**Voodoo Tomb**

**OVERVIEW**

*Voodoo Tomb* is played from the perspective of a middle-aged man who has recently moved to New Orleans, Louisiana into a new, technologically advanced house. Soon after he arrives in New Orleans, he receives notice that his mother, who had a strong affinity for the Voodoo Queen, Marie Laveau, had recently passed away. Shortly after, he retrieves his mother’s ashes and brings them back to his new house. The character soon begins to experience many strange supernatural occurrences in his home. The user must accompany the character on his journey to uncover the mystery of the supernatural creature that has been haunting him and causing so much grief.

**OBJECTIVE**

The objective of the game is to help the character follow the signs being sent to him and reach the Voodoo Queen to receive her message. To end the game successfully, the character must remain sane long enough to complete his journey and confront Marie Laveau.

**INSANITY**

The user has control over how the character responds to these events by choosing from various options presented in the interface. The decisions made by the user are linked to the character’s sanity. The sanity can be tracked using a gage located on the left side panel of the interface. As choices that are assigned with insanity values are selected by the user, points will be added to the insanity meter. Also, as the insanity meter increases, it will start to blink and change colors. Once the character has officially gone insane, the title at the top of the left side panel will become red. The narrative of the game changes based on the level of insanity, so be sure to make decisions carefully!

**ARTIFACTS**

Another important aspect of the game is that the user can collect the different artifacts, which can be found in the story. Each of these artifacts is related to Marie Laveau and provides the user with some knowledge and historical information about the Voodoo Queen. Included in these artifacts are pictures and documents that familiarize the user with the voodoo culture and Marie Laveau herself.

**VARIABILITY**

The narrative changes based on the user’s decisions, so there are many different game-playing experiences to be discovered. The game can be played several times with different outcomes depending on how the user decides to behave. There are different narrative paths that can be taken and different endings that the user can experience based on their decisions when playing the game.

**CREDITS**

The following people made the game possible:

**Narrative Writing:**

Sarah Warywoda

**Research:**

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**Instruction Manual:**

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**Works Cited**

<https://louisianadigitallibrary.org/islandora/object/lsm-jaz%3A7811>

This is a black and white photo of a house that Marie Laveau lived in. The photo was taken in 1960.

<https://louisianadigitallibrary.org/islandora/object/hnoc-p16313coll21%3A13838>

This is a black and white photo of another house that Marie Laveau lived in.

<https://louisianadigitallibrary.org/islandora/object/state-lhp%3A9339>

This is a black and white photo of Marie Laveau’s tomb in New Orleans, Louisiana.

<https://louisianadigitallibrary.org/islandora/object/state-lwp%3A5565>

This is a three-page document written in 1937 in which the author interviews multiple people in order to document their memories and recollections of Marie Laveau.

<https://louisianadigitallibrary.org/islandora/object/state-lwp%3A5678>

This is a three-page document written in 1940 in which the author interviews multiple people in order to get information about the final resting place of Marie Laveau.