

# 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.

## Listing And Examining Things

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

## 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

# Location Prefixes

Prefix	Location	Example	Effect
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	Effect
.	ordinal number	look 4.necklace	examine the fourth necklace in the room
/	amount	get 2/knife	pick up the first two knives in the room
'	all	show 'earring hanako	show all of the earrings in your inventory to Hanako
		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	Effect
smell r-2/flower	smell the first two flowers in the room
show e-'earring hanako	show all the earrings you're wearing to Hanako

# Prefixes Used With Coins

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

## Emoting

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Symbol	Purpose	Example	Effect
@	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.]
>taro's	target Taro, in possessive	emote places her hand firmly on >taro's shoulder	[Hanako places her hand firmly on Taro's shoulder.]
		emote ignoring >mnymp, @ 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

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

## Addressing A Message

Use `>` to address a message.

Example	Effect
<code>say &gt;taro nice to mee, you, Taro</code>	Hanako says to Taro, "Nice to meet you, Taro."
<code>felinoidean &gt;taro he can't be trusted</code>	Hanako says to Taro in felinoidean, "He can't be trusted."
<code>channel hunt &gt;taro i'm still waiting in the clearing</code>	(hunt) Hanako: (to Taro) I'm still waiting in the clearing.
<code>question &gt;taro try typing "help cheatsheet"</code>	(Question) Hanako: (to Taro) 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	Effect
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 Zappy, "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.**