USER GUIDE

In this complex game, we will have several commands to play the game.

How can I move through the game?

Roll (rl): You will roll the die to know how many spaces you will move.

Move south (m s): This command will allow you to move to the nex space.

Move north (m n): This command will allow you to move to the previous space.

Move east (m e): This command will allow you to move to the right (if you are in a goose space you will type it).

Move west (m w): This command will allow you to move to the left (only will do it when you get to the bridge and the death).

Move up (m u): This command will allow you to move up, that means, moving between floors.

Move down (m d): This command will allow you to move down, that means, moving between floors.

How can I interact with the objects?

Pick <object name> (p <object name>): There are some objects that can be picked up and will do things for or against you.

Drop <object name> (d <object name>): When you have an object and you don't wnat it anymore, you can drop it.

Inspect <object name> (i <object name>): Some objects have unique descriptions, if you want to read them, just use this command.

Turnon <object name> (ton <object name>): Some objects can be turned on, they are useful for spaces that aren't illuminated and see what they can say you.

Turnoff <object name> (toff <object name>): The same objects that can be turned on, can be turned off, when te illumination is not useful anymore.

Show_object <object name> (so <object name>): You can show the objects that you first have hidden.

Hide_object <object name>(ho <object name>): You can hide the objects that are around the game.

Open <link name> with <object name> (O <link name> w <object name>): With this command, you will be able to move through some spaces that, at first, are closed.
!Atention if there is a string in a space which starts with CL it means it's closed and if it starts with OP it means it's open¡

How can I save and finish the game?

Save <name> (s <name>): You can save the game with this command and continue later.

Load <name> (l <name>): You can load a game that was previously save.

Exit (e): When you don't want to play anymore (that will not occur) or you can't.

Some functionalities to take into accont

There are some objects that can't go through certain spaces, so you will need to inspect the space or the object to know what object and when.

There are also several random commands executed, the game will tell you when some command have been executed randomly, so know all the objects that you have or links that you have used.

There are some objects that you won't be able to move, so don't be frustrated id that occurs.

There are also certain links that cannot be open by any object, so you will need to find the way to get through that.