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!

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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! }

N (»Go north.«)

NW   NE

W   E

SW   SE

S

Also:
UP, DOWN,
IN, and **OUT**
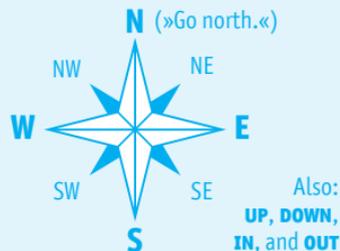
You are standing in an open field west of a white house,
with a boarded front door. There is a small mailbox* here.

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.)

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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	**OPERATE** it

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?«

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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**

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