

# TRANSYLVANIA<sup>TM</sup>

by Antonio Antiochia

**Macintosh version by Robert Hardy**

**Atari version by Kirk Hullison and Jon Niedfeldt**

**Commodore 64 version by Jeffery A. Jay, Jon Niedfeldt, and Kirk Hullison**

This adventure game is set in Transylvania. 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 noun and a verb, such as "Go North" or "Look Tree". Other useful verbs (but not all that can be used) are "Move", "Take", "Drop", and "Inventory". You should always inspect your surroundings closely, and try doing things with whatever you see. The computer shows you the result of your action and waits for your response. The object of Transylvania is to find and rescue the Princess Sabrina.

## **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 is behind you.

## **Vocabulary**

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

The computer 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 commands used to go in different directions. Instead of, for example, "Go North" you can use "North", or just "N". You can use 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 out what you are carrying for all versions except the Macintosh.

## Text Screen—Apple, Atari, and Commodore 64 Versions

The "Return" key will let you toggle back and forth 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 will always have the description of the room you are currently in and the possible directions for exiting.

### Playing the Game

#### Apple Versions

If you are playing the standard high-resolution version, put the disk in the disk drive with Side 1 facing up and turn on the computer. If you are playing the double-resolution version, put the disk in the disk drive with Side 2 facing up and turn on the computer.

You will be asked if you would like to restore a saved game. Type "Y" or "N". If you are starting a game you will be asked to type in your name and the name of your next of kin.

Note: You will need to save your games onto an initialized disk. You may wish to see the instructions under "Saving the Game" before continuing.

#### Macintosh Version

Turn the power on and when the Macintosh cursor begins to flash a "?", insert the disk. You will see an icon called Transylvania. Use the mouse to place the pointer on the icon and double-click the mouse to start the game. You will be asked to type in your name and the name of your next of kin. Do so, and the game will begin.

You will see a picture displayed in the upper-left corner of the screen with a compass showing the four cardinal directions (N,S,E,W) below. To move in any of those four directions, use the mouse to place the pointer on the desired direction and click the button once. You can also enter your moves by using the keyboard.

You can also use the mouse to check your inventory. Place the pointer on the bar marked "inventory" located above the picture and hold the button down.

This disk is not copyable. Please do not try to copy it. You may harm your disk.

#### Atari Version

Turn the disk drive on. When the motor stops and the "busy" light goes out, insert the disk in the drive with Side 2 facing up and turn on the computer. Press the space bar to go on after you see the title screen. You will be asked if you would like to restore a saved game. Press "Y" or "N". You will be asked to type in your name and the name of your next of kin. Type in the names and press "Return" after each name.

#### Commodore 64 Version

Turn on the disk drive. When the motor stops and the light goes off, insert the disk and turn on the computer. Then type: LOAD "\*",8,1

After you see the title screen, press the space bar. You will be asked if you want to restore a saved game. Press "Y" or "N". You will then be asked to type in your name and the name of your next of kin. Do so, and the game will begin.

### 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.

#### Apple Versions

You should initialize a DOS 3.3 format disk to save your games on before you start playing. This is called a data disk. (See your DOS manual for instructions on initializing.) Any DOS 3.3 disk with free space will work, and you can catalog and delete game files just like you would any other program file.

To save a game, type in the command "Save Game" or just "Save". You will be asked if you are sure you want to save a game. Type "Y" or "N". If you do want to save the game, you will be prompted to put in your data disk and to give the game a name.

#### Macintosh Version

To save the game, use the mouse to point at the "file" bar at the top of the screen. Clicking the button will show a pull-down menu with Games 1-5, New Game, and Quit. By holding the button down and pulling the pointer down through the menu, you will highlight one of

the seven options. When the option you wish shows in inverse, release the button. If you do so on any of the five "Game" positions you will be given the choice of a) saving the current game status at that position; b) loading a previously saved game; or c) forgetting about the whole thing and returning to the current game. You may save up to five games directly on your Transylvania disk. Choosing "New Game" will start the game over, while choosing "Quit" will end the game and eject the disk.

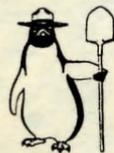
### Atari and Commodore 64 Versions

Both the Atari and Commodore 64 games are saved directly onto your Transylvania disk. To save a game in progress, type "Save Game" or "Save" and you will be prompted for a slot number. Type a number 1-6. You will be asked if you are sure. If so, type "Y". If not, type "N". If you answer "N" you may then choose another number, or press ESC on the Atari or the left arrow key on the Commodore to return to the game. Typing "Restore" at any time will allow you to reload a game.

### Disk Replacement

If your Transylvania disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for **Entertainment** software such as Transylvania. Please help us by not making any copies of this program.

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