

# WOODOO

*NIGHTMARE*





# VOODOO NIGHTMARE

Game Design

**Zippo Games**

From An Original Concept By

**Peter Harrison**

Original Programming

**Peter Harrison**

Conversion

**Dave Chapman**

Graphics

**Lorne Campbell**

**Lyndon Brooke**

ST Sound

**Dave Whittaker**

Amiga Sound

**Richard Joseph**

Manual

**Simon Birrell**

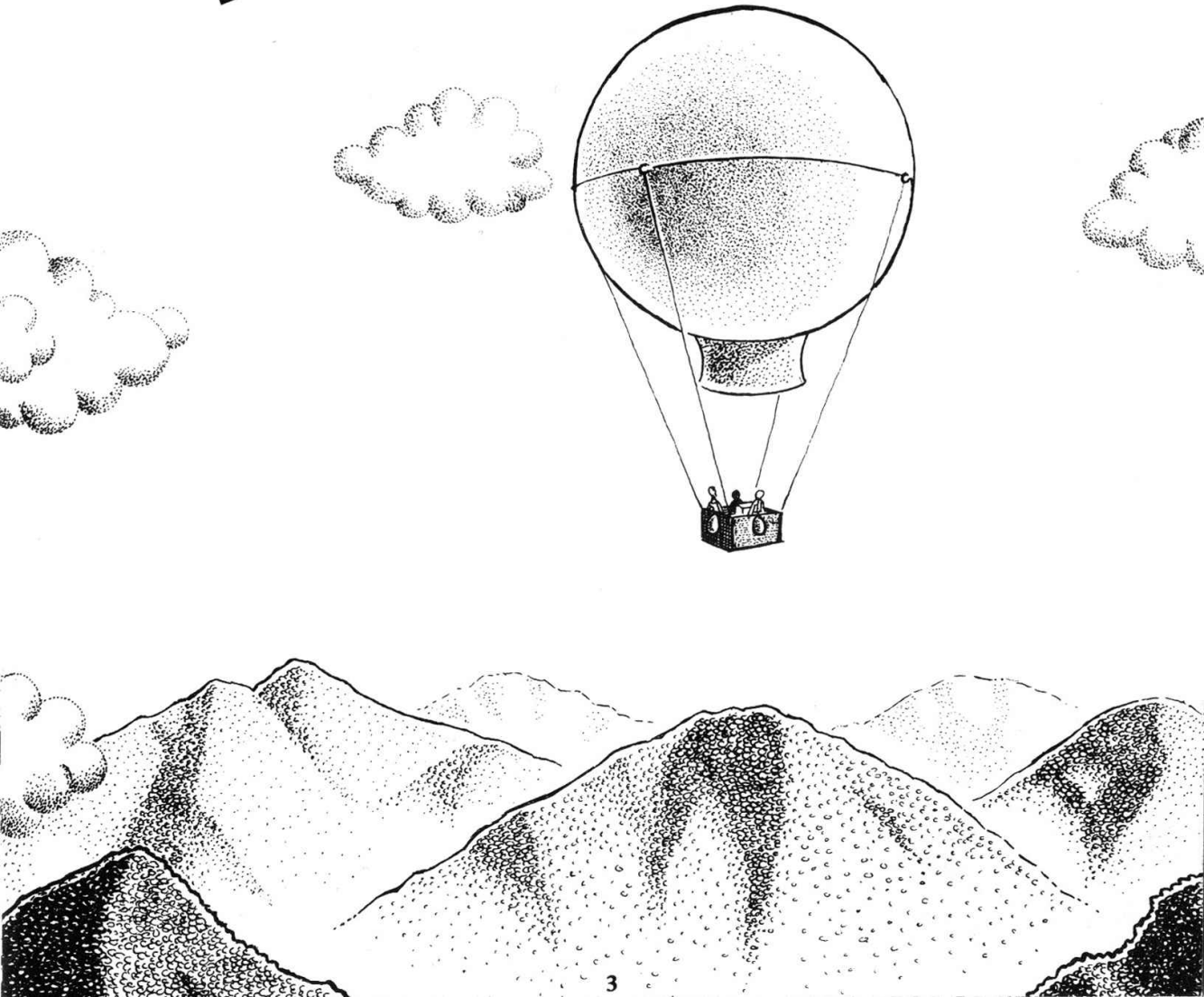
**Lorne Campbell**

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BOOTS BARKER IN

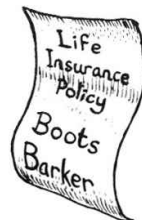
# WOODOO

*NIGHTMARE*



# Voodoo Nightmare

## BOOTS GETS A SURPRISE



*Boots Barker, his wife and best friend,  
Over the Congo one weekend.*

*Thrown to his death, can he be saved?  
I fear Boots' wife has misbehaved.*

### LOADING

#### ST

Switch off machine. Put Voodoo Nightmare Disk in Drive A and switch on again.

#### Amiga

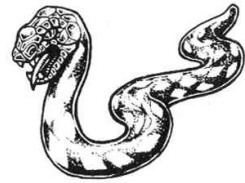
Switch off machine. If Kickstart is not resident in the machine then switch on with your Kickstart Disk in Drive DFO.

When the Workbench request screen appears, insert Voodoo Nightmare Disk in drive DFO.





# Voodoo Nightmare



## BOOTS MAKES NEW FRIENDS



*When Boots wakes up late in the day,  
He wears a mask to his dismay!*



*Lots of new chums, friendly and fun,  
Boots says "Hi!" then looks for a gun.*

### CONTROLLING BOOTS



Plug your joystick into joystick port 1. When the disk has finished loading and the credits appear, press the fire button to run the game.

Use the joystick to make Boots run in eight directions. If you press the fire button he will jump as well. This is useful for stomping on the nasty little creatures that infest the jungle.

If you are bitten you will flash and lose energy, represented by the hearts at the bottom of the screen. When all your hearts have turned blue then you lose a life. The number of lives is indicated by the number of masks on the bottom line of the screen. If the creatures lose energy then they flash too.

Sometimes a dying creature turns into food. If you walk over this quickly then some of your energy will be replenished. Jungle creatures tend to hide in the undergrowth at night, allowing Boots to move more freely.



# Voodoo Nightmare



## BOOTS LEARNS ABOUT JUNGLE LIFE



*Boots is brave, when the day goes dim,  
Jungle Night holds no fears for him!*



*He's full of pluck, despite the heat,  
Boots has survived – that's no mean feat!*

### STATUS SCREEN

Pressing the Space Bar interrupts the game to show you the Status Screen. This displays your progress in the game by displaying the magic pins and other special rewards that you have collected.

It also allows you to select and use the different weapons and objects that may be bought. Move the joystick to the item required and press fire. When the game starts all you own is a pair of rather tatty boots.

From the Status Screen you can save and load your position in the game as a named file onto a formatted blank disk.

**SAVE (Press F2):** Insert your blank disk, type a new filename and then press Return. Be careful not to save onto one of the Voodoo Nightmare disks.

**LOAD (Press F1):** Insert your disk of saves and type the filename of a previously saved game. If an error is given, it probably means that you have entered the wrong name.





## Voodoo Nightmare



### TRUST ME I'M A DOCTOR



*A weird stranger in a mask,  
"Er . . . where am I?" Boots tries to ask.*

*Witch Doctor is a touchy guy,  
Says he to Boots, "Prepare to die!"*

---

#### THE OBJECT OF THE GAME

The only way that Boots is going to see civilisation again is by defeating the evil WITCH DOCTOR. To do this he is going to need some pretty hefty magic.

A nice new voodoo doll pierced with eight magic pins is a powerful weapon, and is essential for entering the domain of the Witch Doctor (the mysterious Part II).

There are two ways of getting magic pins, from the Gods in the Temples, or by completing missions. As you find the Voodoo Doll and pins they are displayed on the Status Screen.





# Voodoo Nightmare



## BOOTS GOES EXPLORING



*Down in the temple Boots must go  
What strange surprises wait below?*



*Some hungry spiders underground,  
It's not the time to hang around.*

### THE TEMPLES



Boots will very quickly have to explore the first of the five huge temples. Each one is devoted to a particular Jungle God: Lion, Spider, Kong, Snake and Eagle, all with their own deadly servants.

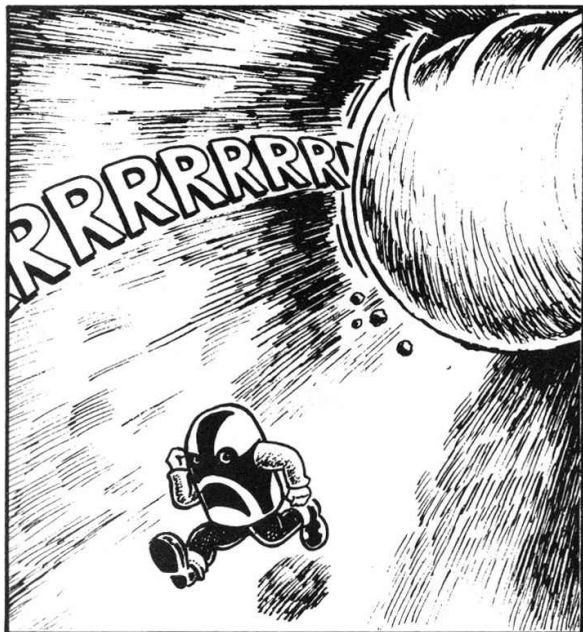
To leave each temple you must collect all of the fabulously valuable gems that lie scattered about, and show them to the Jungle God as proof of your cunning. The God will reward you handsomely. As well as the coveted magic pin, you receive extra stamina, all the gems that you have found and a special gift or ability that will be necessary to proceed. Some particularly hard-to-please Gods may insist on you completing a further task before your reward.

The number of gems that you have collected is displayed at the bottom of the screen. A flashing red gem appears whenever there are any gems left to collect in the current room.

# Voodoo Nightmare



## BOOTS HAS FUN UNDERGROUND



*Boots feels like an unwelcome guest,  
"I'll leave before I get depressed!"*



*He lays some jewels upon the floor,  
The Temple God says "I need more!"*

---

The temples are full of nasty surprises. Bottomless chasms yawn beneath Boots; static gates block his way. He is bemused by the secret doors and switches hidden in rocks. As if the temple creatures weren't enough, some of those large boulders seem to be rather loose . . .

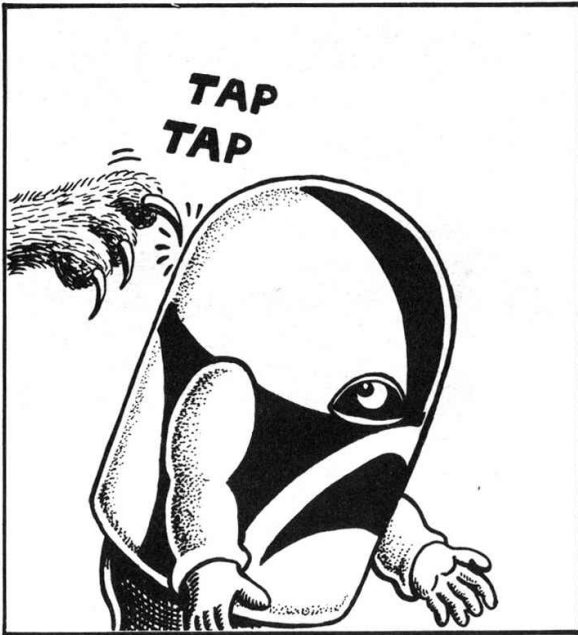
To complete all five temples, it will be necessary to do them in the correct order, which is . . . we've left you a clue in the game. Certain items of equipment are essential for negotiating the final temples, so don't forget to visit the shop. Pay careful attention to what the Jungle Gods tell you, as they are not in the habit of repeating themselves.





# Voodoo Nightmare

## BOOTS IS KEPT BUSY



*Were those soft paw-steps that he heard?  
A deep voice growls "I want a word!"*



*Later a native who is sick  
Says I know what would do the trick . . .*

### THE MISSIONS

Five of the eight magic pins come from the temples, so where is Boots to find the remaining three?

We wouldn't want to give too much away, but let's just say that during the course of this epic you will be . . . er . . . politely requested to undertake three important missions. Providing you complete them, rather than just monkeying about, you will be rewarded with the last three magic pins.





# Voodoo Nightmare



## BOOTS GOES SHOPPING



*The Jungle Shop is lots of fun,  
Boots' arms are full when he is done.*

*But paying is a little hard,  
"Me no accept your credit card."*

### THE STORE

Despite the large Banana Deficit, the jungle economy is fairly stable. Boots can spend some of his hard-earned gems down at Romero's General Stores, which has a whole range of useful products.

A map will help you find some of the more out-of-the-way beauty spots, and a machete will be handy to clear your way to them. Romero does a nice line in Voodoo Dolls, and even stocks dynamite . . .

Once you have entered the shop, you can decide which items to buy by selecting them with the joystick and fire button from the shelves behind Romero. The last person who asked for credit was eaten alive, so make sure you don't go empty handed. Select EXIT to leave the shop.





## Voodoo Nightmare



### BOOTS FROLICS WITH THE NATIVES



*A native shoots and doesn't miss,  
The dart causes paralysis!*



*A den of gambling and of sin,  
Boots ponders, do I dare go in?*

---

### IT'S A JUNGLE OUT THERE

Watch out for natives armed with blowpipes. The envenomed darts can induce dizziness, temporary blindness or lose you a life.

Tired of saving up slowly to buy the designer items in Romero's? For those with a lucky streak, the Casino offers a quick road to fame and fortune . . .

Now just where CAN you get bananas?

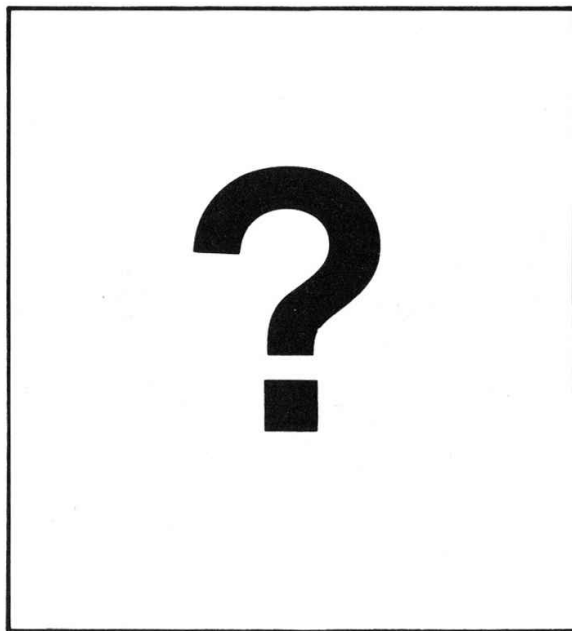
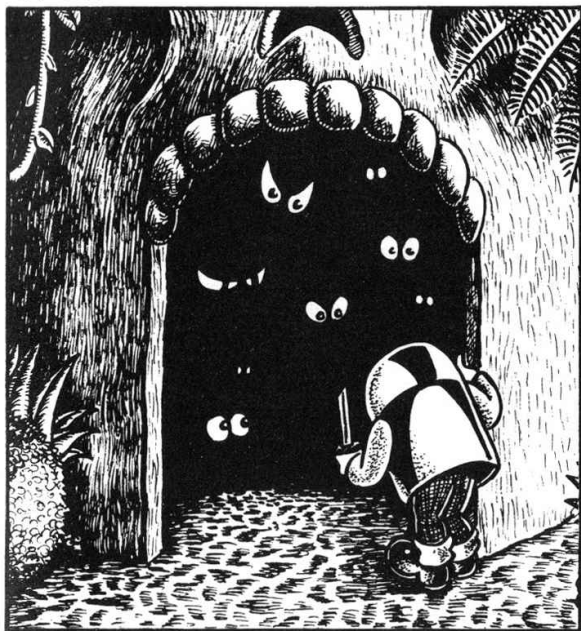




## Voodoo Nightmare



### BOOTS BEHIND THE GREEN DOOR



*"What can be next? What must I do?"  
As Boots prepares to face . . . Part Two!*

*It's years since Boots went through that door,  
And we have heard from him no more . . .*

#### THE MYSTERIOUS PART II

So you think you've almost finished.

After months of playing you have completed five temples and solved three missions. You have the Voodoo Doll and all eight pins. You are standing in front of the Witch Doctor's Inner Sanctum.

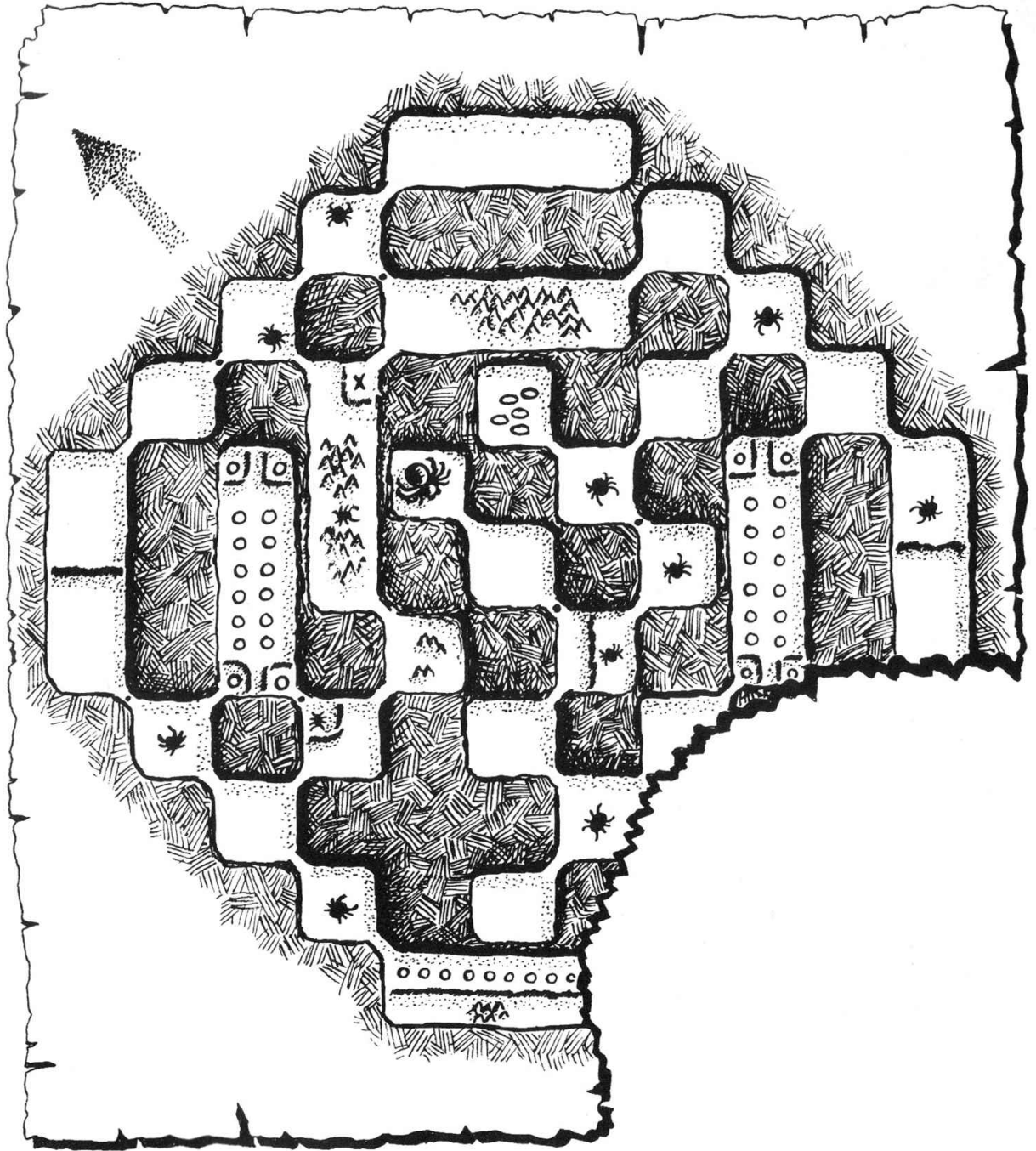
What you didn't know is that we have included an entirely new game on the Voodoo Nightmare disks that takes place in the Witch Doctor's domain; you have to complete this 'Part II' before facing the witch doctor.

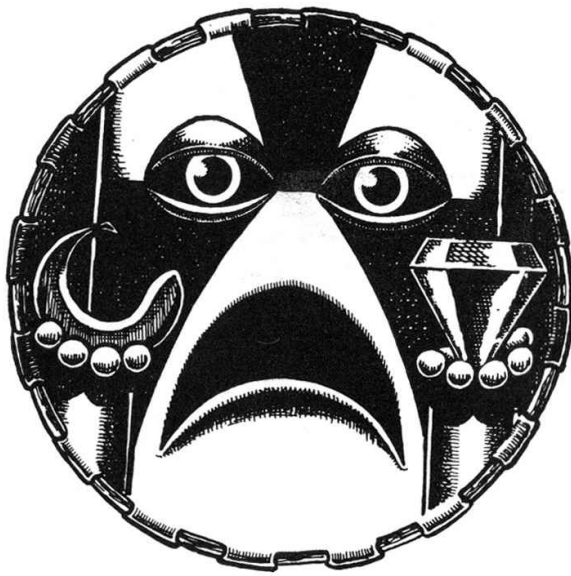
And we're not going to tell you a thing about it.





# A SCRAP OF PAPER FOUND IN THE JUNGLE





PALACE

