

Uninvited

Clues and Hints

We hope you enjoy being lost in another world, dazed, and maybe a bit confused. If you are *too* lost and need help, take a look inside—but just a peek!

Your feedback is important to us. Let us know what you think about this, or any of our other products.

Program contents copyright © 1986 ICOM Simulations, Inc. All Rights Reserved.

Clues and Hints copyright © 1986 Mindscape, Inc. All Rights Reserved.
This page may not be reproduced without written permission from the publisher.

Unabridged

Class and Honor

We hope you enjoy being lost in another world, based, and maybe a bit confused. If you do, let us know what you think about this, or any of our other products.

Your feedback is important to us. Let us know what you think about this, or any of our other products.

Program contents copyright © 1988 ICOM Simulations, Inc. All Rights Reserved.

Class and Honor copyright © 1988 Mindspan, Inc. All Rights Reserved.

General Game Mechanics:

All commands are executed by using the mouse to click on a command and or on an item.

To open a door: Click on OPEN then on the door to be opened.

To unlock a door: Click on the key, then on OPERATE, then on the door or lock.

To look inside anything: Click on OPEN, then on the thing you wish to look into.

To cast a spell: Click on SPEAK, then on the target of the spell. Type the spell exactly and click on OK (or press Return).

To light a match: Click on the match, then on OPERATE, then on the matchbox.

In the Entry Hall

"How do I get the key away from the little guy?"

•You can't until later; don't worry about it yet.

In the Hallway

"How do I get past the ghostly guest?"

•Have you tried all the exits? If you take the stairs before she appears, you will be safe.

"Great, I can explore upstairs, but she still rips me to pieces if I come back down!"

•Well, did you find anything upstairs that promises to remove ghosts, poltergeists, and other undead visitors? She certainly qualifies!

•Look in the first closet on the right at the head of the stairs. There is a bottle labeled "No-Ghost." Use it on her.

"I OPERATED it on her and she still rips me into bloody pieces!"

•Try opening the bottle before you OPERATE it on her.

"Who is Dave Feldman?"

•I'm not sure.

In the Game Room

"How do I unlock the scratched cabinet?"

•With a key.

"How do I get the key away from the little guy?"

•You can't until later; don't worry about it yet. Anyway, that's the wrong key.

In the Parlor and Beyond

"What do I do in here?"

- Whatever you want, we're pretty flexible.

- You might want to go on out to the veranda and see what you find.

"There's a spider here! Do I need it? And if so, how do I get it?"

- If we went to the trouble to put it into the game, there is at least a 62.54% chance it means something—probably.

- Remember that closet where you found the no-ghost? Did you find anything else that might work here? Try OPERATE'ing it on the railing. You might have to go away and leave it for awhile and then come back later.

In the Dining Room

"Can I eat the food?"

- Yes.

"Should I eat the food?"

- Only one way to know for sure...

In the Study

"How do I unlock the door?"

- With a key.

"How do I get the key away from the little guy?"

- You can't until later; don't worry about it yet.

"What do all the cards in the desk mean?"

- They seem to be reference cards to various elements; perhaps someone is a chem major. They might be useful if you need to know the atomic number of certain elements.

"What are the flowers for?"

- You never know when you might need to attend a prom or a funeral. You should probably hang on to them until later in the game, just to be safe.

In the Kitchen

"What good is this room?"

- It is an excellent source for knives and the like.

- It gains you access to two other rooms.

In the Pantry

"What do I need here?"

- Matches.

In the Servant's Quarters

"Ugly room. What good is it?"

- Turn on the light (Click OPERATE, then click the lamp twice quickly) and you'll get a better look at it.

"How do I get the book when the ghost is there?"

- You can't, you need to get rid of him."

"How?"

- Read the description of the room very carefully. Notice anything out-of-the-ordinary for this dreary, cobwebby old place?

- Maybe he's afraid of something and that's why he keeps his room so clean.

- Get the spider from the veranda and show it to the ghost.

In the Trophy Room

"How do I get the guns?"

- You can't they're locked.

"Where is the key?"

- I really don't know. And no, the little guy's key isn't it, and you can't get it yet.

"What is the cage for?"

- Holding small animals.

- And no, the little guy doesn't count as an animal.

In the Master Bedroom

"How can I open the cabinet?"

- With the key.

"Where is the key?"

- Did you read the book on the bedside table?

"A chair knows where?' What does that mean? Should I talk to a chair?"

- Don't be silly; chairs can't talk. You'll need to be sharper than that to figure it out! (And don't forget, there are a lot of chairs in this place!)

"Cabinet is open, how do I open the box?"

- Did you read the servant's diary?

- What does it say about a hingeless box and the star within?
- Try a little fire scarecrow!
- OPERATE a lit match on the firewood in the entry hall and then OPERATE the box on the fire.
- "What is in the little bottle?"
- Mercury.
- "Is that a part of the key the scroll talks about?"
- In a way it is, and in a way it isn't.

In the Other Bedroom

- "What is in here that's worth the trouble?"
- Read the book on the nightstand.
- Try looking inside the nightstand.
- Do the words on the scroll sound familiar? Maybe they're magic! Maybe if you translate them, you can figure out what the spells do.
- Can you think of any heads you have seen around that you might want to talk to?
- By the way, hang on to the key from the chair. It opens lots of secret things. You should try it on the cabinet in the Game Room, for instance.

In the Attic

- "I'm locked in a cage and I can't get out!"
- Succinctly put. You need to use the File menu to start a new game or restore an old one.
- "What good is the axe?"
- It breaks things very nicely.

In the GreenHouse

- "I water a plant and nothing happens. Then I run out of water."
- Which one did you water? If you examine them all, do you notice anything different about one of them?
- If you need to water more than one plant, go refill the watering can in a bathroom in the house.

- Dead plants seldom grow when watered, however seeds last a long time in dry earth.

- Water the empty pot. In several turns, something will grow. You might as well leave it and come back later when it is done growing.

At the Chapel

"The dogs kill me if I try anything at all!"

- Dogs are often frightened of lightning and thunder.

In the Chapel

"I can't open the other door."

- Have you talked to the doll in the game room?

- Talk to her brother in here, but listen carefully to what he says.

"If I go down the hole under the altar I get killed by a giant spider."

- You're right.

On the Path to the Maze

"A ghost kills me! What am I doing wrong?"

- You didn't listen to the bust in the chapel.

- Light the candelabra and take it with you.

"I can't carry it!"

- You will need to drop enough to be sure you can carry it.

In the Maze

"How can I find my way?"

- Each time you enter a room in the maze, you are automatically turned to face north. This makes mapping easy.

"A zombie killed me. How do I avoid him?"

- Use the amulet. OPERATE it on him.

"What amulet?"

- From the letter in the mailbox in front of the house.

"A group of zombies killed me and the amulet doesn't work!"

- There are too many of them for one amulet. Since you have only one, your only recourse is to avoid them. There is a path that avoids them all if you can figure it out.

"But I need to get past them to get to the heart of the maze."

•No you don't. Rooms have more than one wall and often, more than one entrance.

"Huh?"

•Try the other side of the room.

"All that's over there is a tombstone."

•And? Is anything missing?

•Maybe a grave needs flowers?

More Maze Stuff

"How do I open the cages?"

•With a key.

•Use the Master's key. The one that opened the cabinets in the house.

"The animals attack me!"

•Do you have the cage with you?

•OPERATE it on an animal and watch what happens.

"I have the snake/cat/or bird in the cage, now what?"

•Go somewhere.

"The zombies got me again!"

•Go somewhere else.

"I can't get the gem away from the bouncing creature!"

•Maybe you can distract him in some way.

•Maybe he likes animals?

"Which animal?"

•If you examine the paintings in the entry hall carefully, you can figure it out.

In the Magesterium

"How do I use the gem?"

•Put in the gem-shaped hole.

"The demon won't let me by it."

•Maybe you can give it something as a bribe.

•Maybe it's hungry. It's probably been guarding this place for quite awhile.

- Remember that plant you watered in the greenhouse?

In the Laboratory

"How can I open the safe?"

- Do you remember reading about three elements combining to make a key?

"I don't get it."

- Safes have combinations. Combinations are often made up of three numbers. You have read of three elements combining to make a key. You have the pertinent data on those elements from the cards in the study.

•79-47-80

"A cookie jar????"

- A magic cookie jar. Maybe you can think of someone who might be hungry for a magic cookie?

"I can't open it."

- Break it.

"I can't get the experiment to do anything."

- You're right. Don't mess with it.

In the Caverns

"If I go into the far cavern I die from giant spider bites."

- So don't go there.

"What do I do about the ice?"

- Melt it.

"It won't melt."

- Use something more potent (perhaps magical) than a match or a candle.

•Remember the servant's book?

•What burns in ice?

"The evil genius wakes up and kills me."

- Kill him first.

•Perhaps if there is a bottomless pit handy, you could dispose of the body.

"How do I unlock the door out of the caverns?"

- With the key. And guess which key it is?

- You need to get the little guy's key. Obviously, this needs to be done before you enter the caverns.

- Take the cookie from the cookie jar back to the house and leave it on the floor for the little guy. He will leave the key in exchange.

In the House — Endgame

"I can't find my brother, but i can hear his screams."

- Follow the sound. When you enter the correct room, it will sound like it's right on top of you.

"I'm trapped in the bathroom directly below where the screams are coming from. Now what?"

- You need to OPEN the light fixture.

"But I can't reach it."

- You need to do something to raise yourself up a little.

- They tell me that an average person can tread water for several minutes, even if they can't actually swim.

- Try turning on the taps.

"I found my brother, but he seems possessed."

- Maybe he's just hysterical. Give him a good slap and see whether that brings him around.

"There seems to be a very nasty demon in here, and it doesn't look friendly. Now what?"

- Did you ever see a movie where the good guy has to defeat an evil force? Maybe something like Dracula? Hmm, I wonder if the same thing works for demons?

- OPERATE the cross on the demon.

"If I go back down the hole, I drown."

- Don't go there; follow your brother.