Cotton

[a game where you die in more ways than one]
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Requirements

- a computer
- lisp

Starting the Game

Load cotton.lisp ➔ (load "cotton.lisp")
Start the game ➔ (game)

Introduction

You open your eyes, and you are greeted by an unfamiliar ceiling. Startled, you get to your feet and quickly scan your surroundings. It's dark except for the stream of light coming from a crack on the only boarded window in the room. You try to peek through the crack, but you cannot see anything. You wonder where you are and who could have possibly brought you here. Find out and get out!

Commands	Explanation
(game)	Starts the game after the player loads the lisp file.
help, h, or ?	Provides the current available commands in the game.
quit	Exits the game.
inventory	Provides the current items the player is carrying.
walk <direction>	Moves the player to the direction specified.
light <item> <item>	Uses the two items specified to light something.
weld <item><item>	Uses the two items specified to weld something.
study <object>	Gives the player more information about a specified item.
unlock door	Unlocks any locked doors assuming the player has the key for a door.
poke <object>	Pokes the specified object.
strike <object>	Strikes the specified object.