

Uninvited FAQ/Walkthrough Final

by Dzabroski

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Check out my Dragon Warrior/Quest Website at:

[Http://www.DragonWarriorReturns.com](http://www.DragonWarriorReturns.com)

Updated 2/26/01

David Zabroski wrote this walkthrough solely. Know to his friends as Locke. Please feel free to post this on your website. I only ask that you e-mail me at Locke1978@hotmail.com to let me know you are posting it. If you have any problems please feel free to contact me.

I have worked very hard on this walkthrough by myself and will not tolerate plagiarism. If I find this walkthrough has been plagiarized I will take action.

Welcome to the Uninvited Game. This is the last of the NES series that was started by Shadowgate. This is indeed one of my favorite games. It took me days to figure out some of the secrets of it. Some items and seen look like they should be acted upon immediately while others are just plain confusing.

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Here are a couple of tips for the game for those who will bravely figure this out without my help.

Keys are important. They are hidden everywhere. They have many uses, but some locks can't be opened in a conventional way.

Ghost and monsters are attracted or afraid of certain things. Show them to them and they will run.

The house is possessed and so will you if you don't make haste.

Always check the rooms you enter. Many things can be opened, and even a smaller item can have great value.

Certain items interact with each other. This goes for the ones in your inventory and tools in the game.

I. Walkthrough

You wake up in your car. Dazed and confused you recall what happened. You were driving along a road. Everything was normal, but all of a sudden you had to swerve to miss a shadowy figure in the road. You awake in your totaled car, and you look for your sister and she is nowhere to be found. What to do?

a. Car

The car is about to blow up. You have only a few seconds. Do not touch the engine or look around, open the door and get out.

b. Outside the Mansion

You see a large mansion in front of you. You can't just waltz in, can you?

Look around; make sure you catch every detail.

Open the mailbox and then open the envelope. There should be a letter and a pendant. Once you take the pendant the house will flash and the door will be open. Read the letter to find out a little about your new adventure.

c. Foyer

You enter the room and see a fireplace and some chairs. Take a close look at the chairs and you may see some flaws in the seat.

d. Library

Once you enter go to the right door and enter the library. What to do?

READ!

Open the book on the table and learn the entire spell inside.

You will receive the following Spells:

Cloudisi, Stillini, Thundede

(Cloudisi I never had to use)

Now exit the library and return to the Foyer room you just left.

Try the other door that you haven't opened.

e. First Floor Hallway

You are in a hallway with many rooms to your left and right. Just ignore them. If you open them a ghost lady will appear, she is harmless unless you try to open any more doors.

f. Second Floor Hallway

Head up the stairs to another hallway.

There are more rooms to choose from. Here are them in order to of left to right. This will make it easier to understand.

g. Master's bedroom

Check the diary on the table (Diary 2) and read it to get information about the house. The diary gives an account of the trainings with Dracan in magic. He turned evil and wants power and used magic against the Master. The Master's servant was able to get the Star, an important item, back from Dracan and hid it in a hinge less box.

Ignore the bathroom.

h. Dracan's bedroom

Head to Dracan's room and see his diary. He has an interesting side of the story.

Open the table to find a scroll. Read it and receive the Doll, Doll spell.

i. Guest Bedroom

The guest bedroom is optional. Whatever you do, do not pick up the ruby. The house will possess you and make life living hell.

j. Spiral Staircase

Next room over has a spiral staircase. Don't go up the stairs, but pick up the axe and leave.

k. Closet

You can take what you want, but you only need two things from here

*Spray

*No Ghost

It is always good to look at the items before or after you pick them up.

l. First Floor Hallway II

Head back down stairs. If you haven't already tried opening one of the doors so the Southern Ghost will appear. Open the bottle of "No Ghost" and spray her with it. She's melting, She's melting, what a world, What a World!

Now you can open the rest of the doors freely.

m. Parlor

You open this door, but there is nothing there, so head to the porch.

You see a spider walking on the rail. When things move across the screen it is a sign of importance.

Spray some of the spray in the railing. Head back the way you can and return to the porch again. The spider walks right into the spray and gets stuck. Take the spider with you. No, this does not have to do with the Stillini spell. Return to the hallway.

n. Dining Room

Open the lower left door for the dining room.
Take the bouquet off the table.

o. Study

Enter the North door of the Dining Room.
Open the drawer and take the card.

p. Kitchen

Take a knife with you, any one. Now head to the right door

q. Pantry

Take the matches and return to the kitchen. Now head left.

r. The Servants Quarters

Use the lamp to uncover a hidden vault. You will notice a book, and an old man looking at you. Use the spider and watch him run. How he was able to take the Star, and be afraid of spiders I don't know.
Take the diary and read it if you like.

s. Study

t. Foyer II

Head back into the hallway, but keep moving to the foyer with the couches. Use the knife to cut open the couch and take the Key1.

Return to the hallway and open the upper left door.

u. Game Room

Open the cabinet with Key 1. Take the doll and use the Doll, Doll, and spell. He will teach you the spell O' Sesame. Note his clue for the Pious Brother.

v. Master's Bedroom II

Now return to the Master's Bedroom upstairs. (Note: In the other Shadowgate games I don't remember using a key more than once. Here keys can open multiple doors)
Open the cabinet with Key 1. Take everything.

w. Foyer III

Return downstairs and go to the Foyer. Use the matches to light the fireplace. Use the box in the fire. Remember a passage in one of the diaries about the Star? In fire it freezes, and ice it burns. The box burned, but the Star froze the fire. Take the Star and leave.

x. Hunting Room

Go through the top door of the Game Room and enter the hunting room.
Take the cage and go outside.

y. Outside

You will see a bird fly ahead of you. I spent hours trying to find out how to catch him, but he has more important matters with you later on in another part of the game.

You have three choices for areas. The Magisterium, Greenhouse, or Chapel. You can't enter the Magisterium, but you can enter the Chapel and Greenhouse. I went in the in the following order:

z. Greenhouse (Middle Road)

Enter the Greenhouse and you might see a little goblin dancing around with a key, he is in a lot of other rooms, too. Ignore him. Grab the watering can and head to the front of the Greenhouse. Use the faucet to turn the water on. Use the Watering can on the faucet to fill it with water. Return inside and use the water on the empty pot. You will probably be able to use the can two times until you run out of water. Keep re-filling the water until you get a piece of fruit. Take the fruit and leave. DO NOT EAT IT!!!!

Exit the Greenhouse and go the Chapel

aa. Chapel (Right Road)

It is really simple here. Use the Thundered spell to send them running way.

Enter the chapel take the Goblet and Candle sticks. The alter will move and if you try to go down the hole you will be warned there is a huge spider below. Don't even try the Stillini spell it won't work just yet. Ignore the passage.

Try the O' sesame spell the Pious Pole Face will open a door for you. Before you use the door use the matches on the candle.

bb. Maze

If you meet the ghost he should just fly away, he is scared of the candles you are holding.

Tips for the Maze:

Use you pendent on any lone Zombie

Groups of Zombies will not hurt you as long as you keep moving

Relax and take time exploring.

All right you want the solution? Here it is:

N,W,W,N,N,W,W,N,N,E,E,N,N,E,E,E,S,S,W

Tip: You are always facing north so you don't have to rotate your direction.

Place the Bouquet of flowers at the grave and the grave will open.

cc. Three Cages, Bouncing Ball

Open the Cages with Key 1. Use your cage on the Hawk. Any other combination will mean your death. The Snake will eat the Cat.

The Bouncing Creature with the Blothney Gem

Simple Open the cage and the Bouncy creature will be distracted so you can grab the gem. Use the Telemaze Spell to exit the maze. You should be outside of the maze now.

dd. Magisterium

Return to the Magisterium the left path.

Use the Blothney Gem to open the door.

Once inside give the creature flying around the fruit. He'll let you pass. Enter the Observatory. Use the combination 794780. You can get this by matching the card with the Metal names on it. It is Gold Silver Mercury. 79-47-80.

There is a jar in the safe. Try hitting it and it won't break. Use the axe. Take the cookie, and leave. Why they would put a cookie in a safe is beyond me.

ee. Game Room II

You know that annoying little gremlin always dancing around with that key? Well use the cookie on the plate and he will come dancing by and drop his key when he eats the cookie. Finally!

ff. Magisterium II

Go to the Magisterium and use the Key2 on the floor hatch. Go down and you will see a cave. You can go past the first cave if that spider bothered you before, go to the end of the cave and use Stillini to freeze him, now you can walk up to the Chapel, but there is no need to now.

gg. Lower Caves

If not then enter the first cave door. A Ghost will talk to you and give you some information. Use the star on the ice, (Fire Freezes, Ice Burns, remember) the ice will melt and flush Dracan's body away from the cave. Follow it and you will see a well with Dracan lying next to it. Quickly pick him up and throw him in the well. (If you can't figure out how to do that you are really bad at these kinds of games. Just use Dracan and point to the well)

Yippee you saved the world!!!! What you sister? Oh Yeah
There is a exit north take it. You will end up in the study

hh. Study II

Your sister screams from the floor above and suddenly stops.

ii. Dracan's Bedroom II

Head to Dracan's bedroom on the second floor and go into the bathroom. Turn on all the faucets. The door will lock and the room will start filling up with water. Keep pressing open and point to the light on the ceiling. Eventually the water will fill up enough for you to open the light, which reveals a hatch. Once you open it you must go through it ASAP or you will die.

jj. Secret Hatch

You sister is alive!!!

What she isn't responding? Hit her.

A demon that possessed her will exit her body. She will escape out the window. Use the Goblet on him that will shut him up.

Exit through the window and you are done! Congratulations!!

III Secrets & Extras

(Save your game before you try any of this)

Here are a few things that you can do that are really funny in the game.

Cast Spells on yourself just to see what happens.

Drink the potions you find.

Open the cage on top of the spiral staircase and make new friends.

Use the Axe on yourself.

Locate the Secret Gravestones in the Maze.

Hit a Gravestone to meet the residents.

Open the coffin and sit in it.

Try deadly items on yourself

Play with Dracan's body
Follow Dracan into the well
Secret Areas of the Maze

Ace Harding's Grave (Déjà Vu I & II)

If you read the tombstone the name will sound familiar
N,E,E,N,N,E,E,E

Talimar's Grave

N,N,W,W,N,N,N,N,N,N,E,E,E,E

Marble Coffin

N,W,W,N,N,W,W,N,N,E,E,N,N,E,E,E,E,N,N,E,E,E

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