



TEXAS INSTRUMENTS HOME COMPUTER

HUNT THE WUMPUS

ARCADE ENTERTAINMENT

SOLID STATE CARTRIDGE

This game can be played using the optional Wired Remote Controllers.

An exciting simulated hunt in a hidden maze of caverns and twisting tunnels! Seek out the lair of the Wumpus, while avoiding perils along the way!



Quick Reference Guide

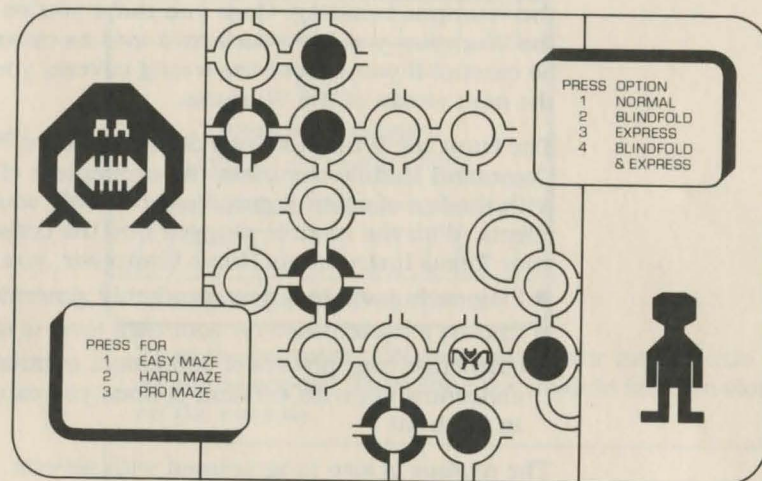
Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

<u>TI-99/4</u>	<u>TI-99/4A</u>	
Q, then ↑↓← or →	Q, then ↑↓← or →	Aim and fire the arrow.
Q	Q	Reveal the map after a game.
↑	↑	■ Move upwards.
		■ Start a new game using the same Option selections (if used after a game).
↓	↓	Move downwards.
←	←	Move left.
→	→	Move right.
SHIFT R (REDO)	FCTN 8 (REDO)	Cancel the order to fire the arrow after Q has been pressed.
SHIFT Z (BACK)	FCTN 9 (BACK)	■ Return to the Options screen (if pressed <i>during</i> a game). If pressed twice during a game, BACK returns computer to Maze Difficulty screen. ■ Return to the Maze Difficulty screen (if pressed <i>after</i> a game).
SHIFT Q (QUIT)	FCTN = (QUIT)	Return to master title screen.



TEXAS INSTRUMENTS
HOME COMPUTER

Hunt the Wumpus



This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

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Command Module program and data base contents
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See important warranty information at back of book.

INTRODUCTION

Deep within a maze of caverns and twisting tunnels lives a creature known as the Wumpus. Protected by giant bats and pits of slime, the Wumpus feeds on unwary visitors to its cavern.

You are the daring hunter who tracks the Wumpus to its lair! Armed with a single arrow, you explore the maze of caverns, searching for clues to tell you where the Wumpus is hiding. Once you think you've found the Wumpus, you fire your arrow into its cavern. But be careful! If you choose the wrong cavern, you will be the next victim of the Wumpus.

The Hunt the Wumpus *Solid State Software*™ Command Module combines the excitement of a hunt with the fun of colorful graphics and lively sound effects. With the module plugged into the console of your Texas Instruments Home Computer, you can:

- Play each game in a new, randomly generated maze
- Choose a maze based on your own level of skill
- Challenge your powers of deduction, memory, and concentration with exciting options you can include in the hunt

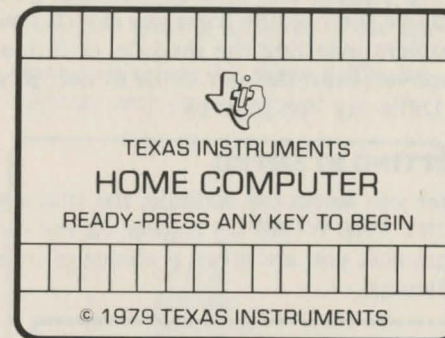
The module is also programmed with several convenient features. With a few simple keystrokes, you can view a map of the maze at the end of each game, reselect options for a new game, or begin a new game with the same options.



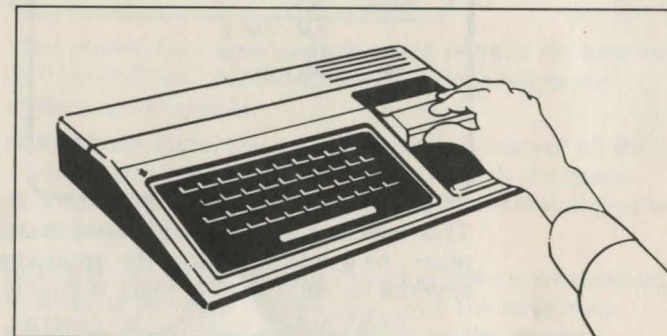
USING THE SOLID STATE SOFTWARE™ COMMAND MODULE

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer. See page 14.



1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.



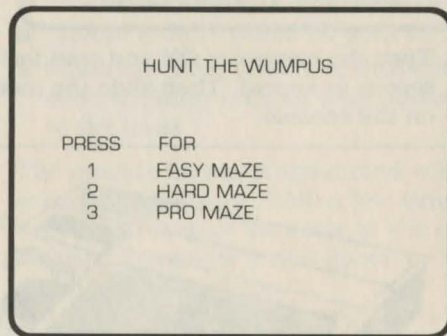
2. Press any key to make the master selection list appear. The title of the module will appear in three languages — English, French, and German.
3. To select the English version of the module, press the key corresponding to the number beside HUNT THE WUMPUS.

Note: To remove the module, first return the computer to the master title screen by pressing **SHIFT Q**. Then remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 15.

GETTING STARTED

Maze Difficulty

After you select the module, the title sequence for HUNT THE WUMPUS begins. At the end of the sequence, you are given a choice of three levels of maze difficulty.



This selection list lets you choose the complexity of the maze. As a rule of thumb, the approximate number of caverns for each level of maze difficulty is as follows:

- EASY MAZE — about 32 caverns
- HARD MAZE — about 24 caverns
- PRO MAZE — about 16 caverns

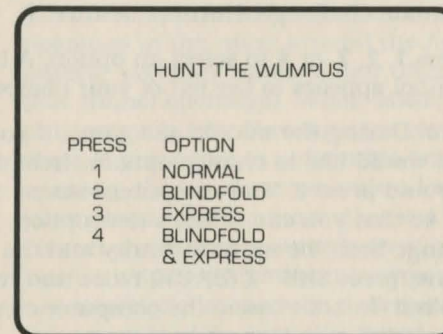


If you choose a level with fewer caverns, the caverns are connected by long, twisting tunnels. This makes it harder for you to find the location of the Wumpus and avoid the slime pits. Each curve of a tunnel may be an important clue to unexplored areas of the maze, and you may have to take unavoidable risks to reach the Wumpus.

To select maze difficulty press **1**, **2**, or **3**. A small black Wumpus symbol appears to the left of your choice.

Option Selection

Once you select the maze difficulty, a selection list appears with four options.



Your choice here decides how much of your exploration is "mapped out" on the screen. The four following options are available:

NORMAL — Here, the screen displays a map of all the territory you explore as you move through the maze. You can always see the caverns and tunnels that you've been through.

BLINDFOLD — The Blindfold option tests your memory by erasing the map behind you. Only the cavern or tunnel segment you are in appears on the screen.

EXPRESS — The Express option adds a new element of deduction and risk. As soon as you leave a cavern, you are instantly transported to the cavern at the other end of the tunnel. The location of each cavern you enter appears on the map, but the tunnels do not. This makes exploring more of a risk, since you can't tell where a tunnel leads until you are already there. It also makes it difficult to retrace your steps, because caverns have several openings, and you may not be sure which one you came in. Watch your step!

BLINDFOLD AND EXPRESS — This option combines the effects of Options 2 and 3 to create the game's ultimate challenge. Hunters beware!

Press **1**, **2**, **3**, or **4** to select an option. A black Wumpus symbol appears to the left of your choice.

Note: During the middle of a game, if you decide that you would like to change options, hold down the **SHIFT** key and press **Z**. The computer returns to the Options list so that you can select a new option. If you wish to change both the maze difficulty and the option during a game, press **SHIFT Z** (**BACK**) twice and reselect as desired. In both cases, the computer constructs a new maze, and a new game begins.

AND ON TO THE HUNT!

After you select an option, the computer constructs a hidden maze. The screen blanks, a bugle call sounds, and the hunt begins.

The game starts in an empty cavern. The blinking figure of a hunter appears in this cavern.



Exploring the Maze

You explore the maze by moving the hunter through openings in the maze. You can move up, down, left, or right by pressing the appropriate arrow key on the console keyboard [**↑** (**E**), **↓** (**X**), **←** (**S**), or **→** (**D**)]. Although these are normally shift functions on the computer, you don't have to press the **SHIFT** key to activate the arrow keys in this game.

You can also use the Wired Remote Controllers to move through the maze. Only one of the controllers can be used; the other is inoperative and should be set aside. To use the controller, push the lever in the direction you wish to move.

The directions in which you can move depend on the openings in the maze around the hunter. When inside a cavern, you may move in four directions (any one of four tunnel openings). When inside a tunnel, you can only move in two directions (either advance or retreat a step). If you move in a direction where there is no opening, the computer sounds a low error tone, and your position in the maze does not change. With each correct move, the computer gives a high beep, and the hunter moves in the direction you pressed. More than one move can be made in a direction by holding down the arrow key (or controller lever).

Adding to the excitement of the game is the computer's "wrap-around" feature. If you move the hunter off the edge of the maze, it reappears at the opposite side. The screen "wraps around" both horizontally and vertically to connect all the tunnels and caverns, helping you imagine that you are in a three-dimensional maze.

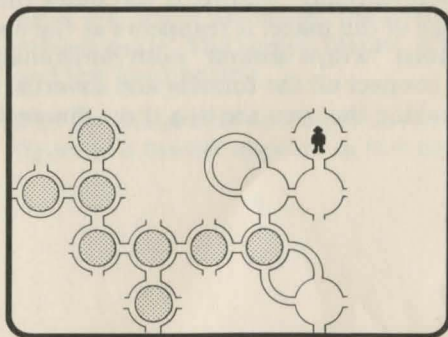
In the HARD and PRO mazes, a tunnel sometimes "wraps around" the screen several times. A tunnel may "wrap" from one side of the screen to the other, or from corner to corner. In the hardest mazes, a "wrap-around" tunnel may even form a loop that leads you around in circles. When this happens, remember that you can always move in two directions. Just carefully retrace your steps to find your way out of the loop.

SURPRISE! Sometimes a tunnel going out of a cavern loops back into the same cavern. If you move through a loop when playing with the express option, a black looping symbol (⓪) appears in the cavern, briefly replacing the figure of the hunter.

Tracking Down the Wumpus

The Wumpus makes its lair in one of the caverns in the maze. You know you're getting near the Wumpus when you enter a cavern with bloodspots (shown on the screen as a large red dot in the cavern). These dots appear in all caverns *within two caverns of the Wumpus*.

In the example below, eight out of the twelve caverns explored by the hunter (the figure in the upper right cavern) contain bloodspots (the dots inside some of the caverns). The Wumpus is probably somewhere in the middle of the eight spotted caverns.



Here's a hunting tip: If you are in a spotted cavern that is *connected to a clear cavern* (no red dot), you can explore one cavern further before you risk entering the Wumpus' cavern. (That's because all caverns within two caverns of the Wumpus have a red dot.)

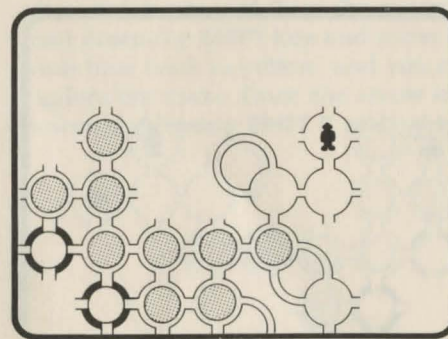
The trick to finding the Wumpus is to determine which cavern is more than two caverns away from all unspotted caverns. That cavern is the Wumpus' lair. NEVER enter the Wumpus' lair, or else you lose the game.

Caution! Slime Pit

When you enter a cavern that has green walls instead of blue walls, you are approaching a slime pit. Slime pits are vast pools of stagnant water that fill a cavern. If you enter a slime pit cavern, you fall in and lose the game.

Slime pits can usually be avoided, since all caverns within one cavern of a pit have green walls. But move carefully — there are two slime pits in the maze, and sometimes they are right next to each other.

The example below contains two slime pit warnings (shown as caverns with black walls) in the lower left area of the maze. The warnings indicate that the slime pit is probably located in the lower left corner of the maze.



Sometimes the Wumpus makes its lair in a slime pit. You'll know that the Wumpus is located in or near a slime pit if you enter a cavern with green walls and a red dot.

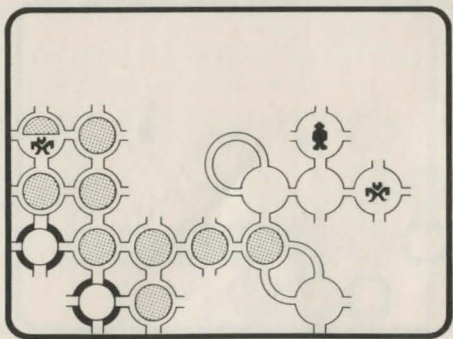
**Do Not
Disturb
the Bats**

Some of the caverns in the maze are inhabited by very large bats. The first time you enter a cavern containing bats, a bat symbol appears in the cavern. The bats know that you are there, but they ignore you for now.

If you later reenter a cavern with bats, you may disturb them. If you do, they pick you up and carry you off to anywhere in the maze...a tunnel, a slime pit, the Wumpus' lair, or even the cavern where your flight began. Then they choose a new place to live.

The bats may set you in either a mapped or unmapped area of the maze. (Remember, if you selected the BLINDFOLD or BLINDFOLD AND EXPRESS option, there is no map.) But if the bats drop you in a slime pit or the Wumpus' lair, the game is over.

The bats enjoy playing tricks on unwary hunters. Some of their more fiendish tricks include placing you in a cavern where slime pits block the way, or in a tunnel next to a slime pit or the Wumpus. In the latter case, you have no warning of the danger, since tunnels do not have red spots or green slime warning signals.



Note that bats can be in a cavern with bloodspots and/or slime (green walls). All of the symbols appear, but the bat symbol covers the bottom half of the red dot. In the above example, the hunter has "discovered" two caverns with bats. The cavern on the far right only contains bats, while the cavern in the upper left contains both bats and a red dot.

**Once the
Wumpus is
Located**

When you think you know where the Wumpus is, it's time to fire your arrow. (You should be in a cavern or tunnel that connects to the Wumpus' lair.) Press **Q** to indicate that you are ready to fire. The hunter figure turns from yellow to blue. Then press an arrow key to direct the arrow into the tunnel that you think leads to the Wumpus. The arrow follows the tunnel to the next cavern.

When using the Wired Remote Controllers, press the **FIRE** button to indicate that you are ready to shoot. Then move the lever in the direction you wish to fire the arrow.

If the cavern you fire into is the Wumpus' lair, you win! If you are wrong, the Wumpus hears the arrow and comes looking for you. You only have one arrow, so if you miss you lose the game.

Note: If you change your mind and decide not to shoot after you've pressed **Q** (or the controller **FIRE** button), hold down the **SHIFT** key and press **R**. The hunter turns from blue back to yellow, and you can then continue to explore the maze. Once the arrow has been fired, however, pressing **SHIFT R** will have no effect.

AT THE HUNT'S END

The hunt is over when you fire your arrow, fall into a slime pit, or enter the Wumpus' lair. If you win, the screen says GOT IT! and a fanfare plays. If you fall into a slime pit, the screen shows the hunter figure falling, followed by the word PIT. If the Wumpus wins, you see its teeth close while a funeral march plays. Then the display shows a message about the outcome of the hunt and a tally board of the scores for this round of games:



The tally board contains three scores:

- The number of times you have "gotten" the Wumpus, next to the yellow hunter symbol.
- The number of times the Wumpus "got" you, next to the red Wumpus symbol.
- The number of pits you have fallen into, next to the green pit symbol.



The display also offers you these four options:

1. Press **Q** (or the FIRE button on the Wired Remote Controller) to look at a complete map of the game that just ended. The map indicates the location of the Wumpus' lair with a small red Wumpus symbol. Slime pits are green and contain a solid green circle. The map also shows the most recent location of the bats.

(Note: In the more difficult mazes, there may be sections of the map you can't reach. In such cases, the computer begins the hunt in a section of the map containing the Wumpus.)

2. Press **↑** (or move the lever of the Wired Remote Controller upwards) to start a new game immediately. A new maze is constructed on the same level of difficulty as the previous one, and the same options are in effect.
3. Hold down the **SHIFT** key and press **Z** (BACK) to choose a different level of difficulty or new options. The computer returns to the Maze Difficulty selection list.
4. Hold down the **SHIFT** key and press **Q** (QUIT) to end this round of games and erase all scores from the tally board. The computer returns to the master title screen.

CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a Command Module can be damaged by static electricity discharges.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.



IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **SHIFT Q**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. The titles of the module should show up on this list. Press the appropriate key to select the module in the desired language. (*Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module, and turn the computer on again.

If you have any difficulty with your computer or the HUNT THE WUMPUS module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

**THREE-MONTH LIMITED WARRANTY
HOME COMPUTER SOFTWARE MODULE**

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

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The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

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PERFORMANCE BY TI UNDER WARRANTY

During the above three month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.



TI strongly recommends that you insure the Hardware for value prior to mailing.

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Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Canadian Residents:

Geophysical Services Incorporated
41 Shelley Road
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Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

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Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.



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