The games parser understands the following commands:

-N, S, W, E, north, south, west, east (movement)

-look, watch, see (describe surroundings)

-take, grab, pick up, pickup (followed by an object, moves the object into the inventory)

**-attack, kill, engage, battle, fight (engage enemy)**

-I, inventory, bag, items (shows items in bag)

-stats, player info, character info, char info(shows player info)

-examine, inspect, study, analyze (followed by an enemy, NPC, displays info)

-read (if the current map has text in any form display it)

**-use (followed by an object)**

-drop, discard (followed by an object or “all” command)

-help (displays available commands)

-open (could be followed by an object)

**-wear, equip (followed by an object)**

-help (displays available commands)

-talk (talks to an NPC on the map)

**-ring bell (rings the bell)**

**-fix boat (repairs the boat)**

**-leave (to leave island)**