

Special Note for Commodore 64 Users

The information contained in the Interactive Fiction Plus™ Reference Card for the Commodore 128, that came in your story package, is completely compatible with Commodore 64 operation in all but the following two places.

- 1) In the section entitled **What you Need:**

Disregard the line "An 80 column monitor."

You will use a 40 column monitor.

- 2) In the section entitled **Loading the Disk:**

Disregard this entire section and use the following procedure:

To load the story on a Commodore 64:

1. Turn on your monitor, disk drives, and printer. Then turn on your computer. The "READY" prompt should appear.
2. Insert side 1 of the story disk into drive #8 and close the drive door.
3. Type: LOAD "STORY",8 [RETURN]
4. When the "READY" prompt reappears, Type: RUN [RETURN]
5. After a few moments you will see
Loading from a
Commodore 1541 or 1571 Disk Drive?
(Press Y or N)

Press the "Y" key only if you are using a Commodore 1541 or 1571 as your main disk drive (device #8). Otherwise, press the "N" key.

At this point the message

The story is loading...

will appear on your screen. Then, after a few minutes, you will see a message asking you to insert side 2 into the drive. Remove the story disk, flip it over and reinsert it into the same drive, close the drive door and then press RETURN. The story will now finish loading. You will not need to flip the disk again unless you reboot or use the RESTART command. If nothing appears on your screen or you get an error message, something is wrong. Refer to the Troubleshooting section for help.