**Command Action**

north Move north

south Move south

east Move east

west Move west

northeast Move northeast

northwest Move northwest

southeast Move southeast

southwest Move southwest

up Move up

down Move down

look 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

quit Quit game

climb climbs(up)

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 Are you proud of yourself?

f%&$/s@^#/damn Random Comment

(None) I beg your pardon?

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) w/ (weapon) cutting the (object/item)

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NOTE: These are all of the Zork! Commands straight from the wiki excluding the wand commands.

**Root Commands – Primary**

* **Go/Move (Direction)**
* **Look ()**
* **Score ()**
* **Diagnostic ()**
* **Brief ()**
* **Climb ()**
* **Get/Take (Item OR “All”)**
* **Throw (Item, Location)**
* **Read (Item)**
* **Drop (Item)**
* **Open (Openable)**
* **Move (Moveable)**
* **Attack (Creature, Item)**
* **Examine (Item, Moveable, Openable)**
* **Inventory ()**
* **Eat (Food)**
* **Drink (Drink)**

**Helper Arrays**

* **Directions[] =** North, East, South, West, NE, NW, SE, SW
* **Items[] =** idk haven’t played zork but I guess theres a wand or something
* **Openables[] =** Containers whether picked up or in room
* **Creatures[] =** idk haven’t played
* **Moveables[] =** These are items that cant be picked up
* **Food[] =** Use with eat command
* **Drink[] =** Use with drink command

These arrays and commands encapsulate the game well, but are not all inclusive.