Welcome to KORK

a game that makes you think and stretches your reason to its limits

Introduction

KORK is derived from the Infocom © ZORK game series released in the 1970's. It is an I/O text-based game in which the player must interact with items and entities in a virtual world in order to achieve some end. The end is unspecified and, like the rest of the game, must be figured out by the player.

Vocabulary

KORK recognizes a number of simple phrases through which the player can interact with the game. Sample player inputs include **take sword**, **swing sword at dog**, or **put sword in chest**. Below is a comprehensive list of commands:

Special Commands
Look (or **L**)
Inventory (or **I**)
North (**N**), **Northeast** (**NE**), **East** (**E**), **Southeast** (**SE**), **South** (**S**), **Southwest** (**SW**), **West** (**W**), **Northwest** (**NW**), **Up** (**U**) and **Down** (**D**)

General Commands

Look [direction]	**Take**
Look in	**Drop**
Put	**Move**
Swing	**Jump**
Drink	**Examine**
Eat	**Hit**
Feed	**Open**
Read	**Close**

Hints

Use commands from the list to interact with items described in the game descriptions. Always think, where does this item belong in with respect to other items I have found? This is the surest way to solving the game. Lastly, remember you are mortal – you *can* die. Nothing to worry about; you can always start over.