Uninvited

MINDSCAPE

AMIGA   Quick Reference Card
Loading

1) Use Kickstart version 1.2 to start your computer.
2) When you are asked for a Workbench disk, eject the Kickstart disk and replace it with your Uninvited game disk.
3) Double-click on the Uninvited disk icon.
4) Use preferences to make sure the time, date, and printer settings are set correctly.
5) Double-click on the Uninvited game icon to start the game.

Printing

You may have occasion during the course of the game to use a printer. Due to space constraints, not all of the printer drivers available have been included on the Uninvited game disk. If you wish to use your printer with Uninvited, you will need to copy the appropriate printer driver from your AMIGA Workbench disk to the Uninvited disk. Follow the instructions that came with your Workbench disk.

Saving Games

You can save your game in progress at any point. To do so, you will need a formatted storage disk. Follow the standard procedure as outlined in the AMIGA documentation **before** you start the game. You will not be able to format a disk once the game has started.

When you want to save your game in progress, select **Save** or **Save As** from the **Project** menu. The first time you save a game, the two commands act identically. You will see this requester appear.

Select a Filename

Save1
Save2
Save3

Or enter a name

OK   Cancel

Click on the name under which you wish to save the game, or click in the text area and type a file name. The requester shows the files on the internal disk drive (DF0:) by default. You can look at a list of all files on the ex-

ternal drive (or any other connected device) by typing the drive specification and clicking OK. For example, type DF1: and click OK to see all the saved games on the external drive. When you have either selected or typed a file name, click OK to do the save. The two commands—**Save** and **Save As**—differ on subsequent uses. Once you have saved a game the first time, selecting **Save** will save the current game over the old game automatically. You will not have to bother with file names. If you want to save your game under a new name or to a different drive, you need to select **Save As,** which requires you to supply a file name.

Loading Games

Uses the same requester as the **Save As** command, except that you won't have to type unless you wish to switch drives. Simply click on the name of the file you wish to load and click OK.

Controlling the Game

All of the commands work exactly as described in the manual. Whenever reference is made to pressing "the button," you should use the left-hand mouse button.

The Windows

While the windows in the AMIGA version differ in appearance from those in the manual, they act in essentially the same manner. The only difference is that you cannot double-click in the title bar to expand a window to full-screen size.

The Menus

The AMIGA version of Uninvited includes two menus to allow you to control the game.

The **About** menu tells you a little about the programmers, artists, and designers involved in the creation of the game. You may want to select an item from this menu, just for fun.

The **Project** menu is essentially the same as the File menu described in the manual. It contains the following items:

New:	Start a new game from the beginning. You will be prompted to save the game in progress if you haven't done so.
Load:	Load a saved game
Save:	Save the game in progress
Save As.	Save the game in progress with a new name
Quit:	Quit the game—you are asked if you want to save the game if you haven't already done so.