Introduction to Overseer Help

Welcome to the Tex Murphy: Overseer Hypertext help system. This system contains a complete on-line manual. All information contained in the printed manual is available here. This information is also available Within the Game if you press **F4** or select **Help** from the *Control Panel*.

Introduction to Tex Murphy

Introducing Tex Murphy

Tex Murphy is a mid-21st century P.I., who tries-with mixed results-to emulate the style and philosophy of the classic film **noir** detective. Divorced, perpetually broke and cursed with inconsistent social skill, Tex doesn't fall into the *super hero* category, but usually manages to succeed despite himself.

The first Tex Murphy Adventure was 1989's Mean Streets, followed by 1992's Martian Memorandum. But it wasn't until Under a Killing Moon (Software Publishers' Association "Adventure Game of the Year for 1994"), that Tex really garnered a modicum of notoriety. UAKM also introduced Chelsee Bando, Tex's elusive love interest, who returned in UAKM's sequel, The Pandora Directive. The alleged UFO crash at Roswell, the mysterious Mayan civilization and a tricky little love triangle made for an adventure that was the only "game" nominated for the Software Publishers' Association Best Overall Multimedia Product of 1996, as well as winning numerous Adventure Game of the Year awards.

Tex Murphy: Overseer finds Tex and Chelsee together again, with Tex telling her the story of his very first case. An exciting, funny, fast-paced mystery/adventure, Overseer is great entertainment on its own, but also fills in a lot of details from Under a Killing Moon and the Pandora Directive, as well as setting the stage for another installment (already in the works) in the proud MURPHY tradition.

Quick Start

1. Move the mouse to the top of the screen to expose the Control Panel.
2. Click the **new game** button.
3. Type your name into the field below *Player Name*.
4. Click **begin**.
   NOTE: If you are new to interactive adventure games, you should play the default Entertainment game mode.

Entertainment Mode vs. Gamer Mode - Game Mode Definitions

5. Click **Ok** if you are new to interactive adventure games. Otherwise, select **gamer** level and click **Ok**.
6. Watch the introduction movie sequences carefully as there may be clues that will help get you started on your Interactive adventure with Tex Murphy Overseer.

Your first Character Conversation will be with Chelsee Bando on the Vidphone. Just select the responses that most appeal to you and you cannot go wrong. Note: there will be pivotal interactive situations throughout the game, in which the wrong response can be counter productive, so save your game often.

Interacting With Characters
Saving Your Game

Following your interactive conversation with Chelsee is a movie sequence with Tex and Chelsee at Chelsee's apartment. This is where the plot begins to take shape.

Your first VR session is in Tex's office 6 years ago when he was a young inexperienced PI about to break all the rules and make some of the biggest mistakes of his life. If you are unfamiliar with the movement controls, see Maneuvering in the VR Environment to find out how to get around.

To get the ball rolling: enter the back bedroom and pick up the Parcheesi game. Playing the Parcheesi game will trigger a movie sequence that reveals how you landed your first case and open the door to the rest of the game. See Interacting with Objects if you are unsure of how to pick up Parcheesi game.

Control Panel

The control panel is the control center for Overseer. All the controls for Starting, Saving and Resuming Saved Games, Hints, Help, Configuration Preferences etc., are located here.

To access the control panel, simply move the mouse cursor to the top of the screen. Click an option below for detailed descriptions of each control panel element.

New Game - Starting a New Game
Hints - Using the Hint System
Help - Using the Help System
Exit Game - Quitting Tex Murphy Overseer
Save - Saving Your Game
Config - Configuring Game Settings
Load - Resuming a Saved Game
Intro - Viewing the Overseer Introduction sequence
Credits - Viewing the Overseer Credits

Game Play Mode Definitions

There are two game modes in which to play Tex Murphy Overseer: Entertainment Mode and Gamer Mode.

Entertainment Mode
Entertainment Mode is for beginning players that have little or no experience with Interactive Adventure games. If you find that you cannot solve a puzzle or find a hidden item, you may access the on-line hint system for assistance. If you tire of attempting to solve a difficult puzzle, you may bypass the puzzle and continue playing. Each time you get a hint or skip a puzzle however, there will be a minor reduction from your point total.

Gamer Mode
Gamer mode is very challenging and should only be played by experienced interactive adventure gamers or by players who have finished the game in Entertainment Mode at least once. There are no hints available in this mode, nor can you bypass any of the puzzles. Gamer mode also includes a higher point total.

Using the Hint System
The Point System

Starting a New Game

If it is your first time playing Tex Murphy Overseer, you must begin by starting a New Game.

1. Move the mouse cursor to the top center of the screen to expose the *Control Panel*.
2. Click **new game**.
3. The field below *Player Name* is where you type your name.

The name you supply must be less than 32 characters long and may contain any alphanumeric combination except special characters such as a question mark or dollar sign.

4. When you have typed your name, click **begin**.
   NOTE: If you are new to interactive adventure games, you should play the default Entertainment game mode.

Entertainment Mode vs. Gamer Mode - Game Mode Definitions

5. Click **Ok** if you are new to interactive adventure games, otherwise select the *Gamer* level and click **Ok**.
6. Each time a new player begins a game, the beginning movie sequence (intro) plays automatically. You may pause the intro by pressing the *P* key, or bypass it by pressing the *Spacebar*, *Enter*, *Esc* etc.
   Note: If it is your first time playing you should view the *entire* intro, as it contains information that may help you get started.

Following the intro sequence is the first of many conversations with other characters. For more information see Interacting with Characters

Saving a Game
Resuming a Previously Saved Game
Viewing Saved Game Information
Deleting Saved Games and Players

Saving a Game

Saving your game *often* is essential. If you do not save your game and something happens to your player, you will have to **start over from the beginning**. If you save your game in the same **slot** each time you save, you may end up in a situation with no way out, and no previous game to restore. It is an *especially* good idea to save your game right before beginning a conversation with another character. Saved games take very little disk space, therefore saving your game often has a nominal storage impact.

To Save a Game:
1. Move the mouse cursor to the top of the screen to activate the control panel.
2. Click **save.**
3. The *comment* field is an optional field that allows you to give your saved game a description to help you identify it later.
4. The *slot* field defaults to 000 for the first game you save and increments automatically when additional games are saved. I.e. 001, 002 etc.
5. Click **save** again and your game will be saved.

Save Game Screen Options
Save - Saves the game in progress
Cancel - Aborts the save game operation
Help(F1) - Activates this help screen
Delete Game - Deletes the selected saved game (highlighted in red)

Starting a New Game
Resuming a Previously Saved Game
Deleting Saved Games and Players

Resuming a Saved Game

To Resume a Saved Game:
1. Move the mouse cursor to the top of the screen to activate the control panel.
2. Click **load.**
3. Select your player's **name** from the *players* pull down list.
4. Select the game you wish to resume in the *saved games* list box.
5. Click **resume.**

Resume Game Screen Options
Delete Player - Deletes the currently selected player. (Visible in *Players* list)
Note: You cannot delete the currently selected player if that player's game is in progress.
Resume - Resumes the currently selected saved game (highlighted in red).
Cancel - Cancels resuming a saved game.
Delete Game - Deletes the currently selected game (highlighted in red).
Help(F1) - Activates this help screen.
Players - List of all available player names. Player names are created when a new player begins a new game.

Starting a New Game
Saving a Game
Save Game Screen Options
Deleting Saved Games and Players

Maneuvering in the VR Environment

To create a realistic virtual world experience, free and fluid movement is essential. There are three methods that can be used to maneuver in the VR environment. The three methods are Keyboard, Mouse, and the VR Movement Overlay. You can use each method exclusively or you can use a combination of two methods i.e. keyboard and mouse.

Keyboard

The default keyboard controls are listed below. You may change the keyboard controls via the CONFIG option on the control panel.

Changing keyboard control settings

Description	KEY
Forward - Move forward	Up Arrow
Backward - Move backward	Down Arrow
Up - Raise eye level	Page Up
Eye Level - Center eye level	Return [Enter]
Down - Lower eye level	Page Down
Turn Left - Turn to the left	Left Arrow
Turn Right - Turn to the right	Right Arrow
Slide Left - Strafe to the left	Insert
Slide Right - Strafe to the right	Delete
Look Up - Increase eye angle	Home
Look Forward - Center eye angle	Keypad #5
Look Down - Decrease eye angle	End
Run Fast - Fastest movement	Shift
Run - Move faster	R
Walk - Slowest Movement	Control (Ctrl)
Caption Toggle - Turn movie subtitles on and off	X
Pause - Pauses and resumes movie playback	P

Mouse

The mouse can be used "freely" or it can be used to manipulate the VR movement overlay controls. This section explains how to use the mouse freely without the VR movement overlay.

To move freely with the mouse:
1. Press and hold the right mouse button.
2. Move the mouse in the direction you want to go.

Walk Forward: Move the mouse forward while holding down the right mouse button.
Walk Backward: Move the mouse backward while holding down the right mouse button.
Turn: Move the mouse left or right while holding down the right mouse button.
Stop: Release the right mouse button.

Note: You must use the keyboard or the VR overlay to perform such functions as raising/lowering eye level, running, sliding left, sliding right etc.

VR Movement Overlay

Climbing Stairs and Ladders

Opening and Passing Through Doors

Exiting a VR Room

All you have to do to exit a room is to open the door and walk through the opening.

To Exit a VR Room:
1. Move the mouse cursor over the appropriate door in the room (not a closet door).
2. Click the Open/Close icon when it appears.
3. Move forward through the open doorway.

If there is no adjacent room, the Travel Panel will appear allowing you to choose a travel destination. Otherwise the adjacent room will automatically load.

NOTE: You may also exit a room via the **travel panel**. There are some situations however, when travel to external locations from the travel panel is restricted.

Climbing Stairs and Ladders

To *climb stairs* you move just as you would on a level surface. The *VR engine automatically adjusts* your view to look down when going downstairs and up when you are going upstairs. For *ladders,* all you do is walk toward the ladder and run into it. A message box will appear asking you if you would like to climb the ladder. Just click **yes** or **no**.

Manipulating Objects in the VR Environment

There are *seven* ways to manipulate objects in the VR environment. They are **looking**, **getting** (acquiring), **moving**, **opening**, **closing**, **turning on**, and **turning off**. When the mouse cursor is positioned over a significant object, a *crosshair* will appear. *Animated icons* are displayed for each action available for an object when you click the left mouse button while the crosshair is visible.

The Look Icon
The *look* icon is a magnifying glass zooming in and out on a chess piece. Clicking the look icon activates a verbal description (voiceover) of the associated object.

To Use the Look Icon:
1. During a VR Session, click the mouse on an object at which you want to look.
2. Click the animated magnifying glass icon when it appears.

The Move Icon
The *move* icon is a hand moving a chess piece. Clicking the move icon moves the associated object.
Note: Moving an object may reveal an important clue or an item to add to your inventory.

To Use the Move Icon:
1. During a VR Session, click the mouse on an object you want to move.
2. Click the animated hand icon moving the chess piece when it appears.

The Open/Close Icon
The *open/close* icon is a chess set opening and closing. Clicking the open icon opens doors, desk drawers, filing cabinet drawers, safes, etc.

To Use the Open Icon:
1. During a VR Session, click the mouse on an object you want to open or close.
2. Click the opening/closing chessboard when it appears.

The On/Off Icon
The *on/off* icon is a toggle type light switch. Clicking the on/off icon activates computers, machines, etc., as well as the obvious turning lights on and off.

To Use the On/Off Icon:
1. During a VR Session, click the mouse on an object you want to turn on or off.
2. Click the animated light switch icon when it appears.

Viewing the Contents of Your Inventory

When you acquire or *get* an object, it is added to your **inventory**. Your inventory contains all the objects you have acquired while playing Overseer. The only way to manipulate inventory items is via the *Inventory Panel*.

To View the Contents of your Inventory:
1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. If there are multiple items in the inventory you can traverse the collection of items by scrolling through the inventory via the vertical sliding scroll bar.

Inventory Panel
The Inventory Panel is the interface that allows you to manipulate your inventory items. Moving the mouse cursor to the right edge of the screen activates the Inventory Panel. Once the Inventory Panel has been opened you can perform a variety of actions on your inventory items.

Interacting With Characters

The conversations you will have with the other characters in Tex Murphy: Overseer are key to the investigations you conduct. When the introduction concludes you will have your first interactive conversation with Chelsee on the VidPhone. This conversation is automatic, but there will be other situations throughout the game where you must initiate a conversation with a character yourself in order to acquire information essential to your investigation. All conversations with characters are initiated by traveling to a character's location, or calling a character on the Vidphone.

To Initiate a Conversation:
Travel to a Character's location or call the character on the *vidphone*. After addressing with pleasantries or insults, depending on the character you are talking to, the **Response Attitude Menu** will appear. The text displayed in the response attitude menu will reflect the "spirit" of the response rather than displaying the full dialogue Tex will use. This provides you with a good idea of what Tex will say without revealing the actual dialogue. Select the responses that appeal to you the most. Keep in mind however that there are many interactive situations that HINGE on the response(s) you furnish. Beware that if you say or choose the wrong option at the wrong time it may have a negative impact. Saving your game often and prior to every character interaction is not only wise, but it is sometimes necessary.

Traveling
Using the Vidphone
Saving Your Game

Asking Characters for Information
There are many paths character conversations may follow. Many conversations progress to a point when you can ask the character for information. When this happens, ASK ABOUT... will appear in the response attitude menu. When you click ASK ABOUT, the notepad overlay will appear. Click any subject in the list and the character will respond to your question.

Using the Notepad

Ending Character Conversations
There are two ways to end a Conversation. To END a conversation, you must either continue through the dialogue until END CONVERSATION appears in the response attitude menu, or select a response that may offend the character you are talking to. In which case the character may decide to end the conversation abruptly or you may be killed (in extreme cases). Note: This limited exit path is required so the character will know how to handle your next encounter should your paths cross again.

Traveling with the Travel Panel

Traveling is very simple in Overseer. All you have to do is identify the location to which you want to travel, and two clicks (with the mouse, not your heels) and there you are.

To Travel to an available Location:
1. Find the location to which you want to travel. If the location is not immediately visible, scroll through the thumbnail images until you find it.
2. Click the thumbnail image of the desired locale. The full image will appear in the GO window.
3. Click the GO button at the lower left corner of the travel Panel.

About the Travel Panel
Travel Panel Display Styles

Notepad Overlay

The Notepad Overlay is only accessible during character conversations. When a conversation reaches a point that you can ask questions, the notepad overlay will automatically appear.

To Use the Notepad:
1. Click an item written on the notepad (when the character is finished talking about the item a check will be placed in the box next to it).
2. Click each item on the first page in succession.
3. Click **next** (if present) at the bottom right of the notepad, as there may be more items to ask about.
4. When there are no items left to ask about, click **done**.

Interacting with Characters

Quitting the Game

I know what you're thinking; "Why would I want to quit this game?" The answer is: You need to go to work, eat, sleep, etc.

To Exit the Game:
1. Activate the Control Panel by moving the mouse cursor to the top of the screen.
2. Click **exit game.**
A message box will appear asking you if you're *sure* you want to exit.
3. If you have saved your game and you really must go; click **yes.**

Configuring Game Settings

The **config** option on the control panel opens an applet with five tabs: *Video*, *Audio*, *Keyboard*, *Preferences*, and *CD-ROM* (CD-ROM tab is used for DVD and CD versions). The options available under these tabs allow you to customize game settings to suit your personal preferences.

Configuration Applet Buttons
Ok - Exits the *config* applet and saves changes.
help - Activates this Help Screen.
Defaults - Returns the options in the currently selected **tab** to *original* settings.
cancel - Exits the *config* applet discarding any changes.

Video Tab
Audio Tab
Keyboard Tab
Preferences Tab
CD-ROM Tab

Deleting Saved Games and Players

You may delete saved games and players from within the Overseer Save and Load menus, or you may delete the saved games or players via Windows Explorer or the MS-DOS prompt.

To Delete Saved Games:
1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click LOAD.
3. Highlight the game in the slot you wish to delete. (the line will turn red)
4. Click Delete Game or Press G.
5. Click YES to delete, NO to Cancel deletion.

To Delete Player:
1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click NEW GAME.
3. Highlight the player you wish to delete. (the line will turn red)
4. Click Delete or Press D.
5. Click YES to delete, NO to Cancel deletion.

VIDEO - Brightness Adjustment

The lighting in which the scenes for Tex Murphy Overseer were rendered is very important to the look and feel of the game. Follow the on-screen instructions to adjust the brightness of your monitor. Doing so will provide you with the *best visual experience* for the game.

To Open the Brightness Adjustment Applet:

1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the **config** button.
3. Select the **video** tab.
4. Follow the directions on the screen.

IMPORTANT: Click the **Ok** button at the bottom right of the screen to save changes.

Audio Options

The *volume adjustment applet* will allow you to adjust volumes of the digital sound playback, movie playback and MIDI music. When you play the game the sounds you hear will have nearly identical volume levels but you may want to decrease the Digital volume if you are having trouble hearing the MIDI music. Conversely you may want to decrease the Movie volume if you find it difficult to hear the voiceovers.

To Adjust Audio Preferences:
1. Activate the Control Panel by moving the mouse cursor to the top of the screen.
2. Click the **config** button.
3. Select the **audio** tab.

Your system may be equipped with more than one digital sound or MIDI device. If your system is capable of both FM synthesis and wavetable MIDI playback you will want to select the wavetable device for superior MIDI quality.

To Select a MIDI device:
Highlight the name of the device you wish to be active, under the MIDI section by moving the mouse cursor over the device name, and clicking with the left mouse button. The red highlight indicates the active MIDI device.

To Adjust the Master Volume:
1. Press and hold the left mouse button on the **master volume** slide control.
2. Move the slider up for maximum volume, and down for minimum volume.
3. Click the **test** button to audition the new volume setting.
4. To globally mute the volume, select the **mute** option for *master volume*.

To Adjust the Digital Device Volume:
1. Press and hold the left mouse button on the **volume** slide control beneath *Sound Effects Volume*.
2. Move the slider **up for maximum** volume, and **down for minimum** volume.
3. To mute the digital volume, select the **mute** option for *Sound Effects*.

To Adjust MIDI music Volume:
1. Select the MIDI device for which you want to adjust the MIDI music volume by clicking its name in the MIDI list box.
2. Press and hold the left mouse button on the VOLUME slide control to the right of the MIDI list box.
3. Move the slider **up for maximum** volume, and **down for minimum** volume.
4. To mute the volume, select the **mute** option for *MIDI*.

Note: Moving the slider down as far as it can go does not have the same effect as the mute option. Mute disables the device entirely.

IMPORTANT: Click the **Ok** button at the bottom left of the screen to save changes.

Changing Keyboard Controls

Key Assignment Descriptions	**KEY**
Forward - Move forward	Up Arrow
Backward - Move backward	Down Arrow
Up - Raise eye level	Page Up
Eye Level - Center eye level	Return [Enter]
Down - Lower eye level	Page Down
Turn Left - Turn to the left	Left Arrow
Turn Right - Turn to the right	Right Arrow
Slide Left - Strafe to the left	Insert
Slide Right - Strafe to the right	Delete
Look Up - Increase eye angle	Home
Look Forward - Center eye angle	Keypad #5
Look Down - Decrease eye angle	End
Run Fast - Fastest movement	Shift
Run - Same as Run Fast	R
Walk - Slowest Movement	Control (Ctrl)
Caption Toggle - Turn movie subtitles on and off	X
Pause - Pause and resume movie playback	P

To Change Key Assignments for Keyboard VR Control:
1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the **config** button.
3. Select the **keyboard** tab.
4. Click the key assignment you wish to change (It will be highlighted with a white outline).
5. Press the key you want to change the key assignment to.
6. *Repeat* steps 4 and 5 for each key assignment you want to change.

IMPORTANT: Click the **Ok** button at the bottom left of the screen to save changes.

Preferences

Preferences are selected by either *toggle buttons* or *list buttons*. List buttons are *diamond* shaped. Only one button in a list can be selected at one time. Toggle buttons are square and slightly larger than list buttons. When enabled, a toggle button will be marked with a smaller black square. When disabled a toggle button will be empty.

Basic Preferences

Display Mode
There are two display modes in which to run Tex Murphy Overseer: 800x600 and 640x480. *640x480 is the default* display mode. The only benefit to running the game in the 800x600 display mode is for video playback. The native size for the video playback is 720x480 which is slightly larger than the default screen size of 640x480. To run the movies in 640x480, the video must be downsized in order to fit. Selecting 800x600 will allow the video sequences to be played without any shrinking, nevertheless the movies will appear slightly smaller running in 800x600 mode.

To select a display mode, simply click the box next to the display mode in which you want to run Overseer.

Captions (Subtitles)
Captions are the text subtitles displayed at the bottom of the screen during movie sequences. This option turns movie subtitles on and off.

To enable or disable captions: click the toggle box next to captioning.

Hints
Hints are only available in Entertainment mode. This option enables or disables the Hint system.

To enable or disable the hint system (Entertainment mode only): Select or deselect the box next to Hints.

Walking Speed
There are three walking speeds: fast, medium and slow. If you are experiencing difficulty maneuvering in the VR environment select the slow option.

To select the walking speed: Click the box next to the speed with which you want to move.

Window Size
Window size is the physical size of the VR display area. If you are experiencing choppy VR performance you can decrease the window size to increase performance.

To Select the VR window size: Click the box next to the window size you wish to use.

Advanced Preferences

Preferences

Preferences are selected by either toggle buttons or list buttons. List buttons are diamond shaped. Only one button in a list can be selected at one time. Toggle buttons are square and slightly larger than list buttons. When enabled a toggle button will be marked with a smaller black square. When disabled a toggle button will be empty.

Advanced Preferences

Texture Quality
Textures or maps are the graphical materials used to cover the 3D objects in the VR environment. The large complex textures used for Tex Murphy: Overseer can have a significant memory footprint. Some computers equipped with only 32 MB RAM may experience performance degradation when texture quality is set to maximum.

To adjust Texture Quality:
1. Open the Control Panel by moving the mouse cursor to the top of the screen.
2. Click the **config** button.
3. Click the **preferences** tab.
4. Click the **advanced preferences** button.
5. Click and hold the left mouse button on the **texture quality** adjustment slider. You may also click the arrows at the top and bottom of the adjustment slider.
6. Move the slider *down to decrease* texture quality or *up to increase* texture quality.

NOTE: Moving the Slider all the way to the top selects maximum texture quality. Moving the slider all the way down selects minimum texture quality.

Bilinear Filter
Bilinear Filtering is a technique designed to create a smoothing or blending affect on coarse textures. The algorithm scans the texture surfaces and attempts to smooth the appearance of the textures by finding color values somewhere between the color values of the two textures, creating a color gradient.

To Enable or Disable Bilinear Filtering: select or deselect the box next to *Bilinear Filter*.

Trilinear Filter
To Enable or Disable Trilinear Filtering: select or deselect the box next to *Trilinear Filter*.

MipMap
To Enable or Disable Mip Mapping: select or deselect the box next to *MipMap*.

VR Rasterizer
Tex Murphy: Overseer can utilize AGP hardware acceleration to render the 3D VR environment or a software rasterizer can be used to render on non-accelerated PCI-only systems.

If your computer is equipped with a *compatible* **AGP** graphics accelerator the

program will default to hardware acceleration. You can select either hardware or software rendering by clicking the box next to the appropriate option.

3D Sound
The 3D sound in Tex Murphy: Overseer is produced via the Intel RSX 3D sound technology. This option can be enabled or disabled by selecting or deselecting the box next to *3D sound* in the *advanced preferences applet*.

IMPORTANT: Click the **Ok** button at the bottom left of the screen to save changes.

Basic Preferences

CD-ROM Options

The **CD-ROM** section is where you can select the drive letter assigned to each disk. There are 4 CD-ROM discs for the CD version and 1 DVD-ROM disc for the DVD version.

To assign a driver letter to your DVD-ROM or CD-ROM drive(s):
1. Open the control panel and click the **config** button.
2. Click the **CD-ROM** tab.
3. Click the up and down arrows next to each game disc (CD-ROM version) to cycle through the available CD-ROM drives in your system.

You can assign each game disc of the CD-ROM version to a drive letter of any CD-ROM drive in your system. You can also choose the drive letter of your DVD drive here.

The Point System

Each time you make a good decision, solve a puzzle, pick up an object, etc., you are awarded a certain number of points. If you do everything right, find everything, solve every puzzle, and *don't ask for any hints*, you can attain a perfect score of **1500** points in Entertainment level and **4000** points in Gamer level. Points are displayed in the Travel Panel during the game, and next to **score** when you save or resume a game.

Viewing the Intro

The Introduction sequence is only played when a newly created player starts a new game. You can view the intro or the credits for Tex Murphy Overseer at any time.

To Play the Overseer Intro Sequence:
1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the **intro** button.

Viewing the Overseer Credits

The *credits* are only played when a player finishes the game. You may view the credits for Tex Murphy Overseer at any time however.

To Play the Overseer Credits:
1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the **credits** buttons.

Manipulating Puzzles

Jigsaw Puzzle
Anasazi God Brick Puzzle
STG passcard puzzle
Bible Verses Puzzle
Braille Encrypted note Puzzle
Implant Removal Puzzle
Briefcase Lock Puzzle
Cell Brick Puzzle
Cell Release Lever Puzzle
Chess Match Puzzle
Chess Board Puzzle
Slashed Circuit Puzzle
Computer Passwords
Credo Puzzle
Domino Puzzle
Cog and Lever Puzzle
Safe Puzzle
Colored Light and Sound Keypad
Control Room Security Keypad
Antique Cabinet Puzzle
Mean Streets Arcade Game
Commemorative Plate Puzzle
Lacerated Security Card Puzzles
Grille Puzzle

Manipulating Puzzles (Jigsaw Puzzle)

This puzzle is assembled just like a *real jigsaw puzzle*. You must complete the puzzle within the white markers.

To move the puzzle pieces:
1. Move the mouse cursor over the puzzle piece you wish to move.
2. Press and hold the left mouse button and *drag* the puzzle piece to the desired new location.
3. Release the mouse button.

To rotate the puzzle pieces:
1. Move the mouse cursor over the puzzle piece you wish to rotate.
2. Press the **right arrow** key on the keyboard to rotate the puzzle piece clockwise.
3. Press the **left arrow** key to rotate the puzzle piece counter-clockwise.
4. When the piece is rotated to your satisfaction, release the mouse button.

Refer To the Hint System for a solution to this puzzle.

Manipulating Puzzles (Dominos)

To Manipulate the dominos:

1. Move the mouse cursor over the domino you wish to move.
2. Press and hold the left mouse button on the domino.
3. Move the domino to the desired spot on the domino board and release the mouse button.
4. Repeat steps 1 through 3 until all nine dominos occupy the correct spots on the board.

Refer To the Hint System for a solution to this puzzle.

Manipulating Puzzles (Color Coded Security Panel)

To operate the color coded security panel:

1. With the left mouse button, click one of the colored buttons.
2. Click the number on the keypad you wish to associate with the color.
3. Repeat steps 1 and 2 for all eight colors.

Refer To the Hint System for a solution to this puzzle.

Manipulating Puzzles (Briefcase Lock)

You must enter the correct combination to the lock on the briefcase to solve this puzzle.

To Enter a combination:

1. Move the mouse cursor over the first dial.
2. Click the left mouse button until the desired number is displayed.
3. Move the mouse cursor to the next dial, and repeat step 2.
4. If you make a mistake, click the RESET button to reset the dials and restart from step 1.

When you have entered the correct combination, the lock will open. Refer to the hint system for a solution to this puzzle.

Manipulating Puzzles (Bible Verses)

1. Click the letters at the top left of the note (Job). A text cursor will appear in a box to the right.
2. Type the correct word in the box containing the text cursor.
3. Click the next set of letters (Ex) and type the appropriate word in the box containing the text cursor.
4. Repeat this procedure for the remaining sets of letters.

When you finish typing the last word, the puzzle will close automatically.

Refer to the hint system for a solution to this puzzle.

Acquiring Objects With The Get Icon

The **get** icon is a hand grasping a chess piece. Clicking the get icon acquires the associated object and adds the object to the inventory. Note: You should *get* every object you can because you may need it to complete the game. Many objects are also worth bonus points.

To Use the Get Icon:

1. During a VR Session, click the mouse on an object you want to acquire.
2. Click the animated hand icon grasping the chess piece when it appears.

Manipulating Puzzles (Slashed Circuit Board)

To Manipulate the Slashed Circuit Puzzle:

1. Move the mouse cursor over the puzzle piece you wish to move.
2. Press and hold the left mouse button on the yellow piece you wish to move.
3. You can rotate the pieces by pressing the left and right arrows while holding the piece with the left mouse button.
4. Holding your mouse button down, move the piece to the desired location, and release the mouse button.
5. Repeat steps 1 through 4 for as many pieces as are needed to complete the puzzle.

Refer to the hint system for a solution to this puzzle.

Manipulating the Puzzles (Lacerated Passcards)

You must assemble the passcard pieces within the white markers.

To Move The Passcard Pieces:
1. Move the mouse cursor over the passcard piece you wish to move.
2. Press and hold the left mouse button and drag the passcard piece to the desired new location.
3. Release the mouse button.

To rotate the passcard pieces:
1. Move the mouse cursor over the passcard piece you wish to rotate.
2. Press the right arrow key on the keyboard to rotate the passcard piece clockwise.
3. Press the left arrow key to rotate the passcard piece counter-clockwise.
4. When the piece is rotated to your satisfaction, release the mouse button.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Coded Letter)

You must manipulate the grille to decode the letter.

To Manipulate the Grille:

1. Move the mouse cursor anywhere over the grille
2. Press and hold the left mouse button.
3. Move the grille to the desired new location.
4. Press the right arrow key on the keyboard to rotate the grille clockwise.
5. Press the left arrow key to rotate the grille counter-clockwise.
6. Line up the holes on the grille with the numbers on the coded letter.
7. When the grille is rotated to your satisfaction, release the mouse button.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Cogs and Levers)

The levers in this puzzle rotate the accompanying cogs one full revolution with each pull.

To Manipulate the Levers:
1. To move a lever up (cogs turn clockwise), click the left mouse button at the *top* of the slot containing the lever.
2. To move a lever down (cogs turn counterclockwise), click the left mouse button at the *bottom* of the slot containing the lever.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Safe - Digital keypad)

To operate the keypad:

1. Click the numbers with your mouse, one at a time, in the correct order.
2. When you have entered all the correct numbers, click the **Enter** button.
3. If you make a mistake, click the **Clear** button.

Refer To the Hint System for a solution to this puzzle.

Bypassing the Puzzles

There will inevitably be those who do not like puzzles or do not want to invest the time it takes to solve some of the more difficult puzzles. Therefore we have provided the option to bypass any puzzle in the game.

The option to bypass puzzles is only available in entertainment mode. The codes to bypass the puzzles can be found in the hint system, which is not accessible when playing a game in gamer mode.

Using the Hint System
Entertainment Mode vs. Gamer Mode - Game Mode Definitions

Manipulating the Puzzles (Anasazi God Brick Puzzle)

To manipulate the GOD bricks:
1. Move the mouse cursor over one of the bricks lined up at the left edge of the screen.
2. Press and hold the left mouse button and "drag" the brick to an open space on the puzzle grid.
NOTE: Spaces on the puzzle containing immovable bricks are not considered open spaces.
3. When the brick is over the desired space, let go of the mouse button.
4. Repeat steps 1 through 3 for the remaining bricks.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (STG Passcard Puzzle)

You must insert the STG passcards one at a time and enter the correct password for each one.

To Manipulate the Passcards:
1. Move the mouse cursor over the card you wish to insert.
2. Press and hold the left mouse button and move the card to the card slot.
3. Press the right or left arrow on the keyboard to rotate the passcard (optional).
4. Release the mouse button when the card is in position just under the card slot.
5. After the card has been fully inserted, enter the appropriate password.

When the correct password has been entered the card will remain inside the security machine. If the wrong password is entered, the passcard will reappear. You may then reinsert the passcard and try again.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Braille Encrypted note)

To manipulate the Braille puzzle:
1. Move the mouse to the first blank line under the first Braille letter.
2. Type the letter of the standard alphabet that corresponds to the Braille letter above it.
3. Press the **Tab** key or move the mouse cursor to the next blank line.
4. Repeat steps 1 through 3 until all letters are typed.

When the correct letters are entered the puzzle will automatically close.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Implant Removal Puzzle)

To operate the implant removal puzzle:
1. Move the mouse cursor (kamikaze implant injector) to one of the blood vessel entry points.
2. Intersect the point of the kamikaze implant with the point of the blood vessel you wish to enter. Your mouse cursor will become a pulsating crosshair.
3. Move the pulsating crosshair through the network of blood vessels by moving the mouse in the direction you want to go.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Cell Brick Puzzle)

To Manipulate the Bricks:

1. Move the mouse cursor over the brick you wish to move.
2. Press and hold the left mouse button.
3. To rotate the brick clockwise, press the right arrow on the keyboard. To rotate the brick counter-clockwise, press the left arrow button on the keyboard.
4. Move the brick to the desired new position and release the mouse button.
5. Repeat steps 1 through 3 for all bricks.

NOTE: The puzzle will not be solved if any bricks overlap.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Cell Release Lever Puzzle)

To Manipulate the Lever:

1. Click and hold the left mouse button on the lever handle (Orange ball).
2. Move the mouse forward to move the lever up.
3. Move the mouse backward to move the lever down.
4. Move the mouse to the right when the lever is near the slot you want to try.
5. Release the mouse button when the lever is in place.
6. Click the **Exit** button.

Refer to the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Chess Match Puzzle)

To manipulate the Chess Match Puzzle:
1. Select the first move you wish to make by clicking the appropriate arrow button in the **select** column.
NOTE: You can preview the move first by selecting the appropriate arrow button in the **preview** column.
2. After your opponent has moved, select your next move by clicking the appropriate arrow button in the **select** column.
3. Repeat steps 1 and 2 until either you, or your opponent, has achieved checkmate.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Chess Board Puzzle)

To Manipulate the Chess Pieces:
1. Move your mouse cursor over the chess piece you wish to move.
2. Press and hold the left mouse button.
3. Move the chess piece to the desired position on the puzzle board and release the mouse button.
4. Repeat steps 1 through 3 for all pieces until they are in the correct positions.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Computer Passwords)

Throughout the game there are several computers. To gain access to the information in these computers, you will be required to attach a *passcard reader*, scan a *passcard*, and enter a *password*. To enter a password on a computer all you have to do is type the password correctly. Once the password is typed correctly access will be granted automatically.

Refer to the Hint System for the passwords to individual computers.

Manipulating the Puzzles (Credo Puzzle)

Manipulating the Credo Puzzle is very simple. All you have to do is type the appropriate letter in the appropriate numerically labeled space. Once a letter is typed, the cursor focus will automatically move to the next space. If all spaces are filled with the correct letters the puzzle will automatically solve and close. If you have made a mistake, you can correct errors by using the arrow keys on the keyboard to move to any numbered space on the screen and type a new letter.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Musical Tone Puzzle)

To manipulate the colored buttons:
1. Move the mouse cursor over the large colored button you wish to press.
2. Click the left mouse button.
3. Repeat steps 1 and 2 until the correct sequence is completed.

When the correct sequence is completed, the puzzle will automatically close.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Antique Cabinet Puzzle)

To move the Cross:
1. Move the mouse cursor over the cross.
2. Press and hold the left mouse button on the cross.
3. Move the cross to the desired location on the cabinet face and release the mouse button.
4. Repeat steps 1 through 3 until the correct location is found.

When the correct location is found, the puzzle will automatically close.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Mean Streets Arcade Game)

To Play the Mean Streets Arcade Game:

1. Use the left and right arrows on the keyboard to move left and right.
2. Use the down arrow on the keyboard to crouch down.
3. Use the Space bar to shoot.

Manipulating the Puzzles (Commemorative Plate Puzzle)

To Operate the Commemorative Plate Puzzle:

1. Move the mouse cursor over the plate you want to rotate.
2. Click the plate with your left mouse button.

NOTE: Click the left half of the plate to rotate counterclockwise. Click the right half of the plate to rotate clockwise.

3. The green arrow at the top of each plate indicates the position relative to the marks around the plate. One full turn (360 degrees) will toggle between a.m. and p.m. When the correct times have been entered, click the **set time** button.
4. Repeat steps 1, 2, and 3 for all plates until the correct time is entered for each.

Refer To the Hint System for a solution to this puzzle.

Manipulating the Puzzles (Telephones)

To Use the Telephone:
1. Click the mouse on the phone.
2. Click the **on/off** icon.
3. Click the numbers you want to dial into the phone.

Refer to the Hint System for solutions to phone puzzles in the game.

Manipulating Puzzles (Keypad A-Z Knott's Office)

To Use the Keypad:
1. Click the mouse on the Keypad.
2. Click the **on/off** icon.
3. Click the letters you want to use, the click the **Enter** button or press **ENTER.**

Refer to the Hint System for a solution to the keypad puzzle.

The Hint System

The online Hint System is available in Entertainment mode only. Any time you reach an impasse and cannot continue, you may consult the Hint System to help you advance. Be aware however that every time you consult the hint system, there is a point penalty that reduces your total score.

To Get a Hint:
1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the **hint** button, or press the **F4** key at any time. This will display the *Hint Directory Screen*. The topics listed are unresolved problems or puzzles. These topics are *level 1 hints* and will cost you 1 point.
3. Locate the problem or puzzle for which you require a specific hint and click the button next to it with the left mouse button. The next screen displays the steps already completed.
4. If you need a hint, select the button to the left of the uncompleted step nearest the top of the list. The next Hint will appear. This is a *level 2 hint* and will cost you 4 points.

Hints that have not been completed are displayed in red and remain red until the step is completed. All completed steps appear green. You cannot select a hint further down the list until you have completed all the previous steps.

IMPORTANT: Each time you select the **hint** button or press **F4** you are penalized 1 point for looking at the hint directory. When you get a level 2 hint you are charged 4 points. If you want to achieve a perfect score of *1500 points* (entertainment level), you must complete the game without using any hints. You may disable the hint system if you wish to eliminate the temptation so to speak.

Using the VidPhone

The *Vidphone* is used to communicate with other characters without traveling to their locations.

To Use the VidPhone:
1. In Tex's office, click the mouse on the **vidphone** (on the desk).
2. Click the **on/off** icon.
3. The VidPhone interface will occupy the entire screen and the list of available characters to call is displayed in the window at the upper right.
4. Click the **name** of the *character* you wish to call.
5. Click the **dial** button.

Note: The character you attempt to call may not be available at all times. Try your call again later if no one answers.

To Receive Incoming Calls:
When someone is calling you, the Vidphone will emit a *certain tone*. To answer the call, simply **turn on** the VidPhone while it is ringing.

To View Messages:
If there are messages stored in the vidphone you will hear a *double tone*.
1. **turn on** the vidphone.
2. Click the **message** button. (The number of messages will be displayed on the message button itself).

See Interacting With Characters for assistance talking to people.

Bypassing the Puzzles

In the Entertainment level there are codes to bypass the puzzles. Refer to the Hint system for the codes.

Examining Inventory Items

You should always examine any items you acquire as inventory. Examining some items will reveal hidden clues or other more useful items.

To Examine an Inventory Item:
1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. Locate the inventory item you wish to view. You may have to scroll through the items via the vertical sliding scroll bar.
3. Position the mouse cursor over the item you wish to examine.
4. Click once on the item with the left mouse button (the item will now be attached to your mouse cursor).
6. Drag the item to the examination icon (magnifying glass) at the upper right corner of the inventory Panel.

NOTE: You may simply *drag* the inventory item to the examination icon and drop it, or vice versa. Also you may *double click* any object to examine it.

Combining Inventory Items

Throughout the game you will acquire inventory items that are of no use to you by themselves and must be **combined** to create a *new* item or items. *Two or more* inventory items may be combined to create a new item.

To Combine Inventory Items:
1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. Locate one of the inventory items you wish to combine. You may need to scroll through the items via the vertical sliding scroll bar.
3. Position the mouse cursor over an item you wish to combine.
4. Click once on the item with the left mouse button (the item will now be attached to your mouse cursor).
5. Locate the second item to be combined and click once on the item.

If the two items can be combined, the newly created item will appear in your inventory.

NOTE: You may also *drag* the inventory items and drop them onto items you wish to combine them with. To do this, *both inventory items must be visible in the Inventory Panel at the same time*.

Disabling the Hint System

To Disable the Hint System:
1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the **config** button.
3. Click the **preferences** tab.
4. Deselect the box next to *hints*.
5. Click **Ok**.

The Point System

Help

Selecting the *help* button from the control panel activates the on-line Overseer help system. The on-line Overseer help system contains the same information as this help system, but it can be accessed from within the game.

The Travel Panel

The *Travel Panel* is the part of the interface that manages available travel destinations. When you begin playing Tex Murphy Overseer there are no visible travel locations. Throughout the game locations will appear as you find physical clues and obtain information from the characters you interact with. Once a travel destination has been discovered you may proceed to the location via the travel panel controls.

Starting a new game
Traveling with the Travel Panel
Travel Panel Display Styles

Travel Panel Display Styles

There are two display styles for the Travel Panel, **full panel** and **locked small panel**. The *full* panel is only visible when activated by moving the mouse cursor to the right edge of the screen. The locked small panel is a small portion of the Panel that when locked, is always visible during VR.

To Lock/Unlock the Travel Panel:

1. Activate the Travel Panel by moving the mouse cursor to the left edge of the screen.
2. Click the **lock/unlock** button at the lower right corner of the panel.
3. The lock/unlock button is a toggling button. To *unlock* the Panel, click the **lock/unlock** button again.

Inventory Panel Display Style

There are *two display styles* for the Inventory Panel, **full panel** and **lock small panel**. The full panel is only visible when it is activated by moving the mouse cursor to the right edge of the screen. The locked small panel is a small portion of the Panel that is always visible (until unlocked) during VR.

To Lock/Unlock the Inventory Panel:

1. Activate the *Inventory Panel* by moving the mouse cursor to the right edge of the screen.
2. Click the **lock/unlock** button at the lower left corner of the Panel.
3. The lock/unlock button is a toggling button. To unlock the Panel, simply click the **lock/unlock** button again.

Using Inventory Items

Many of the inventory items you acquire must be *used* at some point during the game. For instance you may need to use a key you found to open a locked door.

To Use an Inventory Item:
1. Locate the object with which the inventory item is to be used, and make sure it is visible somewhere on the screen. The *middle* is always a good place.
2. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
3. Locate the inventory item you wish to use. You may need to scroll through the items via the vertical sliding scroll bar.
4. Position the mouse cursor over the item and click once with the left mouse button (the item will now be attached to your mouse cursor).
5. Move the mouse to the left, away from the Inventory Panel.
6. When the Inventory Panel closes, click the VR object with which you want to use the inventory item.

If the inventory item you are trying to use is compatible with the VR object, an action will be performed. (i.e. a door will unlock.) If the inventory item is incompatible with the VR object you should hear a verbal message from Tex, telling you it is not going to work, or to try something else.

NOTE: You may simply "drag" the inventory item out of the Inventory Panel and drop it on the VR object.

Showing Inventory Items to Characters

Some of the characters you will encounter in Tex Murphy Overseer will not tell you or give you what you need, until you show them something from your inventory. When your conversation with a character has reached a point that the character will answer questions, the *attitude response menu* will appear.

To Show an Inventory Item to a character:
1. Select **ask about** from the response attitude menu.
2. This selection will activate the *notepad overlay*.
3. Locate the item in the notepad that you wish to show to the character.
4. Select the item on the notepad.

If the character has any information about the object you ask about, he or she will give you something in return, like information or another item. If the character does not have any information about the item, he or she will respond accordingly.

Interacting with Other Characters
Using the Notepad

Assembling Notes, Puzzles, etc.

During your investigations, you may encounter note scraps or other similar puzzles that must be assembled.

To Assemble Note Scraps or Puzzle Pieces:
1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. Locate the note scraps or puzzle you wish to assemble by scrolling through the items via the vertical sliding scroll bar.
3. Position the mouse cursor over the item you wish to examine.
4. Click once on the item with the left mouse button (the item will now be attached to your mouse cursor).
5. Drag the item it to the examination icon (magnifying glass) at the upper right corner of the inventory Panel.

You will now have the full screen to manipulate the note or puzzle pieces.

6. Position the mouse cursor over one of the pieces, then press and hold the left mouse button.
7. Drag the note scrap or puzzle piece to the desired location and release the mouse button.

To Rotate Note Scraps or Puzzle Pieces:
1. Position the mouse cursor over one of the pieces.
2. Press and hold the left mouse button.
3. Press the left and right arrows on the keyboard to rotate the piece left or right.

VR Movement Overlay

The VR Movement Overlay is a small, transparent panel containing a complement of movement controls. To access the VR Overlay, move the mouse to the bottom center of the screen. The panel will appear and you can begin using it.

NOTE: You can still use the keyboard controls in conjunction with the VR Overlay. But if you press the right mouse button to use the free movement method, the VR overlay will automatically retract.

Walk Forward: Click and hold the left mouse button on the *movement compass* (in the center of the four directional arrows). Move the compass forward (up). NOTE: To move forward one step at a time, click the forward (pointing up) directional arrow.

Walk Backward: Click and hold the left mouse button on the movement compass. Move the compass back (down). NOTE: To move back one step at a time, click the backward (pointing down) directional arrow.

Raise eye level: Click the mouse on the Raise eye level button (arrow pointing up at the right of the VR overlay).

Default eye level: Click the mouse on the center eye level button (the center button at the right of the VR overlay).

Lower eye level: Click the mouse on the Lower eye level button (arrow pointing down at the right of the VR overlay).

Turn left: Click and hold the left mouse button on the movement compass. Move the movement compass to the left. NOTE: To move left one step at a time, click the left directional arrow.

Turn right: Click and hold the left mouse button on the movement compass. Move the movement compass to the right. NOTE: To move right one step at a time, click the right directional arrow.

Slide right: Click the mouse on the slide right button at the bottom right of the movement overlay.

Slide Left: Click the mouse on the slide left button at the bottom right of the movement overlay.

Look up: Click the mouse on the Look Up button (arrow pointing up at the left of the VR overlay).

Look down: Click the mouse on the Look Down button (arrow pointing down at the left of the VR overlay).

Resume Game Screen Information

Players - This is the list of available players.

Saved Games -This is the list of saved games and their attributes.
Date/Time - This is the actual date and time the game was saved. The information is taken from your computer's internal clock.
Location - This is the Tex's location when the game was saved. If you are having a conversation with a character the location will reflect the character with whom you are having the conversation.
Comment - This is an optional field that allows you to enter a personalized description of your saved game to help you identify it later.
Slot - Slot is the number assigned to the game for incremental purposes. If you do not modify this value when you save your game it will be auto-incremented. The first game is saved in slot 000, the second in slot 001, etc.
Filename - This is the actual filename of your saved game. If you want to copy your saved games to another computer and your player name is Jennifer your saved game files will be named Jennifer.000, Jennifer.001 etc.
Score - This is the point total accumulated for the saved game.
Level - This shows the GAME MODE that was being played when the game was saved.

Starting a New Game
Saving a Game
Save Game Screen Information
Deleting Saved Games and Players

Save Game Screen Information

Player Name - This is the name of the player you created when you *started a new game.*
Date/Time - This is the actual date and time the game was saved. The information is taken from your computer's internal clock.
Location - This is the Tex's location when the game was saved. If you are having a conversation with a character the location will reflect the character with whom you are having the conversation.
Comment - This is an optional field that allows you to enter a personalized description of your saved game to help you identify it later.
Slot - Slot is the number assigned to the game for incremental purposes. If you do not modify this value when you save your game it will be auto-incremented. The first game is saved in slot 000, the second in slot 001, etc.
Filename - This is the actual filename of your saved game. If you want to copy your saved games to another computer and your player name is Jennifer your saved game files will be named Jennifer.000, Jennifer.001 etc.
Score - This is the point total accumulated for the saved game.
Level - This shows the GAME MODE that was being played when the game was saved.

Starting a New Game
Resuming a Previously Saved Game
Resume Game Screen Information
Deleting Saved Games and Players

System Checker

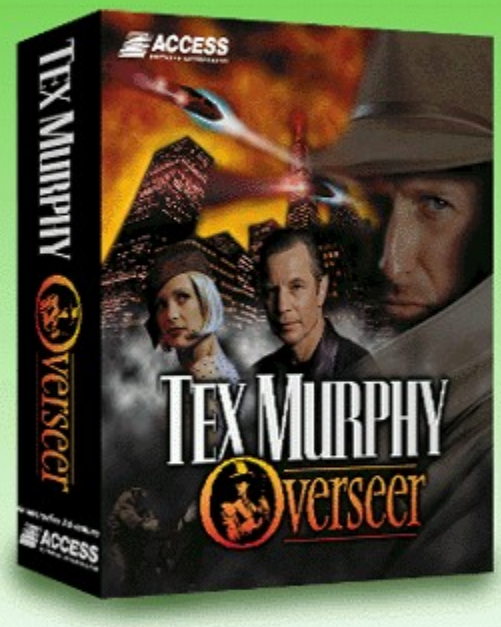
System Checker is a program that allows us to detect running applications, either standard apps or systray apps. Once the applications have been identified they are then categorized as either harmless, potentially problematic, or certain to cause problems when running concurrently with Tex Murphy: Overseer.

Programs not known to cause problems with Overseer are marked with a yellow sphere. Programs that are either known to cause problems or not known at all, are marked with a red sphere.

System Checker also gives the user the ability to shut down applications before continuing to launch. In this way we give the user complete control over the state of the OS under which Overseer will operate.

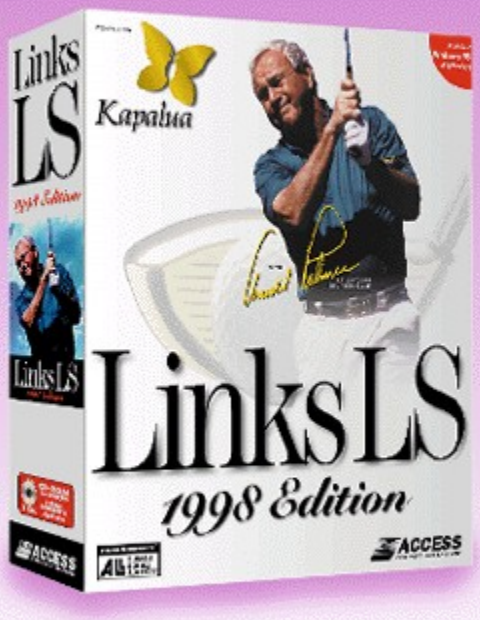
BEFORE *Tex Murphy: Overseer*, Tex was doing his thing in *The Pandora Directive* and *Under a Killing Moon*—both award winning interactive mysteries. You can purchase these earlier adventures of Tex Murphy at your favorite software retailer or order direct from ACCESS:

Orders: **1-800-800-4880**
Fax: **1-801-736-7001**
Or order online at:
http://www.AccessSoftware.com



WELCOME to the world of *Tex Murphy: Overseer*! Access Software created this Day-One Demo to warm you up to the interactive world of Tex Murphy, P.I. You can purchase the complete adventure at your favorite software retailer (on CD or DVD) or order direct from ACCESS:

Orders: **1-800-800-4880**
Fax: **1-801-736-7001**
Or order online at:
http://www.AccessSoftware.com



ACCESS Software is proud to bring you the most award-winning golf simulation of all time—Links LS '98—featuring Arnold Palmer and four world-class golf courses. You can purchase Links LS '98 at your favorite software retailer or order direct from ACCESS Software:

Orders: **1-800-800-4880**
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Or order online at:
http://www.AccessSoftware.com

Screen Saver Checker

Screen Saver Checker was designed to warn you of the potential problems that can arise if your screen saver activates prematurely. Some of the MPEG2 clips for Tex Murphy: Overseer are in excess of 15 minutes. Since there is normally no keyboard or mouse activity during movie playback, a screen saver set to activate at less than 20 minutes of inactivity could activate during a lengthy movie and interrupt or terminate the game.
Thus The Screen Saver Checker asks that the screen saver activation time be increased to avoid any such problems.