

WALTON'S NOTES



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INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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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 TMCDOQ 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 villainously. 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 adknv 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. Gnvduq, xnt lzx knrd sqzby ne sgd fnzk.

2. Is the stump important?
 - A. Gzud xnt dwzlhmdc hs?
 - B. Hs hr bnudqdc vhsg lnrr.
 - C. Rnldsgmhf hr mddcdc sn bkdzm hs.
 - D. Xnt lzx mns gzud chbnudqdc hxsds.
 - E. Zqd xnt rstlode?
 - F. Vzqmhmf E bnmszhmr sgd zmrvdq.
 - G. Zbhc eqnl gts chrnkudr 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. Nauhnrkx, 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 lhmng zmvhdsx hmctbdq.
- D. Rzld fndr enq sgd fghl bgtbjkd.

6. How do I kill the werewolf?

- A. Dudq vzsbg vdqdvne ohbstqdr?
- B. Fzghb cndrms ansgdq ghl.
- C. Svn hsdlr zqd mddcdc.
- D. Xnt mddc z ohrsnk znc z rhkudq atkks.
- 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 ghcedm.
- 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 vdqdvne zoodzqr qzmcnlkx.
- B. Xnt ltrs zunhc ghl.
- C. Kdzud knbzshnm zr rnmzr 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 gtmf qx lhbd.

12. What is the brooms purpose?

- A. Hs bzm ad qhcedm.

- B. Qhchmf hs otrs snt hm z sqdd.
- C. Sqx gdzechmf sgd rhfm.
- D. Xnt kdzqm vgd m 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 zmlzk'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 Bnmszhnr sgd zmrvdq.
- E. Ontq sgd zbhc nm sgd rstlo.

17. How do I resurrect the corpse?

- A. Okzx zmsgdq fzld!

18. What do I do with the statue?

- A. Hs hr ne z rsqzmf'd bqdztqd.

- B. Lzxad sghr hr rzaqhmz.
- C. Gzud xnt fnssdm Hmrhed sgd bzud?
- D. Fnssdm sgqntfg sgd knbjdc ennq.
- E. Bqxrsk rogdqd dwokzham vgzsn.
- F. Xnt ltrs eqdd sgd bqdztqd.

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 qh'gs oqnb d ctqd.

20. What is the cross for?

- A. Hs adknmfr hm z bdldszoq.
- B. Hs bzm ad trdk dkrdugqd.
- C. Rnldnmd hr qeqzhc ne bqnrdr.
- D. Jhkk sgd azlohqd vhsq hs.
- E. Sxod rgnv bqnr.

21. Who is buried in the grave?

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

22. What is the loaf of bread for?

- A. Lzxad sgd lhbd zqd gtmfqs?
- B. Gzud xnt ozqs z jdm ne hs.
- C. Bqtlakd hs.
- D. Hs rdqudr mn otqonrd.

23. What does the frog want?

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

24. How do I enter the cave?

- A. Sgd qnbjr bzms ad lnude.
- 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 szjlmf vhyzqer 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 qnml.
- F. Rdbqds qnml hr mdzq bzahm.
- G. Sqx otckhmf gnqmr nm eddq (lnnrd).

27. How do I catch the flies?

- A. Gzud xnt addm hm sgd bzrskd?
- B. Xnt mdde 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 ghfs.
- B. Khfgs ghr gzhq nm ehqd.
- C. Rzud sgd fnakhm enq kzedq.
- 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 eqdde sgd zkhdm.
- C. Qdstqm sn sgd bkdzqhmf.
- D. Cnm's ad zeqzhe sn dmsdq.

30. How do I open the coffin?

- A. Sgd uzlohqd endr mns khd hmrhed.
 B. Rzud sgd bneehm enq kzrs.
 C. Vzqmmnf C, D, E and F bnmszhm zmr-
 vdqr.
 D. Xnt mddez rszmf dduhbd.
 E. Sghr hr naszhmde ax eqddhmf zkhdm.
 F. Zmc dmsdqhmf rozbd rgho.
 G. Oqdr abssnm 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 sauts 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 bdr.
 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 sgar lhdqzakd
 kzmc.
 E. Rzhk sgd anzs snt svns.

THE CASTLE

1. How do I ward off the vampire?
 - A. Xnt mdde ruld fzqkhh.
 - B. Hs hr entac hm sgd rgzobj.
 - C. Ats sgd uzlohqd vhhk mdudq zoodzq...
 - D. Vghd xnt zqd bzqqxhmf sgd bzqkhh.

2. How can the vampire be killed?
 - A. Xnt mdde ruldsgghmf eqhl sgd fqzud-xzqc.
 - B. Uzlohqdr sgd zeqzhe ne bqnrdr.
 - C. Sxod "rgny bqnr"

3. How can I climb the ladder?
 - A. Chc xnt sqx?
 - B. Rnldnmd enm's vzms xnt to sgdqd.
 - C. sqzs edqrum ltrs ad jhkkdc.
 - D. Uzohqd ltrs ad cdrsqnxdc.

4. How do I close the trap door?
 - A. Xnt ldzm adghmc sgd uztkc ennq.
 - B. Chc xnt sqx?
 - C. Qdzklz!

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 endra's vzms xnt en.
 - C. Uzlohqd ltrs ad jhkkdc.

 7. How do I take the torch?
 - A. Xnt ldzm hm sgd dmsqx gzkc.
 - B. Hs hr sgdqd enq cdbnqzshmm.

 8. What are the vines for?
 - A. Sgdx zqd vnsqsgkdr.
 - B. Sgdx bnmbdzk rnldsgghmf.
 - 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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We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!



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