CurryMUD Cheatsheet

Example command output assumes your character's name is Hanako.

Abbreviation

Nearly all identifiers in CurryMUD may be abbreviated. This means that in many cases you need not type the entire name of an item, a character, a command, or a help article.

Random Names

In channel communications, randomly chosen nouns identify characters with whom you have not established a telepathic link. These "random names" are easily distinguished by the fact that they always start with a lowercase letter and appear underlined. See `help randomnames` for more info.

Listing And Examining Things

Command	Example	Result
`look`	`look`	get a description of your current room, including a list of things in the room
	`look mhuman`	look at the male human in the room
`inventory`	`inventory`	get a list of the items you're carrying
	`inventory apple`	examine the apple you're carrying
`equipment`	`equipment`	get a list of your readied equipment
	`equipment sword`	examine the sword you're wielding

Location Prefixes

Prefix	Location	Example	Result
`i-`	inventory	`smell i-flask`	smell the (contents of the) flask in your inventory
`e-`	equipment	`smell e-boots`	smell the boots you're wearing
`r-`	room	`smell r-flower`	smell the flower in the room

Other Prefixes

Prefix	Purpose	Example	Result
`.`	ordinal number	`empty 3.bottle`	empty your third bottle
`/`	amount	`get 2/knife`	pick up the first two knives in the room
`'`	all	`show 'earring taro`	show all of the earrings in your inventory to Taro
		`drop '`	drop everything in your inventory (including coins)

Combining Prefixes

You may combine a location prefix with another prefix. The location prefix must come first.

Example	Result
`smell r-2/flower`	smell the first two flowers in the room
`show e-'earring taro`	show all the earrings you're wearing to Taro

Coins

There are `cp` (copper pieces), `sp` (silver pieces), and `gp` (gold pieces).

cp	sp	gp
1 cp	1	1/10
1 sp	10	1
1 gp	100	10

Prefixes Used With Coins

Prefix	Purpose	Example	Result
`/`	amount	`put 50/gp sack`	put 50 of your gold pieces in your sack
		`remove 50/coins sack`	remove 50 coins from your sack
`'`	all	`put 'gp sack`	put all of your gold pieces in your sack
		`remove 'coins sack`	remove all of the coins from your sack

Emoting

Symbol	Purpose	Example	Output
`@`	your name	`emote shielding her eyes from the sun, @ looks out across the plains`	[Shielding her eyes from the sun, Hanako looks out across the plains.]
`@'s`	your name in possessive	`@'s leg twitches involuntarily as she laughs with gusto`	[Hanako's leg twitches involuntarily as she laughs with gusto.]
`>taro`	target Taro	`emote slowly turns her head to look directly at >taro`	[Hanako slowly turns her head to look directly at Taro.]
`>fhobbit's`	target the female hobbit, in possessive	`emote places her hand firmly on >fhobbit's shoulder`	[Hanako places her hand firmly on the female hobbit's shoulder.]
		`emote ignoring >mnymph, @ takes >taro's hand and gestures eastward`	[Ignoring the male nymph, Hanako takes Taro's hand and gestures eastward.]

Emotes And Expressive Commands Inside Other Commands

Symbol	Purpose	Example	Output
;	begin an emote	`telepathy taro ;gives` `you her full attention`	[Hanako] [Hanako gives you her full attention.]
		`channel hunt ;suggests` `that >tomato stay put` `for now`	(hunt) Hanako: [Hanako suggests that **tomato** stay put for now.]
		`question ;throws her` `arms up in exasperation`	(Question) Hanako: [Hanako throws her arms up in exasperation.]
=	begin an expressive command	`telepathy taro =nodagree` `taro`	[Hanako] [Hanako nods to you in agreement.]
		`channel hunt =slowclap` `wellwater`	(hunt) Hanako: <With a mocking lack of enthusiasm, Hanako claps slowly for **wellWater**.>
		`question =comfort taro`	(Question) Hanako: <Hanako comforts Taro.>

Addressing A Message

Use `>` to address a message.

Example	Output
`say >taro nice to mee, you, Taro`	Hanako says to Taro, "Nice to meet you, Taro."
`felinoidean >taro he can't be trusted`	Hanako says to Taro in felinoidean, "He can't be trusted."
`channel hunt >taro i'm still waiting in the clearing`	(hunt) Hanako: (to Taro) I'm still waiting in the clearing.
`question >ant try typing "help cheatsheet"`	(Question) Hanako: (to **ant**) Try typing "help cheatsheet".

Adverbial Phrases

You may use an adverbial phrase to describe how an utterance is spoken. Adverbial phrases are delimited by square brackets.

Example	Output
`say [in a high-pitched voice] stop pressuring me!`	Hanako says in a high-pitched voice, "Stop pressuring me!"
`say [quietly] >taro she's completely round the twist...`	Hanako says quietly to Taro, "She's completely round the twist..."
`say >taro [with some hesitation] i suppose you're right`	Hanako says to Taro with some hesitation, "I suppose you're right."
`dwarvish [irately] now fetch me another beer!`	Hanako says irately in dwarvish, "Now fetch me another beer!"

Room Fixtures

A "room fixture" is a permanent feature of a room (such as a sign) with which you can interact via one or more commands. **You may not abbreviate the name of a room fixture, and you may need to tack on the `r-` prefix to indicate that you are targeting an object in your current room.**

Undocumented Commands

There do exist commands for which there is no help available via the `help` and `?` commands. Typically, undocumented commands may only be used in certain rooms. One example is the `trash` command, which only works when you are in a room with a trash bin. **The names of undocumented commands may not be abbreviated.**