

You just started up a game and now you're staring at *text* and a *blinking cursor* and you *don't know what to do!* (**>|**)

Don't panic kids—

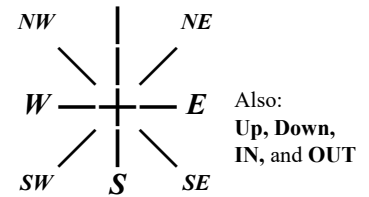
Crazy Uncle Zarf is here to help you get started...

These commands are very common:

EXAMINE <i>it</i>	PUSH <i>it</i>
TAKE <i>it</i>	PULL <i>it</i>
DROP <i>it</i>	TURN <i>it</i>
OPEN <i>it</i>	FEEL <i>it</i>
PUT <i>it</i> IN	
<i>something</i>	
PUT <i>it</i> ON	
<i>something</i>	

Does the game intro suggest **ABOUT, INFO, HELP?** Try them first!

N ("Go north.")



You are standing in an open **field** west of a white **house** with a boarded front **door**. There is a small **mailbox*** here. *Try opening!

You can try all sorts of commands on the **things** you see.

Try the commands that make sense!

Doors are for opening; buttons are for pushing; pie is for eating. (*Mmm, pie.*)

◆◆◆◆

If you meet a person, these should work:

TALK TO *name*
ASK *name* **ABOUT** *something*
TELL *name* **ABOUT** *something*
GIVE *something* **TO** *name*
SHOW *something* **TO** *name*

Each game has slightly different commands, but they all look **pretty much like these**.

You could also try:

EAT <i>it</i>	CLIMB <i>it</i>
DRINK <i>it</i>	WAVE <i>it</i>
FILL <i>it</i>	WEAR <i>it</i>
SMELL <i>it</i>	TAKE <i>it</i> OFF
LISTEN TO <i>it</i>	TURN <i>it</i> ON
BREAK <i>it</i>	DIG <i>IN</i> <i>it</i>
BURN <i>it</i>	ENTER <i>it</i>
LOOK UNDER <i>it</i>	SEARCH <i>it</i>
UNLOCK <i>it</i> WITH <i>something</i>	

Or even:

LISTEN	JUMP
SLEEP	PRAY
WAKE UP	CURSE
UNDO [†]	SING

[†]Take back one move — handy!

“What if I only want to type one or two letters?”

◆◆◆◆

N/E/S/W/NE/SE/NW/SW: GO
in the indicated compass direction.

L: LOOK
around to see what is nearby.

X: EXAMINE
a thing in more detail.

I: take INVENTORY
of what you possess.

Z: WAIT
a turn without doing anything.

G: do the same thing AGAIN

◆◆◆◆

A service of the People's Republic of Interactive Fiction: <http://pr-if.org/>