

Index

For more information, click the topic of your choice:

BEFORE YOU GET STARTED

[What You Need](#)

[What You Get](#)

GETTING STARTED

[What Happened...](#)

[What to Do Next...](#)

[How to Save a Game](#)

[How to Load a Previously Saved Game](#)

GETTING MORE INFORMATION

[ICOM Products](#)

[ICOM Technical Support](#)

[How to Uninstall Uninvited](#)

For Help on Help, Press F1

What Happened...

With your car out of commission, a storm coming, and no place but a derelict house for shelter, you're standing on the threshold of something more than just minor distress.

And now, your brother's missing! Who knows where he is or what's become of him. Your only clues are through the doors. But will your hosts welcome an Uninvited guest?

Enter and find out...

What You Need

Uninvited requires the following:

- Windows 3.1 or higher
- DOS 3.3
- 80286 CPU
- 4 MB RAM
- 6 MB Free Hard Disk Space
- Super VGA Display and Card or greater
- Mouse

Windows compatible sound card *recommended*

NOTE: Some video drivers may not be compatible with the magnification view of *Uninvited*.

What You Get

Please check the contents of your *Uninvited* package.

It should contain these items:

Uninvited Program Disks

Uninvited Registration Card

Uninvited Adventurer's Guide

If any of these package items are missing, please call ICOM Simulations Inc., Customer Support at 1-708-520-4440.

Uninvited Program Disks

The following files are contained on each disk:

Setup Disk	INSTALL.BMP
	INSTALL.BM\$
	INSTALL.EX\$
	INSTALL.LIS
	INSTALL.INS
	SETUP.EXE
	UNINV.EX\$
	UNINV.HL\$
	UNINV.DA\$

Graphics Disk # 1	GRAPHICS.2
--------------------------	------------

Graphics Disk # 2	GRAPHICS.1
--------------------------	------------

Uninvited Registration Card

Please take a minute to complete and return the enclosed registration form.

As a registered user, you will receive notice of software upgrades and new product releases.

Uninvited Adventurer's Guide

This will provide you with valuable information and insight to make your way through *Uninvited*.

Feel free to refer to it as often as necessary.

What to Do Next...

You'll need special knowledge and insight to get through *Uninvited*.

Click any of the following for more information:

[Working with Uninvited Windows](#)

[Working with Uninvited Commands](#)

[Walking through Uninvited: Starting Steps](#)

Working with Uninvited Windows

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

Click any of the following for more information:

[Main Window](#)

[Command Window](#)

[Text Window](#)

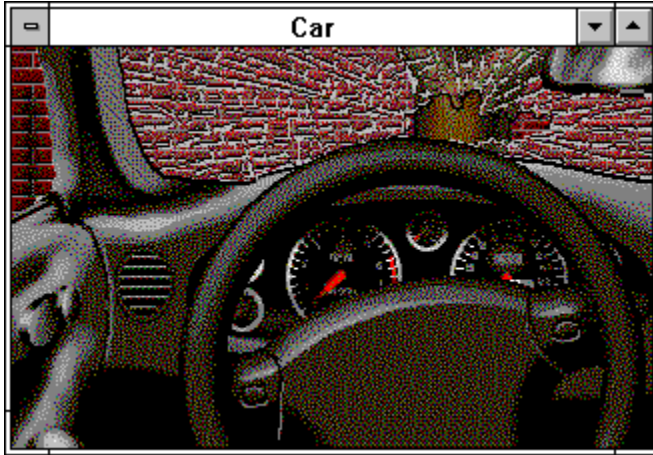
[Yourself Window](#)

[Inventory Window](#)

[Exits Window](#)

Main Window

The central picture window is the **Main Window**.



This is the world of *Uninvited* as seen through your eyes.

Yourself Window

Toward the upper right from the Main Window is a window that looks a bit different from the others. This is **Yourself**. Within the context of *Uninvited*, it represents you.



Yourself works together with all of the commands of the Command Window.

Inventory Window

To the left of the Main Window is the **Inventory Window**.



As you move throughout the house, you will come across various items that may be useful or even necessary for your survival.

The Inventory Window is a convenient place where you may store, view, and retrieve these items when you have need of them.

This window can hold a great many items--not all of which may be visible at any one time. If there is more than meets the eye, the scroll bars will become active, so you can scroll the rest of the items into view.

See Also [Placing an Object Into the Inventory Window](#)

Placing an Object Into the Inventory Window

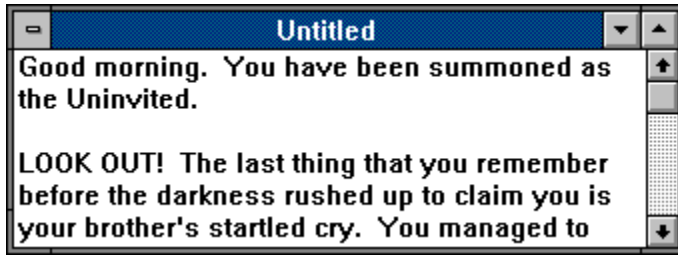
To place an object into your Inventory, drag the item into the Inventory Window.

If you are allowed to take the object with you, it will remain in the window. Although you may drag many objects into the Inventory, you may not be able to keep all of them there.

Objects that you would expect to be easily moved, such as envelopes, bottles, and matches, can be dragged around. Large objects such as cars, trees, and buildings cannot be dragged. Try dragging various objects into your Inventory to see which ones you can keep and which ones you cannot.

Text Window

Below the Main Window is the **Text Window**.



Within this window, you will find explanations and descriptions of a room or object.

If you seem to be losing your mental capacity, use this window to review the description of each place you visited and each object you examined. Instead of going back to a previously visited room, you may find it easier to use this window to review the description and contents of that location.

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

Command Window

Above the Main Window is the **Command Window**.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

It is from this window that you use the eight commands that enable you to move throughout the house.

When you begin, the Command Window displays the single command: "Click to Continue."

Use the mouse to click the Command Window and reveal more of the message. Continue to read the description within the Text Window and click the Command Window until you have read the entire message and the Command Window reveals the eight commands.

See also [Working with Uninvited Commands](#) .

Working with Uninvited Commands

This game has an object-oriented command system.

Instead of typing in commands in the form of sentences, you directly interact with the objects or commands that appear on-screen.

See also Mouse , The Command System and The Commands and Basic Uses for Commands .

Object

An object is anything on-screen with which you can interact.

If you click an on-screen item and it changes color, then the item you clicked on is an **object**.

Command

A command enables you to perform an action--such as examining an object, opening a door, or consuming a bottle of potion--as you go through *Uninvited*.

The Command System

There are three ways in which you interact with objects.

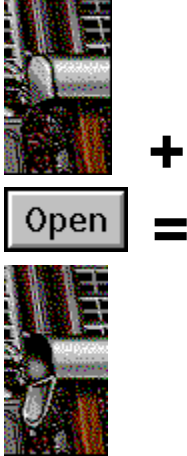
METHOD 1

Use an object with a command

Object + Command = Logical Outcome

Example

Mailbox + Open = Open Mailbox



1. Click the mailbox.
2. Click **Open** from the Command Window.
3. You can see the contents of the mailbox in the Mailbox Window.

Or, you can reverse the order:

Command + Object = Logical Outcome

METHOD 2

Use one object to act upon (using a command) another object

Object 1 + Command + Object 2 = Logical Outcome

Example

Key + Operate + Locked Door = Unlocked Door

1. Click the key (if you have the right one).
2. Click **Operate** from the Command Window.
3. Click the locked door.
4. You can see (or read in the Text Window) the effect of the key upon the locked door.

Or, use the following order:

Command + Object 1 + Object 2 = Logical Outcome

You may come across situations where two objects are not obvious. In these situations, click the single object twice.

Example

To turn on a light:

1. Click **Operate**.
2. Double-click the light with the left mouse button or click it once with the right mouse button.

METHOD 3

Drag (this command does not appear in the Command Window).

The Commands

These commands will be your eyes, ears, mouth, and hands as you make your way through the house.

Click any of the following for more information:

Examine

Open

Close

Speak

Operate

Go

Hit

Consume

Examine

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

To examine an object:

1. Click **Examine**.
2. Click the item you wish to examine.

SHORTCUT: With the right mouse button click any object --except exits and unlocked doors--to examine it.

Open

This command allows you to open doors, boxes, books, etc. **Open** can be thought of as a synonym for "look inside."

This is one of the more important commands to use 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 may want to open it to see what it contains. Because not all things are what they seem in *Uninvited*, don't let first appearances fool you. Try to see past the surface to what lies beneath.

To open an object:

1. Click **Open**.
2. Click whatever you wish to open.

SHORTCUT: With the right mouse button, click unlocked doors to open them.

SPECIAL USE: To see your Inventory, open Yourself .

Close

This command allows you to closes doors, chests, boxes, etc.

To close an object:

1. Click **Close**.
2. Click whatever you wish to close.

SPECIAL USE: To put away your Inventory and keep peering eyes from seeing what is in it, close Yourself .

Speak

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

To speak to something:

1. Click **Speak**.
2. Click the object or person that you want to speak to, and a reply window will appear.
3. Type what you want to say within the reply window and click **OK**.

Operate

This command allows you to use objects on other objects or persons. It is one of the most useful commands available to you. If nothing seems to work, try using this command.

EXAMPLE 1

To turn on a flashlight:

1. Click Yourself
2. Click the flashlight.
3. Click **Operate**.

EXAMPLE 2

To unlock a door:

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

EXAMPLE 3

To use an object on something or someone:

1. Click the object.
2. Click **Operate**.
3. Click the object or person.

Go

This command allows you to walk through an open exit.

To go through an exit:

1. Click **Go**.
2. Click the exit (or where you think one might be).

SHORTCUT: With the right mouse button, click the open doorway in the Main Window or the Exits Window to go through it.

Hit

This command allows you to strike an object.

Assuming you are 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:

1. Click **Hit**.
2. Click the object of your attack.

Consume

This command allows you to eat any food or drink any liquids that you may find around the house.

To eat or drink:

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

Basic Uses for Commands

EXAMPLE 1

Turning on a flashlight:

1. Click Yourself
2. Click the flashlight.
3. Click **Operate**.

EXAMPLE 2

Unlocking a door:

1. Click the key (assuming you have the right one).
2. Click **Operate**.
3. Click the door.

EXAMPLE 3

Opening an unlocked door:

1. Click the door.
2. Click **Open**.

EXAMPLE 4

Going through an open door

1. Click the **Go**.
2. Click the doorway.

Mouse

This item lets you interact with the powers and places of *Uninvited*.

The mouse allows you to move throughout *Uninvited*, invoke commands, and manipulate objects.

This is done using three basic movements: pointing , clicking , and dragging .

Pointing

To Point to an Object:

Move the mouse to place the pointer on an object.

Clicking

To **Click** an Object:

1. Move the mouse to place the pointer on an object.
2. Without moving the mouse, quickly press and release the left mouse button.

To **Double-click** an Object:

1. Move the mouse to place the pointer on an object.
2. Without moving the mouse, quickly press and release the left mouse button twice.

SHORTCUT: In this adventure, clicking an object with the *right* mouse button is the same as double-clicking with the left mouse button.

Dragging

To Drag an Object:

1. Move the mouse to place the pointer on an object.
2. Press and hold the left mouse button.
3. Still holding down the button, move the mouse.
4. Release the mouse button when the object is where you want it to be.

NOTE: Large objects such as cars, trees, and buildings that cannot be dragged will be returned to their original position if you try to move them.

Exits Window

To the right of the Main Window is the **Exits Window**.



Each door in the Exits Window represents an entrance or an exit. If you need to escape quickly to a different place, refer to the Exits Window to see the locations of possible pathways.

In some locations, an exit may be behind you, and therefore, not visible. Always be sure to compare the view of the Main Window with the location of entrances and exits of the Exits Window.

NOTE: The Exits Window only shows you doors which are discernible. Hidden exits and secret doors are not shown.

See Also [Basic Uses of Commands](#)

How to Save a Game

As you make your way through the mansion, it would probably be a good idea to save each room you've finished exploring as a separate game. This is a handy way of saving your progress that still lets you go back to a specific point in the game, without having to start from the beginning.

STEP ONE

From the **File** menu, select **Save** to bring up a Save dialog box.

STEP TWO

Type the name under which you wish to save the game (e.g., "Front Yard," "Living Room," or the name of whatever location you're at).

STEP THREE

Select the directory in which you wish to save the game.

STEP FOUR

Click **Save** or **OK** to save the game.

How to Load a Previously Saved Game

If you met Death in the game and want another chance at life, you can load a previously saved game. This will let you continue your search without having to start at the beginning.

STEP ONE

From the File menu, select **Open** to bring up an Open dialog box.

STEP TWO

Find the location of the game you wish to play.

STEP THREE

From the list of files, select the game you wish to play (e.g. "Front Yard," "Living Room," or the name of whatever location you want to go back to).

STEP FOUR

Click **Open** or **OK** to load and open the game.

Walking through Uninvited: Starting Steps

One of the key strategies on getting through this adventure is exploring and examining your surroundings, picking up objects that could come in handy and placing them into your Inventory , and remembering where you've been and what you've seen.

When you first gain consciousness, the Main Window shows that you are still inside your car. To get a better bearing on your surroundings, take the following steps:

STEP 1

Read the description of your location in the Text Window .

STEP 2

Using the mouse , click the command "Click to Continue" in the Command Window , and continue reading the text. Repeat this step until you've read the entire description.

STEP 3

Is that gasoline you smell? Click the Open command in the Command Window, then click your car door to open it.

STEP 4

Better get out of there! Double-click the doorway or its door in the Exits Window to get out of the car.

STEP 5

There may be someone in the house who can help you. But first, take some time to learn about your hosts. Maybe you can get a clue from their mail. Double-click the mailbox to open it.

STEP 6

See to whom the envelope is addressed by clicking Examine from the Command Window and reading its description in the Text Window.

STEP 7

Can't read a letter until you open the envelope... Use the Open command to open it.

STEP 8

Examine the letter you find by double-clicking it and reading its contents in the Text Window.

STEP 9

What else is with the letter? An amulet. Hmm... you may need it later, so drag it into your Inventory.

STEP 10

Well you'd better get a move on... Who knows where your brother is or what's become of him. Click Go from the Command Window and then click the mansion's door. Or, just double-click its door in the Exits Window to enter the mansion.

STEP 11

Now, keep alert, and remember to save your games early and often.

Then, if you want to go back and try again, you can just load a previously saved game.

ICOM Products

Sherlock Holmes, Consulting Detective® Volumes I, II, and III

Premiering as the first of an entirely new gaming genre, *Sherlock Holmes, Consulting Detective®* is the first Interactive Movie where you direct the action to investigate three separate mysteries on one CD-ROM.

In this best-selling series, more than 60 minutes of live color video recreates the world of Sherlock Holmes, then lets you step inside that world to match wits with the master sleuth himself.

All three volumes present a double-decker exercise in reason and resourcefulness: can you identify the key witnesses of each case that will lead you to the killer?

Shadowgate™

The castle stands guard, a lone sentinel, waiting and watching for your arrival. You are the Seed of Prophecy, destined to fulfill the oracles of the ancients. Your call--the *only* call--is to find the Staff of Ages and conquer the dreadful Warlock Lord before he raises the great Behemoth, Last of the Titans, and destroys the world.

Will you take up the task? Will you brave the gates? Seize this award-winning interactive gaming adventure and storm the castle called *Shadowgate*.

Deja Vu I & II™: The Casebooks of Ace Harding

In this collection, two award-winning classics come together in one great package. Caught between the cops and the mob, you control the options and actions that determine your guilt or innocence in these interactive adventures.

Whether it's cracking your memory or coming up with 100 G's, grab these *Casebooks* and get going...before they get you.

ICOM Technical Support

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

ICOM Simulations, Inc.

Technical Support

648 South Wheeling Road

Wheeling, IL 60090-5767

TEL: 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 a hint book, please complete the Uninvited Hint Book Order Form and Registration Card included with this product and return it to ICOM at the address listed.

How to Uninstall Uninvited

STEP 1

Insert the Uninvited Setup Disk into the appropriate drive of your computer -- for example, Drive A.

STEP 2

Select **Run** from the Program Manager's File menu.

STEP 3

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 Uninvited Setup Disk. For example, A:\SETUP, where the drive in which you placed the disk was the A drive. Then click the **OK** button.

STEP 4

Select the **Uninstall** option and then click the **OK** button. Continue to follow the program's uninstall prompts.