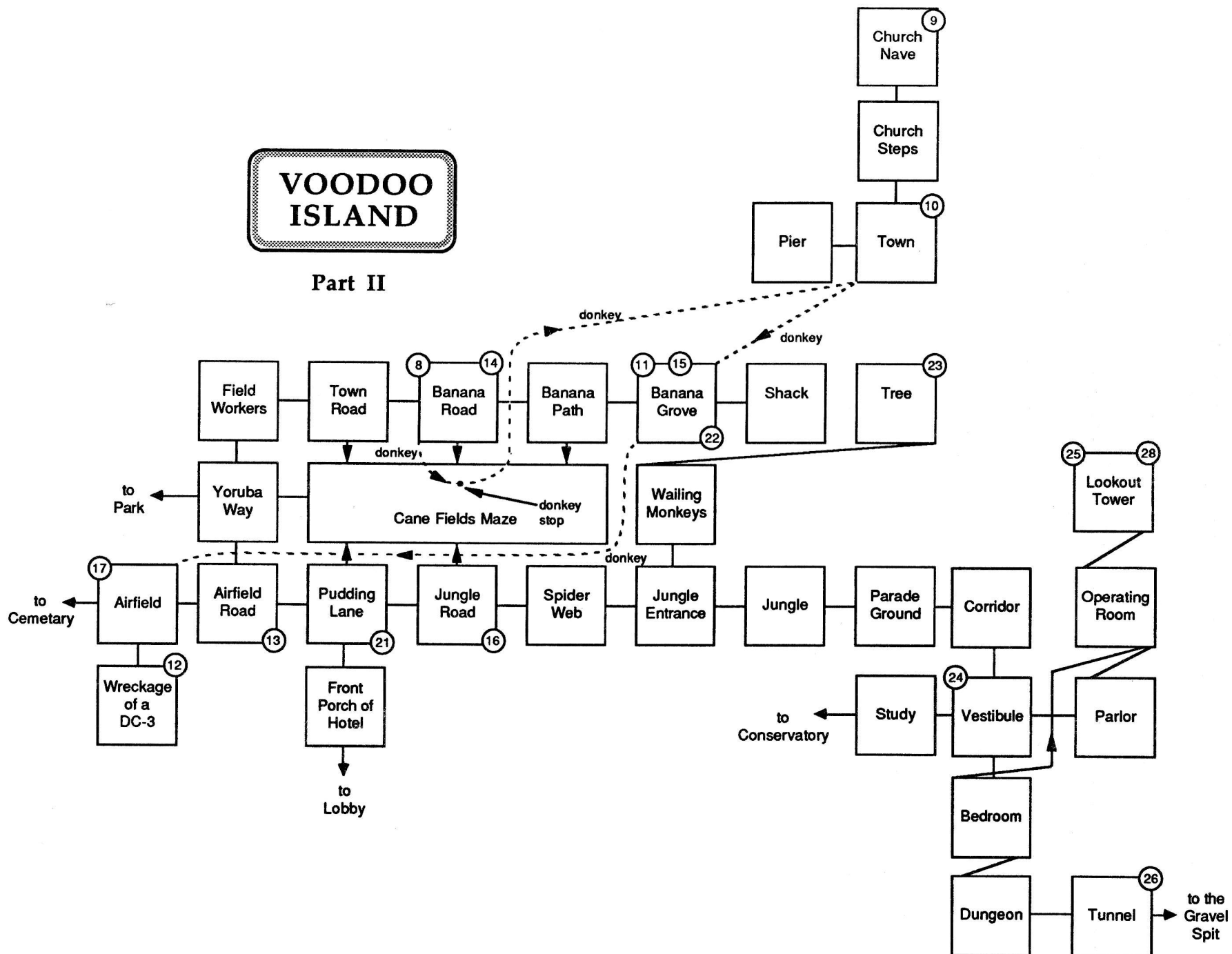


VOODOO ISLAND

Part II



Voodoo Island

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	804	16.	794
2.	767	17.	717
3.	529	18.	878
4.	774	19.	673
5.	616	20.	569
6.	599	21.	598
7.	537	22.	864
8.	595	23.	531
9.	809	24.	561
10.	899	25.	677
11.	535	26.	743
12.	568	27.	904
13.	650	28.	909
14.	688	29.	716
15.	574		

VOODOO ISLAND

You wake up on the white sands of an island in a cove. You wonder where you are. You will soon find out that many mysterious things happen on this island. That's why it's called Voodoo Island. You will encounter some real humans and some zombies (the living dead). While you can easily converse with the humans, you are almost sure to die as soon as you try anything with the zombies ---- that is until you obtain some items that give you magical powers. The humans and the zombies don't always appear in exactly the same places throughout the adventure thus making it a little difficult to give an "exact" solution. Nevertheless, they always appear in the same vicinity ---- thus, it is not as difficult as it might seem.

In writing the solution, I will indicate where things are perhaps ambiguous and point out what to do under those circumstances.

w
take the tote
examine the tote
e
n
n
n
open the door
n (the back door closes behind you)
e (or u)
n
take the frame
carefully examine the frame
take the photo
drop the frame
carefully examine the photo (it shows a smiling island woman wearing a shell and bone necklace and
carrying a baby in her arms)
put the photo in the tote
n
open the doors
e
carefully examine the mural (you see yourself in it)
w
n
open the door (to the Booth suite)
w
take the bible
read the bible
w
take the card

read the card (it says: THE ISLAND TAXI)
 put the card in the tote
 e
 e
 n (or u)
 open the door (you enter the sitting room and the penthouse door closes behind you - you will usually
 meet Dr. Beauvais and Sharleen here or in the conservatory east of here)
 open the bathroom door
 n
 carefully examine the mirror (you don't see yourself in it)
 break the mirror
 take the mirror
 s
 e (in the conservatory)
 w
 open the penthouse door
 s (or d)
 s (the middle hall)
 open the gate (to the elevator shaft)
 d
 open the gate (you are in the lobby and see the clerk here)
 who is dr. beauvais?
 who is sharleen?
 carefully examine the book
 carefully read the book (you find out about three hotel guests - Bob, Sharleen, and Randall - all of
 which turn out to be zombies)
 where is the island taxi? (the taxi will take you to town - the locked French doors open - this is the only
 way out of the hotel since the back door locked behind you when you came in)
 n
 n
 w
 w (the airfield)
 w (the cemetery)
 open the crypt
 carefully examine the crypt
 drop the bible
 take the necklace
 carefully examine the necklace
 wear the necklace
 take the bible
 n
 e
 n
 e
 e
 e
 e (you can't enter the banana grove - at least, not by foot)
 w
 wait for the donkey (you may have to repeat this before he shows up)
 take the donkey (as many times as necessary until he lets you ride - he takes you to the cane fields -
 don't wander around here - it's a maze)
 take the donkey (as many times as necessary until he lets you ride - he takes you to town)
 n

open the door
 n (father xavier is here)
 who is dr. beauvais?
 what power does the necklace give me? (it belongs to moma she is wise in the mysterious ways of
 voodoo)
 where is moma? (she is the only one that can help you against beauvais - go and see her)
 s
 s
 wait for donkey (repeat if necessary until he shows up)
 take the donkey (as many times as necessary until he lets you ride - he takes you back to the banana
 grove - moma is usually there - if not, WAIT FOR MOMA)
 drop the bible
 remove the necklace
 trade the necklace with moma (she gives you a linen shirt)
 carefully examine the shirt
 wear the shirt
 take the bible
 trade the bible with moma (she takes it and gives you back the necklace)
 wear the necklace
 who is the island girl? (moma says: "bring her to me")
 wait for the donkey
 take the donkey (he takes you back to the airfield)
 s
 carefully examine the skeleton
 take the pouch
 open the pouch
 carefully examine the pouch (it contains the herbal powder)
 drop the tote
 take the powder
 drop the pouch
 take the tote
 n
 e (the island girl is usually here - else, WAIT for her)
 throw the powder on the island girl (she tells you about a doll)
 take the island girl
 n
 n
 e
 e
 wait for the donkey
 take the donkey (he takes you back to the cane fields)
 take the donkey (he takes you back to town)
 take the donkey (he takes you back to the banana grove - moma is here - else, WAIT for her)
 give the island girl to moma (it's her baby that was in the photo - now you must put all the tormented
 souls to rest)
 where is the doll? (that you must find yourself)
 what do i do with the doll? (break it in front of Dr. Beauvais and his presence will be destroyed)
 wait for the donkey
 take the donkey (he takes you back to the airfield)
 e
 e
 e (you are at the jungle road)
 cut the web with the mirror

drop the mirror
 n (you are wandering in the cane fields - this is a maze so don't get lost)
 s (you see the walking stick)
 take the stick (usually you will meet Bob here... if not you will on the next few north-south moves)
 carefully examine stick (it's got chicken feathers tied to it with a piece of vine - it's a VOODOO stick)
 hit bob with the stick (this puts him at peace - now keep going north and south alternately until you get
 out of the cane fields and are back at jungle road)
 take bob
 w
 w
 w (randall is usually here)
 hit randall with the stick (this puts him to rest)
 drop the stick
 take randall
 w
 put bob in the crypt
 put randall in the crypt
 e
 take the stick
 e
 e
 s
 s
 s
 e
 n
 n
 n
 n
 open the door (sharleen is usually here -- if not WAIT for her)
 hit sharleen with the stick (she is released from the power that held her captive)
 take sharleen
 open penthouse door
 s
 s
 w
 d
 open the gate
 n
 n
 w
 w
 w
 put sharleen in the crypt
 close the crypt
 e
 e
 e
 wait for the donkey
 take the donkey (he takes you to the banana road)
 take the donkey (he takes you to the cane fields)
 take the donkey (he takes you to the town)
 take the donkey (he takes you to the banana grove - moma is here -- else WAIT for her)

tell moma the bodies are at rest (when you go to the citadel the snake that guards the path will be
asleep and thus will not harm you)

take the donkey

e

e

e

e

e

n (you see the monkeys - one is pointing to a branch)

u

take the doll

d

s

e

open the gate

e (the parade ground)

e

open the door

s (the vestibule - Dr. Beauvais is usually here -- if not WAIT for him)

break the doll (this turns Dr. Beauvais into a zombie)

e

u

u

carefully examine the coffin (it's Sharleen Johnson's -- you must go and get her out of the crypt and bring
her here)

d

d

w

s (the bedroom -- DON'T TAKE THE TEDDY BEAR OR YOU WILL DIE; JUST IGNORE IT)

d

e

e (the gravel spit)

wait for the raft

take the raft (it takes you to the rocks)

take the raft (it takes you to the park)

s (in the cemetery)

open the crypt

drop the doll

take sharleen

n

wait for the raft

take the raft (it takes you to the gravel spit)

w

w

u

u

u

open the coffin

put sharleen in the coffin

close the coffin

d

d

w

s
d
e
e

e (the wooden dock)

wait for the seaplane

take the seaplane (the doors open and the pilot welcomes you aboard)

CONGRATULATIONS !!!

Despite every attempt on the part of Dr. Beauvais you have still managed to win the game.