Breakfast in the Dolomites
quick start guide

This interactive fiction comes in the form of a story file.

This is a software program. Rather than running directly on any one computer, this is a program for a virtualmachine adapted for IF.

The advantage of this is that the same story file can be used on any number of very different sys tems (Macs, PCs, Linux boxes), and that a story file is so isolated from the host computer that it is impossible for it to alter other files or do any damage, malicious or accidental.

The disadvantage is that a story file can only be used with a program called an "interpreter". All the same, once you have installed an interpreter, you will be able to play a wide range of stories.

This story was tested using an interpreter called Gargoyle, which you can download from: *https://github.com/garglk/garglk/releases*

Gargoyle runs on Windows, Mac and Linux (also available as a package named *gargoyle-free* on Ubuntu); once you have the interpreter installed, just drag the story file (the one with the .gblorb extension) onto the executable and the story will start.

Many other interpreters are available; you can find a list here: *https://www.ifwiki.org/Glulx*

This game comes with two additional manuals:

- An introductory booklet that describes the story and explains how to play.

- A walkthrough, useful if you get stuck. You shouldn't read this guide, as it would take away from the fun of solving the puzzles yourself; but if you really can't, you can have the solution to help you progress in the game.

This booklet contains instructions to quickly start the game.