

I, DAMIANO (Bantam Imagic)

Hi-No-No-Yes-Travel Aosta-Go hut>Hello-Cast fire-Get food

Get food- Get book(important)-Play lute-Talk Raphael

Travel Saint-Martin (random - if animals: cast fire;

if priest: accept blessing; if snake: no)

Yes-Go hut-Give woman wine-Comfort woman-Bury woman

Cast terror - Travel North \*\* - What do you smell - Where is Carla

Go field - Cast fire - Cast terror-Get cheese-No-Cast terror

Examine cart-Yes-Love Carla-Play lute

Raphael, what should I do - Travel Ludica - No - Play lute(twice)

Buy food-Bribe gatekeeper-Climb hill - Help us Saara

Hit man with staff- Saara blows ice-blue air:Cast fire

Sara shrieks lethal song:cast damn-Saara sends blizzard:

Macchi,get staff and cast fire-Sara becomes deer or bear:cast terror

Saara gets Damiano strangled by a tree:cast damn-Touch Saara

Touch Saara-Touch robe-Sing-Cast invisible-Enter Grenoble

Love-Sing-No-Play lute-Saara-Travel Ludica

(random: if you meet death again:cast fire; if bear:

cast terror etc..)-Pray-Touch Saara-Kiss Saara-Make love

Caress Saara-Lick Saara-Roll with Saara in grass

(type whatever you want twice)-Escape wagon

Travel Petit Comtois-(if old man with axe:help me,Macchi)

Go Raphael-Get vial--Travel Petit Comtois-Play lute

Run into city-Go church-You are not mad-Give vial to Gaspare

Follow Gaspare-Cast fire-Cast damn-Cast terror-Yes-No

Ades, Satan-Touch Jan Karl-No-No-No-Travel west

(if dog,bear:cast terror)-Hello Carla-Macchi, eat bones

How are you-Give book to Dragon-Yes-Love-Amuse him in battle

Yes-Cast fire-Cast damn-Cast terror (twice)-Cast damn

Look Dragon-Hello-Get willow branch-Touch dwarf with willow

Travel Partestrada-Cast Terminus-Talk to sacred Stone

Embark.

\*\* from this point the solution doesn't work anymore, but who cares?

I do not for sure: this is the worst IF I've ever played, so why should I spend more than a glance at it?

btw I hope that this walkthrough will give some hints to anyone who wants to go to the end with it.

notes:

- 1) there are a lot of random elements in this game;
- 2) most of the times, it seems that whatever you type, it's always the same;
- 3) the game parser does not understand things like LOOK, EXAMINE (so, you can't examine objects and get a location description shown again!!!) and cardinal points (N, E, W, S): to go from a place to another one you have to type TRAVEL <place>... jeeez...