

After typing /20001

3D: -d_groupgame
3H: -d_groupgame!

4G: -d_surfacefeat

5G: -ad_gotogether
5H: -d_gotogether or -d_gotogether!

6G: -ad_seperatetype
6H: -d_seperatetype! or -d_seperatetype!

7G: -anc_alright

8D: -b_explainprob
8H: -d_explainprob

9G: -a_restrict
9H: -d_restrict or -d_restrict!

10G: -a_givens
10H: -d_givens or -d_givens!

11G: -nc_aidschema
11H: -d_aidschema or -d_aidschema!

12G: -a_2like1
12H: -d_2like1 or -d_2like1!

13G: -a_1like2

14G: -d_1like2 or -d_1like2!
14H: -d_diffappro or -d_diffappro!

15G: -ann_thinkaloud
15H: -d_thinkaloud or -d_thinkaloud!

16G: -a_npcaloud
16H: -d_npcaloud or -d_npcaloud!

17G: -anc_npceasy
17H: -d_npceasy or -d_npceasy!

18G: -ann_socratic
18H: -d_socratic or -d_socratic!

19G: -anc_npcocratic
19H: -d_npcocratic or -d_npcocratic!

Extra Commands:

-reset	Resets entire scenario.
-2default	All NPCs quit current action and return to a
default state.	
-b_set1	Display first question set on board.
-b_set2	Display second question set on board.
-b_set3	Display third question set on board.
-b_stopcyc	Stop board from cycling between problem sets.
-b_startcyc	Start board from cycling between problem sets.