TRANSYLVANIA ™

A High Resolution Graphic Adventure

Crafted by
Antonio Antiochia

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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.

Transylvania was written by Antonio Antiochia, and programmed on the Apple by Antonio Antiochia, Mark Pelczarski, and Dave Albert. Macintosh version by Robert Hardy with graphics by Holly Thomason. Apple Double-Res Version by Marsha and Steven Meuse. Atari and Commodore 64 version by Kirk Hullison.

Scenes from Transylvania- Apple version

All graphics were created with The Graphics Magician®

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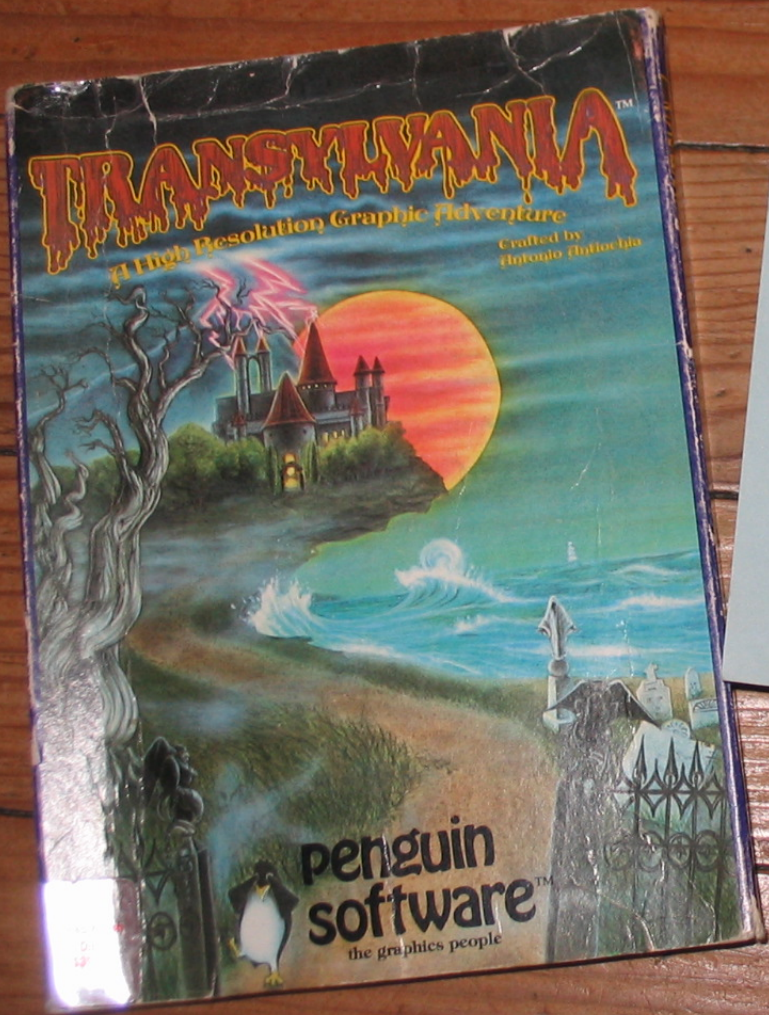Disk Repair Kit
DISK ar RANGER

TRANSYLVANIA™

by Antonio Antiochia   Macintosh version by Robert Hardy

Beginning the Game

To begin playing Transylvania, turn the power on, and when the Macintosh cursor begins to flash a "?" at you, insert your Transylvania 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.
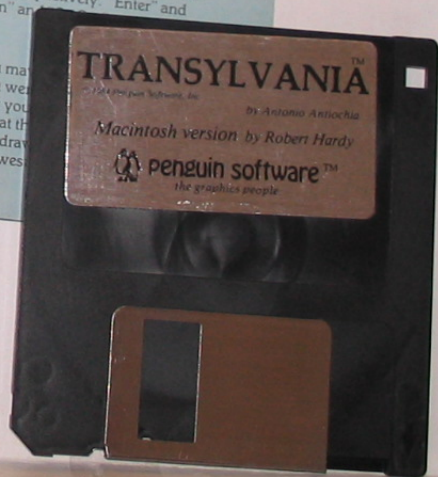
Vocabulary and Commands

When Transylvania begins, 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 directions, use the mouse to place the pointer on the desired direction and click the button once. You also use the mouse to check your inventory by placing the mouse on the bar marked "inventory" located above the picture and holding the button down.

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 should you wish to enter your moves via the keyboard. 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. "Exit" and "Enter" also work as substitutes for "Go In" and [...]

Make a Map

In wandering around Transylvania, you ma[...] a map that tells you which direction you we[...] are unkept and winding, so occasionally you[...] direction, and twist around slightly so that th[...] direction. The pictures on the screen are dra[...] you are facing north. East is to the right, wes[...] behind you.

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