

# Transylvania™

A new, enhanced  
edition of the  
classic graphics  
adventure

Crafted by  
Antonio Antiochia

Now featuring:  
**COMPREHEND™**

Understands  
full- and  
multiple-sentence  
commands

Vocabulary of  
over 1000 words

Beautifully-  
detailed, award-  
winning graphics



P.  LARWARE™

from Polarware/Penguin Software, Inc.

# Transylvania™

A new, enhanced edition of the classic graphics adventure Crafted by Antonio Antiochia

**L**et it be known that the Royal Court of Wallachia seeks a champion. His most Royal Highness, King John the Good, enjoins any and all wayfarers to aid the Kingdom in its search for Princess Sabrina, missing now for a fortnight.

**S**hould you travel to the dark forests of Transylvania, be mindful of all that occurs, for you may encounter the Evil that holds Sabrina captive. Return the Princess, and the King, Himself, will honor you as his hero.

## NEW EDITION

This new, enhanced version of Transylvania is made possible with COMPREHEND. It includes three times the vocabulary, four times the text and responses, and a more complex story line. Plus, there are new locations and graphics!

## COMPREHEND™ INTERACTIVE NOVELS

Enter a whole new world inside your computer as you become the main character in a COMPREHEND interactive novel! Your computer describes where you are, objects at that location,



and possible exits. You control the outcome of the story by typing in all actions, such as "Go North and climb the tree", or "Take the shovel and inspect it carefully". Your computer shows you the results of all actions. Explore and interact with the unknown

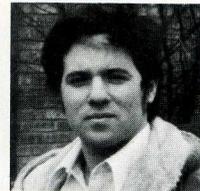


world inside your computer to unravel the plot . . . but be careful, or your novel may have an undesirable ending!

COMPREHEND is the program that allows you to communicate with your computer using full sentences in plain English. The Graphics Magician® program makes it possible to put hundreds of detailed illustrations into each novel. Together, they have created a brand new world inside your computer.

## ABOUT THE AUTHOR

**Antonio Antiochia** — Antonio is part fiction-writer, part computer artist. Transylvania started as an all-text adventure. Then, Antonio discovered The Complete Graphics System and Penguin discovered Antonio's graphics. With a copy of The Graphics Magician, Antonio performed award-winning magic. Transylvania has appeared on Softsel's Hot List, Micro D's Bestsellers and Dealers Choice list, and has appeared as one of Billboard magazine's Top 10 Home Computer Games. Electronic Games magazine awarded Transylvania for its visual effects.



Transylvania was written and illustrated by Antonio Antiochia. Project managed at Penguin Software by Mark Pelczarski, Bruce Hoffman, and Mary Beth Miller. COMPREHEND was written by Mark Pelczarski and Jeffrey Jay. The Graphics Magician was written by Mark Pelczarski. Various conversions of COMPREHEND and The Graphics Magician were done by Robert Hardy, Peter Schmitt, and Eagle Berns. Cover art by William Giese. Calligraphy by Lisa Smith. Documentation and package design by Steve Wedemeyer.

# P··LARWARE™

from Polarware/Penguin Software, Inc.  
830 Fourth Avenue, P.O. Box 311, Geneva, IL 60134 (312) 232-1984

# COMPREHEND™ INTERACTIVE NOVELS

*APPLE INSTRUCTIONS  
(Apple versions require at least 64K of RAM)*

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**P·LARWARE™**  
*from Penguin Software, Inc.*

## **GETTING STARTED**

To begin, place your disk with side one (label side) up in your disk drive and turn on your computer. This magical procedure is known in the industry as "booting your disk." Depending on the novel, you may be prompted at some points during startup or during play to turn your disk over. Leave your disk in the disk drive unless instructed to turn it over or the results of the current "novel" in progress may be ruined.

## **PLAYING A COMPREHEND INTERACTIVE NOVEL**

You communicate in your novel by typing commands in English. Tell **COMPREHEND** what you want to do by typing in your command, press **RETURN**, and **COMPREHEND** will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type **Walk North**, **Go North**, or you can abbreviate with simply **North**, or even **N**. Press **RETURN** after your command. Other directions you can abbreviate are **E** for East, **S** for South, **W** for West, **U** for Up, **D** for Down, **I** for In or Enter, and **O** for Out or Exit.

To see what you are carrying at any time, simply type **Inventory**.

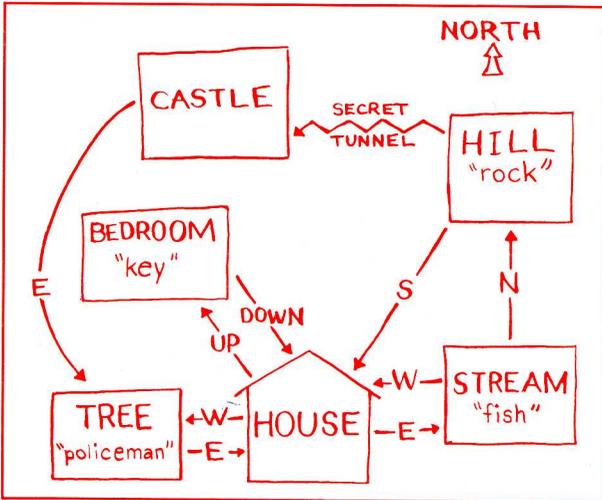
More complex commands can contain any

combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as **Read the note**, **Look at the tree**, **Look under the wagon**, **Catch the squirrel with the box**, and **Feed the penguin sardines**. Commands can also be combined into longer sentences, like **Catch the cat by the tail and throw it into the tree**. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word **and**, or the word **then**, such as **Grab the rope and the food, then run out**. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!

## MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!



## GRAPHICS MODE AND TEXT MODE

When playing through the novel in the graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, COMPREHEND will pause and wait for a keypress before completing the text. You can switch to all-text mode at any time by just pressing RETURN at the input prompt without any command. The all-text screen keeps several lines at the top that describe your current location, in case you need to refer back to the description after it has scrolled up. Pressing RETURN again from text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, text mode can be used to speed travel around areas of the "universe" with which you are already familiar. When in text mode, the graphics are not loaded from disk and drawn onto the screen at each location you visit. They are only updated when you return to graphics mode. Be careful when traveling in new regions with the graphics mode off, however. Sometimes a picture is worth a thousand words . . .

## **SAVING AND RESTORING "NOVELS IN PROGRESS"**

It being acknowledged that occasionally it is wise to switch off the computer for such trivial things as eating, sleeping, or visiting with other humans, a method is provided for saving "novels in progress." As a command at the input prompt, simply type **Save**. You will be prompted to enter a number for the saved game (more than one can be saved onto the disk, if you want to share it), and your current situation will be saved onto side 1 of the disk. If you decide that you really don't want to save a game, just press the **RETURN** key.

To restore that situation, at any time while playing (or immediately after rebooting the disk), type **Restore**. You will be prompted for the number of the game you wish to restore, and immediately be put back where you left off. If you decide that you really don't want to restore a game, just press the **RETURN** key.

*Hint: sometimes it is wise to save your game just prior to trying something risky (or foolish, as the case may be). That way, if your attempt fails, you can cheat by restoring the game and trying something else.*

## **QUITTING AND RESTARTING**

To quit a game in progress, make sure you save your current situation (if you desire), then just turn off your computer or reboot with another disk.

To restart the game, the fastest way is to reboot side 1 of the disk. Since so many variables change during the course of a novel, rebooting is the fastest way to restore them all to their original state.

### **HINTS**

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Hint Department [the name(s) of your interactive novel(s)]  
P.O. Box 311  
Geneva, IL 60134

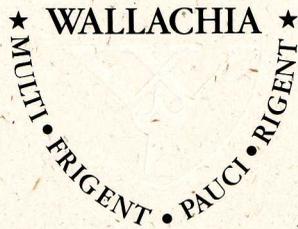
We'll rush you a hint book free of charge.

### **LIMITED WARRANTY**

If your interactive novel disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new disk to you. **REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.**

COMPREHEND was designed and written by Mark Pelczarski and Jeffrey Jay. Graphics for all COMPREHEND interactive novels were created and displayed with The Graphics Magician, which was designed and written by Mark Pelczarski. The COMPREHEND and Graphics Magician software are copyrighted 1985 by Penguin Software, Inc. COMPREHEND, The Graphics Magician, Polarware, and Penguin Software are trademarks of Penguin Software, Inc. Penguins like novel ideas.

*To All Adventurers*



Kind Adventurer;

My daughter, Princess Sabrina, has not been seen nor heard from in a fortnight. Though I cannot bear to think of it, I fear there is foul play. A legion of the finest soldiers in the kingdom has been dispatched to find her, but thus far, the search is in vain.

Should your travels take you to the dark Transylvanian forest to the east, I implore you to relay any news you may hear of my daughter's whereabouts. Seek the dwelling of the Wizard Zin. He is a curious fellow but a loyal friend to this Court. Speak to him and perhaps he will be of assistance.

Treaties dictate that, as King of Wallachia, I can offer you no assistance once you enter Transylvania. Nonetheless, I offer my gratitude and a king's loyalty if you should find Sabrina and bring her to me.

My Kingdom prays for your success.

Godspeed!

King John

King John

# Wallachian Herald

MORNING EDITION

5 DOLMAR

## Princess missing

By H. Badger  
Herald Correspondent

XYGLPH – Princess Sabrina mysteriously disappeared from the Palace two weeks ago and has not been seen nor heard from since, according to a high-ranking Palace official. The same official went on to say that King John the Good, Princess Sabrina's father, was distraught and dismayed that his daughter has not yet sent word of her whereabouts.

At a press conference held last night in the Palace Great Hall, the King's advisor and confidant, Chamberlain Mikhail, remained elusive and guarded when asked about the Princess.

The Princess is "known to be vaca-



PRINCESS SABRINA, as seen in the royal entourage only one week prior to her mysterious disappearance from the Palace. As yet, there is no official explanation concerning the whereabouts of the beloved Princess (WP wood-

no secret within these (Palace) walls' that Princess is "either playing a very cruel game, or she has been taken against her will by enemies of this Court, and perhaps is being held for ransom."

THE KING REMAINS, as yet, unseen and without comment. Unconfirmed reports indicate that several advisors, as well as the Royal Scrivener, have been summoned to His chambers, supporting rumors that a Royal Proclamation will soon be issued.

Despite attempts by Palace officials to quiet the incident, news of the Princess's disappearance has spread throughout the Kingdom. Already, peasants as far south as Sibiu and north to Cluj fear that the Princess will not be heard

The Princess is "known to be vacationing in the north country and will send word to His Majesty when she is due back," said Mikhail. "We never know precisely where any member of the Royal Family is ALL the time," Mikhail continued, "and this faithful servant does not intend to follow them (the Royal Family)

explanation concerning the whereabouts of the beloved Princess (WP woodcut by D. Zshisel)

about the land merely to satisfy the curiosity of those who would rather fuel false rumors than properly serve the Kingdom."

Her Highness's maid-in-waiting, Maid Ovkoton, was later inter-

viewed at the Palace east wall. She stated, "It is so unlike her (Princess Sabrina) to leave for an extended journey without taking myself and the other servants to do her bidding." The Maid went on to say "it is

the Princess will not be heard from again.

In this, the second year as Commoner's Representative, Princess Sabrina has dramatically gained popularity among all castes in all sections of the Kingdom. A recent poll conducted by the independent research firm, Boris and Borris, ranks the Princess second only to the King himself in the category of Most Beloved and Royal Persons.

AS THE YEARLY HARVEST time approaches, peasants fear that, without the Princess, they will have little Royal sympathy when taxation is determined. It is likely that, in the present situation, an uprising may occur.

Because King John is a good king and rules the Wallachian territories with strength and care, He will be most unsettled with the current state of affairs. Surely there will be word of some official decision pertaining to these recent events.

There is certainly more, as con-

turn to page 4 SECTION ONE

## Starbury under siege

page 2

# Arroya surrenders

By L. Lolipo  
Herald Correspondent

CENTRAL STEPPES, ARROYA – Das the Conquerer has declared himself ruler of Arroya, according to an ARY report earlier today. The report says that a small commando team of mercenaries infiltrated the Temple of Erse, after ravaging Arroya and its creatures, sometime last week. The revolutionary insurgents, as yet unnamed, captured and slew the demonlord, Xyphus, in the Temple, and claimed the continent in the name of Das.

Thus far, there has been no word as to how the infamous Xyphus lost hold of the vast Arroyan underground, where, according to earlier reports, his strength remained unchallenged. Despite many previous attempts this decade to unseat the evil demonlord and his minions, Xyphus maintained a seemingly magical control of the land and its creatures, con-

sistently thwarting any intruders.

IN A STATEMENT given after the siege, Das said that the continent will now "be governed with swift justice and surety of purpose." Das went on to say that "The Central Steppes are as payment to those most helpful in ousting the evil Xyphus."

Das has issued a proclamation, as sovereign ruler of Arroya, banishing all descendants of the goblin races Cotico, Malakee, Maripo, Sedanto, Mazanti, and Azulus. "Order demands that all such creatures be sent forth or destroyed," said the new ruler. "Only then can meet and right laws be established in such hideous a land as this has become."

Once order has been restored in Arroya, Das will travel further to seek "other lands reigned with disorder and abandon," and continue his quest for a peaceful and just world.

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# Wallachian Herald

*The paper for peasants that can read.*

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WALLACHIAN CHAMBER  
VON COMMERCE



THE ORDER OPPOSING  
OPPRESSION



SOCIETY OF SOVEREIGN  
SCRIBNERS

## DEAL O' THE MONTH

- Low mileage
- Late model

## Reign of terror threatens neighboring kingdom

S. Starlight  
Herald Foreign Correspondent

With this, the second installment in a four part investigative report, the Herald takes a look at the neighboring kingdom of Starbury.

ONCE A FLOURISHING and magnificent kingdom, Starbury is now under the evil, debilitating rule of the black-hearted Voar. Voar began his terror-stricken reign after an abrupt and violent takeover.

First rallying his forces in the peaceful woodlands where the peace-loving Wizard Munjistan was defeated, Voar and his cohorts plundered all obstacles in a path leading to the castle, where lay the former seat of power.

Although never proven, it is believed that Voar ordered and, perhaps, performed the execution of his wife, Queen Estella, who supposedly was sympathetic towards the people of Starbury. In his fit of rage upon discovering his betrothed feeding the child of a starving peasant, Voar ordered Estella executed before a public gathering.

THE QUEEN DIED a most horrible, slow death. With her last breath, it is said Estella sneered at the King, saying, "Ye shall feel the suffering

which I feel now, but tenfold, upon thy death. A dieing woman's pox on thine foul soul!"

There are no official communications between the governments of Wallachia and Starbury since Voar took control. However, word arrives sporadically from sources within Starbury describing a terrorized and depressed populace.

Says one report, "It is as if the sun has forever fled the heavens, so dark are the thoughts of a future for this kingdom."

IN AN UNPRECEDENTED monarchical scourge, Voar has reportedly murdered or imprisoned the very allies responsible for his takeover. This leaves Voar with no support from others and no enforcers to rule the land. Yet he maintains a firm grip on the kingdom with an almost omniscient quality.

Such information strengthens the belief that Starbury is repressed by magic and not merely under the rule of a cruel king. No single man, though he be of royal blood, could maintain the power which Voar now possesses, not with an entire people against him.

If, indeed, such power is had over the kingdom and in the hands of

turn to page 23 SECTION ONE

# DEAL O' THE MONTH

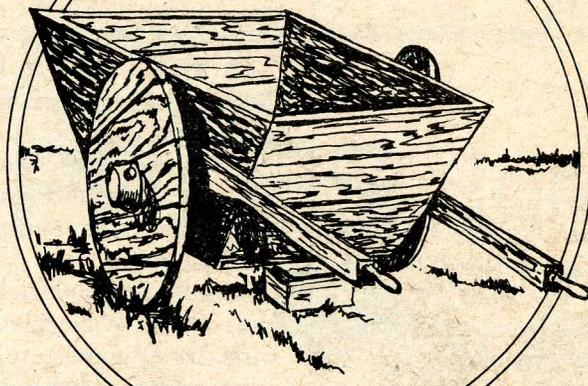
- Low mileage
- Late model
- Fully-loaded
- Rust proofed

## '03 Hefty Hawler

FREE  
5 Yr./100 MILE  
WARRANTY

360dM

FINANCING  
AVAILABLE



COME ON DOWN FOR A TEST PULL

Ask for Fair Deal Sam

OPEN DAILY DAWN TO DUSK 350 DAYS A YEAR

# DO-WRIGHT WHEELWRIGHT

New and Used Cart Lot

public gathering.

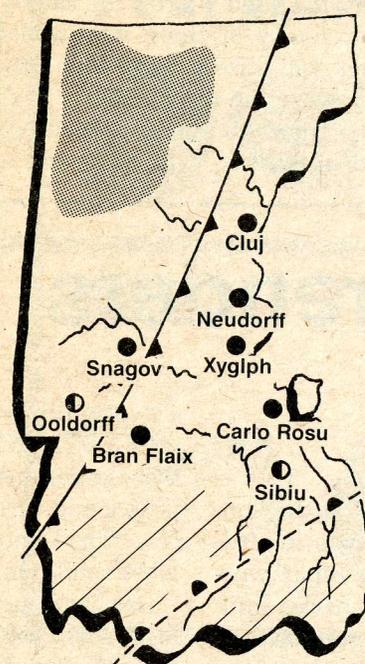
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turn to page 23 SECTION ONE

# WEATHER



Gloomy today and a little cooler with a 60 percent chance of showers and possible thunderstorms

near dawn. High near 55; overnight low in the low 40s. South to southwesterly winds 20 to 25 m.p.h. Gloomy and cooler still tomorrow with a chance of rain in the afternoon; high in the upper to mid 40s.

Sunrise, 5:02 a.m.; sunset 6:49 p.m.; moonrise, 2 a.m.

Morning stars: Junpiter, Saturn, Evening stars: Venus, Mars.

For the 24-hour period ending at midnight yesterday: average temperature, 57; normal average 59. Temperature departures from normal: +11 since last month, +92 for the year.

Precipitation 1 inch. Total for the month, 3 inches (normal for this month, 2 inches). Total for the year, 8 inches. Total snowfall for the year, 2 inches.

- Sunny ○
- Partly cloudy ◐
- Gloomy ●
- Snow ■
- Rain ▨

- Cold front —▲—▲—▲—
- Warm front ▲—▲—▲—

Forecast based on Wisemen and Sorcerers of Wallachia report.

# CLASSIFIED ADS

**HAVING A BABY?** Sarah Goodly, Certified Midwife, provides first rate, low-cost birth care in Wallachia-Moldavia area. You pay insurance. Box OL2, Wallachia.

**Ghosts removed,** spirits spayed, poltergiests plucked, zombies zapped! Inspector Spectre, 123 Ghastly Boulevard, Transylvania.

**Wolfsbane,** Frankencense, Myrr, Garlic, Eye of Newt, Bat Wings, Toad Oil, Frog Legs, Love Potions, Wart Removers . . . You name it, We got it! Crazy Hafgar's Witch Warehouse, Old Rainy Lane—Dealers Welcome.

**FORTUNES READ**

Olga the Gypsy reads Palms, Cranial Bumps, Tea Leaves, Cast Stones, etc . . .  
"Come see what the future holds for you."

**Wanted** Lead for experimental purposes. Contact Alzir Mandrake, Alchemist. Grey House, Pine Lane, Bessarabia.

**HAVE cart,** want to TRADE for plow. Respond to Igvar, Box AP7.

**FOR SALE** Oxen, trained pair, 4 yrs. old, black, w/yoke. Best offer, Birch Farm, Moldavia.

**For trade**

15 bushels wheat. Need candles, chickens, cloth and utensils.

**Village Sale**

65 fam. sale, many items, see something or someone you like Make an offer! Today and tomorrow only!

**JOB OPPORTUNITIES**

**LAD NEEDED**

For blacksmith's apprentice, 14-16 yrs. strong, disciplined, no exp. nec. orphan preferred. Smarg Smithery, Iron Path, Wallachia.

**Wanted — SERVING WENCHES**

Pretty, personable young females to work at new Inn. Serf's Up minimum wage + tips, contact Burion for interview.

**Soldier of Fortune**

Join Captain Grogar and the Attack Squad on their next Adventure! Interviews nightly at Bloody Bucket Inn — Moldavia

**CASTLE EMPLOYMENT OPPORTUNITIES**

- Laborer to work in Royal Stable. Experience necessary.
- Girl Wanted to work in kitchens. Experienced preferred.
- Cook's helper. Mature female — Must have references.
- Guards needed, full time & part time positions available.

Good benefits, pleasant atmosphere, friendly people. The King's Castle, an Equal Opportunity Employer. Apply at the Castle.

**Have boat?**

Join the Danube fishing fleet today. Good benefits, steady income. Pyogvar Wharf, Box 8K.

**PERSONALS**

**Rosaline,** Please come home. We're worried about you. Mother.

**Single Male** 35 looking for hard-working dedicated female 18-25 to wed and work with. BOX FP.

**Widowed FM** 28 seeks strong trustworthy man to aid w/farm labor & child raising. Good food GUARANTEED. Box M5

**Family wanted** to occupy and work farm with 3 acres and farmhouse. Contact Landlord Resbot for interview, BOX 4R.

**Help Wanted Calligrapher**

Mature, dependable male Exp. necessary Bring portfolio. Home of the Holy Brethren Monastery Fagaras Road, Carlo Ruso, Wallachia

**REAL ESTATE**

4 bdrm hovel, wood constr., see-through windows, loc. next to cemetery. Solar heat. Box OOH, Necromancer Park.

Wallachia — Prvt. fish stock lake on 7 Ac. of land, 10 miles from Castle. Danube Real Estate.

Beautiful 6 acre Farmette just west of Lake. 4 room home, barn, chicken house. Priced to sell. Farmer Kegrov, Box XC4. Wallachia

**MAKE OFFER — MUST SELL**

Secluded home on River, See this Paradise and be Enchanted! Box 3K, Moldavia, Yoghnan Mustr owner.

Find peace & quiet in rolling countryside, perfect for getaways, fenced in pasture. Easy terms. Paradise Real Estate, Wallachia.

Bessarabia Wooded Paradise. Fishing unbelievable, plenty of game, recreational or business use. Willing to trade for Moldavia farm. Box CV, Bessarabia, Bidlinger Realty.

## LIVESTOCK AUCTION LIQUIDATION

Absolutely **EVERTHING** Must Go!  
If it doesn't sell it gets cooked.

UCK

Under Command of the King.

- fowl
- oxen
- swine
- cattle
- goats
- horses

MAKE DAY.

UCK  
Under Command of the King.

- fowl
- swine
- goats
- oxen
- cattle
- horses

GRAND OPENING!

# SERF'S UP

INN and  
COCKTAIL LOUNGE

- live minstrals nightly
- no cover charge
- pretty serving wenches
- nobleman's atmosphere at peasant prices

No reservations necessary

Town Square, Sibiu

THIS WEEK ONLY

# Sale!

1/2  
PRICE

All crowbars  
in stock

**BISERIA'S  
BLACKSMITH**

Corner of Rosu Rd. and Olt Way, where the rivers meet.



# MAKE YOUR DAY. BE A KNIGHT.

Don't just chase  
windmills, join today's  
Round Table.

- Do good deeds.
- Rescue fair damsels.
- Trounce bad guys.
- Kill dragons.

Help yourself while you  
Serve your Kingdom.

# TODAY'S ROUND TABLE

see your local recruiter today.



# Buy or Barter!

DURING THE TOWN SQUARE DOLMAR DAYS SALE

## FISH

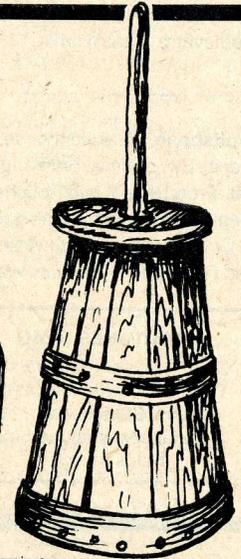
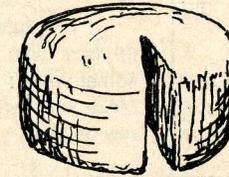
TROUT  
CATFISH  
TUNA

24dM



## CHEESE BUTTER

30dM



## FOWL

CHICKEN  
GEESE  
DUCK

54dM



## PELTS

270dM



## EGGS

17dM



# FOWL

CHICKEN  
GEESE  
DUCK

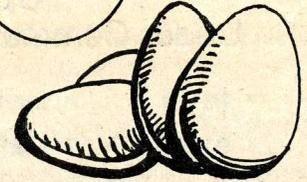
54dM



270dM

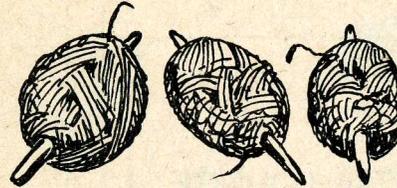


17dM



# THREAD

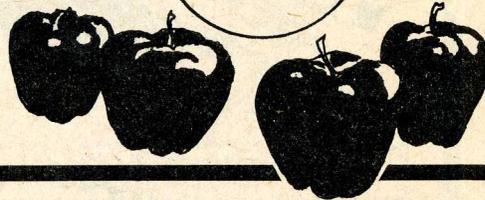
5dM



Orchard-fresh

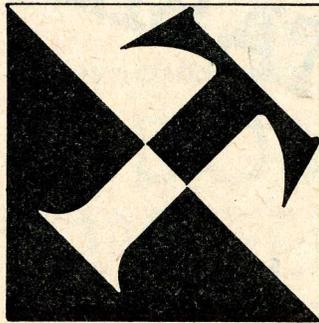
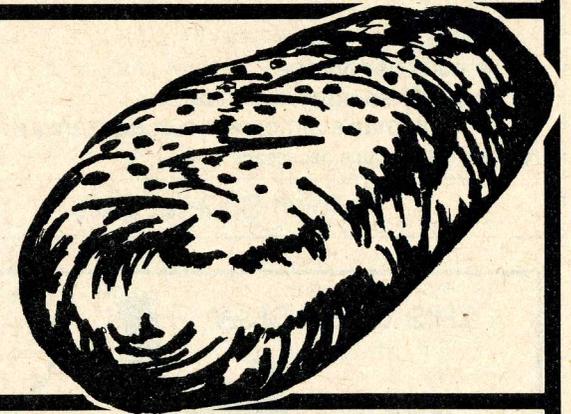
# APPLES

6dM



# BREAD

9dM



# The Town Square

COALITION OF WALLACHIAN VENDORS

Open weekdays at sunrise until sunset. Prices good thru Saturday.

**XYGLPH • SIBIU • OOLDORFF • BRAN FLAIX**



GRANDE NECROMANCER

- Coronations
  - Weddings
    - Bar Mitzwahs
      - Parties  
(miracles extra)



MEMBER WIZARDRY LOCAL 1229



999 Winding Path Lane  
Just Sing *"Some Enchanted Evening"*

—NO CHEAP TRICKS!—