



Planasia, 14 AD.

Augustus is dead.

He saw this coming; in that last, secret visit he gave you certain warnings about using the powers of your House, and the jealousy of Tiberius.

"For I assume," Augustus said, looking like a hol-lower version of his own statue, "that Julia's son does practice the Art?"

You looked back blandly, as your mother taught you. But he was not fooled.

"I will not live much longer," he said. "When the day comes, you must hide your strength from Tiberius, or show it overwhelmingly."

Agrippa Postumus, grandson of the recently-deceased emperor Augustus, tries to avoid death at the hands of Augustus' successor, Tiberius.

At his disposal: a couple of old manuscripts, a lamp, and a recalcitrant slave. And a powerful knowledge of the Art of Venus Genetrix, of course — the magic that would eventually be known as the *Lavori d'Aracne*.

The *Lavori d'Aracne*

Damnatio Memoriae belongs to the same fictional universe as the author's previous game, *Savoir-Faire*. It is not necessary to have tried *Savoir-Faire*, but some background may be helpful: in both works, you play a character with a magical ability. In its most basic form, this ability consists of "linking" one item to another so that whatever happens to the first object also happens to the second object: open the snuffbox, and the jewel-case opens also.

Linking works only on objects that are already to some degree alike; how much you can do depends on the strength and training of your character. Agrippa Postumus happens to have used his Art for scholarly ends, and he is particularly skilled in linking texts.

Special Commands

Your character is able to control his special abilities with commands to

LINK [something] TO [something]

REVERSE LINK [something] TO [something]

SLAVE LINK [something] TO [something]

UNLINK [something]

More details about these powers may be found within the game itself. You may also sometimes find it useful to THINK.

About Game-Play

Damnatio Memoriae is a fast, timed game, taking only a few minutes to complete once, but probably requiring multiple attempts to bring to a satisfactory conclusion. There are many possible ways for the game to end; you are free to try for a variation that pleases you.

Getting Started

Players unfamiliar with interactive fiction in general may want to consult the HELP menu provided in the game (type HELP and then read the instructions). A PDF of general instructions for downloading and playing interactive fiction should also be included in the same bundle with the game.