TRANSYLVANIA ™

designed and programmed by Antonio Antiochia for Apple and IBM PC/PCjr
adapted for the Macintosh by Robert Hardy
adapted for the Atari and Commodore 64 by Kirk Hullison and Jon Niedfeldt
graphics by Antonio Antiochia
Double-Res Apple graphics by Marsha Meuse
Macintosh graphics by Holly Thomason

Your search begins when the clock strikes midnight.
The King has drafted you to find and rescue
his daughter, Princess Sabrina. The Princess is in the clutches of the
murderous Vampire who terrorizes the Transylvanian forests. If you fail to rescue the Princess
by the final stroke of 5 a.m., she will never again be seen by the living.
To succeed, however, you must match wits with the Werewolf,
discover what lays hidden in the Vampire's castle, brave the horrors
of the Transylvanian forests, and much more. Hurry now.
Waste no time. . . lest Sabrina perishes
because of your sluggishness!

TO START, TO SAVE
APPLE VERSION

TO START: *Place your game disk into the disk drive with Side 1 facing up for Double-Res graphics OR Side 2 facing up for Standard Hi-Res graphics (the Double-Res version works on the Apple IIc or an Apple IIe that has an extended 80 column card). Turn on the power to your computer.*

You will be asked if you would like to restore a saved game. Press Yes *and you will receive instructions on how to restore a saved game. Press* No *and you will begin a new game. When you begin a new game you will be asked to give your name and the name of your next of kin. Type them in pressing* **RETURN** *after each and start your Transylvania adventure!*

TO SAVE: *To save games you will need an initialized DOS 3.3 disk — you may want to initialize a data disk before starting the game if you don't already have one. (See your DOS manual for directions on creating a data disk.) You can catalog and delete saved game files. When you are ready to save a game, type* **SAVE** *or* **SAVE GAME**. *You will be asked to verify that you want to save a game. If you answer* No, *the game will pick up where you left off. If you answer* Yes, *you will be prompted to insert your data disk and to assign a name to your game. Once the game is saved, you can resume where you left off, or turn off the computer.*

To restore a saved game, boot your Transylvania disk and answer Yes *when you see the prompt "DO YOU WANT TO RESTORE A SAVED GAME?" You will be asked to insert your data disk and type the name of the game you want to restore.*

MACINTOSH VERSION

TO START: *Insert your game disk into the drive slot and turn on the power to your computer. When you load the game you will be asked to give your name and the name of your next of kin. Type them in and start your adventure. During play you will see a compass showing the four cardinal directions (N, S, E, W) displayed in the lower-left corner of the screen. To move in any of those directions, move your pointer onto the desired direction and click the mouse button once. You can also enter your commands by using the keyboard.*

To check what objects you have in your inventory place the pointer on the word **INVENTORY** *at the top of the screen and hold down the mouse button.*

This disk is not copyable. Do not try to copy it or you may damage your disk.

TO SAVE: *To save your current game, use the mouse to point at the* **FILE** *bar at the top of the screen and hold down the mouse button. Clicking this button will show a pull-down menu with* **GAME 1–5, NEW GAME,** *and* **QUIT**. *By pulling the pointer down through the menu you will highlight the seven options in turn. When the option you wish to use is shown in inverse, release the mouse button. If you choose one of the five* **GAME** *options you will be given the choice of A) loading a game, B) resuming the current game, or C) saving the current game. You may save up to five games directly on your Transylvania disk. Choosing* **NEW GAME** *will start the game over.* **QUIT** *will end the game and eject your disk.*

ATARI VERSION

TO START: *Turn on your disk drive. When the motor stops and the "busy" light goes out, insert your game disk into the drive with Side 2 facing up and turn on your computer. Press the* **SPACE** *bar to continue the game after the title screen appears. You will then be asked if you would like to restore a saved game. Press* Yes *and you will receive instructions on how to restore a saved game. Press* No *and you will begin a new game. When starting a new game, you will be asked to give your name and the name of your next of kin. Type them in, pressing* **RETURN** *after each name, and your adventure begins!*

TO SAVE: *The Atari version of* Transylvania *will save games directly onto the game disk. To save a game in progress, type* **SAVE** *or* **SAVE GAME.** *You will be prompted to give a slot number 1-6. Then you will be asked to verify that you want to save the game. If yes, type* Y. *If you change your mind and decide not to save the game, type* **N.** *If you answer* **N,** *you may either choose another slot number, or press* **ESC.** *Typing* **RESTORE** *at any time will allow you to reload a game.*

COMMODORE 64 VERSION

TO START: *Turn on your disk drive. When the motor stops, and the light goes out, insert your game disk with Side 1 facing up and turn on your computer. Type* **LOAD"*",8,1** *and press* **RETURN** *to load the game into your computer. After the title screen appears, press the* **SPACE** *bar to continue the game. You will then be asked if you would like to restore a saved game. Press* Yes *and you will receive instructions on how to restore a saved game. Press* No *and you will begin a new game. When starting a new game you will be asked to give your name and the name of your next of kin. After you type them in, start your* Transylvania *adventure.*

TO SAVE: *The Commodore 64 version of* Transylvania *will save games directly onto the game disk. To save a game in progress, type* **SAVE** *or* **SAVE GAME.** *You will be prompted to give a slot number 1-6. Then you will be asked to verify that you want to save the game. If yes, type* Y. *If you change your mind and decide not to save the game, type* **N.** *If you answer* **N,** *you may either choose another slot number, or press the left arrow key to resume your current game. Typing* **RESTORE** *at any time will allow you to reload a game.*

IBM PC/PCjr VERSION

TO START: *Before booting* Transylvania, *you must copy DOS and BASICA onto your game disk. Put your DOS 2.0 or 2.1 disk in drive A and boot it. If you have only one drive, leave your DOS disk in drive A and type* **B:SETUP.** *You will be prompted to swap disks when necessary. Insert your DOS disk when the "disk for drive A" is requested and your game disk when "disk for drive B" is requested. Try not to mix them up. If you have two drives, put your game disk in drive B and type* **B:SETUP.** *The files will be copied automatically. To start the game, boot your* Transylvania *disk in drive A. After booting you will be prompted to flip your game disk; this will be the only time you will have to flip it. When the game starts, you will be asked if you would like to restore a saved game. Press* **Yes** *and you will receive instructions on how to restore a saved game. Press* **No** *and you will begin playing* Transylvania.

TO SAVE: *To save games you will need an IBM DOS 2.0 or 2.1 formatted disk. You may want to format a data disk before starting the game if you don't already have one. (Check your DOS manual on formatting disks.) You can catalog and delete saved game files. When you are ready to save a game, type* **SAVE** *or* **SAVE GAME.** *You will be asked to verify that you want to save a game. If you answer* **No,** *the game will pick up where you left off. If you answer* **Yes,** *you will be prompted to insert your data disk and to assign a name to your game. Once the game is saved, you can resume where you left off or turn off the computer.*

To restore a saved game, boot your Transylvania *disk and answer* **Yes** *when you see the prompt "DO YOU WANT TO RESTORE A SAVED GAME?" You will be asked to insert your data disk and type the name of the game you want to restore.*

PLAYING THE GAME
VOCABULARY

In Transylvania your 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** or **LOOK TREE**. Your computer then shows you the result of your action and waits for your next command.

Transylvania has a large vocabulary of nouns and verbs, but if you happen to use a word which is not in the game's vocabulary, you will be told. If the noun is not understood your computer's response will be, "I don't know that word." If the verb is not understood the response will be, "I don't know that command." When you receive one of these responses try using a synonym (another word with a similar meaning).

Your computer checks only the first five letters of each word so you can abbreviate commands like **SEARCH CEMETERY** as **SEARC CEMET** if you want. Direction commands can also be abbreviated. For example, instead of **GO NORTH** you can type **NORTH**, or just **N**. You can use **N, S, E, W, U,** and **D** for **NORTH, SOUTH, EAST, WEST, UP** and **DOWN** respectively. Some useful verbs to know are **MOVE, TAKE,** and **DROP.** To find out what objects you are carrying type **INVENTORY** or **INVEN** in all game versions except Macintosh. **ENTER** and **EXIT** work as alternatives for **GO IN** and **GO OUT**.

TEXT SCREEN

In all game versions except Macintosh, the **RETURN** key will toggle between graphics and text display modes. Text mode allows you to view your last few commands, gives a description of your present location and lists all possible directions for exiting that location.

MAKE A MAP

It's easy to get lost while travelling on winding unmarked paths of the Transylvanian forests. You may find it useful and time saving to make a map of each area as you pass through it. You are always facing north in the picture. East is to your right, west is to your left, and south is behind you.

SAVING THE GAME

As exciting as Transylvania is, there are times when you must work, eat, sleep, or otherwise pass the time. The SAVE GAME option allows you to pause your current game. You may later restore it and resume playing exactly where you left off. This option is also useful when you want to try a risky action. If you die while trying something dangerous, you can always restore the game to where you last saved it. See the section under your computer heading for instructions on saving.

HINTS

If you get stuck, don't panic! For a free hint book just send us a self-addressed, stamped envelope and don't forget to tell us which adventure you have. Make sure you put 37 cents postage on your return envelope. If you need hints for more than one game, add another stamp — this stuff gets heavy! GOOD LUCK.

LIMITED WARRANTY

*If your Transylvania disk should fail
within 60 days of purchase, return to Penguin Software
for a free replacement. After 60 Days, please return with $5
and we'll rush a new one to you.*
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