

# TRANSYLVANIA

A High Resolution Graphic Adventure

Crafted by  
Antonio Antiochia



**penguin  
software**  
the graphics people

## Playing Transylvania

### Vocabulary and Commands

The first key to master is 'RETURN', which toggles between graphics and text mode. Sometimes it's helpful to see your last few commands, and this allows you to peek at them behind the graphics screen. The top of the text screen also will always have the description of the room you are currently in and the possible directions for exiting.

Transylvania has a large vocabulary of words, so you should be able to communicate quite well. If you happen to use a word that is not in the computer's vocabulary, you will be told so. If it's the verb, the computer will respond 'I don't know that command.' If it's the noun, the response will be 'I don't know that word.'

Transylvania only checks the first five letters of each word, so you can abbreviate commands like 'Search Cemetery' as 'Searc Cemet', if you want. Of course the longer form works fine also. You can also abbreviate traveling in directions. Instead of 'Go North', etc., you can just use 'North', or even shorter, 'N'. The short commands are N, S, E, W, U, and D, for North, South, East, West, Up, and Down, respectively. 'Enter' and 'Exit' also work as substitutes for 'Go In' and 'Go Out'. 'Inventory', or 'Inven', is the way you find what you are carrying.

### Make a Map

In wandering around Transylvania, you may find it useful to make a map that tells you which direction you went to get where. The paths are unkept and winding, so occasionally you'll follow a path in one direction, and twist around slightly so that the return path is in another direction. The pictures on the screen are drawn so that in each location you are facing north. East is to the right, west to the left, and south behind you.

## Saving the Game

Werewolves and vampires can occasionally be vicious, and it's also possible to lose things that may be helpful for rescuing the damsel. You may also get tired and decide to sleep on it and resume the next day . . . Therefore it's nice to be able to save a game in progress, or to save a game before you try something risky so that if it doesn't work you don't have to start at square one again. The command 'Save Game', or just 'Save', lets you save your current situation to a data disk of your own. You are asked to name the saved game, thus allowing you to save several versions along the way. This is also helpful if you and your brother, uncle, wife, husband, sister, friend, or anyone else are playing with the game around the same time.

You should initialize a new DOS 3.3 format diskette before you start playing and save your games on that. Any 3.3 disk with some free space will work, and you can Catalog and Delete saved game files as you would any program file on any standard disk.

### Disk Replacement

If your Transylvania disk should fail after 60 days from purchase, return it with \$5 to Penguin Software for replacement. We feel this is a fair replacement policy, in line with our policy of not copy-protecting our applications software. Please help us by not copying our products for other than your own use.



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Transylvania is a high resolution graphic adventure for the Apple computer. Applesoft is required.

In an adventure game you are put in a fictitious world inside the computer. The computer shows you where you are, what you see, and where you can go. You travel around and do things by giving the computer two word commands, a verb and a noun, such as 'Go North', 'Look Tree', 'Take Brick', and so on. The computer then shows you the result of your action and waits for your next instruction. The object of an adventure game is to accomplish something in particular through exploring the world around you, perhaps using some of the objects you find, and solving puzzles. This "something" in Transylvania is to rescue a damsel in distress . . . but first you must find her.



Scenes from Transylvania

Transylvania was written by Antonio Antiochia, and programmed by Antonio Antiochia, Mark Pelczarski, and Dave Albert.

All graphics were created by Antonio Antiochia with The Graphics Magician.

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