THUNDER
MOUNTAIN

VOODOO ISLAND
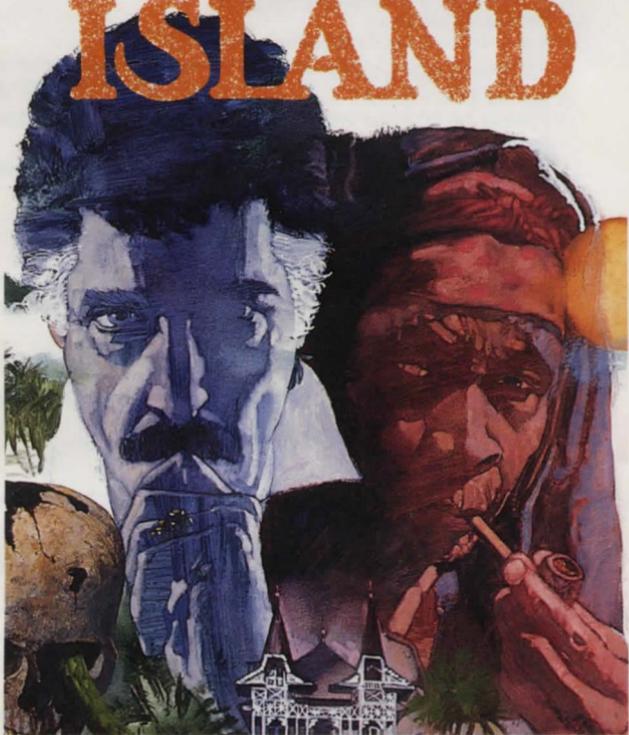
Reference Card
VOODOO ISLAND by M.J. Sayer

Loading

If you have an Apple® II:
1. Turn on your TV or monitor.
2. Insert the game disk into the disk drive.
3. Turn on the computer.
4. Follow the on-screen instructions.

If you have an IBM® PC/PCjr™:
A. Use the DOS disk each time you wish to load the game.
  1. Insert the DOS disk into drive A.
  2. Turn on the computer.
  3. Enter the time and date at the prompts, or simply press ↵ twice.
  4. Replace the DOS disk with the VOODOO ISLAND disk.
  5. Type **AUTOEXEC** and press ↵ . The game will begin.
B. Install DOS to make your game disk autoload.
  If you have one floppy disk drive
  1. Boot the system from a DOS disk.
  2. Insert the VOODOO ISLAND disk and type **INSTALL1** and press ↵ .
  3. Follow the on-screen instructions.
  If you have two disk drives
  1. Boot the system from a DOS disk.
  2. Insert the VOODOO ISLAND disk in drive A and the DOS disk in drive B.
  3. Type **INSTALL2** and press ↵ .
  4. Follow the on-screen instructions.

If you have a Macintosh™:
NOTE: If you have two drives, use only the internal one for all steps on this card.
1. Turn on the computer.
2. Insert the disk into the internal disk drive.
3. Click on YES or NO to either begin a new game or load an old one.

Saving

You can save up to nine games on a STORAGE disk. When you save, you assign the game a number (1-9). You specify that number to load the game at a later date.

If you have a Macintosh or an Apple II:
The first time you save a game, use a blank disk, and follow the on-screen instructions to format it as a storage disk.

If you have an IBM PC/PCjr:
Before you can save games to your storage disk, you need to format it. Follow the instructions in your DOS manual.

All machines:
1. Type **SAVE** at the → prompt.
2. Follow the on-screen instructions to number and save your game.

Quitting

All machines:
1. Type **QUIT** at the → prompt.
2. Follow the on-screen prompts. You will have the chance to save your game before quitting.

Restarting

All machines:
1. Type **RESTART** at the → prompt.
2. Follow the on-screen prompts.

Printing

You can print a running transcript of the game. Make sure your printer is "on-line" before printing.

All machines:
1. Type **PRT** at the → prompt. The game will respond **OK**. Printing will begin with your next turn.
2. To stop printing, type **PRT** again.

Conversing with VOODOO ISLAND

To enter your commands, questions, or responses, just type them in when you see the →. Then press **RETURN** or ↵ .

If you make a mistake while typing, use the left arrow or backspace key to erase your error.

The standard commands appear in the enclosed documentation. Special additional commands, unique to VOODOO ISLAND, are listed below (examples of how you might use some of the verbs are provided in parentheses):

cut	look in/into	shut
describe	page (turn a page)	stab
destroy	pour	take _____ off of _____
get (the glass)	put	take _____ out of _____
hit	put _____ on _____	tear (the paper)
look at	put _____ on top (of)	wait for (the taxi)

Interactive Fiction — Teens/Adults

Voodoo Island

By M. J. Sayer

You awaken on a Caribbean island, surrounded by a powerful feeling of evil. Footsteps in the sand tell you that you're not alone. Your spine tingles; your pulse races; your goal is clear: find the source of evil and destroy IT before IT destroys you!

In this all text adventure, your adversary is the fiendish Dr. Beauvais. Other bizarre characters plague you in your feverish attempt to destroy Beauvais. Look out for black magic spells and devious puzzles. The challenges, and the danger, never stop. No relaxing in the sun on this paradise island—or you may never go home again!

An all text adventure that features:
- Advanced techniques that allow you to give commands in plain English
- Fully developed, individualized characters that respond realistically
- Detailed prose that transports you to the tropical Voodoo Island

"Voodoo Island is a great place to exercise your imagination... We enjoyed this adventure..."—Computer Entertainer, *February, 1986.*

"A great addition to public library collections."—Booklist, *September 15, 1986.*

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