

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—

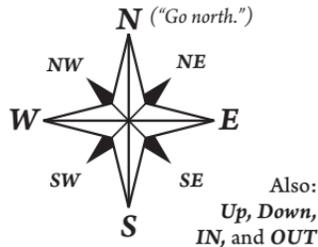
Crazy Uncle Zarf is here to help you get started...

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

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

You could also try:

EAT it	CLIMB it
DRINK it	WAVE it
FILL it	WEAR it
SMELL it	TAKE it OFF
LISTEN TO it	TURN it ON
BREAK it	DIG IN it
BURN it	ENTER it
LOOK UNDER it	SEARCH it
UNLOCK it WITH something	

Or even:

LISTEN	JUMP
SLEEP	PRAY
WAKE UP	CURSE
UNDO [†]	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>