

TRANSYLVANIA

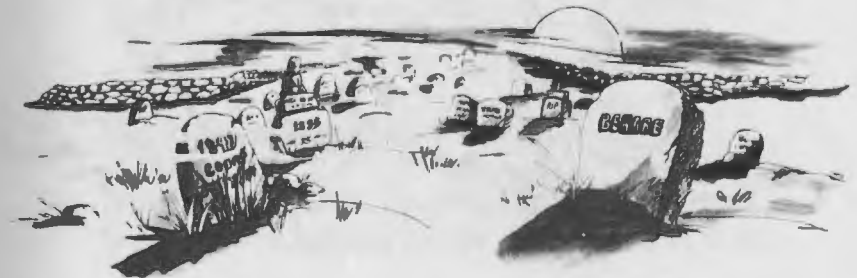
Introduction

Transylvania is a hi-res adventure game from Penguin. We think it has some of the best graphics around, and a good adventure to match. It is fast moving, mainly because of a menacing werewolf and a hungry vampire which chase you around. It is quite satisfying to get rid of these evil creatures who dog your footsteps and frustrate you at every turn.

General Hints

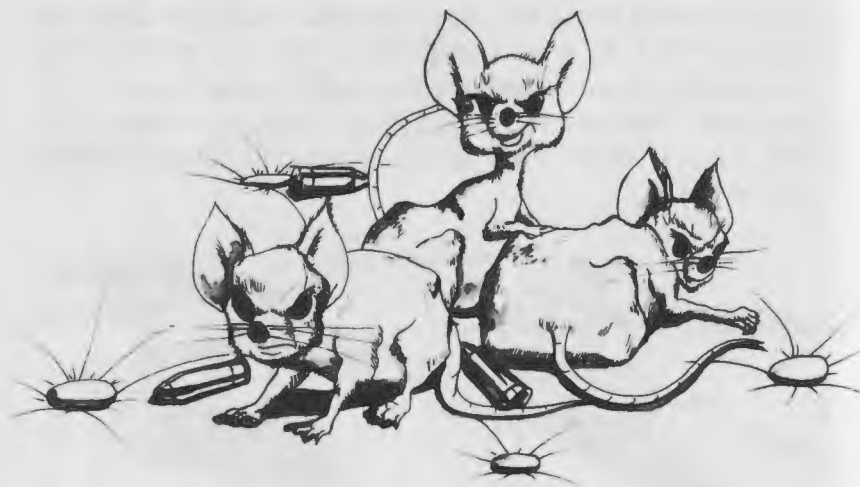
When you see the werewolf on the screen, you can do one of two things: run away or kill him. We recommend you kill him at the first opportunity with the silver bullet from #6 and the revolver from #8. Otherwise, he will follow you almost everywhere, making the game nearly impossible.

The werewolf won't follow you into the castle, but Dracula resides there, so it isn't safe either. He acts just like the werewolf, and we recommend you kill him right away with the cross. You could keep him away with a garlic bud from #3, but you would never get the chance to kill him (see #9 and #11).



Procedures

1. This is the start. After #12, come back here and pour the acid. Then follow instructions.
2. This note has a helpful hint.
3. The garlic bud will protect you from the vampire at #9. However you want to kill, not avoid, Dracula. Do not take the garlic.
4. Pull the antler to reveal a secret room (#5).
5. You need this cloak for #16. If you look at the cloak, you will find a pick to use at #13. When you are done, pull the antler to go back to #4.
6. Go to the wagon; you will see a coffin. Inside are a silver bullet (to use at #8) and three mice (use at #12). If the mice get away, catch them the next time you see them.



7. A cross is supposed to get rid of vampires. Use it at #9. After #17, come back here. Then move the gravestone, unlock the grate with the shiny key, and go down to #18.
8. This pistol can be loaded with the bullet from #6. Load it now, then shoot the werewolf when you see him.
9. Once inside the castle, you will encounter Dracula at random, unless you have the garlic from #3. When you see him, show him the cross from #7 to destroy him.



10. The flypaper is needed at #13.
11. When the vampire is dead (see #9), you will be able to open the coffer and get the ring (to use at #16).

12. Drop the mice to get rid of the cat. Take the acid to pour on the stump at #1. The broom will take you on a wild ride to #15 if you ride it — one time only. Now go back to #1 with the acid.
13. To get here from #1, knock on the stump. To go back to #1, try to take the book. If you read the book without taking it, you will get some information to use at #20. Get some flies here with the flypaper from #10. You will use them at #15. To get to #14, unlock the door with the pick from #5.
14. Look at the crystal ball to learn what to do at #16.
15. Give the flies from #13 to the frog. His information is for #17. The sailboat will be used after #20.
16. Wearing the cloak from #5 and the the ring from #11, wave your hand. A few turns later, you will see a shooting star (regardless of where you are). When you see it, come back here and try to enter the saucer. You will get a black box to be used at #20.
17. Say the word you learned at #15 (ijnid) to get the key for #7. See #7 for the procedure to get to #18.
18. This magic elixir is used at #20.
19. Go up the ladder to #20.
20. Move the vines to reveal a sarcophagus. To open it, press the button on the box from #16. Then follow the procedure descibed at #13 (i.e. wave elixir, pour it, clap hands). Take Sabrina, go to #15, and sail the boat to victory.



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