Fur Hunter

Slash, a warrior of the XXVIIth Roman Legion, finds an ancient temple during an expedition to the barbarian lands. He resolves to explore it, and steps inside, only to find out it is filled with a horde of angry wolves. With an entrepreneurial spirit and knowing that wolf pelts are fashionably in vogue in Rome, he decides to try his luck.

Defeat as many wolves on your way to level 7. The more pelts you collect, the richer you'll be when you return home. Get to greedy and you may not return home at all.

You control you character (the '@' symbol) with the number pad. Plus signs ('+') are health. Wolves are represented by letters. 'a's are the weakest wolves and will die in one hit, 'b's will take two hits, and so on. Greater-than signs ('>') are stairs to the next level. Simply walk into things to interact with them.

Fur Hunter's code was made to be about 1K in size, so it may not be good for learning from, but it packs an impressive amount into such a tiny space.

Fur Hunter is written by Jakub Debski.

```cpp
// furhunter.cpp listing begins:

#include <curses.h>
#include <string>
#include <time.h>
#define B rand()%24
#define L M[x][y]
#define O N[x][y]
#define H(a,b) for(a=0;a<b;++a)
#define F H(x,24)H(y,24)
#define T H(k,3)H(l,3)
#define Q if(L>96&&M[a][b]<60)if(abs(x-f)<2&&abs(y-i)<2)h--,L-=32;else M[a]\
  [b]=L-32,L=46;O=L;if(L<36)break;

int c,e,x,y,k,l,f,i,h=20,g,d=7,M[24][24],N[24][24],v,w,a,b,r,s;
char*t="789456123";
float m,n,o,p;

int main() {
    initscr();
    raw();
    srand(time(0));
j:
    d--;
    F L=35;
    M[9][9]=46;
    H(r,9999) {
        x=B,y=B,a=2;
        T M[x+k-1][y+l-1]^35||a--;
        a*a>4&&x*y&&x^23&&y^23?L=B?f=x,i=y,46:B/9?97+B/(d+2):43:0;
    }
    L=62;
    for (;;) {
        F O=L^35?32:37;
        F {v=f,w=i,c=x,e=y;
        if (abs(o=x-v)>abs(p=y-w)) {
        m=p/o,n=w-m*v;
        while (v^c) {
                a=v,b=s,x=v+=o<0?-1:1,y=s=m*v+n;
                Q
            }
        } else {
            m=o/p,n=v-m*w;
            while (w^e) {
                a=r,b=w,y=w+=p<0?-1:1,x=r=m*w+n;
                Q
            }
        }
        x=c,y=e;
        }
        F L>64&L<91&&(O=L+=32);
        F mvaddch(y,x,y^i|x^f?O:64);
        printf(" HP%d $%d L%d ",h,g,9-d);
        x=getch();
        if (h*d<0)break;
        H(a,9)x^t[a]||(l=a/3,k=a%3);
        x=f+k-1;
        y=i+l-1;
        if (L>96) {
            if (--L==96)g++,L=59;
        } else if (L!=35)f=x,i=y;
        if (L==62)goto j;
        L^43||(h+=5,L=46);
    }
}
```