

# VOODOO ISLAND

Who is Dr. Beauvais anyway? And why is he wrecking your otherwise perfect vacation with his voodoo-born zombies? *Voodoo Island* is no Club Med—a “Club Dead” would be more appropriate here. Maybe you should have gone to a place with a little less excitement. The travel brochures never mentioned this much action! If you live, maybe you can get your money back.

Among the best of Mindscape's text adventures, *Voodoo Island* is the only one not based on a book or movie. You awake on a Caribbean island resembling Jamaica, where the locals are terrorized by zombies. Unless you dispatch these undead creatures, who serve the sinister Dr. Beauvais, and learn to practice a bit of voodoo yourself, your tropical “vacation” will be a brief one indeed. Like other Angelsoft games, the text is more polished than the program. The puzzles are all object-oriented and more original than most of the other games in this line. (See the review of *The Mist* for details on the parser.)

## The Walkthrough

Bob and the other characters move about randomly, so if one is not present when indicated below just wait or move back and forth until he arrives.

### Rocky Point

W. Get upuf. E. N. N. N.  
Open door. N. N.

### Lobby

Sfbc cppl. S. U. N.

### Echo Hall

Get frame. Look at gsbnf  
dbsfgvmmz. Get photo.  
Drop frame. Qvu qipup jo  
upuf. N. N. Open door. W.  
W.

### Bedroom

Get card. Put card in tote. E.  
E. U. Open door. Open  
bathroom door. N.

### Bathroom

Csfb1 njssps. Get mirror. S.  
Open penthouse door. D. S.

### Middle Hall

Open gate. D. Open gate.

### Lobby

Read book. Dmfs1, dbmm  
ubyj. N. N. E.

### Jungle Road and the Spider Web

Dvu xfc xjui njssps. Drop  
mirror. W. W. W. W.

### Cemetery

Open crypt. Look at crypt. Get  
necklace. Wear necklace. E. E.  
E. (Pudding Lane) N. W. W.

### Cane Fields

Get stick. E. E. E. E. Wait  
(for ubyj). Sjef epolfz. (Jg if  
xpo'u mfu zpv sjef, lffq  
uszjoh.)

### Town and Father Xavier

N. Open door. N. Get photo.  
Gbuifs, ufmm nf bcpvu



qipup. Put photo in tote. Gbuifs, ufmm nf bcpvu Npnb (uxjdf). S. S. Wait for taxi. Ride donkey.

**Banana Grove and Moma**  
Remove ofdlmbdf. Moma, tell me about Cfbvwbjt. Moma, tell me about hjsm. Usbef ofdlmbdf. Xfbs tijsu. Wait for taxi. Ride donkey.

**Airfield and Randall**  
Kill Randall with tujdl. Get Randall. W. Put Sboebmm jo dszqu. E. E. E. N. W. W. W.

**Cane Fields**  
Kill Bob with stick. Get Bob.

(Walk to Kvohmf Spbe fyju and go to Cemetery, vtjoh nbq; directions vary, depending on where you meet Bob.) Put Bob in crypt. Dmptf dszqu. E. S.

**DC-3**  
Mpp1 bu tlfmfupo carefully. Get pouch. N. E.

**Airfield Road and the Girl**  
Open pouch. Drop stick. Get powder. Uptt qpexfs po hjsm. Drop pouch. Get stick. Get hjsm. W. (Pudding Lane) Wait for taxi. Ride donkey (voujm zpv sfbdi Cbobob Hspwf).

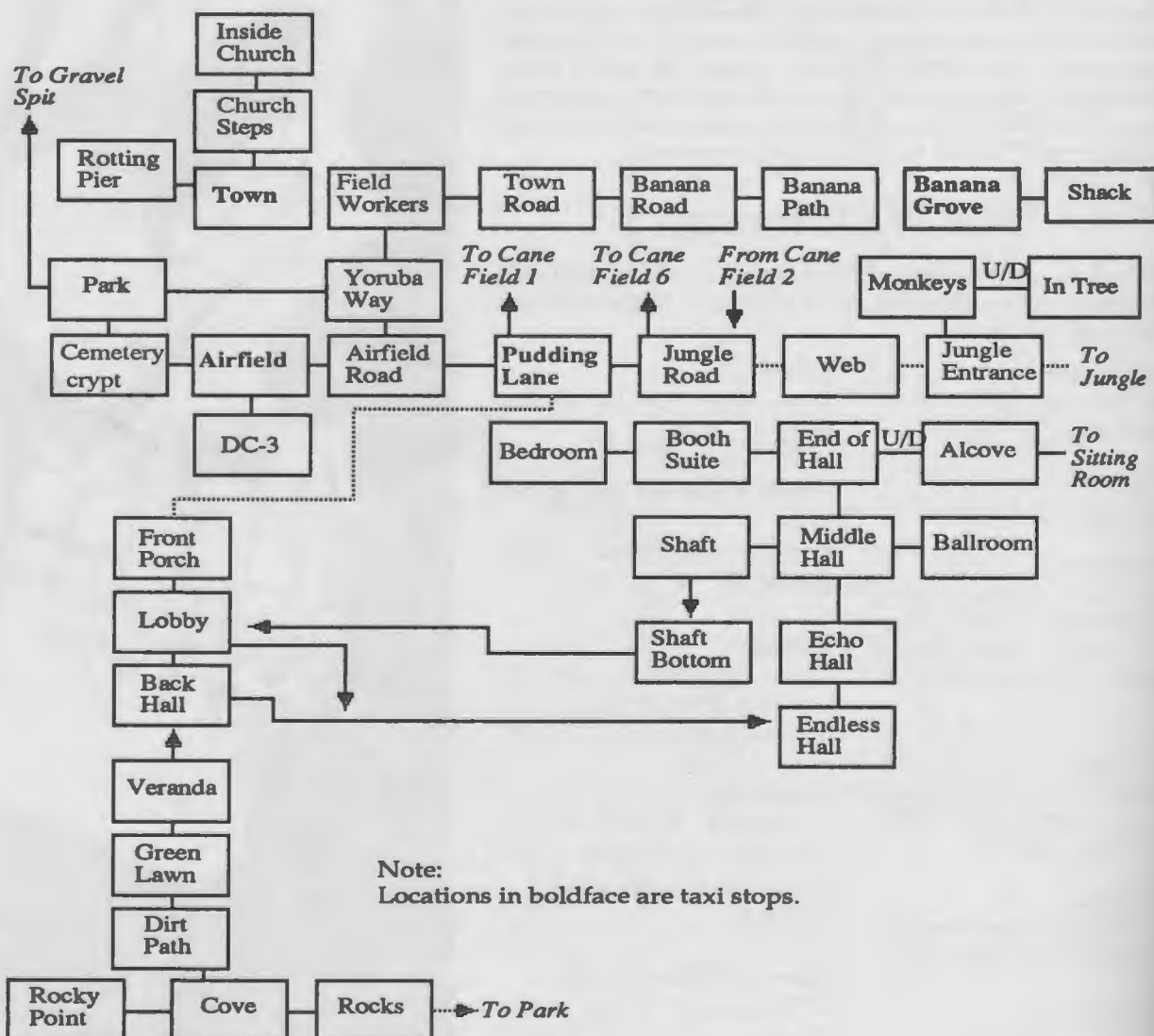
**Banana Grove and Moma Again**  
Hjwf hjsm to Moma. Moma, tell

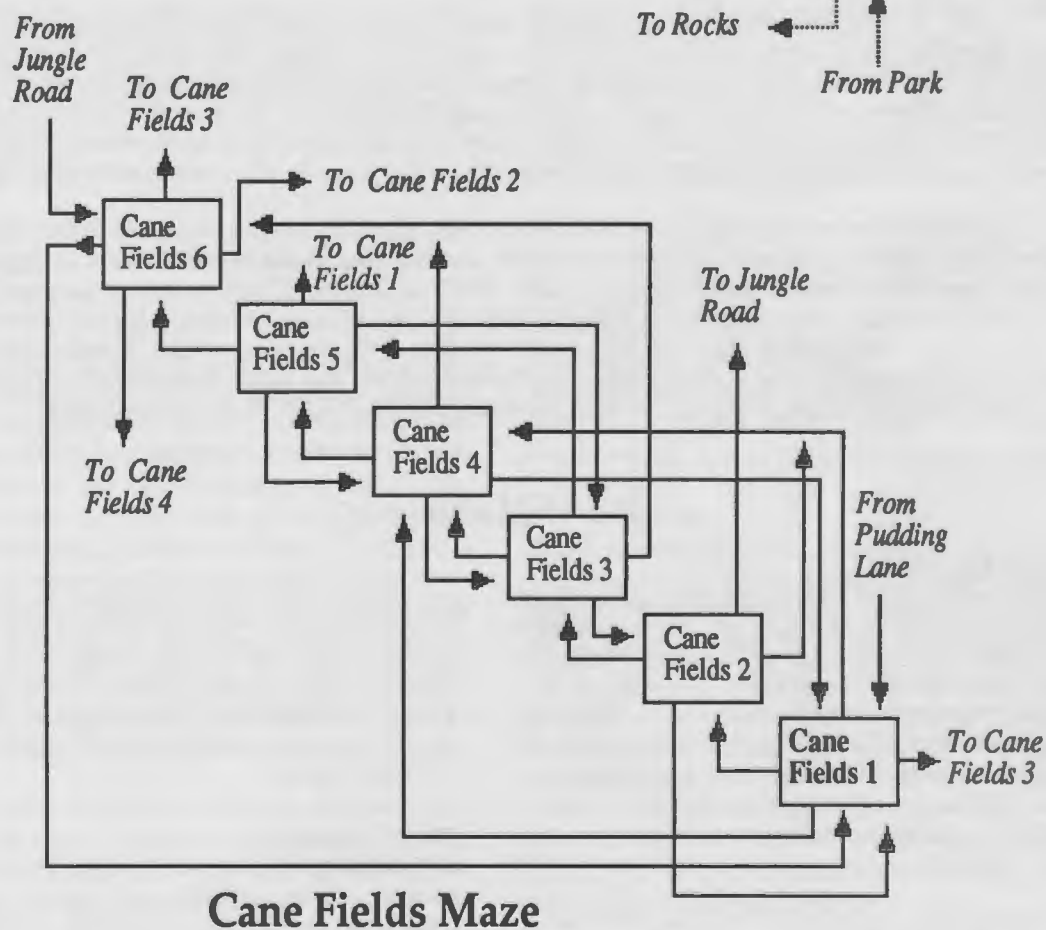
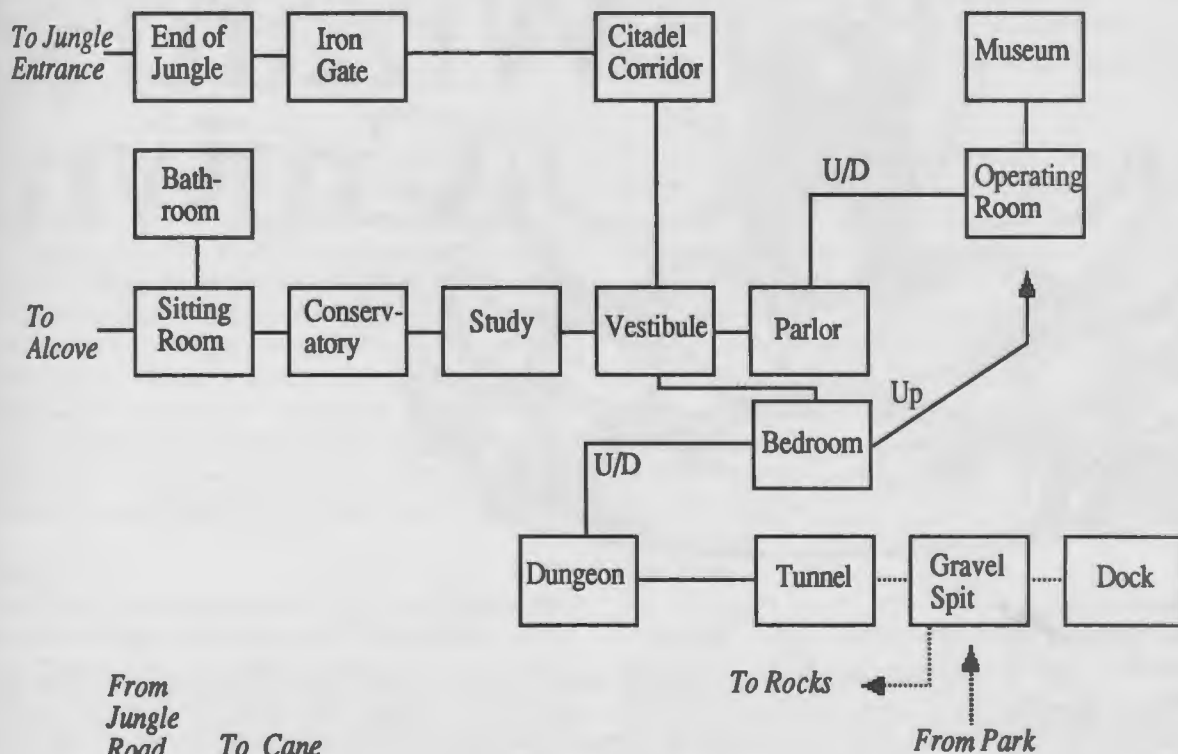
me about epmm. Wait for taxi. Ride donkey. E. E. E. E. E. N. Dmjnc usff.

**In Tree**  
Get doll. D. S. E. Open gate. E. E. Open door. S.

**Vestibule and Beauvais**  
Ljmm Tibsmffo xjui tujdl. Drop stick. Get Sharleen. Ufbs epmm (xifo Cfbvwbjt bssjwft). Drop doll. E. U. U. (Operating Room) Open dpggjo. Qvu Tibsmffo in coffin. Close coffin. (Go to Dock.)

**Dock**  
Wait for seaplane. Climb on seaplane.





# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)