				74	RCL IND		
32+LBL 04				44			
33 CF IND X			clear flags	75	1 E3		
34 ISG X				76	*		Store info
35 GTO 04				77	RCL 44		
36+LBL 01				78	+		
37 0				79	STO IND		
38 STO 43			If more than	41			
39+LBL 05			7 tries to	80	RCL IND		
40 ISG 43			make a tunnel	44			
41+LBL 02			have been made	81	1 E3		
42 RCL 43			then end loop	82	*		
43 7				83	RCL 41		

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WOMPIN Initialization program

STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
86	RCL 41			130	RCL 00		
87	20			131	9821	R.N.G	
88	+			132	*		
89	RCL 44			133	.211327		
90	20			134	+		
91	+			135	FRC		
92	1			136	20		
93	ST+ IND		Increment flag registers	137	*		Wompus location
Y				138	INT		
94	ST+ IND			139	STO 22		
Z				140	CF 00		
95	ISG 42			141	CF 01		
96	GTO 01		Continue loops	142	CF 02		You may want to delete this part of the program
97	*LBL 03			143	CF 03		
98	DSE 41			144	CF 04		
99	GTO 00			145	CF 05		
100	20			146	CF 06		
101	ENTER↑			147	BEEP		Prompt for data
102	1 E9			148	"ENTER D		
103	*LBL 07			ATA	R31-"		
104	ST/ IND			149	"HR50"		
Y				150	AVIEW		
105	DSE Y			151	END		
106	GTO 07						
107	23.025						
108	RCL 01						
109	*LBL 06		Store tunnels from cavern 1 in R23, R24, and R25				
110	1 E3			80			
111	*						
112	ENTER↑						
113	INT						
114	STO IND						
Z							
115	-						
116	ISG Y						
117	GTO 06						
118	100		Efficiencies				
119	STO 27			90			
120	STO 28						
121	1						
122	STO 21		Your location				
123	20		# arrows				
124	STO 30						
125	CLX						
126	STO 26		time				
127	CF 23						
128	CF 24						
129	CF 25			00			

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WOMPUS

STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
01+LBL	"WOM			45	STO	IND	
PUS"				Z			
02+LBL	C	MOVE		46	RDN		
03	23.025			47	ISG	Y	
04	STO	Z		48	GTO	02	
05+LBL	01			49	FS?C	06	
06	CLX	Check to insure		50	RTN		Are you in a fight
07	RCL	IND	a tunnel exists	51+LBL	B		
Z				52	ADV		Display routine
08	X=Y?			53	CLA		
09	GTO	06		54	RCL	26	
10	ISG	Z		55	HMS		Convert decimal
11	GTO	01		56	24		hours to days
12	"NO TUNN			57	/		and hours and
EL"				58	INT		display
13	PROMPT			59	ARCL	X	
14+LBL	06			60	"F	DAYS	
15	RDN			61	RCL	26	
16+LBL	20			62	HMS		
17	ENTER†			63	24		
18	X<> 21	Switch your location		64	MOD		
19	-			65	INT		
20	ABS			66	ARCL	X	
21	.3	Update time and		67	"F	HRS"	
22	*	your efficiency		68	AVIEW		
23	ST+ 26			69	PSE		
24	LASTX			70	"IN CAVE		
25	/			RN	"		
26	ST- 27			71	ARCL	21	
27	1	Update Wompus's		72	AVIEW		
28	ST- 28	efficiency		73	PSE		
29+LBL	21			74	"YOUR EF		
30	CF 23			F.=			
31	CF 24	Clear track flags		75	ARCL	27	
32	CF 25			76	"F%		
33	23.025			77	AVIEW		
34	RCL	IND		78	PSE		
21				79	"TRACKS		
35+LBL	02			TO:	"		
36	FRC	Get new tunnels		80	FS? 23		
37	1 E3	and tracks		81	ARCL	23	
38	*			82	"F	"	
39	ENTER†			83	FS? 24		
40	INT			84	ARCL	24	
41	100			85	"F	"	
42	X<=Y?			86	FS? 25		
43	SF IND T			87	ARCL	25	
44	MOD						

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WOMPUS

STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
88	AVIEW			131	"NO ARRO		
89	"TUNNELS			WS	"		
TO:	"			132	CLX		
90	23.025			133	RCL 30	Enough arrows?	
91	RCL 22			134	X<=0?		
92*LBL 03				135	PROMPT		
93	"F"			136*lse 30			
94	RCL IND		Get tunnels and check if Wompus is near	137*LBL 90			
Y				138	CLX		
95	X≠0?			139	RCL 22		
96	ARCL X			140	X=Y?		
97	X=Y?			141	GTO 00	Shot to a wrong	
98	SF 06			142	"PING ..	cavern	
99	RDN			143	"HIT A "		
100	ISG Y			144	"FROCK"		
101	GTO 03			145	AVIEW		
102	AVIEW			146	GTO B		
103	PSE			147	00		
104	"I SMELL			148	7	If Wompus is dead	
	WOMPUS"			149	ST- 28	then go to dead	
105	FS?C 06			150	"KILLED		
106	AVIEW			THE	"WOMP"		
107	ADV			151	"HUS"		
108	RTN			152	X<=0?		
109*LBL D	Shoot			153	GTO 09		
110	.25		Increment time	154	"YIPE-WO		
111	ST+ 26			UNDED TH	"		
112	X<>Y		If the two of	155	"HE WOMP		
113	RCL 21		you are in the	US	"		
114	RCL 22		same cavern, go	156	AVIEW		
115	X=Y?		to fight	157	ADV		
116	GTO 07			158*LBL 05			
117	CLX			159	XEQ 99		
118	23.025			160	RCL 28	R.N.G.	
119	X<> Z			161	*		
120	X<>Y			162	25	Decide if Wompus	
121*LBL 04				163	X>Y?	will move	
122	CLX			164	GTO B	Pick cavern to	
123	RCL IND		Check to insure	165*LBL 06	XEQ 99	move to	
Z			tunnel exists	166			
124	X=Y?			167	3		
125	GTO 00			168	*		
126	ISG Z			169	1		
127	GTO 04			170	+		
128	"NO TUNN			171	INT		
EL"				172	22		
129	PROMPT			173	+		
130*LBL 00							

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WOMPUS

STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
174	RCL 21			218	STO 22		
175	RCL 22			219	15		
176	X=Y?			220	ST+ 26		Inrement time
177	SF IND Z		Set.flag if you	221	FS? 06		
178	RCL Z		<u>are both in cav.</u>	222	RTN		<u>Are you fighting</u>
179	22			223	GTO 21		
180	-			224*LBL 07	FIGHT		
181	3			225	"WOMPUS		
182	*			226	ATTACKS"		
183	10†X			227	AVIEW		
184	STO 29		Gets cavern #	228	LBL 08		
185	RCL IND			229	CF 05		
22				230	RCL 28		
186	*			231	"WOMPUS		
187	INT			232	IS"		
188	1 E2			233	X<=0?		Is he dead?
189	MOD			234	GTO 09		
190	RCL 21			235	RCL 27		
191	X<>Y		Check tunnel	236	"YOU ARE		
192	X=Y?			237	X<=0?		Are you dead?
193	X=0?			238	GTO 09		
194	GTO 05			239	XEQ 99		
195	1 E3			240	RCL 28		
196	ST/ 29			241	*		
197	CLX			242	-		
198	RCL 29			243	X>0?		
199	RCL IND			244	SF 05		You hurt him
22			Store track info	245	10		
200	*			246	FS? 05		
201	INT			247	ST- 28		Decrement appropriate efficiency.
202	.1			248	FC? 05		
203	+			249	ST- 27		
204	RCL 29			250	XEQ 99		
205	/			251	10		
206	LASTX			252	*		
207	10			253	31		Choose words for
208	*			254	+		fight
209	STO 29			255	XEQ 99		
210	RCL IND			256	10		
22				257	*		
211	*			258	41		
212	FRC			259	+		
213	RCL 29			260	ENTER↑		
214	Y			261	"WOMPUS"		
215	+			262	FS? 05		
216	STO IND						
22							
217	X<>Y						

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WOMPUS

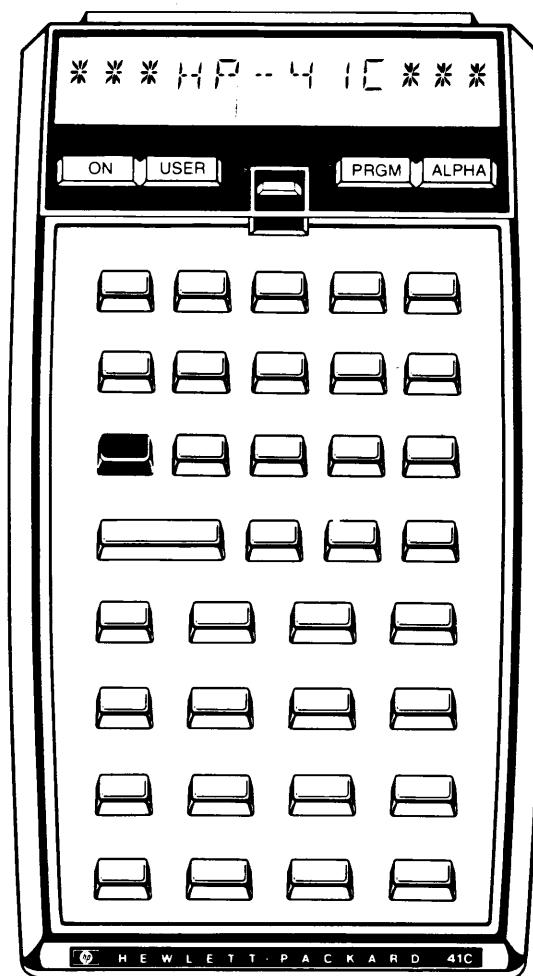
STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
263	"YOU"			307	XEQ	B	
264	ASTO X			308	OFF		
265	ENTER↑			309♦LBL	E		
266	"YOUR"			310	RCL	27	SLEEP
267	FS? 05			311	1.5		
268	"HIS"			312	*		
269	ASTO X		Accumulate	313	100		
270	CLA		sentence	314	X>Y?		Increment eff.
271	ARCL Y			315	X<Y		by 50% and add
272	"F"			316	STO	27	to time
273	ARCL IND T			317	8		
274	FC? 05			318	ST+ 26		g
275	"FS"			319	"SNORE,"		
276	"F"				SNORE"		
277	ARCL X			320	AVIEW		
278	"F"			321	XEQ	99	
279	ARCL IND Z			322	.2		
280	AVIEW			323	X<=Y?		A snatch?
281	XEQ	99		324	GTO	B	
282	.3			325	"BODY" SN		
283	X<=Y?		Will he run?	ATCH"			
284	GTO	08		326	AVIEW		
285	"WOMPUS			327	TONE	7	
RUNS"				328	XEQ	99	
286	AVIEW			329	19		
287	SF	06		330	*		
288	XEQ	06	Line 165	331	1		Pick cavern and
289	RCL	28	Will you catch him	332	+		move.
290	RCL	27		333	INT		
291	X<=Y?			334	GTO	20	
292	GTO	B		335♦LBL	99		
293	RCL	22		336	RCL	00	Random
294	STO	21		337	9821		Number
295	XEQ	21		338	*		Generator
296	"YOU" CAU			339	.211327		(R.N.G.)
GHT HIM"				340	+		
297	AVIEW			341	FRC		
298	GTO	08	Continue fight	342	STO	00	
299♦LBL	09			343	END		
300	"F DEAD"						
301	TONE	3					
302	TONE	2	Someone is Dead!				
303	TONE	1					
304	TONE	0					
305	AVIEW						
306	PSE				00		

REGISTERS, STATUS, FLAGS, ASSIGNMENTS

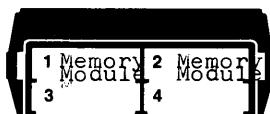
DATA REGISTERS		STATUS				
#	NAME	SIZE	051	TOT. REG.	171	USER MODE
ENG			FIX	0	SCI	ON XX OFF
DEG			RAD		GRAD	
FLAGS						
#	INIT S/C	SET INDICATES	CLEAR INDICATES			
R20	Tunnels from cavern #20	05	NA You hurt him	He hurts you		
R21	Your cavern location	06	NA Wompus running	away.		
R22	Wompus's cavern location	23	C Tracks to #1	No tracks to #1		
R23	Present tunnel #1	24	C Tracks to #2	No tracks to #2		
R24	Present tunnel #2	25	C Tracks to #3	No tracks to #3		
R25	Present tunnel #3					
R26	Elapsed time (hours)					
R27	Your efficiency					
R28	Wompus's efficiency					
R29	used					
R30	# arrows left					
R31	= "SMACK"					
R32	= "STAB"					
R33	= "GRAB"					
R34	= "BITE"					
R35	= "KICK"					
R36	= "TEAR"					
R37	= "TWIST"					
R38	= "STOMP"					
R39	= "HIT"					
R40	= "PULL"					
R41	= "EYE"					
R42	= "NOSE"					
R43	= "GROIN"					
R44	= "TOE"					
R45	= "EAR"					
R46	= "FACE"					
R47	= "NECK"					
R48	= "CHEST"					
R49	= "GUT"					
R50	= "BRAIN"					
ASSIGNMENTS						
FUNCTION	KEY	FUNCTION	KEY			

KEYBOARD CARD LABELING

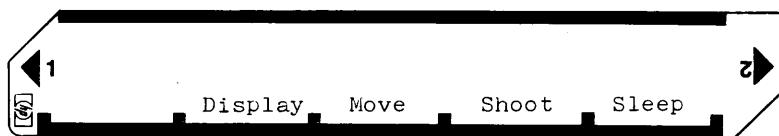
KEYBOARD



SYSTEM
CONFIGURATION



CARD



TECHNICAL INFORMATION

STORAGE OF TRACKS AND TUNNELS

Registers 01 through 20 contain the information on tracks and tunnels between the caverns. R01 contains tunnels and tracks leading ~~from~~ cavern 1, R02 contains tunnels and tracks leading from cavern 2 and so forth. The information is stored in the following form:

.FffSssTtt Where: ff is the cavern to which the first tunnel leads.
 ss is the cavern to which the second tunnel leads.
 tt is the cavern to which the third tunnel leads.
 and F, S, and T are either 0 or 1. If F is 1 then there are tracks leading to cavern ff, if F is 0 then there are no tracks. S and T follow the same rules as F.

NOTE FOR USERS WITH PRINTER

You may find it helpful to change some or all of the AVIEW instructions to PRA. Here is a list of where these instructions are and what they do.

<u>LINE</u>	<u>SHOWS</u>
68	elapsed time
72	your location
77	your efficiency
88	tracks to
102	tunnels to
106	I SMELL WOMPUS
144	PING...HIT A ROCK
156	YIPE-WOUNDED THE WOMPUS
226	WOMPUS ATTACKS
280	description of fight e.g., YOU HIT HIS NOSE
285	WOMPUS RUNS
297	YOU CAUGHT HIM
305	one of you IS DEAD
320	SNOKE, SNORE
326	BODY SNATCH