Configuring Martian Memorandum

The information to configure Martian Memorandum is contained in a small file called MM.CFG. This file contains information on sound boards, input device, and misc. other information. Martian Memorandum can be configured through two methods.

At startup

When first run, Martian Memorandum will ask you to select your computer's configuration from a list of possibilities. You will only be prompted for this information once. The information will be saved in the file MM.CFG. If you need to reconfigure Martian Memorandum, you may simply delete the file MM.CFG (see your DOS manual). You will then be prompted again for you computers configuration.

The direct method

You can directly modify the contents of MM.CFG using any text editor (such as EDLIN supplied with DOS). The file consists of five bytes representing input device, sound board, SoundBlaster™ port, SoundBlaster™ interrupt and music system. To modify a parameter simply change the corresponding byte to a new value and save the file back out. The bytes values correspond to:

Byte 1- Input device:

1 = mouse (recommended)

2 = joystick

3 = keyboard

Byte 2- Digital sound device:

1 = RealSound™ (PC Speaker)

2 = Adlib™

3 = IBM® speech card™

4 = SoundBlaster™

5 = Msound™

6 = None

Byte 3- (SoundBlaster™ only) Port:
- 1 = 210h
- 2 = 220h (default)
- 3 = 230h
- 4 = 240h
- 5 = 250h

Byte 4- (SoundBlaster™ only) Interrupt:
- 1 = 2
- 2 = 3 (default on older boards)
- 3 = 5
- 4 = 7 (default on newer boards)

Byte 5- Music device:
- 1 = Adlib™
- 2 = Roland™
- 3 = None

NOTE: You can determine your SoundBlaster's port and interrupt numbers by running the program called TEST-SBC.EXE which is found on the disks that came with your SoundBlaster™ card.

The Story

You are a classic, hard boiled private investigator in the year 2039. Marshall Alexander, head of Terraform, Inc., has hired you to search for his missing daughter, Alexis Alexander. Your job is to search out clues (and do other P.I. stuff) that will lead you to Mr. Alexander's daughter and the secret of the Martian Memorandum. Easy? We'll see about that.

Tex is a rugged, handsome P.I. with a typical P.I. attitude, which sometimes gets him into trouble. Even though the year is 2039, the mood, characterizations and ambiance are set in the typical style of the classic Hollywood detective movies.

Searching rooms

Throughout the manual we will refer to user input through the generic term SELECT. For mouse users this means to place the mouse cursor over an item and press the left button. For joystick users this means to place the cursor over an item and press button #1. For keyboard users this means to move the cursor over an item (using the cursor keys) and press the [ENTER] key.

The majority of the game time will be spent searching for clues at various locations. There are several commands to use in searching and manipulating objects in rooms.

LOOK - This command allows you to to inspect an object.

MOVE - This command allows you to move an object from one position to another. MOVE can be used to move an object from place to place, such as a pillow, or to change a state, such as flipping a wall switch.

OPEN - This command allows you to open an object, such as a box or door.

GET - This command allows you to pick up an object.

USE - This command allows you to manipulate one object with another. The USE command always uses an item from the inventory (see inventory section) on an object in a room (e.g. A door is locked and a key is resting on the floor. To open the door you must first GET the key. The key is now in your inventory. Next USE the key on the door. The door will now open.)

**TALK** - This command allows you to initiate a conversation with another character.

TRAVEL - This command allows you to travel from location to location (see travel section).

HELP - This command allows you to get hints to aid you in completing a search of a room.

DISK - This command allows you to Load or Save a game to disk.
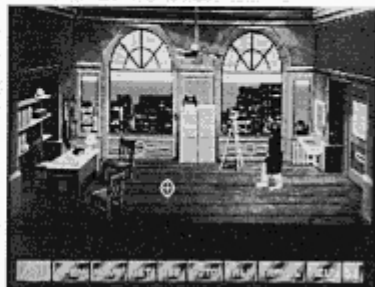
To search a room, choose the command you wish to use (the command will highlight) and select an on screen object. The command will be executed. If nothing happens the object may not be affected by the command (LOOK will almost always return an answer if the object is defined).
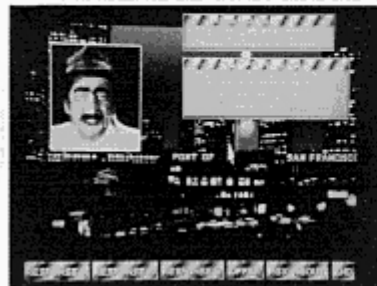
Interrogating Characters

You will run across many characters that have valuable information. You must extract this information using your wit and charm. At different points during a conversation, you will be required to interact with the character. Simply select one of the on screen responses (by selecting the response number from the command bar) to speak the reply. Often you will be able to offer or ask about items (if the character will allow it). There will be numerous subjects you will be able to ask characters about. Try to be very thorough when questioning. In addition, it's a good idea to go back and talk to characters, which were previously interviewed, when a new name appears on the ASK ABOUT list. Don't think that just because you've talked to a character once, you're done with them.

Moving Through The Duct

At some point in the game you will find yourself crawling through an air duct. The controls are simple. To move forward, select the arrow pointing to the top of the screen. To move backward, select the arrow pointing to the bottom of the screen. To turn left, select the arrow pointing left (if you're not at an intersection, selecting the left or right arrow will simply turn you around). To turn right, select the right arrow. You can tell if you're at an intersection when the area in the middle of the arrows shows a cross. When a cross is showing, it is possible to turn in a new direction. Your current heading (north, south, east or west) is shown as a highlighted arrow. This highlighted arrow is the direction you are facing. If you want to travel in the direction you are facing, select the arrow pointing up, not the arrow that is highlighted. If you're still having difficulty and you've tried everything, see the "troubleshooting" section.

Your secretary is your constant companion through the game via your COMLINK (if you find it). Your secretary is your information source and will keep you informed of events happening throughout the game. To access your secretary, select the USE command and select the COMLINK from your inventory. Your secretary will ask you what you would like to know about. Select an item from you ASK ABOUT LIST. Your secretary will return the information and it will automatically be entered into your TRAVEL or ASK ABOUT LIST if appropriate.

NOTE: The COMLINK is a valuable source of information. Use it to get background on subjects and characters.

Traveling

Tex may travel only when the situation will allow it (if Tex is tied up in a basement, he will not be allowed to get out by traveling). If you wish to travel, select the TRAVEL icon. A list of locations which Tex currently knows will be displayed (this list changes as Tex gathers clues). To travel to a location, simply select one of the locations from the list (select the OK icon or select the location twice). Tex will arrive at the new location in a short time.

Inventory

The inventory is where Tex stores items he picks up. When Tex uses the GET command on an object in a room or when a character gives Tex something, it goes here. The objects can be retrieved by either USING them in a room or OFFERING them to a character. The list will grow and shrink as Tex obtains or uses items. There is no limit to what Tex can carry, so it's a good idea to take everything you can, you never know when you're going to need it.

Ask About List

The ASK ABOUT system is similar to the inventory except that it stores names and intangible information as opposed to physical items. ASK ABOUT items are used during character interrogations or with your secretary. Items are automatically added to the ASK ABOUT LIST when Tex comes across them.