

Name

create - create an entity in the game

Synopsis

create room name [-c capacity]

create (professor | student) name spawn-room [-i inventory-size]

create janitor name spawn-room

create door name room-1 room-2 [-o | --one-way]

create (slidruler | gas-mask | tvsz | transistor | beer | camembert | cocktail | sponge) name (actor | room) [-u uses-left] [-f]

Name

effect - add effect to an actor or room

Synopsis

effect (gas | wet | sticky) room [-t time-left]

effect stun (student | janitor) [-t time-left]

Name

move - move an actor through a door

Synopsis

move (professor | student | janitor) door

Name

use - use an item with a professor or student

Synopsis

use (professor | student) item

Name

drop - drop an item from the inventory of a professor or student

Synopsis

drop (professor | student) item

Name

pickup - pick up an item from a room with a professor or student

Synopsis

pickup (professor | student) item

Name

merge - merge a room into an other

Synopsis

merge room-1 room-2

Name

split - split a room into two separate ones

Synopsis

split room new-room-name

Name

tick - make the in-game time progress on a room or actor

Synopsis

tick (room | actor)

Name

hide - hide a door

Synopsis

hide door [-t time]

Name

status - get information about the current status of the game

Synopsis

status room (effects | doors | actors | capacity | inventory | sticky)

status door (invisible | oneway | rooms)

status item (uses-left | inventory | fake | location)

status transistor pair

status actor (alive | location | inventory | defense | stunned)