help attack - Player attacks the zombies

help prompt - Change the interactive prompt

help choose - When a zombie door attack is complete Direction. Use this command to select an exit door with a valid direction

help draw - Draws a new development card (Must be done after every move)

help exit - Exits the game without saving

help help - List available commands with "help" or detailed help with "help attack".

help place - Places the current map tile

help restart - Deletes your progress and ends the game

help run - Given a direction will flee attacking zombies at a price of one health

help search - Searches for the zombie totem. (Player must be in the evil temple and will have to resolve a dev card)

help status - Shows the status of the player

help use - Player uses item

help bury - Buries the totem. (Player must be in the graveyard and will have to resolve a dev card)

help cower - When attacked use this command to cower. You will take no damage but will advance the time

help drop - Drops an item from your hand

help graph - Shows a graph of the players health over turns

help load - Takes a file path and loads the game from a file

help prompt - Change the interactive prompt

help rotate - Rotates the current map piece 1 rotation clockwise

help save - Takes a file path and saves the game to a file

help start - Starts a new game

help swap - Swaps an item in you hand with the one in the room