

Command: Look - Active

Syntax: Look <playername> **or** Look <object> Example: look george **or** look table or Look S
hortcut: L (lower or upper)

Variation:

Results: Look<playername> or Look <object> Will allow you to look at a player, or object. Look with no argument will allow you to look at the room you are in.

Requirements: You must have a target if you wish to look directly at something or someone.

Command: Put - Active Syntax: put <item> on/in <target> Example: put tart on tray, put stone in pouch Variation: my, put stone in MY pouch

Results: Puts an item into or onto an acceptable container or surface. Put in MY <target> will place the item only in a container in the player's inventory that matches the target keyword. Else will say 'You don't have one of those.'

Command: Get - Active Syntax: get <item> Example: get sword Shortcut: none Variati on: get sword, get my sword, get blue sword

Variation: get all, get # IE: get 4

Results: will allow you to pick up any item that matches the name. If there are more then one item that matches that name, you will be presented with a numbered list. You will select the number of the pants you want. (See below.) Requirements: The item must be either in your inventory or in the same room as you are. The item must be eligible for picking up. Items dropped by a player are protected for 15 seconds from being picked up by anyone else.

Please choose:

=====

1. a pair of blue pants
2. a pair of blue and gold pants
3. a pair of black pants

Get <item> searches ground, then nearby surfaces/open containers, and then player's inventory.

Get MY <item> get <item> from <MY> focuses the search for the keywords to the player's own inventory. Ignores all else.

Command: Accept/Decline - Active Syntax: Accept or Decline Example: You are asked if

you accept or decline and offer or invitation. You type accept to agree or decline to disagree.

Variation: Multiple offers result in a choice list of the offer to accept. (See below)

Shortcut: acc|ept dec|line

Results: You will accept or decline an offer or invitation.

Requirements: You must have an outstanding offer or invitation.

Which offer do you want to accept?

=====

1. offer from Hank of a golden egg
2. offer from Jack of a purple scarf
3. offer to join Lori's group

Command: Swap - Active Syntax: swap Example: swap Variation: none Shortcut: none
Results: You will swap items from one hand to the other. Whatever is in your left hand will go to your right and from your right to your left.

Requirements: You must be holding something in at least one of your hands.

Command: Give - Active Syntax: give <playername> Example: give julia Variation: give
<playername> <item> IE: give julia book

Variation: give all

Shortcut: none

Results: Simply give <playername> will offer the target whatever is in your right hand. Give <object> to <playername> will give the target whatever object you are offering.

Requirements: You must be holding an object to offer. They must accept the offer.

Command: Inventory - Active Syntax: inventory Example: inventory Variation: none
Shortcut: inv

Results: Will display everything you are wearing regardless of layers. So you will be able to see that you are wearing a tunic even if its under your armor.

Command: Emote - Active Syntax: emote <action>. Example: emote dances around like a chicken! Variation: none Shortcut: em, / R
Results: Will display the action that you explain in your message. IE: *Joe dances around like a chicken! Player executed emotes are denoted by an asterick (*) in front of the action.

Command: Who - Active Syntax: who Example: who Variation: none Shortcut: none Results: Will display who is online, separated by staff and player.

Command: Time - Active Syntax: time Example: time Variation: none Shortcut: none Results: Will display the time according to the game.