Commands

Commands are the means of interacting with the DoomsDay 2000 game world.   They can be entered either from the keyboard by pressing a sequence of keys, by clicking on buttons and on the various windows using the mouse, or by using a combination of keyboard and mouse interactions. Whether you use primarily one method or the other, or the combined approach, is up to you.   Adopt the style that proves to be the most comfortable or easiest for your own enjoyment.

For commands that require a sequence of steps, the steps are partially (but not completely) interchangeable if a mouse oriented style is used to some degree in issuing the command.   If just a keyboard style is used, then the order of the steps must not be altered.

By way of example, here are various ways to accomplish some typical tasks.

   •   To open a chest in your inventory, do one of the following; assume the chest is item 'c':

     Δ   Click on OPEN and then click on the chest
     Δ   Click on the chest and then click on OPEN
     Δ   Click on the chest and then press TAB   o
     Δ   Press TAB   o and then click on the chest
     Δ   Press TAB oc

Also, instead of clicking on the OPEN button, you could have clicked on OPEN in the Commands window or selected OPEN from the pulldown Commands menu item.

   •   To drop 7 of 10 rocks from your inventory, do one of the following; assume the rocks are item 'a':

     Δ   Click on DROP, click on Inventory quantity, press 7,   then click on the rocks.
     Δ   Click on the rocks, click on Inventory quantity and press 7, then click on DROP
     Δ   Click on the rocks, click on Inventory quantity and press 7, press RETURN, then press d
     Δ   Press d7a
     Δ   Press d7, and then click on the rocks
     Δ   Press d, click on Inventory quantity and press 7, press RETURN, and then press a

Δ   Press d, click on Inventory quantity and press 7, press RETURN, and then click on the rocks

Δ   Click on Inventory quantity and press 7, press RETURN, click on the rocks, then press d

Δ   Click on Inventory quantity and press 7, click on the rocks, then click on DROP

Δ   Click on Inventory quantity and press 7, press RETURN, press d, then press a

Δ   Click on Inventory quantity and press 7, press RETURN, press d, then click on the rocks

Δ   Click on Inventory quantity and press 7, press RETURN, click on DROP, then press a

Δ   Click on Inventory quantity and press 7, click on DROP, then click on the rocks

At first glance, these may look rather confusing, but in reality they are fairly straightforward.   Most players when using a mouse will tend to either (1) first select the object to be manipulated and then select the action to be performed, or (2) select the action to be performed and then select the object.   The sequences above are just variations on those two alternatives.

One experienced player we know uses the mouse to click on the inventory using the right hand, while using the left hand to press the appropriate command key on the keyboard; every once in a while he does it the other way around, first the keyboard command and then clicking on the inventory item.   This style is not necessarily more efficient than any other, it simply works best for that player.   Other players use just the mouse.   And still others primarily use the keyboard and use the mouse only to map–click on the gameboard for long distance movement.

Our advice – try various approaches and do what ever seems right for you.

Detailed Command Descriptions

Detailed descriptions of the available commands are provide hereafter. The format is as follows:

> keyword
keyboard command sequence
action

command description

"keyword" is the name of the command, and is the text (or a close variant of the text) that appears on buttons and in command lists.

"keyboard command sequence" identifies the keystrokes that are issued from the keyboard to invoke the command.

"action" is present in a description if the command takes one or more units of game time.

"command description" provides an explanation of the purpose of the command.

Abbreviations used in keyboard command sequences:

<direction>   a lowercase direction keystroke

TAB   the TAB key on the keyboard; first key of various multi–key commands

<message>

        a sequence of text characters entered from the keyboard

<item>

a letter code for an inventory item, or a mouse click on that item

[quantity]

an optional numeric quantity entered from the keyboard, or by setting a value in the Item quantity field

<distance>

a numeric quantity representing a distance value

(   )

an alternative form of the command is enclosed in the parenthesis

A direction can be specified by clicking compass buttons in the BUTTON window, by clicking in a location adjacent to your character, or by issuing a direction keystroke.

activate

        A <item>   action
        Attempt to turn-on the specified item.   From the keyboard,
        issuing "-" as <item> indicates the current weapon, or the
        reserve if no currently wielded weapon.

attack

        a <direction>   action
        Perform a hand-to-hand attack on the creature or structure
        in the adjacent space specified by <direction>, using the
        wielded weapon, or barehanded if no weapon has been
        wielded.   A hand-to-hand attack on a creature can also be
        performed by simply attempting to move into its location.

CANCEL

        CLEAR   (Control-z, ESC, Command-.)
        Use this command to cancel another command that has not yet
        been completely entered.

charge | load

        C <item>   action
        Charge/load the specified item; energy weapons are
        "charged" and projectile weapons are "loaded".   From the
        keyboard, issuing "-" as <item> specifies the wielded
        weapon, or reserve if no currently wielded weapon.

        <TAB> C <direction>   action
        Load / charge an object located in the specified adjacent
        location.

close

        c <direction>   action
        Close the object located in the specified adjacent
        location.

        <TAB> c <item>   action
        Close an inventory item.

deactivate

D <item>   action
Attempt to turn-off the specified item.   From the keyboard,
issuing "-" as <item> specifies the wielded weapon, or
reserve if no currently wielded weapon.

disable
          <TAB> d <direction> <item>   action
          Attempt to disable a trapped container or floor section in
          the specified adjacent location, using a selected tool.

          <TAB> D <item> <item>   action
          Attempt to disable a trapped inventory item, using a
          selected tool.

drink
          q <item>   action
          Drink from the specified item.

drop
          d [quantity] <item>   action
          Drop one or more units of the specified item.   From the
          keyboard, issuing "-" as <item> specifies the wielded
          weapon, or reserve if no currently wielded weapon.   A
          quantity can be optionally specified in response to a
          prompt or in the "Item quantity" field in the INVENTORY
          window.   Omitting the quantity field defaults to all of the
          specified item.

eat
          e <item>   action
          Eat one unit of the specified item.

empty
          <TAB> e <item> <direction>   action
          Empty the specified container item into the indicated
          adjacent location.

examine
          E <item>   action
          Examine the specified item for something of interest.   From
          the keyboard, issuing "-" as <item> specifies the wielded
          weapon, or reserve if no currently wielded weapon.   This is
          the same as the INSPECT command for inspecting inventory
          equipment.

exchange weapons
          x   (Keypad ,)
          Make the currently wielded weapon be held in reserve, and

make the current reserve item be the new wielded weapon.
If there is no current reserve, then there will be no new
wielded weapon.   If there is no currently wielded weapon,
then there will be no new reserved item.   Note that this
command is not an action.

fill

<TAB> f <item> <direction>   action
Fill the specified container item from an adjacent
reservoir of some sort.

fire

f <direction>   action
Shoot the currently wielded weapon in the specified
direction.

fix

F <direction> <item>   action
Attempt to repair an object in the specified adjacent
location using a selected tool.

<TAB> F <item>   action
Attempt to repair the specified inventory item, using a
selected tool.

get

g   action
Pickup all items in the currently occupied location.   If
the item in the current location is an opened container,
then an inquiry is made as to whether to pickup the
container or to instead fetch items from inside the
container.

G [quantity] <item>   action
Get an item from the opened container in the currently
occupied location.   A quantity can be optionally specified.

get inventory

<TAB> g [quantity] <item>   action
Get an object out of an opened inventory container.   A
quantity can be optionally specified.

health

/
Show current status/health, wielded weapon, and current
reserve, if the STATUS window is not currently visible.

Help

?   (HELP)
Display the entire help text, a page at a time, permitting
forward and backward browsing.

here

SPACE   action
Wait one game time unit in the current location.

inspect

i <direction>   action
Carefully inspect an adjacent location, object, or
creature.   Detailed information may be given; repeated use
may reveal additional information - then again, maybe not.

i <item>   action
Carefully inspect an inventory object.   Detailed
information may be given; repeated use may reveal
additional information - then again, maybe not.

jump

<TAB> j <direction>   action
Attempt to jump over the specified adjacent location.

look

<TAB> l <direction>
Look in the specified direction for something of interest;
e.g. objects, enemies, or known traps.   This is very
cursory in nature, and thus will not provide detailed
information.   Note that this command is NOT an action.
Use the INSPECT command for a thorough examination of an
adjacent location, object, or creature.

name

<TAB> n <direction>
Give a name to an adjacent friendly creature.

<TAB> N <item>
Give a name to a "strange device" until its actual name is
discovered.

open

o <direction>   action
Open the object in the indicated adjacent location.

<TAB> o <item>   action
Open an inventory item.

put | toss

        T [quantity] <item> <direction>   action
        Gently toss/place one or more of an item into an adjacent
        location.

        <TAB> T [qty] <item><item>   action
        Toss/place one or more of an item into an inventory
        container.

put inventory

        <TAB> T [quantity] <item> <item>   action
        Place one or more of an item into an inventory container.

reload

        r   (Keypad -)   action
        Reload the currently wielded weapon.

remove

        R <item>   action
        Take off the specified item.   For keyboard use, if "-" is
        specified for <item>, then remove the armor item (e.g.
        jacket) that is currently being worn. Use WEAR to put it
        on again.

reserve

        <TAB> r <item>   action
        Make the specified item be the reserved weapon, where
        <item> may actually be a collection of items; e.g. a dozen
        rocks. For keyboard use, specifying "-" as <item> results
        in not reserving any weapon at all.

        <TAB> r -   action
        Stop reserving any items.

rest

        p   action
        Pause to rest until all hit points have been restored.
        "Awakening" happens when fully healed, if attacked, an
        enemy moves from an unexplored to an explored area, or
        something "threatening" occurs. Resting to heal may not be
        permitted in certain special instances; for example, when
        you are poisoned.

        P   action
        Attempt to sleep until all hit points have been restored.

"Awakening" will occur when fully healed or if attacked.
There are special instances where resting is not permitted.

SPACE   (Keypad 5)   action
Wait in the current location for one unit of time.

search
s   action
Carefully examine the current location, and all adjacent
spaces, for something unusual; the more times you issue
this command, the more intensive the search.

S
Enable or disable automatic searching.   While this feature
is enabled, search each movement step.   Thus movement is
twice as slow as normal, with each step taking two time
units rather than one; note that this style of searching is
not as thorough as repeatedly issuing SEARCH in each new
location, however it can be used while walking or running
to briefly search along the way.

shove
<TAB> s <direction>   action
Shove/push in the specified direction.

show scoreboard
<TAB> S
Display the content of the Scoreboard file.

throw
t <item> <direction>   action
Throw one unit of the selected item as far as possible in
the specified direction.   Fragile items may be damaged.
For keyboard use, issue "-" for the currently wielded
weapon.

<TAB> t <item> <direction> <distance>   action
Throw one unit of the selected item in the specified
direction for an approximate distance.   Fragile items may
be damaged.   For keyboard use, issue "-" to throw the
currently wielded weapon.

toggle option
I
Reveal or hide the inventory window.

S

When enabled, a search is made each movement step and this takes an extra action; thus movement with auto-search is twice as slow as normal movement.   This is also not as thorough as repeatedly issuing the SEARCH command to search in each new location.   This enables you to make a cursory search while walking or running.

z a
Toggle auto-take; when enabled, automatically pickup stuff that is in the location occupied by your character.

z i
Toggle ignore-objects on and off; ignore objects, or notice objects (by stopping when they are encountered) while running.

z v
Toggle verbosity on and off; provide brief or verbose text descriptions.

unload

<TAB> u <item>   action
Unload the specified inventory item.   For keyboard use, if "-" is specified for <item>, unload the wielded weapon, or the reserve item if no currently wielded weapon.

version

v
Show DoomsDay 2000™ version information.

wear

W <item>   action
Put on the specified item.   For keyboard use, specifying "-" instead of an item results in taking off the currently worn armor item.   Use REMOVE to take an item off again.

wield

w <item>   action
Wield the specified item as the current weapon, where <item> may actually be a collection of items; e.g. a dozen rocks.   For keyboard use, specifying "-" as <item> results in not wielding any weapon at all; i.e. you are now barehanded.

w -   action
Stop wielding any items; i.e. you are now barehanded.

write

write

       <TAB> w <direction> <item> <message> action
       Write a message in or on the specified location with a
       specified inventory item. To erase a message, do not
       provide any text in response to the <message> prompt.

       <TAB> W <item> <item> <message> action
       Write a message on the specified inventory item, using a
       second inventory item. To erase a message, do not provide
       any text in response to the <message> prompt.

Miscellaneous Commands:

/   Show current status/health, wielded weapon, and current
       reserve; if the STATUS window is not visible.

Clear   CANCEL (Control-z, ESC, Command-.)
       Issued in response to queries to abort or ignore
       something.

<LEFT ARROW> Scroll map to the left.

<RIGHT ARROW> Scroll map to the right.

<UP ARROW>   Scroll map upward.

<DOWN ARROW> Scroll map downward.

Option-click To change the position of an inventory item, Option-
       click on the item to be moved, then click on the desired
       destination.

Command-click A pop-up menu appears from which commands can be
       selected.

Command–w
Close window if appropriate, or issue CANCEL.