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# I, Damiano

THE WIZARD OF PARTESTRADA  
LIVING LITERATURE

## APPLE II SERIES

# PLAYING INSTRUCTIONS

This package contains:

- a program diskette
- playing instructions
- a warranty card

## INTRODUCTION

I, DAMIANO puts you into the danger, adventure and magic of fourteenth-century Europe. You are Damiano Delstrego—wizard, alchemist, music student of the Archangel Raphael, enemy of Satan and heir to your father's dark magic. You embark on a perilous journey to save your beloved city of Partestrada from the occupation of wicked General Pardo, and to find a Sacred Stone containing the secret of life. Pardo has gained his power through a deal with Satan. Must you do the same in order to defeat him?

This program will run on an Apple II, II+, or IIe with a disk drive and a monitor or television. It will also run on an Apple IIc with a monitor or television. The diskette is copy protected and cannot be duplicated. Should anything happen to your diskette, refer to the replacement information on the enclosed warranty card.

## GETTING STARTED

Insert the diskette into the disk drive, label side up, and turn on the computer. After a few seconds you will see the Bantam logo and opening screens. These screens will advance automatically, although you may advance them more quickly by pressing any key as each comes up.

You should then remove the diskette from the drive and reinsert it with the label side down. Upon pressing any key, the rest of the program will load and the first playing screen will be displayed. The diskette should not be removed from the disk drive during play.

A prompt (>) appearing at the end of a text passage means the story—or one of its characters—requires an instruction or response from you. For details on what kinds of instructions or responses you can give, see "What You Can Do." *All instructions or responses must be registered by pressing* Return .

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## YOUR GOOD/EVIL RATING

As Damiano, you are endowed with the ability to cast powerful spells. With this power comes responsibility, and you must strive to use your power for good and against evil. Your quest will be filled with many difficult situations when the temptation to use your power will be great. You must always consider its effects on other characters and the world around you, for you will be judged on your actions. The good-evil rating of your soul is displayed with a colored bar between the text and picture portions of the screen.

## SAVING OR RESTORING A GAME

Except for key scenes, you can save a game at any point and restore it when you choose.

To save a game, wait for a prompt to appear and type

> save

Your action will be confirmed, and your position in the story will be saved. You may then remove the diskette and go on to something else, or immediately continue the game from that point. If you are at a point where you are *not* allowed to save, Satan will appear and tell you so.

To restore a game you have previously saved, make sure the diskette is in the drive, wait for a prompt and type

> restore

You will then be returned to exactly the point at which you stopped before the last save. It is a good idea to save the game periodically. That way, if you get off the track or die you can return to a previously saved point in the plot.

The program can save only one game at a time. You may save and let another person play a separate game to completion, but once that person saves a game, or you choose to save again, the previous save will be erased.

## WHAT YOU CAN DO

The game's extensive interactive vocabulary allows you, as Damiano, vast flexibility in what you can do and say. You can go beyond simple two-word instructions to enter complete sentences such as

> Let's go to Saara's hlll.

or

> Lead the men of Partestrada into the city.

or

> Go to Aosta.

As Damiano, you may also have the ability to cast a variety of spells (exactly which ones depends upon decisions you make during the game). Most of these magic powers, however, are erratic and cannot be depended upon to work in every situation. Spells included in the game are:

- CAST INVISIBLE: A spell Damiano learned from his father, but is highly unreliable.
- CAST FIRE: Allows the caster to hurl the fires of hell at persons or objects.

- CAST DAMN: Uses Satan's power to disrupt the basic fabric of an object, person or sensation.
- CAST TERROR: Used by Satanic wizards to frighten or destroy persons, animals or objects.
- CAST TERMINUS: Said to be the ultimate spell, but no one knows what it does.

When using a spell, you must always use the word "cast" first. For example:

> cast fire

Many of the verbs available for use in the game are coupled with specific types of objects (actions, people and locations). The following list provides some examples of the words and phrases you can use when making your way through the story.

MOVEMENT (to/from Location)					
enter ____	go to ____	run ____	travel to ____	exit ____	leave ____
COMMUNICATION (with Character)					
how ____	when ____	who ____	why ____	what ____	where ____
RELINQUISHING (anything)					
		give ____	present ____		
ACTION (toward Character)					
attack ____	hurt ____	punch ____	kiss ____	fight ____	injure ____
	comfort ____	touch ____	hit ____	kill ____	
ACQUIRING (anything)					
accept ____	fetch ____	steal ____	take ____	buy ____	get ____
ANALYSIS (of Object)					
		examine ____	inspect ____	read ____	
OBSERVATION (of Scene/Event)					
		look ____	observe ____		
OTHER USEFUL WORDS					
Ades Satan ____	eat ____	love ____	pray ____	drink ____	hide ____
		play lute ____	sing ____		

These are just a few useful words and phrases. Continued game play will reveal many more.

When entering instructions or responses, you don't have to worry about capitalization. The computer will understand

> GO TO PARTESTRADA,

> go to partestrada

or even

> gO TO pARteStrDA

You *do* have to use correct spelling, however. Punctuation is not necessary.

## ERASING A COMMAND

If you have typed in a long command, but have changed your mind *before* pressing

**Return**

or

**Enter**

,

then simply press

**Esc**

to instantly erase it.



## MUTING THE SOUND

I, DAMIANO is filled with a variety of musical sounds. You can mute the sounds, or turn them on again, by pressing the **Control** and **S** keys simultaneously.

## TRAVELING AROUND THE COUNTRYSIDE

In traveling around fourteenth-century Europe, you will visit many exotic and dangerous locations. Beware of getting off the track of your quest, however. One or two wrong moves and you could be struck down by Satan. You should save the game frequently in unfamiliar territory.

## TALKING TO THE CHARACTERS

You can direct questions and statements to characters in the following manner:

- > **What do you want from me**  
or
- > **What do you want from me Satan?**

Macchiata the dog is your constant companion, as well as the narrator of the story. She will respond to all questions and statements that are not expected by the other characters present.

## BECOMING EVIL

Your actions often result in harm or benefits to others. As you become very evil, you run the risk of Satan claiming you, so think before you act. Various activities result in differing losses or gains of good.

## RUNNING OUT OF TIME IN A SCENE

Time does not stand still in I, DAMIANO, and in certain scenes things will continue to happen, even if you don't enter a command. So read quickly and decide what you are going to do as soon as you can.

## ENDING THE GAME

The game ends when you

- 1) learn the Secret of the Sacred Stone,
- 2) lose your life (There are a number of ways this can occur.),
- 3) become evil enough to be claimed by Satan,
- 4) exhaust the time Satan gives you.

## SCORING

Your ultimate success in I, DAMIANO is based upon your finding the Secret of the Sacred Stone and liberating your home of Partestrada.

You are also judged on how wisely you made decisions and used your power. This is reflected in the final good/evil rating of your soul.

You should strive to complete your quest while keeping your good rating as high as possible.

Good luck!