Zork-ish: User's Manual

https://sites.google.com/view/zork-ish/

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Overview

Zork-ish is a text based adventure game based on the ever popular Zork by Infocom. In this game, you type in commands and the computer will interpret and carry out those actions, and will print out the result.

How to Play

- To play, simply type in commands as though you were talking to the computer, like "Pick up key" or "go north" or even "Attack the scary monster with the magic sword." (don't worry, there are no scary monsters in this game…or are there?) The computer will be able to interpret these phrases into actions and act accordingly.

- To ensure that you are understood, always start your sentences with a verb, and always refer to an object.

- When referring to movement, always use the cardinal directions (north, south, east, and west)

Movement

- Zork-ish assumes that everything in a room can be reached without having to move around a room. As such, specifying to the computer to move somewhere is only for moving between rooms. To move, simply specify which cardinal direction you want to go (think of it almost like a coordinate grid).

Extra Notes

- There are a few other commands that Zork-ish recognizes.
- By typing "i" or "inv", you can view your inventory.
- You also move by just typing the direction or the first letter of the direction, such as "north" or "n" to go north.

Commands to Get You Started

- Get _____
- Look _____
- Use _____
- Move _____

Just for Fun

- Once you've gotten the hang of it, try these commands out:
    - Pick up door
    - Use mirror (in the mirror room)