LOOK

look {} - gives a detailed description of the current RoomObject

look {AT $object} – gives a detailed description of $object

look {IN $object} – gives a detailed description of $object's inventory

GO

go {} - returns the error “Go where?”

go {$exit} – uses your action to set your location to that exit's destination, then gives a brief description of the destination RoomObject. If $exit does not have GO {} in its Verbs list, return the error "You can't go that way."

RUN

run {} - go back the way you came if you can, or return the error “You're trapped!”.

run {$exit} – sets your location to that exit's destination without using your action or giving a description of the destination RoomObject. If $exit does not have RUN {} in its Verbs list, returns the error "You charge towards $exit, but cannot get out!"

GET

get {} - returns the error “Get what?”

get {$item} – takes $item out of the current RoomObject's inventory and puts it in your inventory.

get {$item FROM $object} – takes $item out of $object's inventory and puts it in your inventory.

DROP

drop {} – takes the 'held' item out of your inventory and puts it in the current RoomObject's inventory. If the 'held' item is empty, returns the error “Drop what?”.

drop {$item} – takes $item out of your inventory and puts it in the current RoomObject's inventory.

PUT

put {} – returns the error “Put what?”

put {DOWN} – this is the same as DROP {}

put {$item} – returns the error “Put it where?”

put {$item DOWN} – this is the same as DROP {$item}.

put {$item1 IN $item2} – takes $item1 out of your inventory and puts it in $item2's inventory. If $item2 does not have “PUT {IN}” in its Verbs list, returns the error “You can't do that”.

put {IN $item} – takes the item in your 'held' slot out of your inventory and puts it in $item's inventory. If $item does not have “PUT {IN}” in its Verbs list, returns the error “You can't do that”.

GIVE

give {} - returns the error “Give what?”

give {TO $creature} – takes $item out of your inventory and puts it in $creature's inventory. If $creature does not have “GIVE {TO}” in its Verbs list, returns the error “It won't take it.”

give {$item TO $creature} - takes $item out of your inventory and puts it in $creature's inventory. If $creature does not have “GIVE {TO}” in its Verbs list, returns the error “It won't take it.”

USE

use {} - returns the error “Use what?”

use {$item} – assigns $item (which must be in your inventory) to your 'held' slot.

use {ON $object} - uses the item in your 'held' slot on $object and returns the result string.

use {$item ON $object} - uses $item (which must be in your inventory) on $object and returns the result string.

ATTACK

attack {} - returns the error “Attack what?”

attack {$object} – if your 'held' slot is a weapon, this is the same as 'use on $object'. Otherwise returns an error at random from: “That's not a weapon.”, “With what, harsh language?”, or “Hey! It's your funeral!

HELP

help {} - Says “You could... ”, then lists all verbs that are usable right now.

help {$command} – says “You could $command ”, then lists all verb modifiers that are usable on that verb right now.

OPTIONS

options {} - this is the same as HELP {}

options {$command} – this is the same as HELP {$command}

QUIT

quit {} – exits the game client