

# UNINVITED™

*ADVENTURER'S GUIDE*

### **Windows™ Minimum Requirements:**

- ◆ Microsoft® Windows™ 3.1 or higher
- ◆ DOS 3.3
- ◆ 80286 CPU
- ◆ 4 M RAM
- ◆ 6 M Free Hard Disk Space
- ◆ Super VGA Display and Card or greater
- ◆ Windows Compatible Sound Card *Recommended*
- ◆ Mouse

### **Macintosh® Minimum Requirements:**

- ◆ Macintosh Plus or greater
- ◆ Either system software version 6.0.7 (requires 2M RAM)  
or system software version 7.0-compatible (requires 4M RAM)
- ◆ 1.5 MB Free Hard Disk Space
- ◆ *Ideal for Powerbook, Classic and Performa 200 Owners*

# UNINVITED™

## **ADVENTURER'S GUIDE**

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Can't get enough? Turn to this section for descriptions of more exciting game experiences and how to order them.

## BEFORE YOU GET STARTED

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### Macintosh® Users

#### *Before You Install*

Remember to make a working copy of your *Uninvited* disk before installing. Then, place the original disk in a safe place. Refer to your Macintosh manual for instructions on making this back-up disk.

#### *To Install*

1. Insert the *Uninvited* disk into your floppy drive.
2. From the open window, double-click the **Read Me First** file and take a moment to read any last-minute notes about the game. When you are finished reading, quit TeachText.
3. Double-click the **Uninvited.sea** icon.
4. Use the dialog box to select the hard drive to which you will install the game. Use either the **Drive** (System 6) or **Desktop** (System 7) button to navigate to that drive and then click the **Open** button.
5. Click the **Extract** button to begin the installation. The AutoExtractor™ status box appears on-screen to let you know which files are being copied to your hard drive.
6. To open the game, locate and open the folder in which you installed the game, and double-click the *Uninvited* icon.

### Windows™ Users

#### *Before You Install*

Before installing *Uninvited*, make sure that Windows is installed according to Microsoft® instructions.

Remember to make a working copy of your *Uninvited* disk before installing. Then, place the original disk in a safe place. Refer to your DOS manual for instructions on making this back-up disk.

#### *To Install*

1. If Windows is not currently running on your machine, load and run Windows by typing WIN at any DOS prompt.
2. Insert the *Uninvited* disk into the appropriate drive of your computer—for example, Drive A.
3. Select **Run** from the Program Manager's File menu.
4. At the command line of the Run dialog box, type {drive} SETUP, where {drive} is the name of the drive in which you inserted the game disk. For example, type A:\SETUP, where the drive in which you placed the disk was the A drive. Then, click the **OK** button. You are prompted through the installation process.
5. When installation is complete, double-click the game group to open its window. Then, double-click the *Uninvited* icon to open the game.

## BASIC INFORMATION

To successfully complete this adventure, you will have to carefully explore your surroundings and examine the objects around you. The clues and object you need are available, but you must find them first.

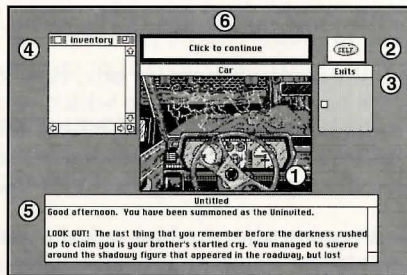
### The Mouse

This peripheral is what you use to examine where you are and determine what you'll need to keep so you can find your brother and make it safely through the mansion.

The mouse allows you to move from room to room, invoke commands, and manipulate objects by pointing, clicking, and dragging.

### The Windows

Six windows assist you as you try to find your brother. Each of these is a unique window into the realm of the *Uninvited*.



### 1 Main Window

The central picture window is the Main Window. This is the world as you see it.

### 2 Self Window

Toward the upper right from the Main Window is a special window. This is *Self*. Within this adventure, it represents you.

### 3 Exits Window

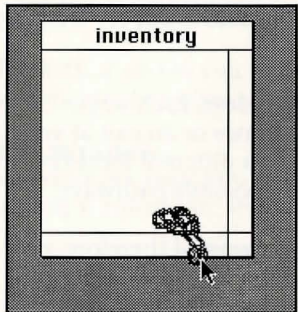
To the right of the Main Window is the Exits Window. Each white square or door in this window represents an entrance or an exit at your current location. If you need to escape quickly to a different location, refer to the Exits Window to see the positions of possible pathways.

**HINT:** In some locations, an exit may be behind you, and therefore, not visible from the Main Window. Always be sure to compare the view of the Main Window with the position of doorways displayed in the Exit Window.

### 4 Inventory Window

To the left of the Main Window is the Inventory Window. As you go through the house, you will come across various items that may be useful or even necessary for your survival. This window is a convenient place where you may store, view, and retrieve these items.

Only certain types of objects may be placed into this window. Objects that you would expect to be easily moved (such as envelopes, bottles, and matches) can be *dragged* and placed into the Inventory. Large objects which are normally difficult to move (such as cars, trees, buildings, and other objects ) cannot be placed into the Inventory.



#### To drag an object into your Inventory:

1. With the mouse, point to the object you wish to move.
2. Press the mouse button.
3. While holding the button down, move the object into the Inventory.
4. When the item is inside the window, release the mouse button. If you are allowed to take the object with you, it will remain in the window.

To select more than one item in your Inventory, hold the Shift key down as you click on each object you wish to move.

Whenever there are more items to view, scroll bars will become active, so you can scroll the rest of the items into view.

#### 5 Text Window

Below the Main Window is the Text Window. Within this window, you will find explanations and descriptions of rooms or objects. If you need to remember what was in a previously visited room, you may find that reading a description of the location in this window is easier than going back to the room itself.



Whenever there is more text to be read, the scroll bar will become active. In addition, the Command Window will display the message "Click to Continue," letting you know that additional text is present.

#### 6 Command Window

Above the Main Window is the Command Window. From this window, you use the eight commands that will get you through the house.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

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## The Commands

Within the house, you have the ability to directly interact with items that appear on-screen. An on-screen item with which you can interact is called an *object*. If you click an on-screen item and it becomes highlighted, then the item you clicked is an object. To interact with objects you will use the commands within the Command Window. These will be your eyes, ears, mouth, and hands as you hunt for your brother:

### Examine

This command allows you to carefully look at something or someone.

- To examine an object, do the following in either order:
  1. Click **Examine**.
  2. Click the item you wish to examine; the object's description will appear in the Text Window for you to read.

#### EXAMPLE

To examine a book:

1. Click **Examine**.
2. Click the book. The book's description will appear in the Text Window.

**SHORTCUT:** Double-click any object (except exits and unlocked doors) to examine it.

### Open

This command opens doors, boxes, chests, other people's pockets, etc. **Open** can be thought of as a synonym for "look inside."

This command is one of the more important things to try when you can't think of anything else to do. Open often reveals hidden features of an object. (For example, when you find a box with no obvious use, you might open it to see what it contains.) Because not all things are what they seem, don't let appearances fool you. Try to see past the surface to what lies beneath.

- To open an object, do the following in either order:
  1. Click **Open**.
  2. Click the item you wish to open.

#### EXAMPLE

To open a door, do any of the following:

- a) click **Open**, then click the closed door
- b) click **Open**, then click the square or door in the Exits Window that it represents
- c) double-click either the door in the Main Window or its square in the Exits Window

## Close

This command closes doors, chests, boxes, etc.

- To close an object:
  1. Click **Close**.
  2. Click the item you wish to close.

**SHORTCUT:** If it has one, just close the window of the opened object.

## Speak

This command allows you to talk to someone or something. You will use this command to cast spells.

- To speak to an object:
  1. Click **Speak**.
  2. Click the item you wish to speak with; a reply window will appear.
  3. Type what you want to say within the reply window and click **OK**.

## Operate

This command is the most powerful available to you.

To use this command:

1. Click the object you want to use.
2. Click **Operate**.
3. Click the object you want to use the first object upon.

**EXAMPLE**

To unlock a door:

1. Click the key (if you have the correct one).
2. Click **Operate**.
3. Click the locked door.

## Go

This command allows you to walk through an open exit.

- To go through an exit, do the following in either order:
  1. Click **Go**.
  2. Click the exit from either the Main Window or the Exits Window.

**SHORTCUT:** Double-click the exit in the Main Window or the Exits Window.

## Hit

This command allows you to strike an object. Assuming that you are



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skilled in the martial arts, this can be an effective means of self-defense. Hit can also be used to break things when necessary.

- To hit an object, do the following in either order:
  1. Click **Hit**.
  2. Click the object of your attack.

**HINT:** You probably won't want to hit anything that could hit you back.

## **Consume**

This command allows you to eat or drink any food or potions that you may discover along the way—if you think that it's wise.

To eat or drink something, do the following in either order:

1. Click **Consume**.
2. Click the object you wish to eat or drink.

**HINT:** Make sure that what you're eating or drinking out of is open first.

## **The Menu Commands**

In addition to the commands of the Command Window, you may use the commands from the bar menu at the top of the screen. Listed are some of the commands you might use throughout your adventure.

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## **Macintosh Users**

### **File Menu**

- New* Select this command to make a new game.
- Open...* Select this command to open a saved game.
- Save* Select this command to save the current game.
- Save As...* Select this command to save the current game under a different name.
- Quit* Select this command to quit the game.

### **Edit Menu**

- Undo* Select this command to undo the last editing command.
- Cut* Select this command to remove the selected text and place it on the Clipboard.
- Copy* Select this command to copy the selected text and place it on the Clipboard.
- Paste* Select this command to paste the text from the Clipboard.

### **Special Menu**

- Clean Up* Select this command to tidy up the Inventory Window.
- Mess Up* Select this command to mess up the Inventory Window.

### **Font Menu**

Select a font for the Text Window display.

### **FontSize Menu**

Select a font size for the Text Window display.

## Windows Users

### File Menu

- New** Select this command to make a new game.
- Open...** Select this command to open a saved game.
- Save** Select this command to save the current game
- Save As...** Select this command to save the current game under a different name.
- Exit** Select this command to quit the game.

### Special Menu

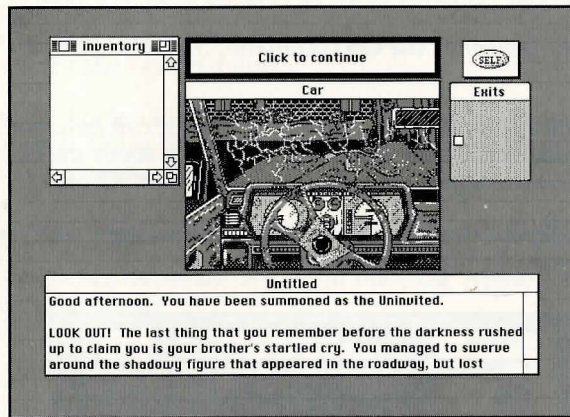
- Clean Up** Select this command to tidy up the Inventory Window.
- Mess Up** Select this command to mess up the Inventory Window.
- Clean Up Windows** Select this command to place the game windows in their original positions.
- Enlarge** Select this command to increase the view of the game window.
- Font...** Select this command to define the font used in the Text Window.
- Sound** Select this command to alternatively turn on or off sound effects.
- Setup Sound...** Select this command to define the sound configuration.

### Help Menu

- Index** Select this command to open the list of *Uninvited* on-line help topics.
- Using Help** Select this command to learn how to use on-line help.
- About Uninvited...** Select this command to learn about the author of this adventure.

## BEGINNING STEPS

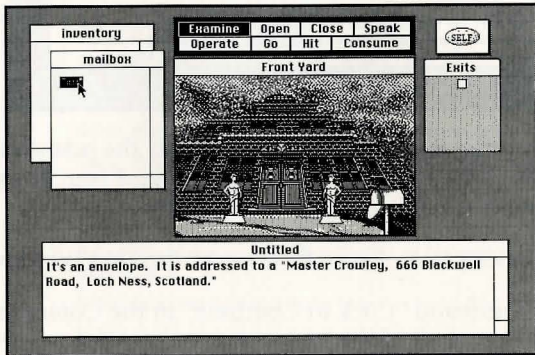
When the game opens, you'll find yourself looking at the scene below.



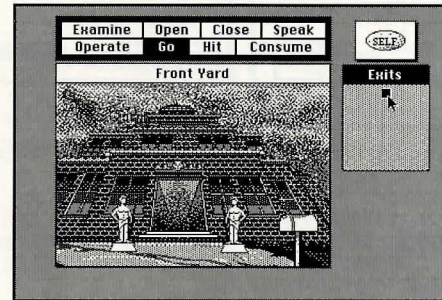
To find your brother and make it safely through the mansion, you'll need to examine where you are and what's around you. To get a better bearing on your surroundings, follow these steps...

1. Read the description of your location in the Text Window.
2. Click the command "Click to Continue" in the Command Window until you've read all of the text.

- The car seems like it's going to blow! Click the **Open** command in the Command Window, point to your car door and click to open it.
- Now, to get out: click the **Go** command, then click the car door exit.
- There's a house ahead. Maybe someone inside can help you. But first, take some time to learn a little more about the house's owners. Use the **Open** command to open the mailbox.
- Examine the envelope you find by double-clicking it and reading its description in the Text Window.



- Next, open the envelope by using the **Open** command.
- Examine the letter by clicking it and then clicking the **Examine** command (or, just double-click the letter). Then, read the letter's contents in the Text Window.
- Hmmm... Looks like there's something else with the letter. An amulet. It may be important. Drag it into your Inventory, just in case you need it later.
- Well, you'd better hurry. Who knows where your brother is or what's become of him. Click **Go** from the Command Window or double-click its square or door in the Exits Window to go through the door.

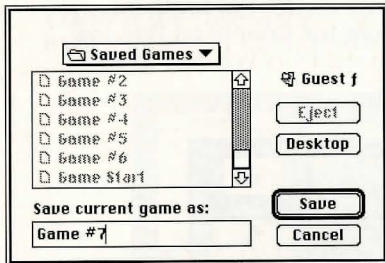


# SAVE & LOAD

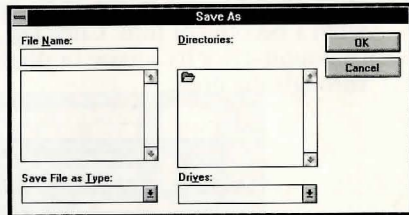
## Saving a Game

As you make your way through the mansion, it would be wise to save each room you've finished exploring as a separate game. This will save your progress and still let you go back to a specific location in the game, without having to start your adventure from the beginning.

1. From the File menu, select Save to bring up a **Save** dialog box.
2. Type the name under which you wish to save the game.



Macintosh Save Dialog Box



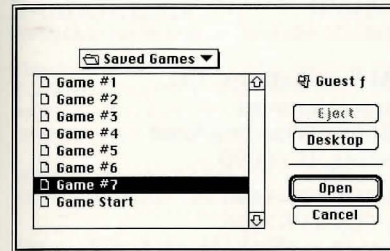
Windows Save Dialog Box

3. Select the directory or folder in which you wish to save the game.
4. Click **Save** or **OK** to save the game.

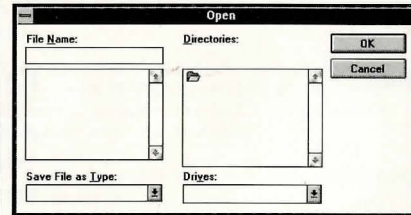
## Loading a Game

If you've met Death during your search and still want another chance at life, you can load a previously saved game. This allows you to go back to a specific point in the game, without having to start your adventure from the beginning.

1. From the File menu, select **Open** to bring up an Open dialog box.
2. Find the location of the game you wish to play.



Macintosh Open Dialog Box



Windows Open Dialog Box

3. From the list of files, select the game you wish to play.
4. Click **Open** or **OK** to load and open the game.

## TECHNICAL SUPPORT

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We at ICOM Simulations, Inc. would be glad to hear from you. If you have questions, comments or other inquiries, please feel free to contact us through any of the following:

America OnLine.....ICOM1  
Keyword:ICOM

AppleLink.....ICOM.SUPPORT

Compuserve.....76702,1604

Mail.....**ICOM Simulations, Inc.**  
Technical Support  
648 South Wheeling Road  
Wheeling, IL 60090  
PHN: 708-520-4440  
FAX: 708-459-7456  
M-F, 9 AM - 6 PM CST

**IMPORTANT:** Technical Support does not supply hints on playing *Uninvited*. To receive hints, please complete the *Uninvited* Hint Book Order Form and Registration Card included with this product and return it to ICOM at the address or fax number listed.

## MORE FROM ICOM...

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### **SHERLOCK HOLMES, CONSULTING DETECTIVE® VOLUMES I, II, AND III**

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Macintosh Version  
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