

~ Instructions ~

This ZIP file contains all the files needed to play the prototype of the game “I Told You Not To Go To Cat Mountain”.

This prototype has been built using Twine, a tool for creating browser-based interactive fiction: (<http://twinery.org/>).

To playtest the prototype, please do the following:

1. Locate within the unzipped files the following file:
cat-mountain-prototype.html

2. Open the HTML file using any Internet browser, such as:
Chrome, Firefox, Safari, Opera

You do **NOT** need to be connected to the Internet to play the prototype - it works fully offline. To open the HTML file, you should be able simply to double-click on it with a browser installed, and it will automatically open in your default browser. Alternatively, you can copy the full local file path into your browser address bar.

3. To play through the prototype, go to the page that has now opened in your browser, and click on text in **bold** to explore the story. It has not yet been fully written, but it will begin to give you an idea of the world that awaits within “I Told You Not To Go To Cat Mountain”.