

TRANSYLVANIA III: *Vanquish the Night*

One of the early classics, *Transylvania*, returns from the dead in yet another sequel. This time, instead of starting the quest in Transylvania, you begin atop a mountain in Slavaria, the country due north of that foreboding land.

Drakul, the evil vampire, is trashing the land, razing towns in his search for the Crimson Crown. Before slaying him, you must solve a series of puzzles starring a Frankenstein-like monster, a mummy, and other familiar "Fright Night" figures. Then you aid Prince Erik (from *Transylvania II*) in finding the Crown. Sabrina turns up again, too, but this time as a vampiress. When you grow weary and fall asleep, she sneaks up and bites you on the neck. Three bites like this, and you become a vampire too, so there's a time limit to the game.

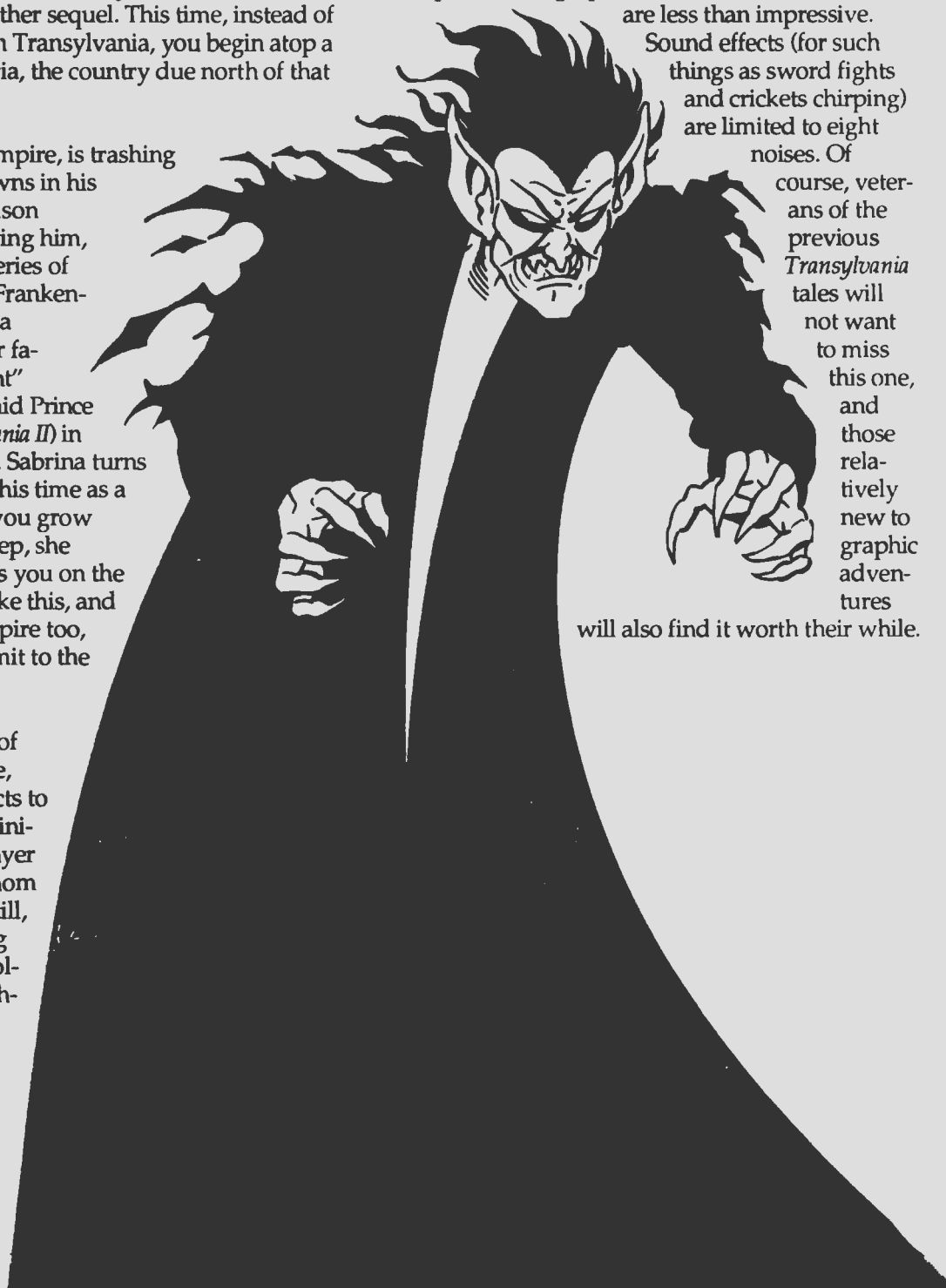
There are not a lot of locations to explore, relatively few objects to round up, and a minimal cast of non-player characters with whom you can interact. Still, the puzzles, mixing riddles with mythology and hieroglyphics, are fun, and mapping is easy. Numerous clues are concealed in the game manual. The satisfying logical puzzles, good clues, and sense of humor

compensate for graphics that, even in VGA mode, are less than impressive.

Sound effects (for such things as sword fights and crickets chirping) are limited to eight noises. Of

course, veterans of the previous *Transylvania* tales will not want to miss this one, and those relatively new to graphic adventures

will also find it worth their while.



Type:
Graphic Adventure

Difficulty:
Novice

Systems:
MS-DOS (512K required, EGA/VGA/MCGA,
Covox sound boards); Apple IIGS; Amiga

Company:
PolarWare/Merit

The Solution

If you fall asleep, you'll be bitten by Sabrina and wind up in the dungeon. In this solution, you must sleep at least once. Most places are safe to sleep in, especially the Inn.

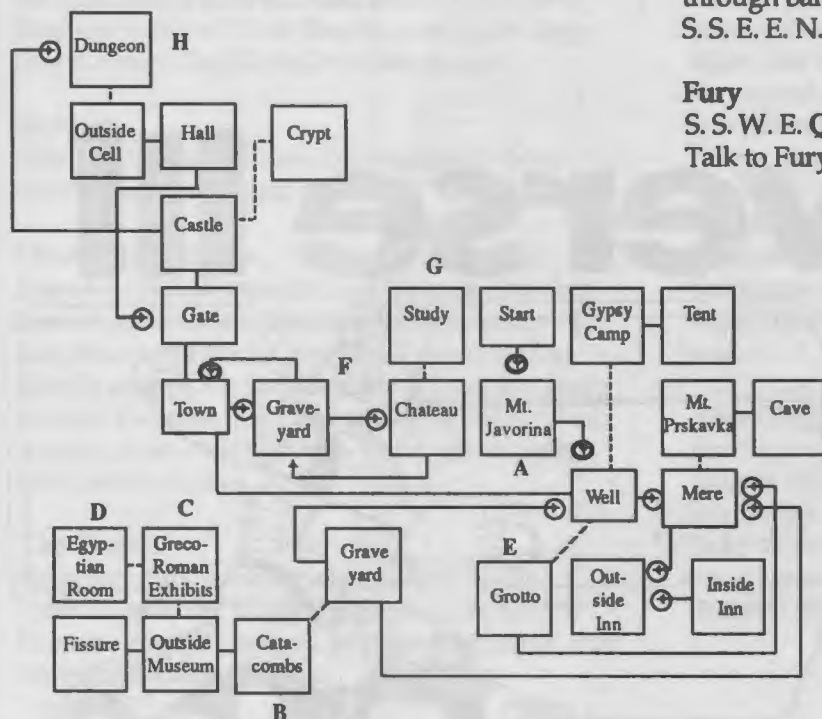
When saying words aloud in the game, always type in the quotation marks before and after the sentence.

Plains of Darkness

Talk to death.

Javorina Mountain

Get hobble.



Slavaria and the Rebels

Go south (from the well). Enter Inn. Say "Tnsu lsbmj" (this is coded). Touch blade. Say "yes." W. N. W. E. Look ghost. Follow ghost.

The Catacombs

Get skeleton. W. Look Greek statue. Talk to Greek statue. Enter fissure. Say "lfsblmft." N. Take teeth. Take vase. Take flute. Take Romulus. Take Remus. Look scroll. Read scroll. Get scroll. (Moths appear.) Get moths. W. Sfmfbtf npuit. Translate hieroglyphics. See manual; without VGA graphics, the symbols may be hard to see, so they are "I am darkness. But without light, I cannot exist." Say "tibepx." Take gold headdress. Return to Catacombs. Up. West to well. Return to Inn and enter.

Finding the Crown

West (from inside Inn). Climb tree. N. Put Remus (or Romulus) in well. Say "Remus" or "Romulus." (You're teleported to the Grotto.) Get all (crystal ball, Crimson Crown, and statue). Swim.

The Monster, the Study, and the Gypsy Queen

S. N. W. E. Bury skeleton. Get rose. E. N. Give rose to monster. [Study] Get stake. Drink yellow potion. S. S. W. N. E. Talk Queen. Give crystal ball. (If this doesn't work, drop ball, then give ball.) Return to Inn.

In the Dungeon and Out

Leave Inn. Drop Crown. N. W. N. N. [Dungeon] Pet dog. Get dog with hobble. Throw Remus through bars. Say "Remus." E. E. Open drapes. W. S. S. E. E. N. Give purple potion to dog.

Fury

S. S. W. E. Qmbz gmvuf. Ride elk. E. Say "Gvsz." Talk to Fury. W. Ride elk. S. Get Dspxo. Enter Inn.

The Vampire

Give Dspxo to Dobrodej. [Battlefield] Qmbou uffui. Dbmm gvsz. E. Open coffin. Kill vampire.

Map Key: Transylvania III

- A: Hobble
- B: Skeleton
- C: Flute, Teeth, Vase, Romulus, Remus, Scroll, Moths
- D: Gold Headdress
- E: Crystal Ball, Crimson Crown
- F: Rose
- G: Yellow Potion, Purple Potion, Wooden Stake
- H: Dog

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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