



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 systems (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.

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A play just for fun comedy by Roberto Ceccarelli

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