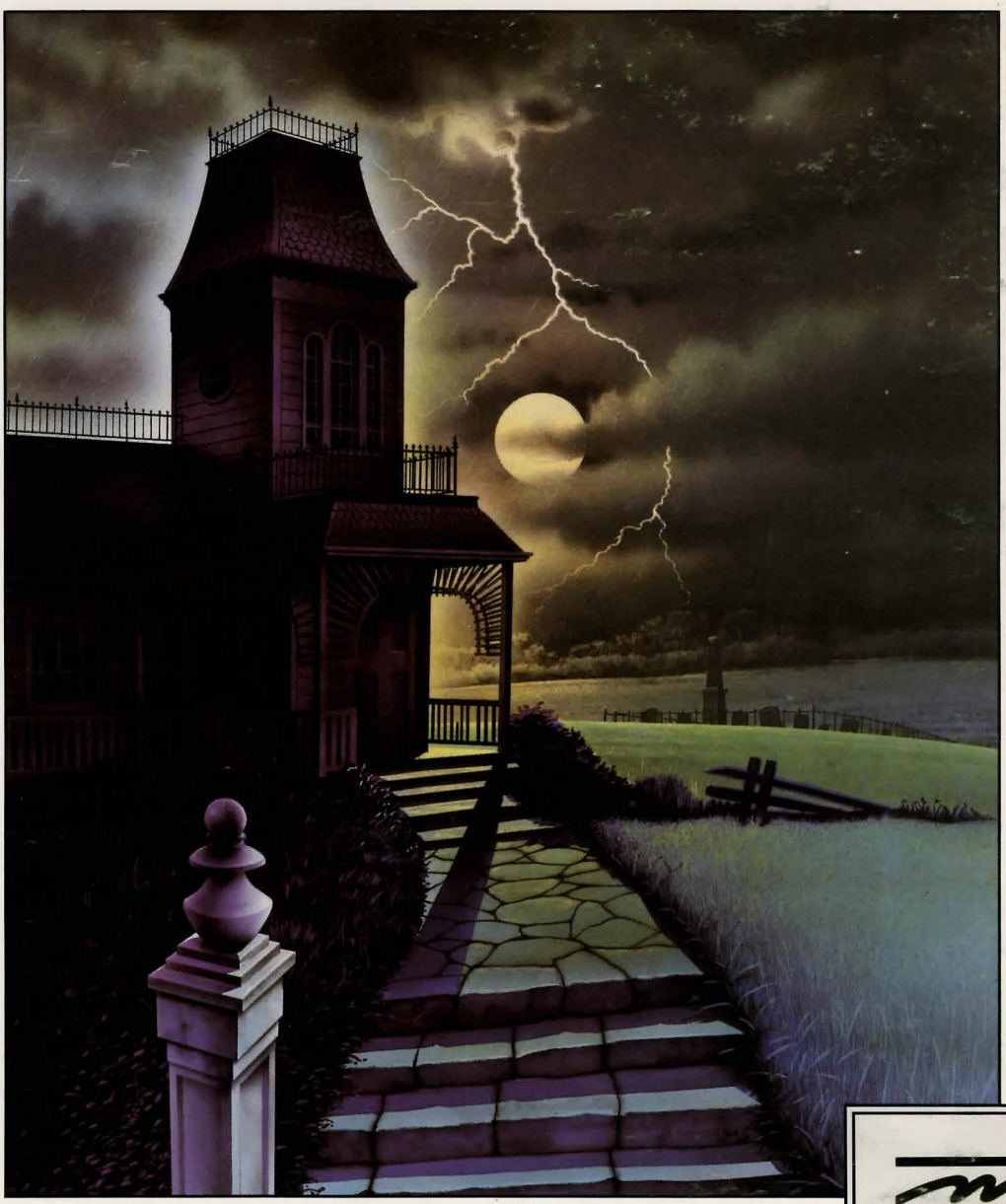
Uninvited.



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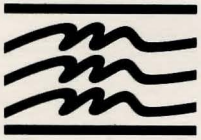
MINDSCAPE

ALERT™

Uninvited.

Developed by ICOM Simulations, Inc.



MINDSCAPE

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An SFN Company

Software that challenges the mind.

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Printed in the U.S.A.

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Welcome...

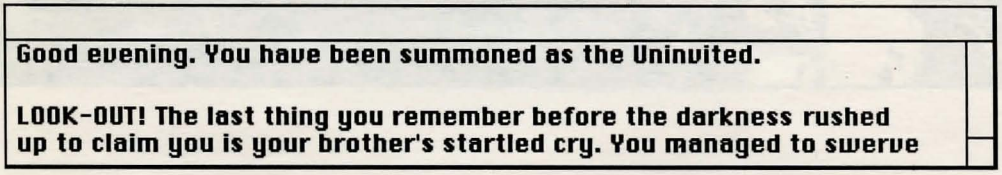
You poor, poor, youngster. What a pity about your nice automobile. And I think I smell a storm coming too. You must come inside and dry off. Perhaps we can have you for dinner.

Before I can show you around, you should take a look at the enclosed Quick Reference Card. Follow the procedures carefully and you will see just how uninvited you are. Go ahead and do it now; I'll wait. I have plenty of time to kill.

Welcome back. As an uninvited guest, you will probably see things you have never seen before, so I am going to give you a little tour. Be careful not to wander off by yourself; some of my other guests haven't eaten in rather a long while.

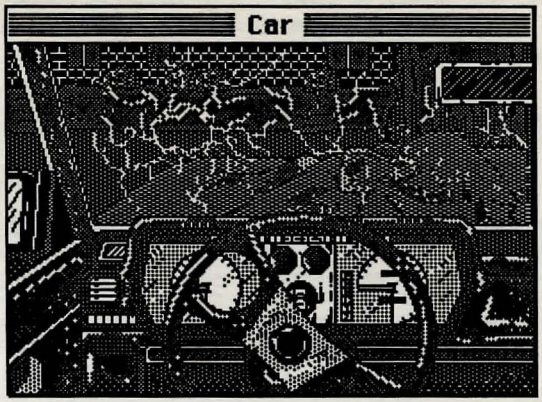
The first sight to greet you as you enter will be this strange artifact:

In this house, we call it the command window. The message you see means that there are things you need to know, but there isn't room for the whole message in the text window. You need to use the rat...I mean mouse...to point to the box and click the selection button so you can see more of the message. What? Oh, the text window is that window at the bottom of the screen. It looks like this (All illustrations shown are from the Macintosh™; if you have another computer, windows may differ slightly in appearance):



You will learn more later. For now, just do as I say and we will continue. Point to the inside of the command window and click the selection button on your mouse until the command window changes to look like this:

This is called the command window because it is the source of all your power in this house. To give a command, simply point to the one you want and click the selection button. Usually these commands will be used to affect something or someone in the room you are in. For instance, if you think back to the scene of your accident, you should see something like the image below.



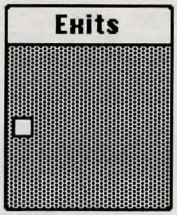
To examine the car, point to the word **Examine** and click the button. Then click somewhere in the picture.

The description will appear in the text window.

As you already know, any time there is more text than the text window can hold, the command window will metamorphose into its "Click to Continue" form. If you wish to view the past, use the text window's scroll bar to move back through the last few windows of text. Merely point to the white box to the right of the window, hold down the selection button, and move the box up or down.

Because you are new here, I will explain a few other things to you.

This window is called the **Exits** window.



It is very important to you as you explore, since it shows at all times which way to run...I mean which way is out. The white box in the window represents an

exit. In this case, at the scene of your unfortunate accident, it is the door on the driver's side of the car. Usually, you can use a door by double-clicking (click the selection button two times quickly) directly on the door in the picture, but occasionally there will be doors that you cannot see. Those doors will usually be shown in the **Exits** window.

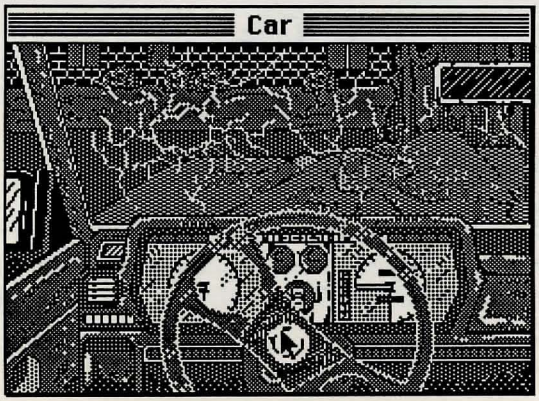
This little window marked **SELF** is you.

Now don't get panicky—all that means is that if you need to **Examine** yourself or **Open** yourself (not as disgusting as it sounds—it's how you take inventory) you use the **SELF** button as the object of the command. Note that the **inventory** window is one of the windows open when the game begins. We'll get to it a little later.

Now, if you will follow me, I will attempt to get you out of that poor, broken-down car and up to the front door of the house. After that, well, strange things can happen when you arrive unannounced.

Getting Started

Look at the picture carefully. You might want to examine any loose objects. You can distinguish "objects" from other items on the screen by clicking on them. If an item turns color, then it is an object with its own properties. For instance, point to the steering wheel and click the selection button.



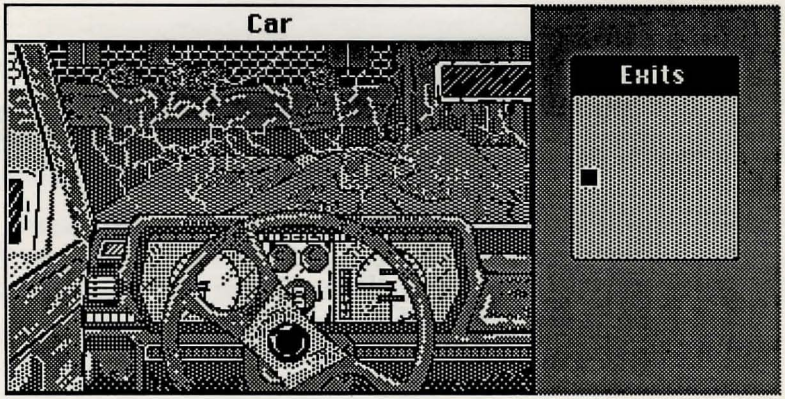
Since it changed color, you know that it is a separate object from the rest of the car. If you want to learn more about it once it is selected, just click on the **Examine** command in the command window. The description will appear in the text window.

If I were you, I'd get out of the car soon; I think I smell gas. To get out, select the **Open** command.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Then click on the car door. That should open it. Another way to open the door is to click on **Open** and then on the small white box in the **Exits** window. And yet another way is to double-click on the door itself.

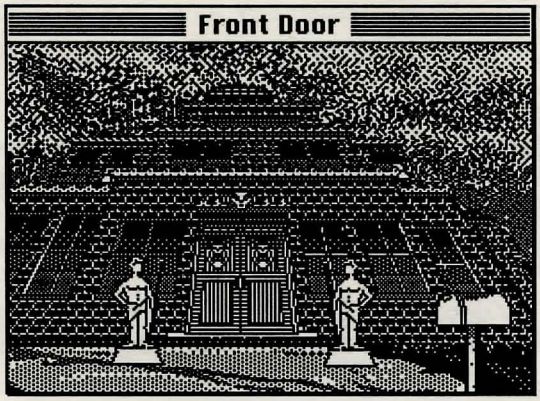
By the way, try not to move the mouse when you are clicking on an exit, or the computer will think you are trying to move the door... and we frown on that sort of thing around here.



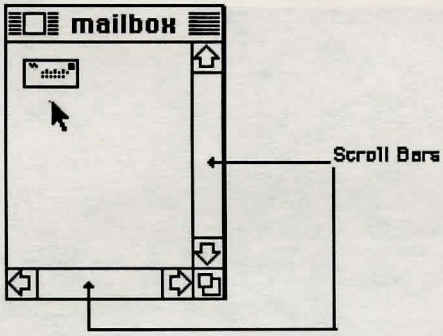
Now click on **Go**

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

and then click in the open door or on the white square in the **Exits** window. You now find yourself on the doorstep, ready to come in for a visit.



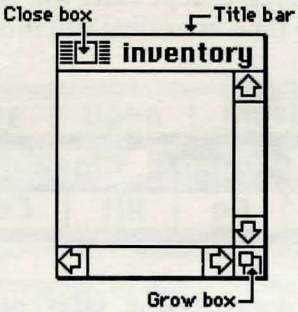
You might want to stop and see if there is any mail to bring in. To do this, click on **Open** in the command window and then click on the mailbox. A contents window will open.



If you see anything you want to take with you, you need to put it into your inventory.

To take an object, just point to it, hold the selection button down, "drag" the object into the **inventory** window, and release the button. If there is more in the window than meets your eye, use the scroll bars to see more. Be sure you are aware of what you carry...you may need anything at a moment's notice.

The window labeled **inventory** contains everything you are carrying. You can move the window around on the screen if you prefer it out of your way. You can also cause it to change its form; you can make it larger or smaller. If you are a true novice, you might want to consult the guide to computer lore that came with your machine for more information about dealing with windows. One intriguing property of the **inventory** and text windows is that they can be increased in size by double-clicking in their respective title bars. Double-clicking on the title bar a second time will revert the window to its original form. I *told* you this was a strange house.



Note: Windows will differ from this slightly on other machines.

The **Inventory** window can be closed by clicking in the "close box" in the upper left corner. You can restore the window to the screen by clicking on the **Open** command and then on **Self.**

The **Open** command is very powerful. As you saw in the case of the mailbox, it allows you to see behind the surface of things. Never be fooled by an object's appearance. Use the **Open** command to reveal the inner workings of things.

Come on in...if you dare

Well, here you are. Your poor car has had it and your brother is gone. Now what? At least there's a house you can try for help. After all, what can happen? There's no such thing as a haunted house...is there?

Raise your trembling hand and give the knocker a try. If you're lucky, someone will be home. If you're luckier, maybe they won't be.

Commands

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Allows you to look carefully at something or someone. Select **Examine** and then click on the object, person, or thing to be examined.

SHORT CUT: Nearly everything except exits will be examined if you double-click on them. This may save time in critical situations.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Use this command to open doors, boxes, safes, other people's pockets, etc. Select **Open,** then click on whatever you want to open. **Open SELF** to see your inventory. **Open** is often a synonym for "look inside," and can be used as such.

SHORT CUT: Doors (when unlocked) will open if you double-click on them. Other objects may or may not.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Close is the opposite of **Open.**

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

If you want to **speak,** use this command. Select **Speak,** then click on the person or thing you wish to speak to. Use this to talk to other characters, to cast magic spells, or to talk to yourself when you get nervous.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Operate may be the most powerful command at your disposal. You use **Operate** to make things work. For instance, to dial a phone (too bad the lines are down), select **Operate,** then double-click on the phone. To light a match (if you had any), **Operate** the match on the matchbook by clicking on the match, then on **Operate,** then on the matchbook. If you want to unlock a door, click on the key, then on **Operate,** then on the door (or, in some cases, the lock). To pay money to a person or thing, select the money, then click on **Operate,** then click on the object or person you wish to pay. **Operate** will often work where nothing else will, so be sure to try it before you give up on a situation.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Use **Go** to go through a door or other exit. Select **Go,** then click on the picture of the door or on its representative square in the **Exits** window.

SHORT CUT: Double-click on the doorway or exit in either the picture or the **Exits** window.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Use this only in self-defense or if you feel the need to break something. Select **Hit,** then click on the target of the blow. Don't hit anything unless you are sure it won't hit back.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

If you get hungry and you find food, select **Consume,** then click on the food. Do be cautious, though, no telling how long it's been lying around.

The File Menu

File	
New	Starts a new game.
Open...	Opens a previously saved game.
Save	Saves the current game.
Save As...	Saves your game under a new name.
Quit	Give up and go home.

Use **Save As** whenever you wish to save a game with a new name. **Save** will save your current position as whatever "filename" you gave the last time you used **Save As.** You can start a saved game by selecting **Open** from the file menu and choosing your saved game from the list displayed.

You should always use **Quit** when you are done playing. That way, you are given a chance to save your game before you leave.

Other menu commands and special features specific to different machines are detailed on the enclosed Quick Reference card.

The Outcome

How does survival strike you? If you play really well, we might let you get out of the house. If you want more than that, well, rewards come to the one that earns them... if you can get your hands to stop shaking, then come on in... we're waiting.

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Software that challenges the mind

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