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Welcome

Ladies and gentlemen, boys and girls, and robots... definitely robots! Thank you for your interest in the OASIS program.

<http://enter-the-oasis.com/>

At this time, OASIS is an experiment and playground for a multiuser environment and advanced information sharing concepts.

Getting Started

As OASIS expands, we will be adding different ways to connect.

All you *need* is a telnet client, which is available on most modern operating systems. But there are several enhanced clients that offer an improved experience.

Windows:

Mac:

Unix, Linux:

Android: Blowtorch

iOS:

MUD IP ADDRESS: 108.171.162.192

PORT: 256

~~Supported 3D Head-Mounted Display (HMD) devices~~

[redacted from public document]

~~Supported Haptic Activity Links (HAL)~~

[redacted from public document]

Creating your Avatar

Your OASIS Avatar's name is a unique identity that you will own. It is a very personal choice that can not be changed once your account is created. Once you have successfully connected to the OASIS for the first time, the system will prompt you for information about your Avatar, such as its name, gender, and race. Once you have completed Avatar creation, you will be transported into Incipio, where The OASIS awaits you!

Player and Character Etiquette

Some guidelines will be described as **Law**, but most are strong suggestions for living peacefully with other players in the OASIS.

Combat

Griefing

Communication

Help!

Find a bug? Notice something that should be addressed?

[belthesar](http://oasis.belthesar.com) is running an issue tracker at <http://oasis.belthesar.com>

Feel free to come in and report bugs, exploits, odd behavior, unfair activity, or things you think we should improve.

How to Do Stuff in OASIS

If you have never played a MUD before, you should read this entire section.

Manipulating Objects

OASIS uses a natural language command syntax:

read first handbook

The parser is not perfect, so joint phrases like this *“put all apples from box in my bag after opening them”* will not be successful, this will work:

open box
open bag
get apples from box
put apples in bag

If you have more than one box or more than one bag (either in your inventory or in the environment), the parser will understand “the first box” or “my second bag”.

If you want to know what is inside the box,

look in box

The command *“look at box”* or *“examine box”* will usually *not* show you the contents of that box. This is because--normally--boxes are opaque and, just like in the real world, just looking at a box is rarely enough to determine what is inside.

Sometimes, looking at an object *will* reveal its contents because of the nature of the object. A table, for example, can have things on it, and

look at table

will usually let you know what is on it. It is also possible to see what other players are carrying by just looking at them, unless what they have is inside a container.

You will want to remember that while you can *“put apple in bag”*, if you want to put that apple on a surface like a table, you will need to:

put apple on table

You can give things to people, and they will automatically accept them. However, you may not "take" or "get" things from living beings. It's theirs, and it's up to them if they want to share. You can try to "*steal sword from fighter*" if you dare, but unless you have trained a lot, this is unlikely to succeed. We'll talk more about training and skills in a later section.

Naturally you may also drop things you no longer need, though it's nicer to your fellow users (and the OASIS server) to put them in recycling bins so the bits can be reused.

Some other common object manipulation commands are:

close, donate, attack, eat, drink, listen, smell, search, shoot, touch, turn.

There are many others you may find useful, but these will be the ones you use most often to handle simple objects.

* A note about articles:

The library that OASIS is based on (Dead Souls) understands both definite and indefinite articles. This means that you can refer to a specific apple, like so:

get the apple

But you can also be unspecific. If there are a dozen apples in a crate and you don't care which one you pick up:

get an apple from the crate

Communication

There are many ways to communicate with other players. If you're in the same room as your intended listener, you can just use the "say" command, like this:

say hi, crat

If the message is secret, you can "whisper":

whisper to cratylus are you idle?

If you want to say something that everyone in the mud can hear, use the "shout" command (at the cost of a lot of stamina):

shout hey crat, wheredya go?

Or, if it's an important secret and the target is not in the same room as you, you can use the magical "tell" command:

tell cratylus are you mad at me or something?

There are also special TeamSpeak-like communication channels or lines on the mud that are class or role-specific. For example, there is a *newbie* channel for anyone new to OASIS, and if you type:

newbie does anyone know what's up with cratylus?

All people who are tuned into the newbie line will get your message. This is a very good way to get help from other players as you are just starting. You will probably see a moderate amount of chatter on the *gossip* line.

To see what lines are available to you, type:

lines

To see who is listening to the newbie channel:

list newbie

To see who is listening to some other channel on some other mud:

list otherchannel@othermud

To enable or disable a line, just type the name of it with no message.

To see a brief history of the past few messages on a line (in this case, the newbie line), type:

hist newbie

Spamming lines is rude and dangerous to your character, so be sure you comply with your the rules on channels, lines and communication.

Sometimes a player or NPC does not understand your character's *in-game* native tongue. For example, if you are an elf, your native tongue is not English, it is Edhellen. If someone talks to you in English, you might see something like this:

Xyzzy says in English, "leka mifahmam, potong-hwa."

Since your character doesn't speak English, what you see is gibberish. If you find a language teacher, your proficiency in the language they teach you will allow you to understand more of the words you hear.

Suppose that your elf character is now 100% fluent in English. If you greet a human player named Xyzzy by typing:

say hello there, xyzzy

Xyzzy will probably see something like:

Noobie says in Edhellen, "pericolo temak, forshtor."

Instead, if you want to speak to a human, you'll have to type:

speak in english hello there, xyzzy

To find out what languages you speak, type:

language

Navigation

Moving around here is probably much like any other mud. You can expect to move mostly in cardinal directions (like north and northwest), but you may sometimes need to go up, down, or out.

Strictly speaking, the way to do this is:

go south

go out

...and so on, but this can get tedious after a while. Instead of having to type in "go" plus the entire direction, the mud allows you to enter shortcuts like "sw" for "go southwest" or "u" for "go up".

Remember! Just because a room has obvious exits doesn't mean those are the only exits. Sometimes a room must be searched to discover an exit, or there may be an exit available that just doesn't happen to be very obvious.

If a room is dark, obvious exits may not be visible at all.

Aside from those ordinary means of travel, there are situations that require more specific locomotion than just "go". These are examples of the use of some other commands to get around:

jump onto road

enter window

climb ladder

crawl east (if you are lying down and can't get up)

fly up

follow thief

evade hunter