**To run the story file**

“The Gift of the Magi.quest” story file runs in the *Quest for Windows Desktop* interpreter program, which you can download here:

<http://textadventures.co.uk/quest/desktop>

**How to play**

This interactive version of O. Henry’s “The Gift of the Magi” is simply a new way to read the classic short story.

As the reader, you will advance the story by clicking on the appropriate verb button of the appropriate object in the “Places and Objects” pane on the right side of the screen.

How will you know which object and which verb button are “appropriate”? Also on the right side of the screen, you will see a “Status” pane that always provides a hint about which object should receive the “next interaction”.

When you click on the correct verb button, another portion of the short story appears. Every portion is numbered—for example, here is the first portion (#1):

 (#1)

"ONE dollar and eighty-seven cents. That was all. And sixty cents of it was in pennies. Pennies saved one and two at a time by bulldozing the grocer and the vegetable man and the butcher until one’s cheeks burned with the silent imputation of parsimony that such close dealing implied. Three times Della counted it. One dollar and eighty-seven cents. And the next day would be Christmas."

Portions of the story will **NEVER** appear out of order.

**For school classes**

If you would like to use this interactive version of O. Henry’s “The Gift of the Magi” for a class of students, remember “ActiveLit” from the creators of *Quest*, which allows you to manage interactive fiction with a group.

<http://activelit.com/>

**Comments? Problems?**

Please send all correspondence to ifclassics@email.cz

This interactive version of O. Henry’s “The Gift of the Magi” is public domain. It contains the complete Project Gutenberg public-domain text of the short story.