

Martian Memorandum

Alex's Office

- get mail beside door (for CASH inside)
- get CAMERA (on file cabinet)
- get GUN (beside sink)
- get AMMO (top shelf)
- get LOCKPICK KIT (top shelf)
- get COMLINK (on chair nearest window)
- get LENS (on desk, it's red)
- use camera on tripod (to mount camera & lens)
- move wall switch (by cabinet) to open blinds

When you pick up the comlink, your secretary, Stacy, will tell you to meet Marshal Alexander of Terraform Corp. at 582 Market Street.

Terraform

- talk to Rhonda Foxworth, Marshal Alexander's secretary, and choose response 1 to see him. Go into his office.

Marshal's Office

- look at Marshal: he's 65, overweight, sickly pale
- talk to Marshal to learn that his daughter Alexis is missing, perhaps abducted. Something else was stolen, but no one must know it's gone. He transmits some leads: ROCKWELL BACHE (Terraform's attorney), JOCQUES SPARROW (a photographer), MAC MALDEN (cop who handled the case).
- use comlink, and ask Stacy for addresses on the above three plus Alexis' home. It's interesting to note that Stacy has nothing on Marshal prior to the D-Day attack.
- (leave the office by using the cursor keys to move Tex south)

Mac Malden

- Answer with responses 2, 2, 1, 1, 2 to learn that Mac won't answer your questions until you've brought him evidence on the Andretti case.

Jocques Sparrow

- using your lockpick kit, you break in and find 8x10s of very young girls in leather, etc. Then Jocques enters. Use responses 3, 1, 1, 1, 1 to get Jocques to cooperate.
- ask Jocques about Alexis to learn that he met her when she lived with another model, Chantal.
- offer cash to Jocques to get FILM.

Rockwell Bache

- ask Rockwell about Terraform to learn that the majority share of Terraform goes to Alexis, and if something happens to Alexis, then NORA DESMOND ALEXANDER, Alexis' stepmother would inherit. Ask Stacy about Nora to get her address.

Alexis' Home

- move bedsheet to reveal index box.
- open index box, and look at it to learn CHANTAL VARGAS's address.
- look at paper on floor: "TMS". Take it. Ask Stacy about TMS to learn it's the usual way of getting to Mars.

Tex's Office

- use film on camera. Look at camera (with blinds open) to see apartments across the street. Click on the arrows surrounding the Shoot Photo box to pan to another window. In one window (near upper right), you'll see a woman who sometimes dances au natural, and does a drug deal. When the camera is pointing at the drug deal, click Shoot Photo. Then click Exit.
- get photos on floor.

Chantal Vargas

- no series of responses will help. Offer photos to Chantal to get her cooperation.
- ask her about Alexis to learn that she's probably with RICK LOGAN.
- ask her about Rick to learn that Alexis met him while making a movie; Alexis moved out the apartment after she and Chantal had an argument.
- Stacy has no info on Rick Logan.

Jocques Sparrow

- ask him about Rick to learn about GALACTIC PICTURES.
(Stacy has their address, but they're not there.)

Nora Desmond Alexander

- ask her about Nora to learn that LOWELL PERCIVAL is interested in her.
- ask her about Lowell to learn that he's a powerful man and will be more powerful than Marshal.
- ask Stacy about Lowell to learn that he has several mining interests on Mars, and has a Martian address.

Terraform

- click on switch to open ladies' washroom door. Go in.
- inside the washroom, move the towel. Get the EARRING that fell.
- Leave the washroom, and talk to Rhonda. Offer earring. She'll ask if you're interested in dinner. Choose response 1 to set a date for dinner at Clement's at the Plaza Hotel.

Plaza Hotel

- goto Cadies, a gift shop to your right, first.
- take rose (right counter) and use money on cashier to pay for it.
- return to lobby, save game, and enter the restaurant.
- offer rose to Rhonda sometime during the conversation.
- answer with responses:
 - 1) Sure doll face, I like...
 - 2) ...place that reflects your beauty.
 - 1) Appreciation isn't the only thing I'm good at.
 - 3) Why shouldn't you, sister?
 - 1) Not cheap, just an excellent value.
 - 2) It's been hot in here since I saw you sitting here.
 - 1) I love to finish off a good meal with something sweet.
- *ahem!* You can ask Rhonda questions now, here or at Terraform. If you never give Rhonda the rose, she won't bed you, but will answer your questions back at the office.
- ask about Galactic Pictures to learn that Alexis met Rick there, but Galactic folded and failed to pay Alexis. Rhonda sent faxes to GUY CALLEBERO, the studio chief.
- ask about Guy to get his address. (Stacy has nothing on Guy.)

Guy Callebero

- ask about Rick to learn he's got a home in the jungle now, and that he had a friend named JOHNNY FEDORA.
- ask about Angelo Andretti to get a piece of film on him.

Mac Malden

- offer Andretti film to Mac to get him to answer questions.
- ask about Johnny Fedora to learn he was found shot dead in a dumpster. You get his address from Mac; it's a boxcar in the "Hot Zone".

Johnny Fedora

- walk to the far right, avoiding the mutant dog and the radioactive red ooze, to another section of the junk pile. Open the shack and take the ladder. Open the compartment in the ??? and take the boots.
- return to the boxcar, and use the ladder on the boxcar. Goto ladder, then goto hole in roof to enter.
- read newspapers to learn about STANTON EXPEDITION, who executed Earth pioneers on Mars.
- take butter knife.
- open drawers, look at drawers and take cat food.
- open door, and go out.
- get back on the roof, use cat food on cat to get rid of the dog.
- open the shack door and move switch for generator.
- re-enter the boxcar. Move the dresser. Open the tear to reveal safe. (Safe was electrified, but you've turned that off.)
Open the safe to find \$500 cash, Rick Logan's jungle location, and some personal papers. You may take the documents.

Stacy calls to tell you that Marshal Alexander has been found murdered! She gives you the location of the murder scene.

- get the safe contents. There's a note from Rick Logan:
"The Oracle Stone has been obtained. I'm making arrangements for it. Meet me at the jungle coordinates 1770."
- Stacy knows nothing about the Oracle Stone. COLLIER STANTON was the leader of the Stanton Expedition; it's believed that he may have been killed in D-Day attack before his trial.
- Stacy also tells you that Rockwell is keeping you on the case.

Murder Scene (at a railyard)

- look at key ring -- it's marked "M.A."; take it.
- talk to Mac to learn that the coroner says that Marshal died at 3am, his throat slashed with a Jose Cuervo bottle with worm still in it. His ears were also removed with surgical precision.
- the graffiti (in blood) reads; "OOOYO HWENEED AJA LEE SAA SEE".
- move the bucket to find a dagger made of Martian chromium. Give the dagger to Mac.

Marshal's Office

- (Rhonda is no longer at her desk; the office doors are now open.)
- move the left painting, use the keys to unlock & open the safe. You'll find a "special funds" checkbook with payments totaling \$250,000 to LAWRENCE BARKLEY. There's also a note from FERRIS COLLETT on employee dissatisfaction; he's a power plant manager on Mars.
- Stacy can give you addresses for Barkley's home and Power Plant, both on Mars.

Rick Logan

- the jungle is booby trapped! Save game often.
 - 1st, avoid getting knocked on the head by logs dropping from overhead. Keep to the far back to avoid the first, then come far forward to avoid the second. Pick up the log that misses you.
 - 2nd, cross the quicksand pit by goto-ing stable stones. Not all stones are stable! (see safe path on hand-written notes)
 - 3rd, watch out for a hidden pit (path ends with suspicious green area). Put log over pit, then walk across on log. Note the mound at the right side of the pit.
- Inside hut, there's a cabinet with a poisonous snake inside. Quickly, use your gun on the snake to kill it before it kills you. (You use up all your ammo.) Inside the cabinet is a note reading: "Dear Rick: If you are still looking for a ride to Mars, meet us at smuggler's base near the pyramid. Coordinates are 123.45N 56.6E"
- Take the shovel at far right.
- Move the privacy screen to find Rick's strangled body. Take the key from his neck.
- Use the key to unlock and open the trunk. Inside is some artifacts plus a note of potential buyers of the Oracle Stone: DICK CASTRO, DEACON HAWKE and Lowell Percival. Stacy has nothing on Dick or Deacon.
- Go back to the mound beside the pit, and use the shovel to dig up a box. Open the box to learn about JANE MANSFIELD and her Aerobics Academy.

Smuggler's Base

- Pick up the stone at your feet, and use (throw) it on the logs and jug. While the guard is turned away, quickly slip past the wall, then goto inside the pyramid.
 - Inside the pyramid, you must *QUICKLY* go to the table on the right, get the food and remote control, then use the remote on the crate's buttons (to open the crate), and then goto crate (to get in it). The only way I could manage to do all this before being shot by the guard was to save and restore after each step. (*ugh*)

You're on Mars!! Congratulations. You're outside a casino.

Power Plant

- push the switch beside the left door to open that door. Go in.
- talk to Ferris Collett; no leads, but at least you'll find who some people are. Dick Castro runs the casino; Deacon Hawke, she runs the temple.
- move the white lab coat to find a card key; get the card.
- back in the lobby, use the card on the machine to open the restricted area door. Go in.
- Inside the plant, avoid walking over the trapdoor!
- get the monkey wrench lying on the floor near the far right door.
- go back near the trapdoor, and when the magnet moves over you to get another chunk of rock, use the wrench on the magnet to be pulled up to the upper catwalk.
- walk to the right to an inner room, and open the box to find a hoverboard and an Allen wrench which you'll take automatically.
- open the door inside the inner room to travel back down to ground level.
- return to the lobby to travel.

Dr. Lawrence Barkley

- look at the stuff on the shelves. Take the facial reconstruction kit. The doctor will arrive immediately after you take the kit.
- Talk to the doctor to learn definitively that Marshall Alexander and Collier Stanton are the same man, and that Barkley did the surgery.
- There's a hidden safe in the wall between the shelves and the door, but nothing's in it.
- When you attempt to travel, Mac will call via the comlink to let you know that DNA analysis of the dagger points to NATHAN BLOODWORTH.
- After you've talked with the doctor, his office won't be on your travel list anymore. Fortunately, you only need to visit this once to get the facial kit.

Aerobics Academy

- talk to Jane; she's the one working out in the corner. She hasn't seen Alexis, doesn't know who Rick is.
- after talking to Jane, the attendant at the counter leaves. Look at (and in) the purse left behind the counter to get Jane's address.

Jane Mansfield's Home

- move the pillows to find a letter: "Jane, some people are looking for me so I feel it's not safe to stay here. I am going to visit by brother Brad and find somewhere else to locate -- Alexis."
- take the letter.
- open the secret panel on the wall (right corner). Inside is Alexis' empty suitcase. (just look at it)
- move the controls to turn on the TV. Look at the TV to hear Deacon Hawke tell you the address of the temple.

Aerobics Academy

- talk to Jane again; now that you've got the letter, her story changes. She now admits Alexis was here and thought she and Rick were going to return the Oracle Stone to heirs of the murdered colonists. Ask about Alexis, and then Bradley to learn Bradley Ericson's address.

Bradley Ericson

- ask him about Castro to get a pair of glasses that will help you get into Castro's safe.

Alley

- this alley is between the Casino and the neighbouring building.
- move the rag to find a broken flashlight with AAA batteries.
- move the plank to find writing on the wall. Look at the writing to learn the password "Bombshell".

Casino

- once you've learned the password (from the Alley), you'll be able to open the front door and go in.
- inside, there's a card on the floor near the restroom door. Look at it; it's got Big Dick's picture on it. Take the card.
- you can't talk to anyone; you can't play the games; you can't go upstairs; you can't enter the cash window; you can't go to the catwalk.
- the ashtrays are interesting, but not helpful.
- go in the washroom. Open the fourth stall and take the blueprints. Use the Allen wrench to take the screen off the vent.
- (open the paper on the floor to read: "Free Fee Wee")
- (move the mirror to learn a blonde joke: Q: why did the blonde get fired from the M&M factory? A: she kept rejecting the W's.)

Big Dick's Office

- open the door to his office and go in.
 - answer 1) I don't know
 - then 1) Alexander's daughter's got it
 - then 1) Give me a minute to thinkto get ten minutes. Save game; you'll need those 10 minutes.
- take the safe keycard on the desk.
- move the light on the large picture to open a hidden passageway. Go in.
- ignore the control panel. Don't walk on the pressure plates.
Use hoverboard.
- If you have the glasses from Bradley, you can see lots of nasty lasers. Avoid them, and maneuver past them. You must go between the first two; later, three parallel lasers can only be avoided by hugging the back wall. You'll find it helpful to save the game after each difficult spot.
- On the far side, go in front of the scanner, and use the safe keycard on it. When it tells you to prepare for retina scan, use the facial kit on yourself; you'll use it with the Big Dick card to momentarily look like Big Dick, and the safe will open.
- Look at the memorandum in the safe:
"To Collier Stanton. The colonists have found an ancient Martian artifact. They call it the Oracle Stone. Evidently it has almost "mystical" powers. It's a find of great scientific importance and I suggest we try to purchase it from them. If it can't be purchased, perhaps they will allow me to study it. Signed, THOMAS DANGERFIELD, Archaeologist."
- take memorandum, markers (for Lowell Percival) and cash (\$250,000).
You can't take the drugs.
- use the hoverboard again and go back past the lasers back to the office. The save game feature is still useful.
- in the office, open the vent grate and go in.
- inside the vents, follow the path shown by the blueprints. The office is the right rectangle; the restroom is the left rectangle. Your path begins from the right edge of the office to the top edge of the restroom. Use the up-arrow key to move forward; use the left and right arrow keys to turn. The highlighted arrow shows which direction you're facing. A cross will appear between the arrows whenever you're at an intersection.
- Once you get to the restroom, leave the restroom, then open the front door and get out of the casino. If you don't do all the above in 10 minutes, you'll be caught and killed!

Lowell Percival

- he won't talk to you until you bring him his markers from Castro's safe.
- ask him about Alexis to learn that ROCKY BULWINKLE, the casino's bouncer, will be able to help you.
- ask him about Rocky to learn that you should follow Rocky, he goes somewhere nearby on his time off.

Rocky Bulwinkle

- go back outside the Casino. Soon, you'll see a figure walk out of the Casino and into the alley. That's Rocky. Go in the alley.
- In the alley, quickly get over to the far left behind the pipes and garbage there. Rocky will kill you if he sees you following him.
- Rocky will pull a pipe that will move the crates to reveal a secret entrance to an underground pub. You can't do the trick yourself; you must walk to the pub entrance and go in while the entrance is still visible, and after Rocky's already gone in.

Larry Hammond (and Darrell)

- inside the pub, you'll find Larry and his twin Darrell (a skull attached to Larry's shoulder - ick!) You know him of old, so you automatically talk to him.
- ask Larry about Deacon Hawke to get an amulet that'll "loosen her up".
- ask Larry about Nathan Bloodworth to learn that he has a wife named MICHELLE BLOODWORTH, and he gives you her address.
- you never actually confront Rocky himself.

Michelle Bloodworth

- ask Michelle about Nathan to learn that Nathan was part Cherokee; the blood graffiti; and the removal of Marshall's ears was part of a Cherokee curse to be taken into the next world.
- ask about Marshall to learn that Nathan's father, ROBERT BLOODWORTH, was the leader of the colonists that Collier Stanton killed.
- ask about Thomas Dangerfield to learn that it was he who told Nathan that Marshall Alexander and Collier Stanton were the same man.
- ask about Johnny Fedora to learn he was one of Nathan's connections.
- ask about Oracle Stone to learn that man who hired Nathan also wants him dead; you learn address of a remote outpost to find Nathan.

Temple

- the first time you meet Deacon Hawke, it doesn't matter what you say or do; she'll merely say that your arrival was predicted, and that she won't talk to you until you've returned the light to its source.
- the outer gate won't be open until you get the amulet.
- inside the temple, a 'bad guy' is threatening the deacon with a laser gun. Don't call attention to yourself.
- Move the rightmost mirror, then walk across to the other mirror and move that one too. Behind the pillar, move the extinguisher. The sound of it falling to the ground will make the guy zap toward the sound, and the beam will be reflected back to hit him via the two mirrors. Now the deacon will talk to you.
- the Deacon knows a lot; one wonders how she knows Rick was killed.
- ask about the Stone to learn its known history.
- ask about Dangerfield to learn he was shot and left for dead when he threatened to inform the authorities of the expedition's intentions to massacre the colonists. His search for the Stone and Collier has left him unbalanced.
- ask about Alexis to learn she believes Alexis is held against her will. Also, that COOPER BRADBURY will be able to help you.
- ask about Cooper Bradbury to learn he is the leader of the mutant rebel faction on Mars.
- ask about Deacon to be told that if you find the Stone, you should return it to her for safekeeping. She will also tell you the location of the settler's camp, where you'll find something that'll help you.

Settler's Camp

- take the H2O1 acid (beside the bucket).
- walk to the right side of camp and move the tail fin. Take the tuning fork underneath.

Bradley Ericson

- ask him about Cooper Bradbury to learn his address.

Cooper Bradbury

- Cooper is very opinionated, militaristic, and pro-mutant. Ask about the Stone to be told that he'll pay handsomely for it, and furthermore, if you find it and don't give it to him, you won't leave Mars alive!
- ask about Dangerfield to learn he's figured out an ancient interlocking mechanism in a cavern; you get the location of the cave.

Remote Outpost

- the dying body of Nathan Bloodworth is here; a heavy pipe on top of him.
- You can move the pipe, but can't help him. Look at him and talk to him to hear him mumble about a trap.
- you may take the tools (pick & shovel), but you don't need them.
- the brown box is empty.
- open the left door to find a rebreather. Take it.
- go to the gray box (a foot locker) and open it. Look at it; there's an interlocking mechanism card. Take it, and the trap is sprung! A series of explosions begins, and the right door is blown open. Save game.
- there's a jet pack sans ignition in the right door. Avoid the periodic explosion that occurs in front of that door, but you must go there to pick up the jet pack, and get away from there before the next explosion.
- walk over to the fire, and use the jetpack on the fire to ignite the pack and escape the trap. You'll need the rebreather to survive the trip back to outside the casino.
- there's a time limit on how long the outpost lasts once the trap is sprung.

Cave

- walk right to the door, use the interlocking card on it to open it and go in.
- Talk to Alexis about everything to learn the whole sordid story.
- there's a hidden compartment in the wall between the chairs, and inside is a bust of the god Ram-Dos, but you can't take it.
- you can open one of the vents, but it's too narrow to escape through.
- move the clothes off the chromium rod. Take the rod.
- use the rod on the cement patch beside the door (you're in front of it).
- use the acid on the metal plate revealed to reveal a button.
- push the button to release the gas and knock you and Alexis out...

Thomas Dangerfield

- you and Alexis are trapped in a laser cage, while Thomas Dangerfield admits to everything (it was he who first made the Alexander=Stanton connection, and it was he who killed Rick when Rick double-crossed him.)
- the Stone is in a magnetic containment field; a coil connects the stone's compartment to a control compartment, where Dangerfield will amplify his brain waves to control, well, everything he can.
- things appear on the pad in response to Dangerfield's thoughts. If not stopped, he'll first materialize a buxom blonde, then Elvis, then a demon that will destroy the world (including you).
- a control panel outside the control compartment will turn off the cage, but you can't reach it.
- in the ceiling of the cage is a bolt. Take it.
- talk to Alexis.

Answer 1) I'm thinking

then 1) Try distracting him

to get Alexis to start dancing provocatively. It will slow things down.

- talk to Alexis.
- Answer 1) I'm thinking
- then 2) I'm afraid we're doomed
- then 1) Wait a second -- do you have anything elastic?
- to get Alexis to remove her bra. Take it.
- use the bra (or belt) on the control switch for the cage to turn the cage off. Walk over to the Stone, and use the tuning fork on its compartment to release the Stone. Take the stone off the floor.
- before Dangerfield can leave his room, goto the tube car.

The End

- the tube car zooms out of Dangerfield's lair, taking Alexis and you to safety as the lair explodes and Dangerfield is (presumably?) killed.
- you and Alexis return the Stone to Deacon Hawke, who may return the Stone to mankind when they are ready.
- if you have sound, you'll hear Tex offer to take Alexis to Weinee World for a hot dog. "Sounds good to me," Alexis replies.
- Press CTRL-Q to quit the game.

Regretfully,

- we never learn much about the ancient Martian race.
- we never have a chance to use the Stone ourselves.
- we should have been given some options with the stone, eg: destroy it, keep it, make it unavailability, or give it to the person of our choice.
- we never learn what happens to Terraform Corp.; several people had plans for it.
- the issue of Castro's likely retaliation, and Bradbury's threats are blithely ignored.
- there is apparently no link between this case and the Andretti murder.
- how you get back to Earth, and what reward you get for solving the case are also not covered.
- we never learn who Marshal's first wife (Alexis' mother) is or was.
- it's not clear if you'll ever see Rhonda again in the future.
- there ought to be a mouse-clickable "quit" button, but isn't.
- the menus for inventory items, "talk" topics and travel locations would have been better if they were either ordered alphabetically, or by putting the last-discovered items first (except the COMLINK, which ought to be the first inventory item at all times you have it).
- it's annoying that you can't look at anything you picked up, nor try to use inventory items with each other or with yourself except at the correct time. Shouldn't I be able to try the hoverboard at the remote outpost? Shouldn't I be able to try to look like the surgeon's poster using the facial kit?
- there is no score (final or otherwise) to tell how well you did.