

Uninvited

IBM® PC QUICK REFERENCE BOOKLET

What You Need

- IBM® PC, Tandy® 1000 family, or 100% IBM compatible computer (512K minimum)
- One or two 5.25 inch disk drives, or a 5.25 inch disk drive and a hard disk drive
- Monitor or TV (color required)
- Color Graphics Adaptor
- Mouse (Microsoft or compatible), joystick or keyboard
- Formatted save disk; if you're going to save games (highly recommended), you'll need to format a save disk **before** you begin
- Optional IBM® Personal Graphics Printer, or other IBM or compatible printer with graphics capabilities (for printing game screens, including the Certificate at the end of the game); or IBM compatible text printer for printing a text Certificate at the end of the game

Loading Instructions

Loading the Game Using a DOS Disk

1. Insert a DOS disk (version 2.1 or higher) into drive A.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. When an **A>** prompt appears on the screen, replace the DOS disk with *Uninvited* Disk 1 and insert Disk 2 into drive B (if you have one disk drive, the computer will prompt you when you need to switch disks).
5. Type **UNINVITE** and press **Return**. The program will load into your computer's memory and the game screen will appear.

Installing DOS on the Program Disk: One Disk Drive

1. Insert a DOS disk (version 2.1 or higher) into drive A and close the drive door.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the **A>** prompt type **SYS B:** and press **Return**.
5. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and *Uninvited* Disk 1 as the "diskette for drive B."

6. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
7. Make sure your DOS disk is in drive A. Then type **COPY COMMAND.COM B:** and press **Return**.
8. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and *Uninvited* Disk 1 as the "diskette for drive B."
9. From now on when you want to play *Uninvited*, just insert Disk 1 into drive A, close the drive door, and turn on the monitor and computer. In a few moments the game will load into your computer's memory and the title screen will appear (the computer will prompt you when you need to switch disks).

Installing DOS on the Program Disk: Two Disk Drives

1. Insert a DOS disk (version 2.1 or higher) into drive A and *Uninvited* Disk 1 into drive B. Close the disk drive doors.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the **A>** prompt, type **SYS B:** and press **Return**.
5. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
6. At that **A>** prompt, type **COPY COMMAND.COM B:** and press **Return**.
7. From now on when you want to play *Uninvited*, just insert Disk 1 into drive A and Disk 2 into drive B, close the drive doors, and turn on the monitor and computer. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing *Uninvited* on a Hard Disk Drive

Installing Disk 2

After installing Disk 2 on your hard disk drive, you will be able to run *Uninvited* with Disk 1 in the floppy drive and will not have to switch disks.

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert *Uninvited* Disk 2, label side up, into the floppy disk drive and close the drive door.
3. If the data from Disk 2 is to be placed in a sub-directory on your hard drive, first make sure that you have accessed the desired sub-directory. (For example: to place the data in the sub-directory **C:\UNINDIR**, type **CD \UNINDIR** at the **C>** prompt to

access this sub-directory. Consult your DOS manual if you need further help in setting up a sub-directory.)

4. Type **COPY A:GRAPHICS.D C:** and press **Return**. The data file will be copied from Disk 2 onto your hard drive.
5. Now when you want to play *Uninvited*, boot the system and get a **C>** prompt. (If you have installed the data from Disk 2 onto a sub-directory of your hard drive, be sure to access that sub-directory as directed in #3 above before attempting to play the game.) Insert Disk 1 into the floppy drive and type **A:**, then press **Return**. At the **A>** prompt type **UNINVITE** and press **Return** to load the program into your computer's memory.

Installing Both Disks

After you complete the procedure outlined below, *Uninvited* will run entirely from your hard disk; you will not need to use the floppy *Uninvited* disks. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory. **NOTE:** Once *Uninvited* has been copied to a hard disk, your floppy disks won't generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disks from the hard disk by following the procedures given in the section entitled "Uninstalling *Uninvited* from a Hard Disk Drive."

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed *Uninvited* on the hard disk, first make sure that you follow the instructions to uninstall *Uninvited*. If you don't, *Uninvited* will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert *Uninvited* Disk 1, label side up, into the disk drive and close the disk drive door.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you

have chosen for the new directory. The name must not be longer than eight characters. When you press **Return**, *Uninvited* will install itself on the hard disk. Follow the on-screen instructions when prompted to switch disks.

4. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl**, **Alt**, and **Del** keys at the same time. To run *Uninvited* from the hard disk after rebooting, type **CD \NAME**, where **NAME** is the new directory name, and press **Return**. Then type **UNINVITE** and press **Return**. After a few seconds, the program will load into your computer's memory and the title screen will appear.

Uninstalling Uninvited from a Hard Disk Drive

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert *Uninvited* Disk 1 into drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press **Return**.
4. When the process is complete, *Uninvited* will no longer be executable from the hard disk. To re-install *Uninvited* on a hard disk, follow the hard disk installing instructions already given.

Printing

To be able to print a game screen or the Certificate at the end of the game, you will need an IBM Personal Graphics Printer (or other IBM or compatible printer with graphics capabilities). Before you type **UNINVITE** and press **Return** to begin the game, first type **GRAPHICS** and press **Return**. If you wish, you may call the **GRAPHICS** file automatically every time you boot your DOS disk by adding the line **GRAPHICS** to the **AUTOEXEC.BAT** file present on your DOS disk. See your DOS manual (under **GRAPHICS**) for other printer-specific options that may be available to you.

To print a game screen, including the Certificate at the end of the game, press the **Shift** and **PrtSc** keys at the same time. If you have an IBM or compatible text printer and would like to print a text copy of the Certificate, follow the on-screen instructions at the end of the game.

Controlling the Game

You may use any of the following three control devices to play *Uninvited*:

- 1) **Mouse.** Make sure your mouse is plugged in, and that the mouse

driver is installed and active; then boot *Uninvited*. Move your mouse to move the pointer around the screen. The left mouse button is your selection button. To move an item from one area of the screen to another, place the pointer over the item, then hold down the left mouse button. When you move the pointer, the item will move with it. To put down the item, let up on the mouse button.

- 2) **Joystick.** Make sure your joystick is plugged in, then boot *Uninvited*. When the game screen appears and you finish reading the message, press **J** for Joystick and follow the on-screen instructions. To move the pointer, just move your joystick in the direction you want to go. The fire button is your selection button. To move an item from one area of the screen to another, place the pointer over the item and hold down the fire button as you move the joystick; let up on the fire button to put the item down.

- 3) **Keyboard.** To move the pointer around the screen, use the keys on the numeric keypad:

Up Left	[7]	Up	[8]	Up Right	[9]
Left	[4]			Right	[6]
Down Left	[1]	Down	[2]	Down Right	[3]

Press these keys to move the pointer in the corresponding direction; you can move the pointer faster by holding down the **Shift** key while pressing the direction keys. (If you press the **Num Lock** key, these functions are reversed; the pointer will automatically move at the faster speed when the direction keys are pressed, and can be slowed down by pressing the **Shift** key at the same time. Press **Num Lock** again to return to the original setting.)

Your selection button is the key marked **Ins**—it works just like a mouse button. When instructed to click on the button, press on this key. To double-click, press twice. You also have a “mouse lock” button, which is your **Caps Lock** key. When you press this key, your selection button is locked in the down position; press it again to “unlock.” This feature is used when moving items from one area of the screen to another. (**NOTE:** If at any time you are unsure if the selection button is in the “up” or “down” position, you may reset it to the “up” position by pressing and releasing the **Ins** key.)

Moving Items

To move an item, place the pointer over it and press and hold the selection button (keyboard users should simply press the **Caps Lock** key); the object should turn a different color. Now when you move the pointer, the item will move at the same time. To put the item down, just release the selection button (keyboard users should press the **Caps Lock** key again). Not all objects are movable!

You can also move more than one thing at a time. To move a group of items from an inventory window, position the pointer to the upper left of the group, not touching any of the items. Press and hold the selection button (keyboard users should simply press the **Caps Lock** key), then move the pointer down and to the right until a "box" surrounds the group of items. Release the selection button (keyboard users should press the **Caps Lock** key again) to highlight the items.

If the group of items you want to move isn't in an inventory window, you won't be able to draw a box around it. Instead, position the pointer over one of the items and hold down the **Shift** key, then press and release your selection button to highlight the item. Keep holding down the **Shift** key and move the pointer to the next item, then press the selection button again to highlight that item as well. In this way, you can highlight as many items as you want.

Once the entire group of items is highlighted, position the pointer directly over one of the items and press and hold the selection button (keyboard users should simply press the **Caps Lock** key). As you move the pointer, the whole group should move at the same time. Release the selection button (keyboard users should press the **Caps Lock** key again) to set the items down—they'll move over one at a time.

Selecting Commands

In addition to moving the pointer to the command window and clicking the selection button to give a command, IBM users have another option. To select **Examine**, press **F1** and click on the selection button; to select **Open**, press **F2**; to select **Close**, press **F3**; to select **Speak**, press **F4**; to select **Operate**, press **F5**; to select **Go**, press **F6**; to select **Hit**, press **F7**; to select **Consume**, press **F8**.

Selection Menu

To bring up the Selection Menu, just click on the name *Uninvited* in the upper left corner, or press **F9** or **F10** (Mouse users may also bring up the Selection Menu by clicking the right mouse button.) You can make your selection by moving the pointer and clicking the button, or by using the "shortcut" method: To select **ABOUT**, press **A**; to start a **NEW** game, press **N**; to **QUIT**, press **Q**, and so on. Press the **Space Bar** to get back into the game without selecting anything.

If you get killed, the program will ask if you want to try again. Respond by pressing **Y** for **YES** or **N** for **NO**, and follow the on-screen instructions.

To turn the sound off during the game, press **S**. Press it again to turn the sound back on.

Windows

In the IBM version of *Uninvited*, windows cannot be moved or changed in size. To close an inventory window, position the pointer over the close box in the upper right corner of the window and click the selection button. If an inventory window is partially covered by another window, you can bring it to the front by moving the pointer to that window's title bar and clicking the selection button.

Scrolling

If you're not able to see all of the items in a window, you can scroll up and down or side to side—just position the pointer over one of the corner arrows and click the selection button to scroll the window in that direction.

Saving a Game

To save a game, bring up the Selection Menu and press **S** for **SAVE**. (NOTE: the "PATH" referred to in the on-screen instructions tells you where the program is going to save your game; a path can be simply a drive, or a drive plus sub-directories.) The program will automatically save to drive **A**; you can specify another path if you wish—just follow the on-screen instructions. Next, the program will prompt you for a formatted save disk. When asked for a file name, type in a name (up to 8 characters) and press **Return** to save the

game to your save disk. If you change your mind and decide not to save after all, just press **Return** to get back to the game. Don't forget to put the program disk back in the disk drive if you plan to continue playing.

Loading a Saved Game

To load a saved game, first boot the program, bring up the selection menu, and press **L** for **LOAD**. (NOTE: the "PATH" referred to in the on-screen instructions tells you where the program is going to look for your saved game; a path can be simply a drive, or a drive plus sub-directories.) Next, the program will prompt you to insert your save disk; follow the on-screen instructions. When you see the list of the games saved on that disk, move the pointer over the one you want to load and click the selection button. If you took out the program disk, don't forget to put it back in the disk drive before you resume play.

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