

TRANSTYLVANIA™

A High Resolution Graphic Adventure

Crafted by
Antonio Antiochia

COMMODORE
64
ATARI
DISK



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In an adventure game you are put in a fictitious world inside the computer. The computer shows you where you are, what you see, and where you can go. You travel around and do things by giving the computer two word commands, a verb and a noun, such as 'Go North', 'Look Tree', 'Take Brick', and so on. The computer then shows you the result of your action and waits for your next instruction. The object of an adventure game is to accomplish something in particular through exploring the world around you, perhaps using some of the objects you find, and solving puzzles. This 'something' in Transylvania is to rescue a damsel in distress . . . but first you must find her.

Transylvania was written by Antonio Antiochia, and programmed on the Apple by Antonio Antiochia, Mark Pelczarski, and Dave Albert. Macintosh version by Robert Hardy with graphics by Holly Thumason. Apple Double-Res Version by Marsha and Steven Meuse. Atari and Commodore 64 version by Kirk Hullison.



Scenes from Transylvania- Apple version



All graphics were created with The Graphics Magician®

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