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...

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.

These commands are very common:

EXAMINE it
TAKE it
DROP it
OPEN it
PUT it IN something
PUT it ON something

When in doubt, examine more.

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
LISTEN TO it
BREAK it
BURN it
FILL it
WEAR it
TAKE it OFF
PLAY it
TURN it ON
DIG IN it
ENTER it

Also:

Up, Down, IN, and OUT
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

‘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

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