

VOODOO CASTLE

Company: Adventure International

Suggested Retail: \$39.95

Type: An all-text adventure game, soon to be revised into Hi-Res form. Price also includes the *Count* and *Strange Odyssey*.

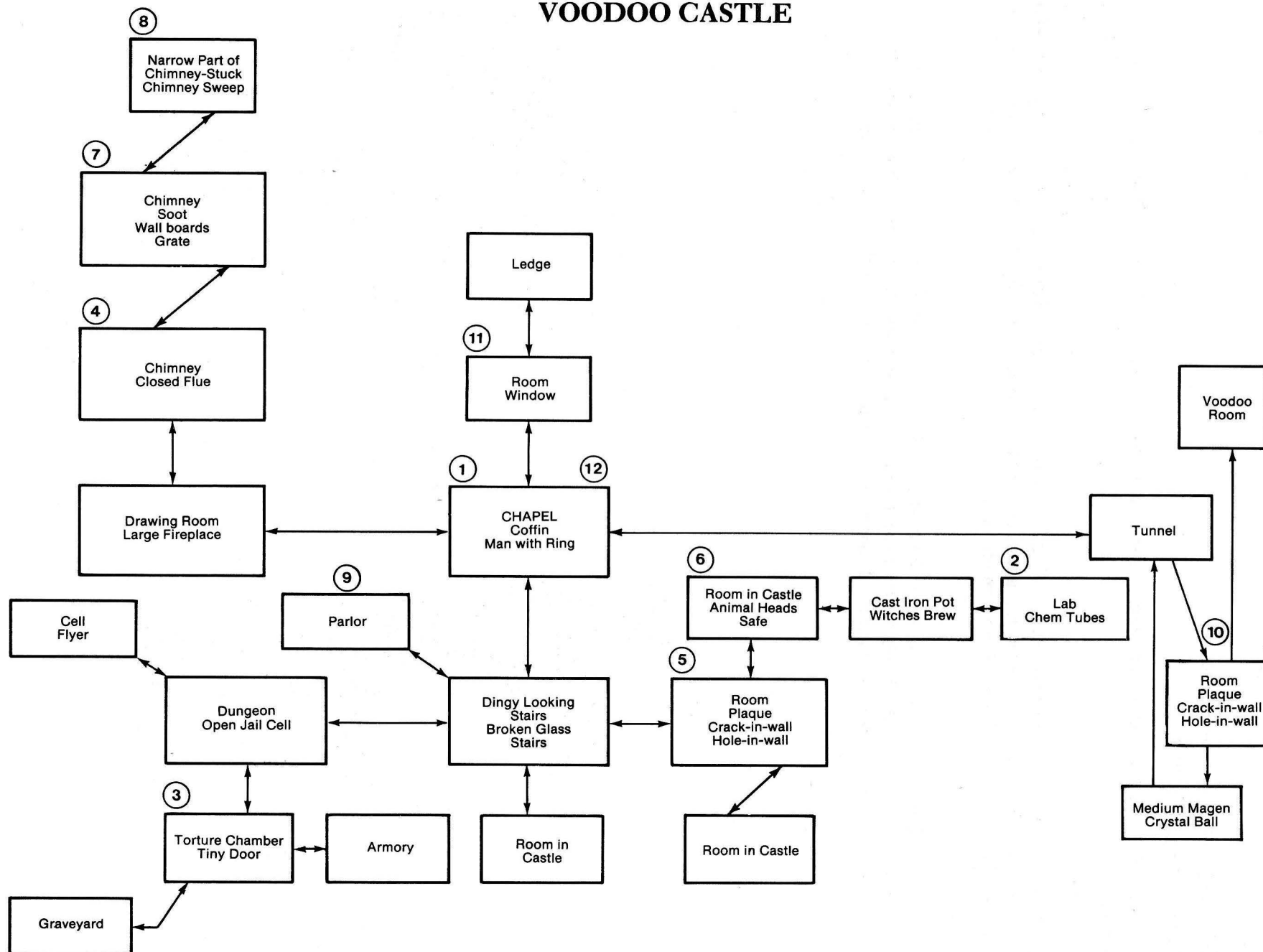
Description:

Yours is the not so simple task of removing a curse from the Count Cristo. The game takes place amid the rooms, hallways, and darkened dungeons of Voodoo Castle. You encounter a Kachina Doll, a Juju Man, a book for removing curses, and much more.

Playability:

Very well done and fast moving, with the best story line of the entire series. A few tricky spots, but eminently solvable. The two-word syntax has a limited but adequate vocabulary. The text is relatively expansive compared to the other games. It has a single easily made or recalled saved-game.

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1. Open Coffin. Take Ring. In Tunnel, Wave Ring. Get Knife. Go Chute. Take Plaque.
2. In Lab with Shield, Mix Chemicals. (Shield protects against exploding test tubes.) Get Hammer on way back.
3. Drink Chemicals. Get Saw. Look Grave. Get Four Leaf Clover. May enter Jail Cell now; need saw to get out.
4. In Chimney, Get and Clean Idol.
5. Look and Move Kettle. Go Hole. Without Idol and with Glass, in Dark Place, get safe combination. With Idol, Get Rabbit's Foot.
6. Take and Drop Heads. Turn 38. Turn 33. Get Hammer.
7. Pull Nails. Remove Boards with Hammer. Saw Grate with Saw. Drop Nails, Boards and Grate. Push Button.
8. Push Sweep. Read Paper.
9. In Parlor, Say Zap to Ju-Ju Man. Listen.
10. In Room with Plaque and with Ju-Ju Bag, Wave Bag. Go Crack. Get Missing Page.
11. Open Closed Window. Get Doll on Ledge.
12. In Chapel, look in Ju-Ju Bag. Get Stick and Book. Assemble all objects called for in Book and on Missing Page. Follow their directions in sequence. Make sure you hold either the Rabbit's Foot or the Four Leaf Clover and put the other on the Man in Coffin.