

# 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.

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

4-20-81 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

Mar 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

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## 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 R00.

## SOLUTION:

Input	Function	Display	Comments
	SIZE 051		SET CORECT SIZE
	RUN	SEED IN R00?	NOW ENTER PROGRAM "WOMPIN" IN CASE YOU FORGOT TO STORE SEED FOR R.N.G.
		PLEASE WAIT	BUILDING THE NETWORK TAKES SEVERAL MINUTES
NOW ENTER PROGRAM "WOMPUS"		ENTER DATA R31-R50	50 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
		IN CAVERN 1	YOUR LOCATION
		YOUR EFF.=100%	YOUR EFFICIENCY
		TRACKS TO:	THERE ARE NO TRACKS.
4	XEQ C	TUNNELS TO: 4 3 2	4 TUNNELS TO THESE CAVERNS.
		0 DAYS 0 HRS	
		IN CAVERN 4	
		YUOR EFF.=97%	
		TRACKS TO:	
8	XEQ C	TUNNELS TO: 8 6 1	
		0 DAYS 2 HRS	
		IN CAVERN 8	
		YUOR EFF.=93%	
		TRACKS TO:	
		TUNNELS TO: 11 6 4	
		I SMELL WOMPUS	WOMPUS MUST BE IN EITHER CAVERN 11, 6, OR 4
11	XEQ D	YIPE-WOUNDED THE	WOMPUS THIS PART AND REST OF GAME ON FOLLOWING PAGES

## (CONTINUATION PAGE)

## PROGRAM DESCRIPTION II

Program Wompus  
entered here

SIZE 851

RUN

SEED IN R60?

PLEASE WAIT

ENTER DATA R31-R50

(Data + program WOMPUS  
entered here)

XEQ B

0 DAYS 0 HRS

IN CAVERN 1

YOUR EFF.=100%

TRACKS TO:

TUNNELS TO: 4 3 2

4 XEQ C

0 DAYS 0 HRS

IN CAVERN 4

YOUR EFF.=97%

TRACKS TO:

TUNNELS TO: 8 6 1

8 XEQ C

0 DAYS 2 HRS

IN CAVERN 8

YOUR EFF.=93%

TRACKS TO:

TUNNELS TO: 11 6 4

I SMELL WOMPUS

11 XEQ D

YIPE-WOUNDED THE WOMPUS

0 DAYS 2 HRS

IN CAVERN 8

YOUR EFF.=93%

TRACKS TO:

TUNNELS TO: 11 6 4

I SMELL WOMPUS

11 XEQ C

0 DAYS 3 HRS

IN CAVERN 11

YOUR EFF.=96%

TRACKS TO:

TUNNELS TO: 7 8 10

XEQ D

WOMPUS ATTACKS

WOMPUS KICKS YOUR GROIN

WOMPUS KICKS YOUR EAR

WOMPUS STABS YOUR FACE

WOMPUS RUNS

0 DAYS 18 HRS

IN CAVERN 11

YOUR EFF.=60%

TRACKS TO: 7

TUNNELS TO: 7 8 10

I SMELL WOMPUS

XEQ E

SNORE, SNORE

BOOY SNATCH

1 DAYS 4 HRS

IN CAVERN 17

YOUR EFF.=84%

TRACKS TO:

TUNNELS TO: 20 19 15

15 XEQ C

1 DAYS 4 HRS

IN CAVERN 15

YOUR EFF.=82%

TRACKS TO:

TUNNELS TO: 17 16 14

14 XEQ C

1 DAYS 5 HRS

IN CAVERN 14

YOUR EFF.=81%

TRACKS TO:

TUNNELS TO: 18 15 13

13 XEQ C

1 DAYS 5 HRS

IN CAVERN 13

YOUR EFF.=80%

TRACKS TO:

TUNNELS TO: 14 9 12

9 XEQ C

1 DAYS 6 HRS

IN CAVERN 9

YOUR EFF.=76%

TRACKS TO:

TUNNELS TO: 13 12 5

5 XEQ C

1 DAYS 7 HRS

IN CAVERN 5

YOUR EFF.=72%

TRACKS TO:

TUNNELS TO: 9 7 3

7 XEQ C

1 DAYS 8 HRS

IN CAVERN 7

YOUR EFF.=78%

TRACKS TO:

TUNNELS TO: 11 10 5

10 XEQ D

WOMPUS ATTACKS

WOMPUS SNACKS YOUR FACE

WOMPUS RUNS

1 DAYS 23 HRS

IN CAVERN 7

YOUR EFF.=60%

TRACKS TO: 11

TUNNELS TO: 11 10 5

I SMELL WOMPUS

11 XEQ D

YIPE-WOUNDED THE WOMPUS

2 DAYS 15 HRS

IN CAVERN 7

YOUR EFF.=60%

TRACKS TO: 11

TUNNELS TO: 11 10 5

11 XEQ C

2 DAYS 16 HRS

IN CAVERN 11

YOUR EFF.=56%

TRACKS TO: 7 8

TUNNELS TO: 7 8 10

I SMELL WOMPUS

XEQ E

SNORE, SNORE

3 DAYS 8 HRS

IN CAVERN 11

YOUR EFF.=84%

TRACKS TO: 7 8

TUNNELS TO: 7 8 10

I SMELL WOMPUS

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 XED C

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

6 XED C

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

XED D

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

				SIZE: (HP-41C) 051
STEP	INSTRUCTIONS	INPUT	FUNCTION	DISPLAY
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  Wompin will run for a few minutes		RUN      any fraction 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: d= #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	   d DAYS h HRS  YOUR EFF.=e TRACKS TO: a b c  TUNNELS TO: a b c

(Continued on next page)

# USER INSTRUCTIONS

				SIZE: (HP-41C)
STEP	INSTRUCTIONS	INPUT	FUNCTION	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.  (Continued on next page)	cavern #	XEQ D	all current data

# USER INSTRUCTIONS

				SIZE: (HP-41C)
STEP	INSTRUCTIONS	INPUT	FUNCTION	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			44	X<=Y?		
	PIN"			45	GTO 03		
02	FIX 0		Set display	46	RCL 00		
03	CF 29		mode	47	9821		
04	"SEED IN			48	*		Random Number
	R00?"			49	.211327		generator
05	AVIEW		Insure seed	50	+		(R.N.G.)
06	TONE 0			51	FRC		
07	PSE			52	STO 00		
08	SF 25			53	5		Decide tunnel
09	"SET SZ			54	*		
	E 051"			55	INT		
10	RCL 50			56	X=0?		tunnel to self?
11	FC? 25			57	GTO 02		
12	PROMPT		Insure size	58	FS? IND		That cavern already
13	RCL 00				X		chosen?
14	CLRG			59	GTO 05		
15	STO 00			60	SF IND X		
16	20		Store counter	61	CHS		flag off that cav.
17	STO 41			62	RCL 41		
18	"PLEASE			63	+		R44= flag register
	WAIT"			64	STO 44		for destination
19	AVIEW			65	X<=0?		
20	*LBL 00		Beginning of	66	GTO 02		
21	RCL 41		loop	67	RCL 44		
22	20			68	20		3 tunnels already?
23	+			69	+		
24	RCL IND			70	RCL IND		
	X				X		
25	.002			71	3		
26	+			72	X<=Y?		
27	STO 42		# tunnels to	73	GTO 05		
28	3		destination	74	RCL IND		
29	X<=Y?		skip if greater		44		
30	GTO 03		than 3	75	1 E3		
31	1.01			76	*		Store info
32	*LBL 04			77	RCL 44		
33	CF IND X		clear flags	78	+		
34	ISG X			79	STO IND		
35	GTO 04				41		
36	*LBL 01			80	RCL IND		
37	0				44		
38	STO 43			81	1 E3		
39	*LBL 05		If more than	82	*		
40	ISG 43		7 tries to	83	RCL 41		
41	*LBL 02		make a tunnel	84	+		
42	RCL 43		have been made	85	STO IND		
43	7		then end loop		44		

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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		Devide R01-R20 by 1,000,000,000	148	"ENTER D		
103	*LBL	07		ATA	R31-"		
104	ST/ IND			149	"R50"		
Y				150	QVIEW		
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						
111	*			80			
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						
124	STO	30	% arrows				
125	CLX						
126	STO	26	time				
127	CF	23					
128	CF	24					
129	CF	25		00			

# PROGRAM LISTING

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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	Are you in a fight
06	CLX		Check to insure	50	RTH		
07	RCL	IND	a tunnel exists	51	*LBL	B	
Z				52	ADV		Display routine
08	X=Y?			53	CLA		
09	GTO	00		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	00		60	"F DAYS		
15	RDN						
16	*LBL	20		61	RCL	26	
17	ENTER↑			62	HMS		
18	X<>	21	Switch your location	63	24		
19	-			64	MOD		
20	ABS			65	INT		
21	.3		Update time and	66	ARCL	X	
22	*		your efficiency	67	"F HRS"		
23	ST+	26		68	AVIEW		
24	LASTX			69	PSE		
25	/			70	"IN CAVE		
26	ST-	27		RN "			
27	1		Update Wompus's	71	ARCL	21	
28	ST-	28	efficiency	72	AVIEW		
29	*LBL	21		73	PSE		
30	CF	23		74	"YOUR EF		
31	CF	24	Clear track flags	F. = "			
32	CF	25		75	ARCL	27	
33	23.025			76	"FZ"		
34	RCL	IND		77	AVIEW		
21				78	PSE		
35	*LBL	02		79	"TRACKS		
36	FRC		Get new tunnels	T0: "			
37	1	E3	and tracks	80	FS?	23	
38	*			81	ARCL	23	
39	ENTER↑			82	"F "		
40	INT			83	FS?	24	
41	100			84	ARCL	24	
42	X<=Y?			85	"F "		
43	SF	IND	T	86	FS?	25	
44	MOD			87	ARCL	25	

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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			132	WS"		
90	TO:"			133	CLX		
91	23.025			134	RCL 30		Enough arrows?
92	RCL 22			135	X<=0?		
93	92+LBL 03			136	PROMPT		
94	93 "F "			137	DSE 30		
95	94 RCL IND		Get tunnels	138	+LBL 90		
96	Y		and check if	139	CLX		
97	95 X=0?		Wompus is near	140	RCL 22		
98	96 ARCL X			141	X=Y?		
99	97 X=Y?			142	GTO 00		Shot to a wrong
100	98 SF 06			143	"PING "		cavern
101	99 RDN			144	. HIT A "		
102	100 ISG Y			145	"FROCK"		
103	101 GTO 03			146	AVIEW		
104	102 AVIEW			147	GTO B		
105	103 PSE			148	+LBL 00		
106	104 "I SMELL			149	7		
107	WOMPUS"			150	ST- 28		If Wompus is dead
108	105 FS?C 06			151	"KILLED		then go to dead
109	106 AVIEW			152	THE WOMP"		
110	107 ADV			153	"FUS"		
111	108 RTN			154	RCL 28		
112	109+LBL D		Shoot	155	X<=0?		
113	110 .25			156	GTO 09		
114	111 ST+ 26		Increment time	157	"YIPE-WO		
115	112 X<>Y			158	UNDED TH"		
116	113 RCL 21		If the two of	159	"E WOMP		
117	114 RCL 22		you are in the	160	US"		
118	115 X=Y?		same cavern, go	161	AVIEW		
119	116 GTO 07		to fight	162	ADV		
120	117 CLX			163	+LBL 05		
121	118 23.025			164	XEQ 99		R.N.G.
122	119 X<>Z			165	RCL 28		
123	120 X<>Y			166	*		
124	121+LBL 04			167	25		Decide if Wompus
125	122 CLX			168	X>Y?		will move
126	123 RCL IND		Check to insure	169	GTO B		Pick cavern to
127	Z		tunnel exists	170	+LBL 06		move to
128	124 X=Y?			171	XEQ 99		
129	125 GTO 00			172	3		
130	126 ISG Z			173	*		
	127 GTO 04				1		
	128 "NO TUNN				+		
	EL"				INT		
	129 PROMPT				22		
	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	Incement 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	*				ATTACKS"		
183	10+X			226	AVIEW		
184	STO	29	Cets cavern #	227	*LBL	08	
185	RCL	IND		228	CF	05	
22				229	RCL	28	
186	*			230	"WOMPUS		
187	INT				IS"		
188	1 E2			231	X<=0?		Is he dead?
189	MOD			232	GTO	09	
190	RCL	21		233	RCL	27	
191	X<>Y		Check tunnel	234	"YOU ARE		
192	X=Y?		same as you?		"		
193	X=0?		exists?	235	X<=0?		Are you dead?
194	GTO	05		236	GTO	09	
195	1 E3			237	XEQ	99	
196	ST/	29		238	*		
197	CLX			239	XEQ	99	
198	RCL	29		240	RCL	28	
199	RCL	IND		241	*		
22				242	-		
200	*		Store track info	243	X>0?		
201	INT			244	SF	05	<u>You hurt him</u>
202	.1			245	10		
203	+			246	FS?	05	
204	RCL	29		247	ST-	28	Decrement appropri-
205	/			248	FC?	05	ate efficiency.
206	LASTX			249	ST-	27	
207	10			250	XEQ	99	
208	*			251	10		
209	STO	29		252	*		
210	RCL	IND		253	31		Choose words for
22				254	+		fight
211	*			255	XEQ	99	
212	FRC			256	10		
213	RCL	29		257	*		
214	/			258	41		
215	+			259	+		
216	STO	IND		260	ENTER↑		
22				261	"WOMPUS"		
217	X<>Y			262	FS?	05	

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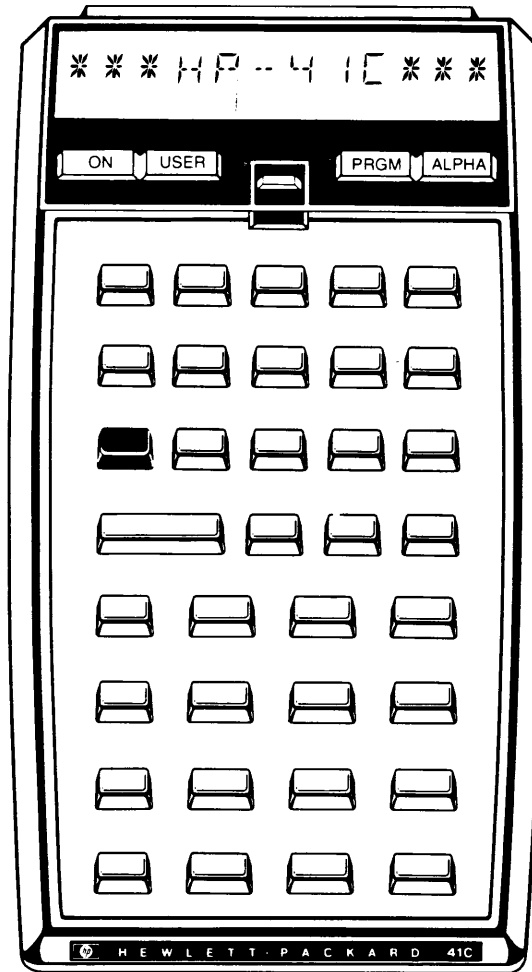
WOMPUS

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

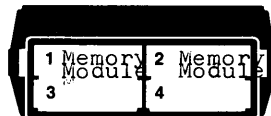


# KEYBOARD CARD LABELING

KEYBOARD



SYSTEM  
CONFIGURATION



CARD





TECHNICAL INFORMATION

## STORAGE OF TRACKS AND TUNNELS

Registers O1 through 20 contain the information on tracks and tunnels between the caverns. RO1 contains tunnels and tracks leading ~~to~~<sup>from</sup> cavern 1, RO2 contains tunnels and tracks leading from cavern 2 and so forth. The information is stroed 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 thira 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	SNORE, SNORE
326	BODY SNATCH