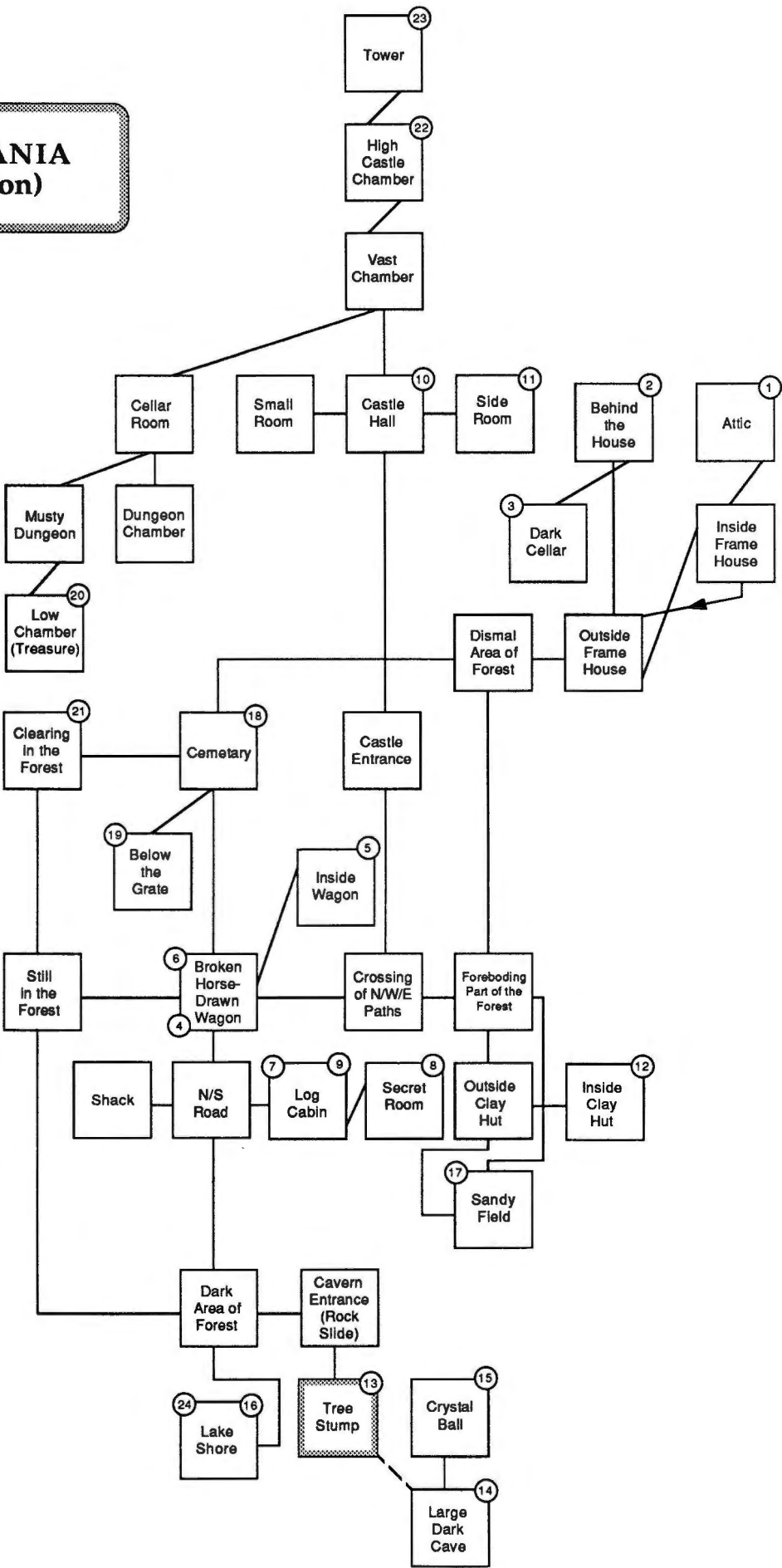


# TRANSYLVANIA

## (New Version)



# Transylvania

1. If werewolf is here, go down (D) and then go up (U) again, repeating this as often as necessary until he is not there when you are in the attic. Then: Take pistol.
2. Open trap door.
3. Feel walls. Feel floor. Take bar.
4. Look bar. Look pressings. Drop pistol. Go wagon.
5. Pry coffin. Drop bar. Take mice. Take bullet. Leave wagon.
6. Take pistol. Wait for the first chance you get where the werewolf is not on your back. Then: Load pistol. Wait for the next time you meet him. Then: Shoot werewolf. Drop pistol.
7. Pull horns.
8. Take cloak. Look inside cloak. Take pick. Wear cloak. Pull horns.
9. Sing some enchanted evening (Zin appears and gives you a wooden cross).
10. If the vampire is here, then: Show cross. Otherwise, you will do that later when you return to the castle.
11. Take flypaper.
12. Feed mice to cat. Take bottle. Look bottle.
13. Pour acid on stump. Read stump. Knock stump.
14. Take flies. Drop flypaper. Read book. Pick lock. Drop pick.
15. Look ball.
16. Feed flies to frog.

17. Say ijnid. Take key.

18. Move gravestone. Unlock grate. Drop key. Go grate.

19. Take vial.

20. Open coffer. Take ring. Wear ring.

21. Wave hand. Now you have to kill time and wait until you see a shooting star go by (the alien returns in a flying saucer). Try repeating the pattern: S,S,S,E,N,N,N,W until it happens. Go saucer. Look box.

22. Climb ladder.

23. Move vines. Look sarcophagus. Push button. Wave vial. Pour vial. Clap.

24. Go boat. Sail boat.

## TRANSYLVANIA (New Version)

The new version of Transylvania has an improved vocabulary (COMPREHEND) which accepts full sentences. The graphics are the same as in the original version. The game is for the most part the same except for small changes in the story line and a new graphic screen or two. As such, some of the objects found in the original (e.g., the wooden cross by the gravestone) are not in the same places and some of the puzzles (primarily, the way in which they were resolved) have been changed. For example, in the original version, when you got to the broken wagon, you merely said GO WAGON, OPEN COFFIN and you were given the opportunity of taking the mice and silver bullet that was inside it. In this version, the coffin is nailed shut and thus you will need a different method for opening it as you will see shortly. Without any further discussion, the following is a complete solve for the game:

As in the original version, first go to the frame house and get the (unloaded) pistol. To do this, proceed as follows (ignoring the werewolf if he appears):

n  
w  
n  
n  
n  
n  
e  
enter house  
u (in the attic).  
If the werewolf is here, go down (d) and then go up (u) again repeating this as often as necessary until he  
is not there when you are in the attic. Then:  
take pistol  
d  
leave  
n (this is a new location not in the original version)  
open trap door  
d  
feel walls  
feel floor  
take bar  
u  
look bar  
look pressings  
s  
w

w

s

drop pistol

go wagon

pry coffin

drop bar

take mice

take bullet

leave wagon

take pistol.

Now the first chance you get where the werewolf is not on your back: load pistol. Then, the next time you meet him: shoot werewolf (This takes care of him and ends the harassment).

drop pistol

s

go cabin

pull horns

take cloak

look inside cloak

take pick

wear cloak

pull horns

sing some enchanted evening (This clue comes from inside the business card you get in the package - Zin appears and gives you a wooden cross)

w

n

e

n

n (in the castle).

If the vampire is here now, then: show cross. Otherwise, you will do that later when you return to the castle.

e

take flypaper

w

s

s

e

s

go hut

feed mice to cat

take bottle

look bottle

leave hut

n

w

w

s

s

e

s

pour acid on stump

read stump

knock stump

take flies

drop flypaper  
read book  
pick lock  
drop pick  
n  
look ball  
s  
take book  
n  
w  
s  
feed flies to frog (you learn the word "IJNID" to tell the goblin)  
e  
n  
n  
e  
e  
s  
s  
say ijnid  
take key  
n  
w  
w  
n (Note: the wooden cross is not here as in the original version)  
move gravestone  
unlock grate  
drop key  
go grate  
take vial  
u  
s  
e  
n  
n  
n  
e  
d  
d  
open coffer  
take ring  
wear ring  
u  
u  
u  
s  
s  
s  
w  
w  
n  
wave hand (you free the alien who then disappears).

Now you have to kill some time and wait for the alien to return in a flying saucer. You can try repeating this pattern: s,s,s,e,n,n,n,w until you see a shooting star go by. Then go to the location where the statue was.

go saucer (You get a little black box)

look box

e

s

e

n

n

n

u

climb ladder

move vines

look sarcophagus

push button

wave vial

pour vial

clap (you awaken Princess Sabrina)

d

d

s

s

s

w

s

s

s

go boat

sail boat

You have won the 'New' Transylvania