

Hunt the Wumpus: Roguelike

Player Manual - Version 1.9.3

1. Overview

A single-player HTML5 roguelike inspired by the classic Hunt the Wumpus. Explore procedural cave networks while managing incomplete information, equipment, hazards, monsters, and a Wumpus that responds to noise and scent.

2. Starting an Expedition

Choose a mode, hunter class, difficulty, and optional seed. Adventure emphasizes persistent progression and saving. Roguelike increases risk and depth. Classic+ provides a shorter Wumpus-focused hunt.

3. Map and Movement

The map uses connected cave chambers. Click a chamber to select it, then confirm movement with Move Here or Move to Selected. Tactical View focuses on nearby chambers. Exploration View shows discovered territory. Breadcrumbs record your recent route.

4. Warnings and Evidence

Nearby dangers are communicated through smell, sounds, drafts, tracks, blood, bones, hair, droppings, scratches, and environmental signs. Do not assume an unseen room is safe.

5. Wumpus Pursuit

The pursuit panel summarizes awareness, scent, noise, state, and estimated distance. Hide, reduce noise, break scent, place bait, set traps, or use darkness to alter the hunt.

6. Combat

Arrows can travel through connected chambers. Weapon accuracy, range, damage, enemy armor, darkness, and status effects matter. Enemies have HP and behavior states. The Wumpus is extremely dangerous at close range.

7. Equipment and Loot

Weapons, armor, light sources, accessories, utility items, keys, arrows, artifacts, repair kits, chests, corpses, and shrines appear during exploration. Carrying capacity limits what can be retained.

8. Hazards and Regions

Caves can contain poison fungus, rivers, toxic gas, cave-ins, unstable bridges, lava, secret passages, locked routes, abandoned mines, underground lakes, ruins, and Wumpus territory.

9. Classes and Campaign

Hunter, Ranger, Scout, Warrior, Scholar, and Rogue classes provide different strengths. Campaign XP, levels, perks, gold, records, Bestiary discoveries, and achievements can persist locally.

10. Saving and Recovery

Adventure mode supports local browser saving. Version 1.9.3 uses namespaced Tronsoft storage keys. If a run becomes undesirable, use Restart Expedition. Clearing browser storage removes local progress.

11. Winning

Defeat the Wumpus and satisfy the expedition objective. Successful deeper expeditions produce higher scores and campaign rewards.

12. Losing

Health reaching zero, lethal hazards, or catastrophic Wumpus attacks can end an expedition. The expedition report records the run and route information.

13. Technical Notes

The game runs from index.html using local css/game.css and js/game.js. No network, camera, microphone, geolocation, PHP, database, or administrator access is required. Local storage is used only for game saves and campaign data.