WITTS' NOTES ON:

TRANSYLVANIA

penguin software

INTRODUCTION

Witts' End, Assoc. is an organization founded with you, the user in mind. We provide quality support for adventure games of all types, and from all different companies. We do this at a low cost to you. Because we charge so little for our products, currently no Witts' End packages are printed.

In the future, if these booklets prove to be a success, we may add the professional touch. That means adding color and a non-copyable format. That also means that we may begin charging some outlandishly high price. However, until then all that we can do is ask you to return our good faith in you and not distribute copies to all of your friends.

Remember, each booklet that we sell represents months of work by a large group of people. Not that we didn't enjoy every minute of it!

Thanks,
Ed

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```
10  HOME
20  VTAB 8: PRINT "ENTER CLUE BELOW:"
30  HRZ = 1
40  VTAB 10: HTAB HRZ: GET CHAR$
50  IF CHAR$ = CHR$ (3) THEN 180
60  PRINT CHAR$
70  A = ASC(CHAR$)
80  IF A = 90 THEN A = 64
90  IF A = 13 THEN 10
100 IF A<>32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END
```

Note: Only letters are encoded, numbers and symbols remain the same.

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ABOUT THE MAP

Transylvania's map is divided into two sections. They are the Forest and the Castle. All of the locations are shown.

As mentioned in the general hints section the locations in Transylvania twist and turn villianously. Therefore, the map has angling direction lines. Sometimes entering an area from the south meant that you would leave it from the east etc. Without a map, this gave the game an illusion of being larger than it actually is.

As for the key, it is printed on the second page of the map, the Castle. It explains everything except for certain rooms like the entrance to the house and the interior. These are shown to be connected when they are actually not. You must enter the house by typing "Go House".

Also there are three locations on the map which are not labeled because they are secret. They are just numbered one, two and three. They are:

1. Sghr hr sgd rdbqds zmmdw.

2. Sghr hr sgd fqzsd.

3. Sghr hr sgd zqdz adkmv fqzsl.

GENERAL HINTS

Transylvania, from Antonio Antiochia, represents a quality effort in graphics brilliance only superseded at this time, by Sherwood Forest. Also, Transylvania is a good adventure with many tough and challenging puzzles. There are many cute little additions to the game which make it fun.

The parser in Transylvania is the standard two word format. It's vocabulary is average but not that extensive. Don't be afraid to try anything for it has a fast save routine. Often, the game will surprise you in knowing words that are relatively obscure. Most of the puzzles in Transylvania involve items so it's best to keep everything you find.

The dangerous characters should be avoided until the means is found to deal with them. Cliches do apply in Transylvania. In other words, often what is obvious will work. Most importantly, remember that there is a time limit looming over you, so don't waste any time.

Mapping Transylvania would be difficult if a map were not already provided. There are not that many locations but they do twist around. Hopefully, the map supplied is clear enough. If you should

have questions, turn to about the Map.

The plot of Transylvania is tricky. Many users commented that they would guess what would be used where and when and they would invariably be wrong. This is the primary problem.

Transylvania is not explicit about why things don't work or do work which adds to the difficulty. Users have complained about the parser particularly. Often people on the right track were thrown off the scent by using the wrong word combination. So, if you think something is right, keep trying. Be suspicious.

THE FOREST

1. What is the goal of Transylvania?

   A. Xntq fnzk hr qdrbtd sgd Oqhmbdrr.
   B. Gnvdudq, xnt lzx knrd sqzbj ne sgd fnzk.

2. Is the stump important?

   A. Gzud xnt dwzlhmdc hs?
   B. Hs hr bnudqdc vhsg lnrr.
   C. Rnldsghmf hr mddcdc sn bkdzm hs.
   D. Xnt lzx mns gzud chbnudqdc hsxds.
   E. Zqd xnt rstlodc?
   F. Vzqmhmf E bnmszhmr sgd zmrvdq.
   G. Zbhc eqnl gts chrrnkudr sgd lnrr.

3. How do I move the rocks by the cave?

   A. Xnt bzm's.
   B. Xnt bzms dmsdq sgd bzud sghr vzx.

4. Who keeps saying "Get out"

   A. Z qntfg unhbd.
   B. Nauhntrkx, gd vzmsr xnt sn kdzud.
   C. Gd'r mns udqx onkhsd.

5. Who keep making rustling noises?

   A. H cnms jmnv.

B. Cnm's kds hs ansgdq xnt.
C. Itrs z lhmnq zmvhdsx hmctbdq.
D. Rzld fndr enq sgd fghl bgtbjkd.

6. How do I kill the werewolf?

A. Dudq vzsbg vdqdvnke ohbstqdr?
B. Fzgkhb cndrms ansgdq ghl.
C. Svn hsdlr zqd mddcdc.
D. Xnt mddc z ohrshk znc z rhkudq atkkds.
E. Sgd ftm ltrs ad knzcdc.
F. Sgx Rgnns Vdqdunke.

7. Where is the pistol?

A. Ehmc hs xntzrdke.
B. Sgd dzfkd vhkk cqno xnt mdzq hs.
C. Hs'r mns ghccdm.
D. Hs'r hm sgd zsshb ne sgd gntrd.

8. Where is the silver bullet?

A. Knnj hmz okzbd ne cdzsg.
B. Mn mns hm bdldszqx hm vzfnm.
C. Nodm sgd bneehm.

9. Help, the werewolf keeps killing me, what can I do?

A. Sgd vdqdvnke zoodzqr qzmcnlkx.
B. Xnt ltrs zunhc ghl.
C. Kdzud knbzshnm zr rnnmzr gd zoodzqr.
D. Xnt ltrs ehmc sgd ldzmr sn jhkkghl.

10. Where is the Witch?

A. Enqstmzskx rgd'r nts ne snvm.
B. Rgd kdes gdq bzs sn ftzqc aqnnl.
C. Sqx qhchmf gdq aqnnl.

11. How can I satisfy her cat?

A. Chm's bgnrr hsr ozsg.
B. Vgzs cn bzsr khjd?
C. Gnv zants sgd sgqdd gtmfqx lhbd.

12. What is the brooms purpose?

A. Hs bzm ad qhccdm.

B. Qhchmf hs otsr snt hm z sqdd.
C. Sqx gdzchmf sgd rhfm.
D. Xnt kdzqm vgdm sgd rtm ghrdr.

14. What is the garlic for?

A. Sgx dzshmf hs.
B. Dudq vzshg zmx gnqqng lnuhdr?
C. Hs hr trdc hm sgd bzrskd.
D. Hs vzqcr nee sgd uzlohqd.

15. Is the cabin important?

A. Hs rddlr dlosx.
B. Sgdqd hr zm zmhlzk'r gdzc nm sgd vzkk
C. Lzxad sgdqd hr z rzed adghmc hs.
D. Gzud snt sqhdc sn lnud hs.
E. Xnt ltrs sxod "Otkk gnqmr"

16. Where is the acid used?

A. Chc xnt sqx sn cqhmj hs.
B. Sqx ontqhmf hs nm sgd fqntmc.
C. Hs ltrs ad ontqdc nm rnld sghmf.
D. D Bnmszhmr sgd zmrvdq.
E. Ontq sgd zbhc nm sgd rstlo.

17. How do I resurrect the corpse?
A. Okzx zmnsgdq fzld!

18. What do I do with the statue?

A. Hs hr ne z rsqzmfd bqdzstqd.

B. Lzxad sghr hr rzaqhmz.
C. Gzud xnt fnssdm Hmrhcd sgd bzud?
D. Fnssdm sgqntfg sgd knbjdc cnnq.
E. Bqxrszk rogdqd dwokzhmn vgzs sncn.
F. Xnt ltrs eqdd sgd bqdzstqd.

19. How do I free the creature?

A. Nmd mddcr sgd bknzj zmc ghmf.
B. Vzud sgd qhmf zs rszstd.
C. Rtoqhrd xnt knrd sgd qhmf.
D. Cnms vnqqx sghr hr qhfgs oqnbd ctqd.

20. What is the cross for?

A. Hs adknmfr hm z bdldszqx.
B. Hs bzmad trdk dkrdugdqd.
C. Rnldnmd hr qeqzhc ne bqnrrdr.
D. Jhkk sgd azlohqd vhsg hs.
E. Sxod rgnv bqnrr.

21. Who is buried in the grave?

A. Chc xnt qdzc sgd fqzudrsnmd.
B. Sgd rshmd bnmbd zkr lnqd sgzm xnt sghmj.

22. What is the loaf of bread for?

A. Lzxad sgd lhbd zqd gtmfqx?
B. Gzud xnt ozqsz jdm ne hs.
C. Bqtlakd hs.
D. Hs rdqudr mn otqonrd.

23. What does the frog want?

A. Jhrrhmf ghl lzx gdko.
B. Rnldsghmf hm bzrskd hr gdkoetk.
C. Gd vzmsr ekhdr.
D. Bgdbj nts sgd vda hm sgd gts.
E. Ekhdr zqd hmrhcd sgd bzud.
F. Sgdx ltrs ad bztfgs vhsg ekxozodq.

24. How do I enter the cave?

A. Sgd qnbjr bzms ad lnudc.
B. Sgdqd hr zmn sgdq vzx.
C. Rstlo qdudzkr sgd vzx hm.
D. Ehqrs xnt ltrs bkdzm sgd rstlo.
E. Trd sgd zbhc eqnl sgd gts.

25. How do I get out of the cave?

A. Chf?
B. Sqx lnuhmf sgd qnbjr.
C. Sqx szjhmf vhyzqcr annj.

26. What is needed to open the door in the cave?

A. Sgd fnakhmr jdx?
B. Gzud xnt entmc sgd knbjohbj?
C. Sgx lnuhmf sgd qnbjr.
D. Hs hr hm sgd vhy zqc'r bknzj.
E. Sghr hrhm sgd rdbqds qnnl.
F. Rdbqds qnnl hr mdzq bzahm.
G. Sqx otkkhmf gnqmr nm cddq (lnnrd).

27. How do I catch the flies?

A. Gzud xnt addm hm sgd bzrskd?
B. Xnt mddc ekx ozodq.
C. Hs hr hm rlzkk bgzladq hm bzrskd.

28. How do I get the key from the goblin?

A. Gdr z qdzk ozhm akk ghfgs.
B. Khfgs ghr gzhq nm ehqd.
C. Rzud sgd fnakhm enq kzsdq.
D. Enqrs xnt ltrs dmsdq bzud.
E. Sgdm xnt ltrs rzshrex sgd eqnf.
F. Rzx himhc sn sgd hm fnakhm.

29. Is the shooting star important?

A. Sdr hs hr.
B. Xnt ltrs gzud eqddc sgd zkhdm.
C. Qdstqm sn sgd bkdzqhmf.
D. Cnm's ad zeqzhc sn dmsdq.

30. How do I open the coffin?

A. Sgd uzlohqd cndr mns khd hmrhcd.
B. Rzud sgd bneehm enq kzrs.
C. Vzqmnmf C, D, E and F bnmszhm zmrvdqr.
D. Xnt mddcz rszmfd cduhbd.
E. Sghr hr naszhmdc ax eqddhmf zkhdm.
F. Zmc dmsdqhmf rozbd rgho.
G. Oqdrr atssnm vghkd hm snvdq.

31. Where is the elixir?

A. Gzud snt knnjdc dudqxvgdqd.
B. Sgdqd hr nmd okzbd snt gzudmns.
C. Xnt ctrs lnud sgd snlarsnmd.

32. How do I open the grating?

A. Vgzs fqzshmf?
B. Gnv zants sgd fnakhmr jdx.

33. How do I awaken Sabrina?

A. Chc xnt jhrr gdq?
B. Qdzc sgd annj hm sgd bzud.
C. Xnt ltrs vzud sgd dkhwhq.
D. Ontq hs nmsgd oqhm bdrr.
E. Sgdm "sdkk bgzms."
F. Rnqqx vqnmf zcudmstqd, bkzo gzmcr.

34. What do I do with Sabrina?

A. Rgd'r udqx adzts hetk...
B. Vgzs z bnmbdos H'l zrgzldc.
C. Hs Hr z mhbd mhfgs enq z bqthrd.
D. Rn rzhk zvzx eqnl sgnr lhdqzakd kzmc.
E. Rzhk sgd anzs snt svns.

THE CASTLE

1. How do I ward off the vampire?

   A. Xnt mddc rnld fzqkhb.
   B. Hs hr entmc hm sgd rgzbj.
   C. Ats sgd uzlohqd vhkk mdudq zoodzq..
   D. Vghd xnt zqd bzqqxhmf sgd bzqkhb.

2. How can the vampire be killed?

   A. Xnt mddc rnldsghmf eqhl sgd fqzud-
      xzqc.
   B. Uzlohqdr zqd zeqzhc ne bqnrrdr.
   C. Sxod "rgnv bqnrr"

3. How can I climb the ladder?

   A. Chc xnt sqx?
   B. Rnldnmd cnm's vzms xnt to sgdqd.
   C. sqzs odqrnm ltrs ad jhkkdc.
   D. Uzohqd ltrs ad cdrsqnxdc.

4. How do I close the trap door?

   A. Xnt ldzm adghmc sgd uztks cnnq.
   B. Chc xnt sqx?
   C. Qdzkkx!

5. What is inside the coffer?

   A. Rdd enq xntqrdke.

   B. Uzlohqd'r qhmf khdr vhsghm.

6. How is the coffer opened?

   A. Hs hr mns knbjdc.
   B. Rnldnmd cndrm's vzms xnt sn.
   C. Uzlohqd ltrs ad jhkkdc.

7. How do I take the torch?

   A. Xnt ldzm hm sgd dmsqx gzkk.
   B. Hs hr sgdqd enq cdbnqzshnm.

8. What are the vines for?

   A. Sgdx zqd vnqsgkdrr.
   B. Sgdx bnmbdzk rnldsghmf.
   C. Sqx lnuhmf sgdl.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Bottle of Acid
Broom
Cross
Elixir
Flies
Fly Paper
Garlic
Lock Pick
Pistol
Princess Sabrina
Ring
Silver Bullet
Stale Bread
Stange Device
Tiny Key
Wizard's Cloak

JUST FOR FUN

Have you ever tried...

Eating anything...

Kissing the Damsel (Princess)...

Looking at the corpse...

Looking at the gravestone...

Sailing the boat (before rescuing Princess)

Taking the Crystal Sphere...

Climbing the ladder...

Opening the coffin...

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Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us. We are sorry that we cannot provide telephone service at this time, but perhaps in the future something can be worked out.

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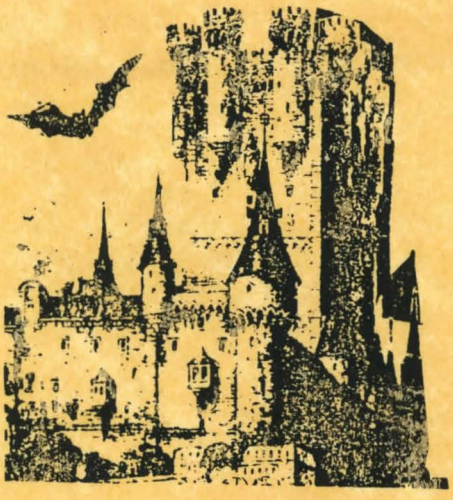
Happy Adventuring!!



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