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| **Command** | **Shortcut** | **Action** |
| north | n | Move north |
| south | s | Move south |
| east | e | Move east |
| west | w | Move west |
| northeast | ne | Move northeast |
| northwest | nw | Move northwest |
| southeast | se | Move southeast |
| southwest | sw | Move southwest |
| up | u | Move up |
| down | d | Move down |
| look | l | Looks around at current location |
| save |  | Save state to a file |
| restore |  | Restores a saved state |
| restart |  | Restarts the game |
| verbose |  | Gives full description after each command |
| score |  | Displays score and ranking |
| diagnostic |  | Give description of health |
| brief |  | Give a description upon first entering an area |
| superbrief |  | Never describe an area |
| quit | q | Quit game |
| climb |  | climbs(up) |
| g |  | last common |
| go(direction) |  | go towards direction(west/east/north/south/in/out/into) |
| enter |  | in to the place(window,...) |
| out |  | go out of the place(kitchen,...) |
| hi/hello |  | say hello... |
| Jump |  | Random Comment e.g. : Are you proud of yourself? |
| fuck/shit/damn |  | Random Comment e.g. : Such language in a high-class establishment like this! |
| (None) |  | I beg your pardon? |

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| **Command (Argument)** | **Shortcut** | **Action** |
| get/take (item) |  | Removes item from current room; places it in your inventory |
| get/take all |  | takes all takeable objects in room |
| throw (item) at (location) |  | Throws the item at something |
| open (container) |  | Opens the container, whether it is in the room or your inventory |
| open (exit) |  | Opens the exit for travel |
| read (item) |  | Reads what is written on readable item |
| drop (item) |  | Removes item from inventory; places it in current room |
| put (item) in (container) |  | Removes item from inventory; places it in container |
| turn (control) with (item) |  | Attempts to operate the control with the item |
| turn on (item) |  | Turns on the item |
| turn off (item) |  | Turns the item off |
| move (object) |  | Moves a large object that cannot be picked up |
| attack (creature) with (item) |  | Attacks creature with the item |
| examine (object) |  | Examines, or looks, at an object or item or location |
| inventory | i | Shows contents of Inventory |
| eat |  | Eats item (specifically food) |
| shout |  | Aaaarrrrgggghhhh! |
| close [Door] |  | Closes door |
| tie (item) to (object) |  | ties item to object |
| pick (item) |  | take/get item |
| kill self with (weapon) |  | Humorously commits suicide |
| break (item) with (item) |  | Breaks item |
| kill (creature) with (item) |  | Attacks creature with the item |
| pray |  | when you are in temples... |
| drink |  | drink an item |
| smell |  | smell an item |
| cut (object/item) with (weapon) |  | Comment: Strange concept, cutting the (object/item)  If (object/item)=self then you commit suicide |
| listen (target) |  | Listens to a creature or item. |