

You just started up a game
and now you're staring at
text and a *blinking cursor*
and you *don't know what to do!*

Don't panic kids—

Crazy Uncle Zarf is here to help you
get started...

These commands are very common:

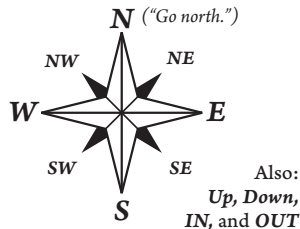
EXAMINE it	PUSH it
TAKE it	PULL it
DROP it	TURN it
OPEN it	FEEL it

PUT it IN something

PUT it ON something

When in doubt, examine more.

{ Does the game intro suggest
ABOUT, INFO, HELP?
Try them first! }



You are standing in an open field west of a white house,
with a boarded front door. There is a small mailbox^{*} here.

*Try opening!

You can try all sorts of commands
on the things you see.

Try the commands that make sense!

Doors are for opening; buttons are for pushing;
pie is for eating. (*Mmm, pie.*)



If you meet a person, these should work:

TALK TO name

ASK name ABOUT something

TELL name ABOUT something

GIVE something TO name

SHOW something TO name

You could also try:

EAT it

DRINK it

FILL it

SMELL it

LISTEN TO it

BREAK it

BURN it

LOOK UNDER it

UNLOCK it WITH something

Or even:

LISTEN

SLEEP

WAKE UP

UNDO[†]

CLIMB it

WAVE it

WEAR it

TAKE it OFF

TURN it ON

DIG IN it

ENTER it

SEARCH it

JUMP

PRAY

CURSE

SING

[†]Take back one move — handy!

“What if I only want to
type one or two letters?”



N/E/S/W/NE/SE/NW/SW: GO
in the indicated compass direction.

L: LOOK

around to see what is nearby.

X: EXAMINE

a thing in more detail.

I: take INVENTORY

of what you possess.

Z: WAIT

a turn without doing anything.

G: do the same thing AGAIN



A service of the
People's Republic of Interactive Fiction:

<http://pr-if.org>

Each game has slightly different commands,
but they all look *pretty much like these*.