



When the car breaks down in front of a spooky old mansion, your little brother goes in to ask for help—and that's the last you'll see of him unless you can outsmart the ghosts and goblins that haunt the place before time runs out. They're a deadly breed, so count on getting killed a lot until you get the hang of things; some are so well-illustrated that they might even *scare* you to death, or at least make your skin crawl. And *Uninvited* is as funny as it is scary — sort of a combination of Woody Allen and Edgar Allen Poe. Besides "operating" items on each other or yourself, you'll get to cast a few magic spells to help you past some of the tight spots. The program uses the same icon-based system introduced in *Déjà Vu* (see that review for details), but the graphics, spot animation and digitized sound effects were improved for this game. And it's much larger, filled with harder (though still logical) puzzles, and definitely a more satisfying adventure than *Déjà Vu*.

Type: Graphic Adventure

Skill Level: Intermediate

Systems: Macintosh, Amiga, IBM, IIGS, ST

Company: ICOM Concepts/Mindscape

Uninvited

The Solution

In addition to lots of red herrings, there is a time limit in this game. So save it when you first enter a room, then search it and examine everything and restore the saved game. Don't worry about the Red Demon with the key until you've opened the safe in the Lab.

In the Car

Open driver's door. W.

Front Yard

Open mailbox. Get envelope. Operate door knocker. Open front door. N.

Entrance Hall

Open envelope. Get amulet. Read note. Close envelope. Drop envelope. Open NE door. NE. Open book. Examine book. S. Fybnjof uisff qbjoujht. Open NW door. NW. Examine painting. N.

Upstairs Hallway

Open E door. E. Get ax. N. Open cell door. S (2). Open SE door. SE. Get No Ghost spray

can. Get Spider Cider can and dpssvhbufe cpy. S. Open SW door. SW. Open book. Examine book. S. Open NW door. NW. Open book. Examine book and nightstand. Open nightstand. Open scroll. Examine scroll. S (2).

Hall

Open Op Hiptu. Open SW door. Pqfsbuf Op Hiptu on Woman. Drop Op Hiptu. Open SE door. SE. Open NW door. NW. Operate Spider Cider on rail. Drop Spider Cider. SW. NW. Open box. Put spider in box. Close box. SW. S. E.

Entrance Hall

Operate tfmg on mfgu dibjs. Operate by on left chair. Get key. NW. N. SW.

Master Bedroom

Operate key on cabinet. Open cabinet. Get box. Examine box. Open and examine both scrolls. S (2). SW.

Rec Room

Operate gramophone. Operate key on cabinet. Open cabinet and speak

to doll: Tqfdbo Ifbgpe Bcsbybt. Close cabinet. Open E door. E. Get bouquet. Open NW door. Open N door. N. (The following series results in the combination to the safe.) Open desk. Examine card. Write down bupnjd ovncfs of Nfsdvsz. Drop card. Examine and drop remaining cards until you have written down the bupnjd ovncfst of Tjmwfs and Hpme. NW (2).

Kitchen

Open E door. E. Get matchbox. S. Open W door. W. Operate lamp. Open corrugated box. Operate spider on ghost. Close and drop corrugated box. Open diary behind painting and examine it. S (2). Open SE door. SE. E.

Entrance Hall

Open matchbox. Get a

match. Close matchbox. Operate match on matchbox. Operate match on firewood. Drop match. Put box in fireplace. Get Brass Star. NW. SW. Open NE door. NE.

Trophy Room

Espq by. Get cage. Open NE door. NE. N. Open door. N.

Greenhouse

Operate water on dirt-filled pot with nothing growing in it. Get the pot. S (2). Drop pot. [Save] NE. Speak to either dog: Jotubouvn Jmmvnjobsjt Bcsbybt. Open N door. N.

Chapel

Speak to head of statue: Tqfdbo Ifbgpe Bcsbybt. Drop matchbox. Open it. Get a match. Close matchbox. Operate match on matchbox. Operate match on candleholder. Get candleholder. NW. N.

Maze

Espq nbudi. N. W (2). N (2). W (2). N (4). E (4). Operate bnvmfu on ghou. Drop bnvmfu. E (2). S (2). Put cpvrvf on cross. W. Operate key on keyhole. Operate dbhf on bird. S (2). Open dbhf. Get gem. Drop cage and key. N (2). E. N (2). W (6). S (4). E (2). S (2). E (2). S (3).

Chapel and the Creature

Drop candleholder. Get cross. S (2). Get qmbou. [Save] NW. Put gem in ojdif. N. Operate qmbou on creature. Drop qmbou. Open N door. N.

Laboratory

Opensafe (tfwfouf-ojof, gpsuz-tfwfo, fjhiuz—typed in as numbers, not words). Get jar. SE. S (3).

Trophy Room

Operate by on jar. Put dpplj under polar bear's chin (the key is hard to

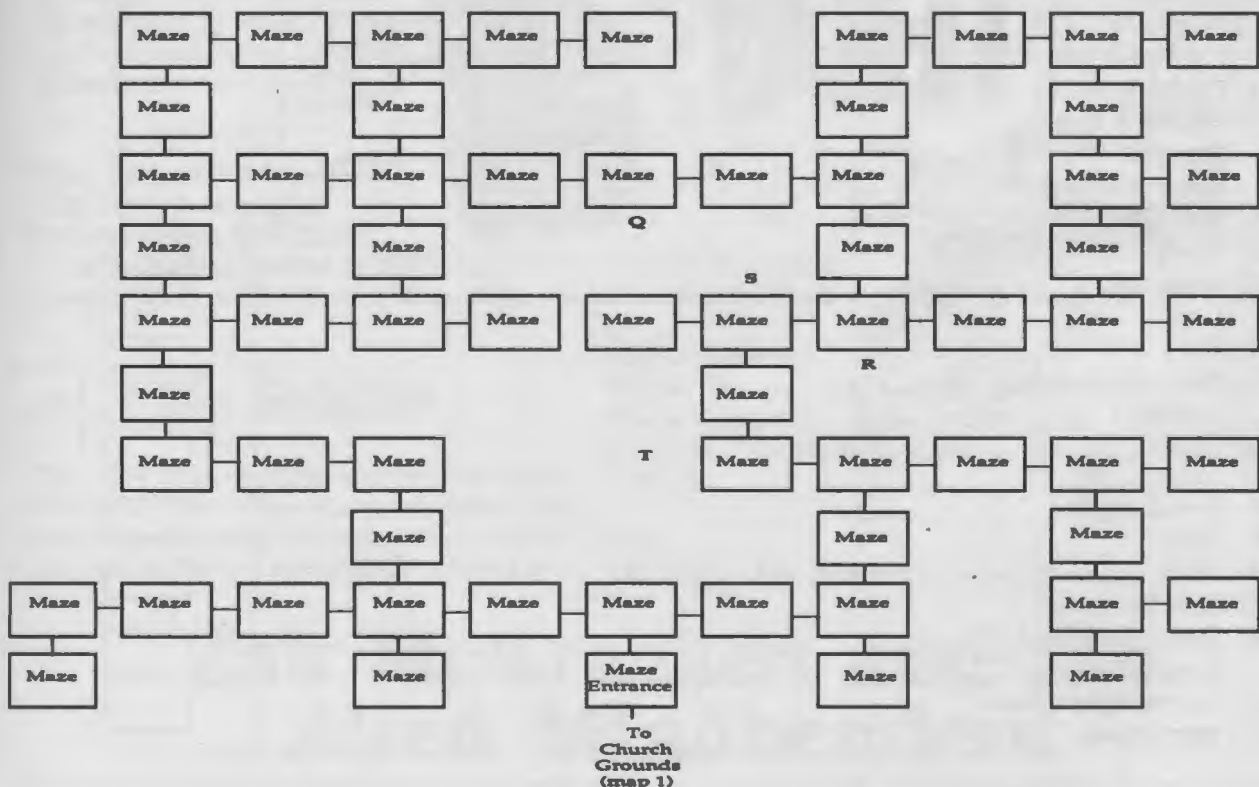
see if it's anywhere else in the room, and hard to pick up with the mouse pointer, but easy to find in the middle of the white bear's chest). Examine various things in the room until the Red Demon shows up. Get the key. NE. NW. N (2). Open trap door in floor. [Save] W.

Cave

W. Operate Csbtt Tubs on ice. N. Put nbo in pit. N. Operate key on door. Open N door. N. Drop key. NW. S (2). N. NW. Open NE door. NE.

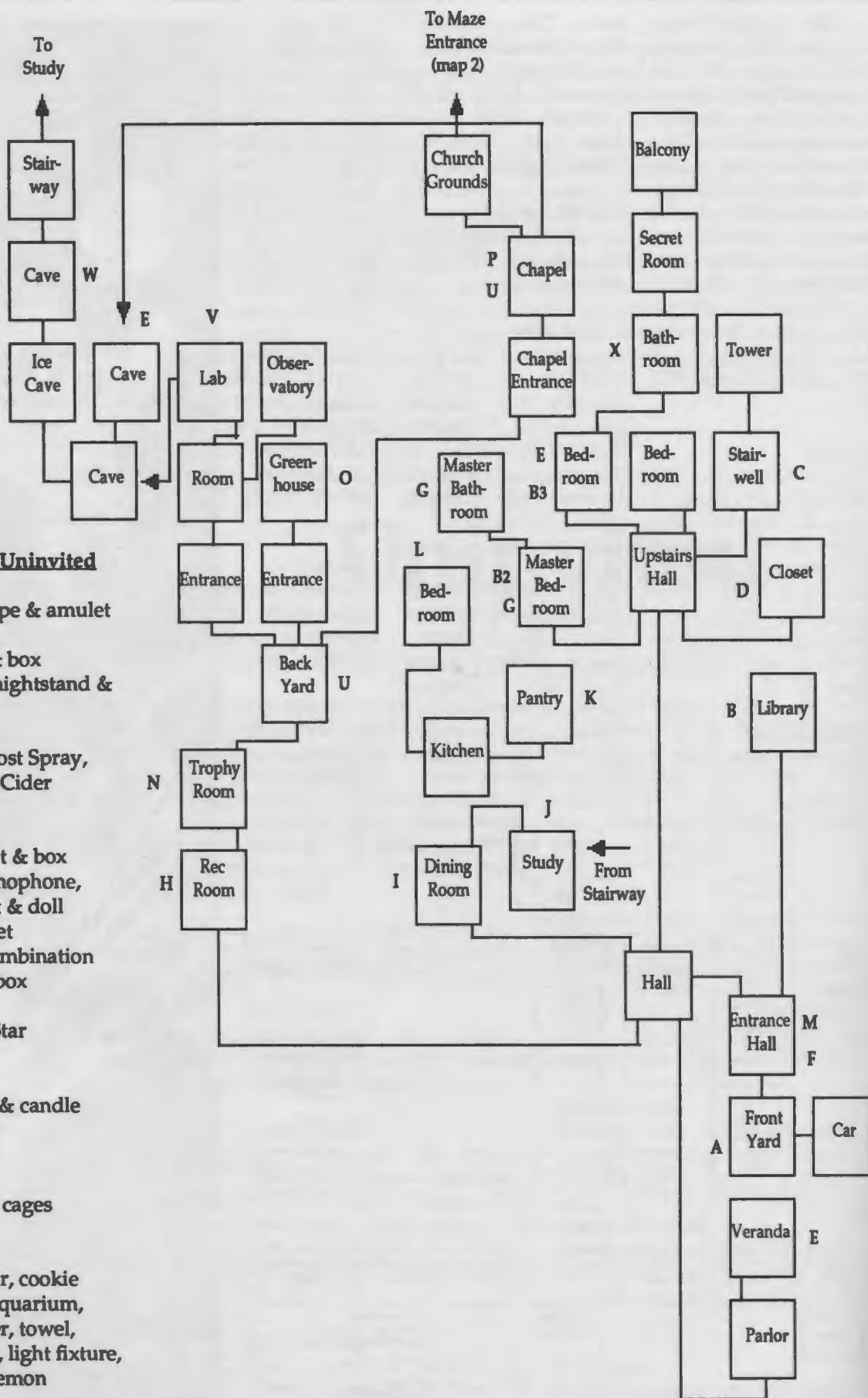
Bathroom

Operate cold water tap. Operate hot water tap. Operate sink. Examine aquarium. Open ibnqfs. Examine upxfm. Examine mirror. Open dfjmjoh mjihiu gjyuvsf. N. Close hatch. Examine boy. Iju boy. Operate cross on Demon. N.



Map Key: Uninvited

- A: Envelope & amulet
- B: Book
- B2: Book & box
- B3: Book, nightstand & scroll
- C: Ax
- D: No Ghost Spray, Spider Cider
- E: Spider
- F: Key
- G: Cabinet & box
- H: Grammophone, cabinet & doll
- I: Bouquet
- J: Safe combination
- K: Matchbox
- L: Diary
- M: Brass Star
- N: Cage
- O: Pot
- P: Statue & candle holder
- Q: Ghoul
- R: Cross
- S: Bird & cages
- T: Gem
- U: Plant
- V: Safe, jar, cookie
- W: Sink, aquarium, hamper, towel, mirror, light fixture, boy, demon



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)