Instructions for the Commodore 64 version

This interactive story will run on a Commodore 64 equipped with a standard 1541 floppy drive, or a compatible model such as the 1541-II or 1571.

The enclosed 5.25" floppy disk is called the Storydisk. Create a backup copy of this disk, and keep it in a safe place. Before starting the story, you may wish to create a Savedisk by formatting a blank disk (not included).

Loading the story

Turn on power to the Commodore 64 and disk drive. Insert the Storydisk into the drive, label-side up. At the ready-prompt, type in the following command exactly as written here:

LOAD"*",8

and press the Return key. When the ready-prompt reappears, type:

RUN

and press Return.

Using a RAM Expansion Unit

If a RAM Expansion Unit (REU) is present in the Expansion Port of the Commodore 64, you may type UNDO at any point during the story, to take back a move. The command can be issued several times in succession. If the memory expansion is 256 kilobytes or larger, the entire story will be loaded into RAM at startup. This allows the computer to respond instantly to your commands.

For information about the pinout of the Expansion Port, please refer to Appendix I of the Commodore 64 User's Guide.

Saving your progress

During the course of the story, you may save your progress to disk, in order to restore it at a later time. To access these features, type SAVE and RESTORE, respectively, at the in-story prompt. You will be instructed about when to insert the Savedisk and when to replace the Storydisk.

When promted for a filename, you may use F1 and SHIFT+F1 to change the current device number. Press F3 to view the directory listing. Press F7 to send an arbitrary DOS command to the device. To save over an existing file, it is first necessary to delete the old file with the DOS command SCRATCH (S:filename).

The Storydisk can be used as a Savedisk in a pinch, but it has limited room for save files. Never run the DOS command VALIDATE (V) on the Storydisk.

Using an emulator

Should you be the lucky owner of a computer several orders of magnitude more powerful than a Commodore 64, you can run the software in an emulator such as Vice. (1)

Start the x64sc program. Under Drive settings, enable True Drive Emulation and optionally Drive Sound Emulation. Select a 1541 as Drive #8. Under I/O Extensions, enable a RAM Expansion Module of at least 256 kB. Attach the Storydisk image to Unit #8. Type LOAD"*",8 followed by Return, and then RUN.

To launch the story directly from a commandline environment, type:

x64sc -truedrive -drivesound -reu -reusize 256 storydisk.d64

where storydisk.d64 is the filename of the Storydisk image.

(1) http://vice-emu.sourceforge.net/