How to Install Monks for OS X on your hard drive

1. If you haven't already done so drag the "If Monks had Macs" folder into your Applications folder.

2. Drag the "MonkBits" folder into your hard drive, but NOT into ANY folders on your hard drive. The Monks launcher will only search the top level of your hard drive for the "MonkBits" folder. It won't look in your "User" folder, your "Applications" folder, your "Documents" folder, or EVEN your "Desktop" folder. It won't work if you put it on your desktop.

This is the tricky part of the installation so I will explain it in a different way. The MonkBits folder was what remained on the CD when this was sold as a CD-ROM. The Monks program looks for "MonkBits" just inside any "disk" or "drive" you have installed, but it does not peek into any of your folders. So you must put "MonkBits" inside your hard drive so that it is sitting in the same place as your "Applications", "Library", "System" and "Users" folders.

3. Open the "If Monks had Macs" folder on your hard drive and double-click on the "If Monks had Macs new launcher" or drag that launcher onto the RIGHT side of your dock. This is what you will click to launch the program. This is the only launcher that will work for Snow Leopard, Mac OS 10.6 and higher. "The old Monks launcher" worked on all older versions of Mac OS X. If you have have problems with the new launcher on an older version of Mac OS X, then switch to the old launcher.

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FOR IMMEDIATE RELEASE

Rivertext releases the If Monks had Macs CD-ROM and a remake as FREEware

January 5, 2010

21 years after it began, *If Monks had Macs is* ending, as all good media creations must, with a remake. To celebrate the release of the *If Monks had Macs CD-ROM* as freeware, Rivertext has remade its finest game, *Killing Time*. *Killing Time* was the last volume entered into the *If Monks had Macs* monastery library. Rivertext, led by Brian Thomas, has been mixing art and ideas online since 1986.

If Monks had Macs is an eclectic 24 volume guide to some shining moments of Western Civilization. "Legendary, "almost defies description" was MacUser magazine's description of the original 1988 *If Monks had Macs*. MacWeek called the first CD-ROM version of *Monks*, "a seminal work of multimedia art." Adam Engst of TidBits wrote of the final 2005 release, "A word you seldom see applied to software is 'thoughtful' ... A playful sub-current swirls through everything."

The remade *Killing Time* is beautifully illustrated, quick and deep. The wood engravings in the game were first published in 1538 in Hans Holbein the Younger's *Dance of Death*. In the re-make the death cards are large enough that you can feel their power as you play with them. Now everyone can 'kill time without injuring eternity.'

For further information and to download free copies of the new *Killing Time* and the *If Monks had Macs CD-ROM* for Macintosh & Windows visit:

http://rivertext.com/