HOW TO RUN ITS NAME WAS PENELOPE IN DOSBOX

the front and inside of the 1990 Narrabase Press
version of its name was Penelope

TO BEGIN:

Download the zip file penelope.zip which is available at
http://www.well.com/user/jmalloy/penelope/penelope.zip

Make a directory called penelope on your system

Extract all the files in the zip file (many have numbers as
filenames) directly into the penelope directory. Do not change the
file names by adding ".txt" or pull them into a program that will
do this. If your system insists on extracting the files into a
subdirectory, just make a note of the path where they are.

In order to read the reconstruction of the 1990 Narrabase Press version
of *its name was Penelope*, you will need to download the DOS emulator,
DOSBox, as well as the historic BASIC program, GW-BASIC, written for Bill
Gates by Greg Whitten.

Here is how to set up DOSBox and run its name was Penelope.

1. Download DOSBox at http://www.dosbox.com/download.php?main=1

3. To run BASIC programs on DOSBox, you will need GW-BASIC (or
equivalent). Since this is a scholars' version of *Penelope*, GW-BASIC is
included in the zip file. GW-BASIC can also be downloaded various places

on the Internet. Make sure that it is installed in the penelope
directory. (or wherever the Penelope files are)

        4. To run the program, Click on the DOSBox icon

          When you see the Z: prompt,
          type mount C: C:\penelope
          or if needed the full path of Penelope, such as:
          type mount C: C:\zipfiles\penelope
          type C:
          type dir to make sure you are in penelope
          type GWBASIC
          At the OK prompt, type
          run "penelope.BAS"

    The work will display in a small box. You should see an ASCII
    graphic sailboat move across the screen and hear the sound that
    accompanies this.
    To view Penelope in full screen, the toggle command is alt-enter
    alt-enter will also return the work to a smaller size.

READING THE STORY

After the title page flashes by, an introductory screen is displayed. To
begin the story, press <return> . *

The story begins in the file called DAWN. At the end of each lexia
(screen of narrative information), you will be asked where you want to go
in the work with the prompt: <return> or song or sea or stop ?

     To see records from DAWN, continue to press <return> at the
reading prompt for as long as you like. The records within DAWN will be
displayed by the computer at random. Each time you read in DAWN, or in
any of the FILES except SONG, the story will unfold differently.

     To go to the main menu, AT SEA, type sea at any reading
prompt. AT SEA you choose one of four files: 1. A GATHERING OF SHADES
2. THAT FAR-OFF ISLAND 3. FINE WORK AND WIDE ACROSS 4. ROCK AND A HARD
PLACE. Type 1,2,3 or 4 at the SEA menu prompt. Each file in AT SEA
starts out with an introduction which is always the same. Then, you
will see the reading prompt. Press <return> to continue seeing
records at random from the file you are in, or, type sea to go back
to AT SEA. At any reading prompt, you can also type song to go to
the exit file SONG; stop to go to the exit screen; help to see the
help screen; or dawn to return to DAWN. To return to the drive prompt
from the exit screen, type system . To start Penelope again from the
exit screen, type run .

   * <return> is called <enter> on many machines