

Text in UNIVITED:

The note in envelope reads:

"Dear Master. Please forgive me. My health prevents me from aiding you in your battle against the evil one. You teach your students well; they become too powerful for their own good. Enclosed is an amulet that should look familiar. Wear this charm and think of me. The undead fear symbology. Still the Evil; set it free for the sake of family."

The old papyrus reads:

"The heart of the garden maze contains the Blothney gem. There are certain places you cannot go, 'till you unlock the 'mystery.'"

The book is opened to a page which seems to be filled with definitions:

"Instantum: Sudden and momentary; here and gone in an instant.

Illuminarius: A bright, white light.

Projectum: The propulsion of an entity.

Spearca: A small flame or spark.

Specan: To talk, talking.

Heafod: The head, the skull, etc.

Magisterium: Mystery.

Abraxas: It is a magical word: a vehicle through which magic is directed."

The diary reads:

"I have lost control of Dracan. My star student now fancies himself a Master. Though his power is strong, his spirit is weak. He is easily corrupted by the dark spirits of greed and power. My servant, more aware than I, sealed his star in my hingeless box. They're locked away, beyond his stare. I've hidden the key, a chair knows where."

The pentagram book reads:

"My star is gone, but not lost. Master's servant will pay for his indiscretion. The vehicle of my power has not yet served its purpose. When it sets me free, I will have a chance to realize my unlimited potential. The forces of the technological society will be unprepared for the likes of me. I will not be denied. My omnipotence is inevitable."

The journal diary reads:

"The Master would, or could, not, so I have stolen Dracan's star. He is an evil soul. Unlike the Master, he uses his power for amusement and profit. He is not concerned with spiritual enlightenment. There is no compassion with his power. I grow weak. I am dying. I have hidden the star in Master's special box. It never opens, it has no locks. Dracan's star never discerns. In fire it freezes. In ice it burns."

Useful items and what they solve:

"NO GHOST" bottle -Kills woman in hallway.
Found in upstairs storage closet.

Aerosol can with "spider cider" -Found in
upstairs storage closet. Paralyzes the spider at
the veranda.

Spider -The spider at veranda is used to scare
off a ghost that appears when operating the
light swith in the kitchen bedroom.

Axe -Is found in upstairs stairwell. Used to hit
chair in entrance hall to get key. Also used to
destroy cookie jar found in safe.

Key in ripped chair-The key is used to open
cabinet in upstairs bedroom. Also used to open
animal cages in maze.

Key from creature -This key is found by giving
the running key-bearing creature the cookie
found in safe. The key opens the door from
cave staircase which leads back to study in
house.

Wooden box -Is found in upstairs bedroom
cabinet. Burning the box in entrance hall fire
place (by the pentagram mat of course!) gets
access to the pentagram.

Pentagram -Used to melt ice cave.

Pretty bouquet of flowers -Is found on
dining room table. Putting the bouquet on top
of stone cross in maze gives access to animal
cages.

Cage in trophy room -Used to catch the bird in maze. Cage must be opened before entering tunnel. If anything else is made with animals - they will kill you!

Bird in maze -Found in room inside the stone cross. When the funny fat man is found in maze, releasing the bird from cage gives access to the Blothney gem.

Blothney gem -Opens the door to magisterium.

"*Instantum illuminaris abraxas*" -Secret word. Scares away the dogs that guards the church.

"*Specan heafod abraxas*" -Secret word. Saying this to the heavy stone bust in church opens the door to the church grounds.

Candleholder -Must be lighted and brought before entering the church grounds. Otherwise you will die.

Box with matches-Found in pantry. Used to ignite candles in candleholder and fire in entrance hall.

Heavy chain necklace -Found in mailbox envelope outside the house. Scares off single illvilled zombies in maze. Several zombies must be avoided or they will kill you.

Wooden cross -Found in church. Used to destroy the ill-villed spirit that has possess of the young brother.

Tin watering can -Found in greenhouse. Filled with water from bathroom tub several times to water plant.

Large, red-clay, dirt-filled pot-Found in greenhouse. Host plant that grows when watered.

Plant with fruits -Gets rid of strange, hideous creature in room of magisterium.

Gold, Silver and Mercury -Together their chemical numbers form the combination key to safe in laboratory -79 47 80.

Cookie jar -Contains the sweet cookie the key-bearing creatures likes. Opened by use of axe.

Evil genius -Found at altar in cave. Should be thrown in deep pit in its center (*see warning*).

Light fixture in bathroom -The way to the secret room where the young brother is trapped. The light fixture is reached by filling the room with water from bathtub.

Secret room above bathroom -Prison of young brother. Ill-villed ghost appears when light fixture is closed again.

Scrolls, books and notes -Can be found at several places in the house. They don't have any effect except that they give clues to solve the game.

All other items - Are rubbish.

Note: You can not walk around the house more than a certain amount of time (moves). If you do - the ill-villed spirit will finally kill you.

Warning: The evil genius found in cave can make the program come to a suddenly stop, due to program error. Do not do anything with him except throwing him into the deep pit!

Good hunting and as the sailors say:
Got mit you !

Minus "-"

The Maze of Uninvited, research by Fredrik Arinell and Magnus Hjern



