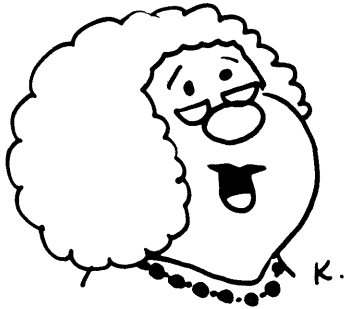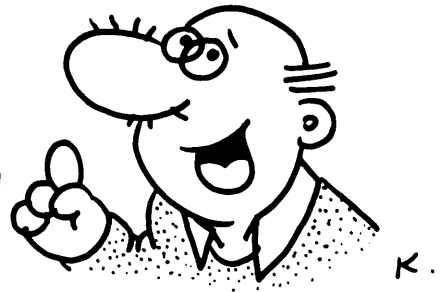# MURRAY and me™

MOM and me™

So! You got a computer and now you're a bigshot who doesn't have time to sit down for a little chat anymore? Well, we've fixed that; Murray and Mom are two characters who are going to bring the conversation back to you.

Murray and Mom are the first two characters in a new generation of Biotoons™ (artificial personalities—sort of like artificial intelligence with a sense of humor) who are suspiciously familiar characters. They were created by Israeli humorist and cartoonist Ya'akov Kirschen. Although, the way they tell it, Kirschen was invented by them to get them into more Atari computers!

Making Backups First

Murray and Mom disks are protected—if you copy them, they won't load from the copy. You need the original disk in the drive to run either program. However, you CAN copy all of the files over to a blank, formatted disk. If your original master disk gives you any problems, simply copy the files back over to the master disk; the program should work properly again. This protects you from accidental media failure and protects the copyright at the same time.

Loading and Running

To load either program, first turn on your monochrome monitor and disk drive(s). Put a TOS disk in drive A: and turn on the computer. If you have two drives, put the program disk in drive B:. If you have only one drive, eject the TOS disk and put the program disk into A: (press the ESC key to update the drive window). If you have TOS on disk, simply put the program disk into drive A: and turn on your computer.

Always leave the master disk in the drive while you're running the program; many files on the disk are loaded during your conversations. Turn up your sound a little bit to hear the special effects. And make sure the write-protect tab stays closed—Murray and Mom save information about you.

Open the disk drive where the program disk is kept by double clicking on that drive icon. Find the icon or text name on the disk that's called either

"MURRAY.PRG" or "MOM.PRG." Move your mouse cursor over to that icon and double click on the button to load.

The first time either program is run, you'll have to tell it your name and sex. This is only necessary once. When the title screen loads, you see a box in the lower right corner of the screen. It says "Talk to . . ." and your name, "Talk to someone else" and "Quit." Move the mouse cursor over to the line which you want to perform and press the mouse button. Now wait while the program loads.

Conversations

Mom and Murray are conversationalists; they don't just sit there and talk at you—they expect you to respond. Use your mouse to move the cursor when you see an answer box on the screen and press the button when the cursor is in the right box. Your answers will determine the course of the conversation and how the character reacts as you chat. You don't need to type anything; all you need is your mouse. And, of course, your sense of humor.

Both Mom and Murray will chat for a short while, then return to the title screen. This gives you the chance to continue, to let someone else have a chat, or to quit and go back to the ST GEM desktop. This is the only way to quit properly; don't leave by turning off the system in the middle of a conversation. It's not polite.

Names

Your name is kept on disk in a file called "NAME.FIL." This is the ONLY file you can discard without damaging the disk or program. If you want to change your name to someone else, return to the desktop and pick up the NAME. FIL icon with the mouse and move it to the trash can. Next time you load the program, you'll be asked for a new name which then gets stored into a new NAME.FIL. Only one name can be stored in the file at a time. Of course, even if it's your name, you can always introduce your family and friends to Murray and Mom by clicking on the "talk to someone else" box in the title screen. By the way, when Murray and Mom "talk to someone else," they use an entirely different dialog than when they talk to you (try it).

Your Atari ST

If this is your first program or you're not sure how to activate all the desktop features on your computer or how to format disks or make file copies, we recommend that you read your Atari ST Owner's Manual carefully first. Make sure that the Murray or Mom disks or any other important program disks aren't in a disk drive when you format a disk.

Remember, all you need, once you've given your name the first time, is the mouse; you don't have to type anything to have an entertaining time with Mom and Murray!