

'Hunt The Wumpus'

Rules:

Player:



Wumpus:



Smell:



Pitfall:



Breeze:



Bat:



Treasure:



Glitteringness:



Arrows:



Exit:



Unexplored tile:



Explored empty tile:



Controls: ← ↓ →

Shooting: 'W' - up

'A' - left

'D' - right

'S' - down

Hint: 'H'

Selection: SPACE BAR

Goal: Catch the treasure,
find an exit.

Wumpus and Pitfall kill the player.

Wumpus is smelled and can be shoot.

It moves away if a shoot is missed.

Pitfall is felt with breeze.

To play the game:

1) javac src/*.java outside src folder

2) java src/Game