



CODING HORROR

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programming and human factors



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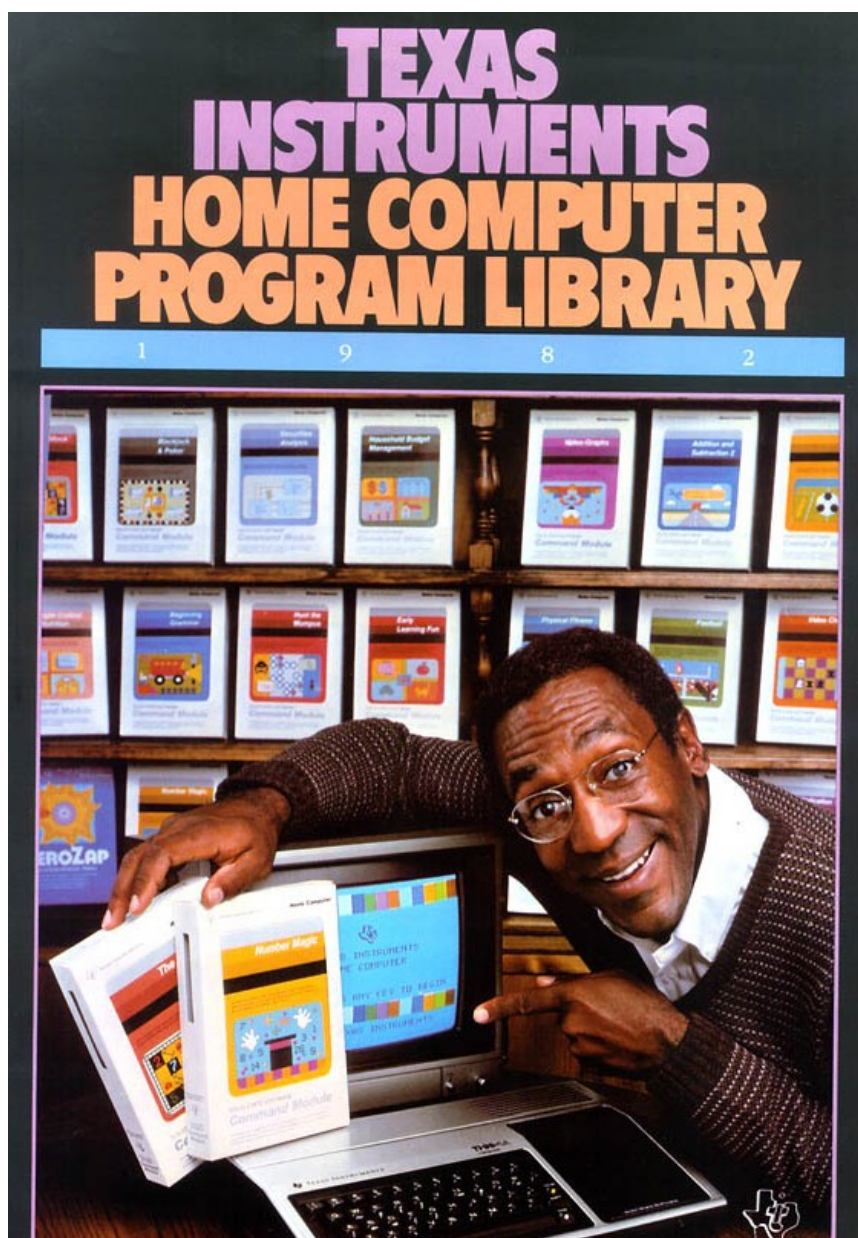
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The History of Wumpus

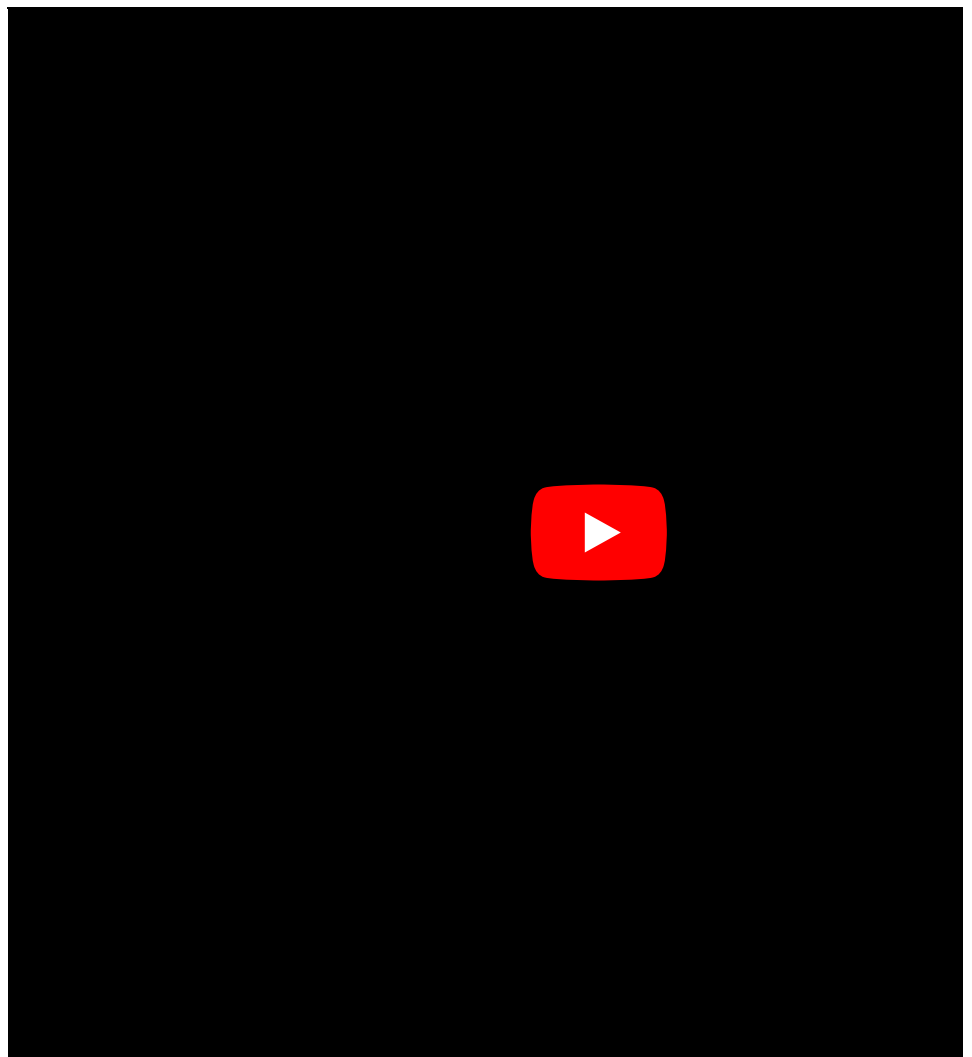
I sometimes go by the handle "Wumpus" online. It's [part of my personal brand](#), just like [Coding Horror](#) is. Why?





It was one of my formative computing experiences on the first "real" computer I owned. No, [my Coleco ADAM](#) doesn't count.

The images here refer to the [The TI 99/4a cartridge version of Hunt The Wumpus](#) from about 1985.



However, Hunt The Wumpus [dates back much further](#). Here's the [original 1975 BASIC version of Hunt the Wumpus](#), by Gregory Yob.



There's even a [multiplayer version online](#).

A colleague was kind enough to port the original 1975 basic code to C#. You can [download the .NET version of Hunt The Wumpus](#) . This version has a few modern amenities, such as representing the cave maps in XML files instead of DATA statements, but it preserves the UI as-is. Here's a screenshot of the magical gameplay experience that awaits you:

```
*** Wumpus .NET ***
Based on:

                WUMPUS 2
            CREATIVE COMPUTING
        MORRISTOWN NEW JERSEY

INSTRUCTIONS
CAVE #(0-6) 1

HUNT THE WUMPUS

YOU ARE IN ROOM 13
TUNNELS LEAD TO 11 14 15

SHOOT OR MOVE m
WHERE TO 14

I FEEL A DRAFT!
YOU ARE IN ROOM 14
TUNNELS LEAD TO 12 13 16

SHOOT OR MOVE m
WHERE TO 13

YOU ARE IN ROOM 13
TUNNELS LEAD TO 11 14 15

SHOOT OR MOVE m
WHERE TO 11

I SMELL A WUMPUS!
YOU ARE IN ROOM 11
TUNNELS LEAD TO 12 13 9

SHOOT OR MOVE s
NO. OF ROOMS 1
ROOM #12

MISSED

YOU ARE IN ROOM 11
TUNNELS LEAD TO 12 13 9
```

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Written by Jeff Atwood

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