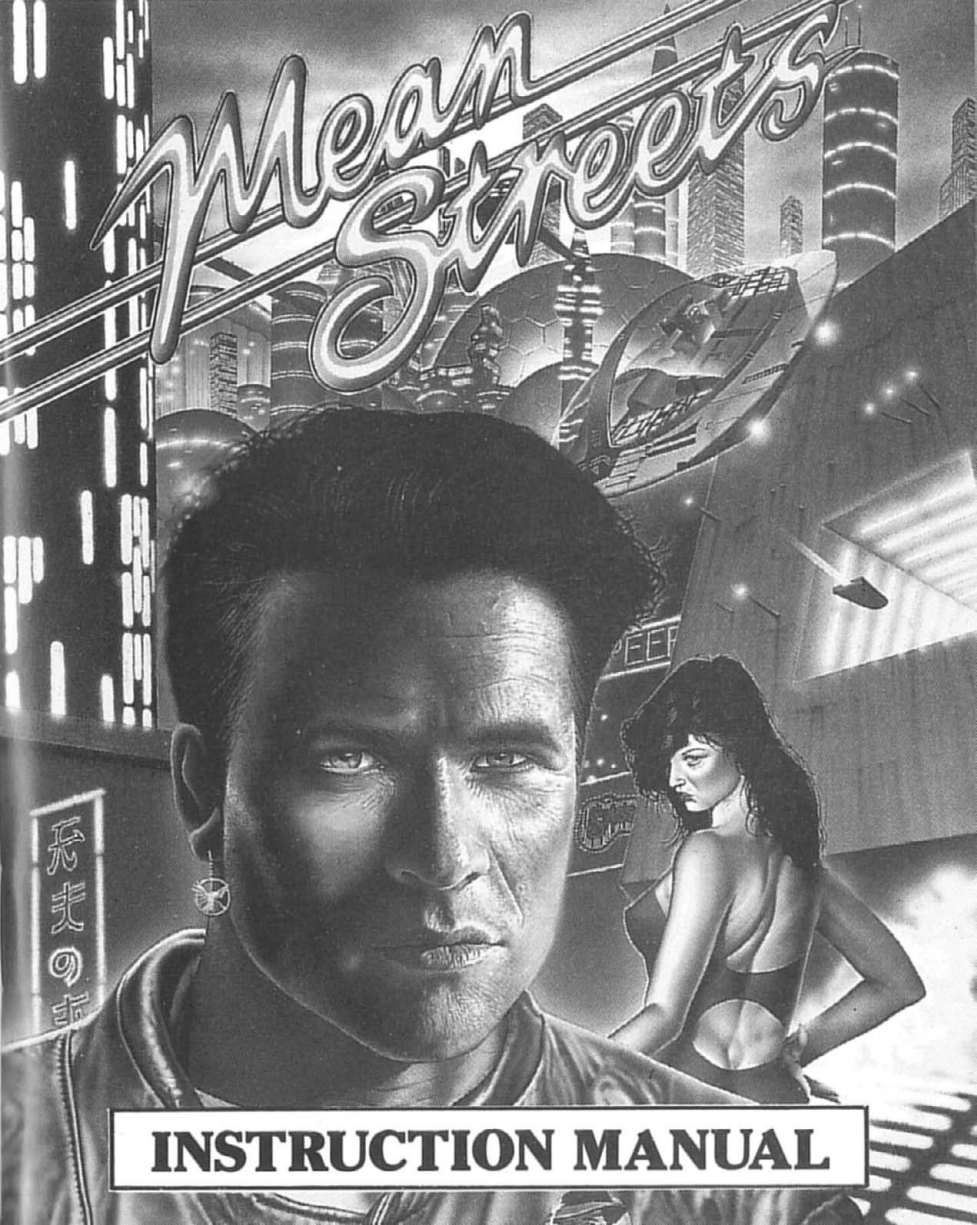
Mean Streets
INSTRUCTION MANUAL

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LOADING INSTRUCTIONS FOR THE PC

If you're going to be playing Mean Streets from floppy disks, we strongly recommend that you make backup copies of the game disks. You will be saving game information to your playing disks, so please stop now and make a backup. Refer to your DOS manual for instructions on how to make a backup copy.

LOADING THE GAME:

1. Turn on your computer and boot with your selected DOS.
2. Insert Mean Streets Disk # 1 into drive A.
3. Type A: and press [ENTER].
4. Type 'MS' and press [ENTER].

INSTALLING MEAN STREETS ON A HARD DRIVE:

Insert the MEAN STREETS Disk # 1 into drive A and type:

n:[ENTER]
cd\[ENTER]
A:hinstall

NOTE: "n" is the letter designation of the drive on which you want to install MEAN STREETS.
HINSTALL will create a new subdirectory of the 'root' directory of your hard drive called 'MSTREETS'.

TO RUN MEAN STREETS FROM YOUR HARD DRIVE

type:
n:[ENTER]
(where n is the letter designation of your hard drive)
cd\mstreets[ENTER]
ms[ENTER]

PROGRAM UPDATE INFORMATION

If this is your first time loading Mean Streets, select the PROGRAM UPDATE INFORMATION option from the start-up screen. This will give you information on new features or changes that may not be contained in the manual.

REALSOUND™ Applicable for IBM PC only

RealSound™ is a patent-pending technological breakthrough that allows your MS DOS computer to play high quality digitised sounds such as speech, music, and sound effects without adding any hardware. All the sounds in this game are produced with RealSound™. The sound you hear is dependent on two main factors:

1. SPEAKER SIZE AND PLACEMENT — MS DOS computer manufacturers have always felt that high quality digitised sound was impossible, and therefore have never paid much attention to the speaker. The volume and quality of the sound you hear will be affected by the location and size of the speaker and by the speaker enclosure.

2. CPU SPEED — Computers with clock speeds greater than 6 MHZ (such as Turbo) will tend to have slightly higher quality sound than slower machines.

When sound is playing, a fixed portion of the CPU time is being used to manipulate the speaker. On slower machines (80286 with 6 MHZ clock or slower), a slow down may occur when sound is playing and large blocks of graphics are being moved around on the screen. To help compensate for this problem, the program tests the speed of the computer and if necessary, deletes or delays selected portions of animations while sound is playing. In some situations the program may delete certain sounds to avoid a conflict with graphics.

GAME OPTIONS

The following Game Options are available:

Sound Volume
Sets the volume of all sounds in the game

Fight Level
Sets the difficulty level of all gunfights in the game

Reduce Swapping (only applicable when playing from disks)
Selecting "YES" for this option will cause the program to automatically bypass optional sound and graphics files to reduce disk swapping as much as possible.
Selecting "NO" for this option will cause the program to prompt for a disk swap if it cannot find a particular file. If you'd rather not swap, you can press the <TAB> key. The program will then bypass the swap if possible. If not, it will continue to prompt until the proper disk is inserted.

LOADING INSTRUCTIONS FOR THE CBM 64/128

Please follow these instructions carefully:

1. Before playing the game, we strongly suggest that you make backup copies of the game disks. You will be saving game information to your playing disks. Please stop now and make backups.

2. **JOYSTICK:** Plug the joystick into joystick port #2 (rear).

3. Turn on the disk drive, monitor and computer.

4. Place the **MEAN STREETS disk 1,** side **A** in the disk drive and close the drive door.

5. Type: **LOAD "MEAN STREETS",8,1** and press **RETURN. MEAN STREETS** will load and run automatically.

Start-up Sequence:
As the game loads, you will be asked to select fast or normal loading. Fast loading requires that you have a 1541 or compatible disk drive.

LOADING INSTRUCTIONS FOR ST, AND AMIGA

If you're going to be playing Mean Streets from floppy disks, we strongly recommend that you make a back-up copy of the disks. You will be saving game information to your playing disks, so please stop now and make a back-up. Refer to your user manual for instructions on how to make a back-up copy.

Insert **disk 1** into **drive A,** and switch on. The computer will now automatically load and run the game. Any additional loading information will be provided on screen.

GAME OPTIONS

Adjust the Sound

You may choose to adjust the sound filter settings of the game to provide the optimum sound for your computer.

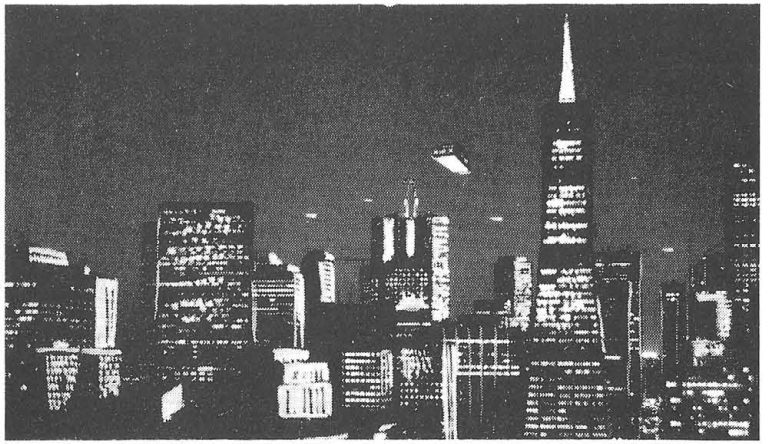
COPY PROTECTION ALL FORMATS

After the game has loaded, you will be asked a question similar to the example below:

On Page 7 under the heading THE STORY what is the EIGHTH word?

Type in the word located at the stated position and press ENTER. The correct word will allow you to play the game.

THE STORY



A steaming layer of thick fog hangs over the city. It's late. Wednesday night. The weather report says the next few days will get warm. It's the kind of day that moves with the mercury... thick and slow. Funny how the work drags out with the humidity.

My body and brain are trying to talk me into taking a few days vacation when the office door swings open. The silhouette in the doorway tells

me this isn't the pizza man. My eyes follow curves up to where the lady's silken blonde hair kind of clasps her cheek near her eyes, which are exotic, not blue exactly, deeper than blue, sad and dangerous. If ever a woman is trouble, she's it.

"Are you Tex Murphy?" she asked.

"That's me," I said "Ms...?"

"Linsky, Sylvia Linsky." Her eyes cloud over suddenly, like mud puddles on a wet road. "It's my father. I want you to investigate his death."

"Have you been to the police?"

"Of course I've spoken to them. Detective Clements thinks Daddy committed suicide. It wasn't suicide! Daddy would never kill himself. It's murder, I know it's murder."

The careful line of her lipstick drew my attention to her mouth and chin that trembles slightly.

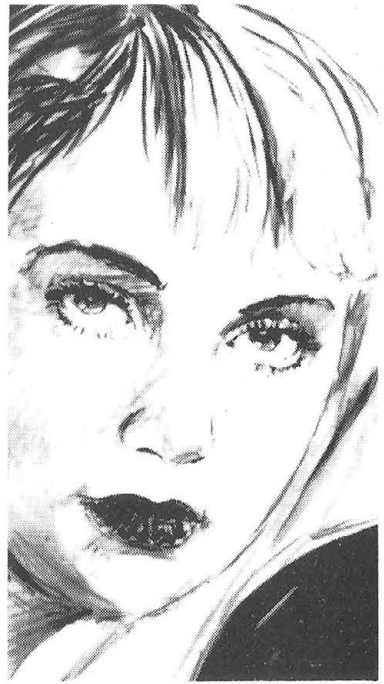
"How did you find me?" I ask her.

"Detective Clements said that if I insisted on throwing money away, you were the one to throw it to."

"Well, Ms. Linsky, before we play catch, give me the background on your father's death, then I'll decide if there's a ball game."

Ms. Linsky started her story. "My father was a professor of neuropsychology at the University of San Francisco for fifteen years.

About eight months ago, he took a leave of absence from the University to work on an independent consulting contract. When I asked about it, He said he couldn't tell me anything. Not even who hired him. I rarely saw him after that."



"One night I went to his home. He was terribly upset. It was obvious that he had been drinking. He was very evasive when I questioned him. I was worried about him, he was not a drinking man. I asked if I could stay with him, but my persistence only made him more angry. Finally, he agreed to come to my apartment for dinner the following Sunday — that was three days ago."

Ms. Linsky's body is very still. While she's looking right at me, her eyes which are as shiny as glass, melt. Two tears spill from them and run down her cheeks.

"Last Sunday morning I got a call from the San Francisco police department. They told me that my father had

apparently jumped off the Golden Gate Bridge. They needed someone to come and identify the body. They said a witness had seen my father jump. His car was found on the bridge. Because there was no sign of foul play, they're calling it a routine suicide."

I interrupted her. "The police are usually pretty good in these matters, from what you've told me..."

"My father did not kill himself!"

"He was in serious danger. Even if he had, he never would have thrown himself into the Bay."

"Why not?" I asked.

"As a child he nearly drowned swimming in the bay. From then on he'd been afraid of water. He never went swimming. He wouldn't even go to the beach for picnics."

"There's one more thing. I found this FAX note in his desk, when I went through his things." She slipped the note out of her bag and across my desk top. It read:

Professor:
You were right about these boys.
They play for keeps.
Watch your step.

S.F.

"Did you show this to Clements?"

"Yes, but he didn't consider it to be very important. He wasn't able to connect it to anyone or anything. just know whoever wrote this note, knows what happened, and I'm willing to back up my belief."

Ms. Linsky's hand went back into her bag, this time it came out with $10,000, Cash.

I sit straight up.

"This is my life savings," she said "I want you to find out the truth.

If this is a suicide. I want to know. I will accept whatever evidence you can find, but if this is a murder, and I know it is,I want to know who did it and why!"

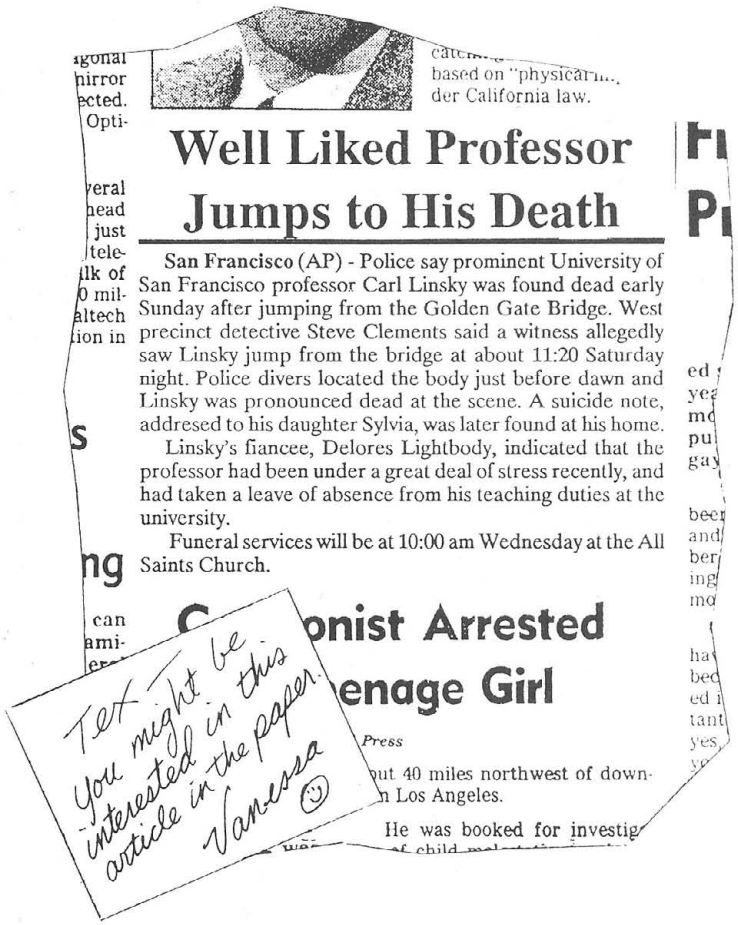
Her story didn't convince me that this was a murder, but it did pique my curiousity. So did her face and her 10 G's.

"O.K., I'll do some checking for you."

Ms. Linsky, suddenly cool, straightened her skirt, and offered me her hand. "Thank you, Mr. Murphy, I trust you will find the truth." She turned then and walked out of the office.

My gut feeling tells me something is wrong. Maybe I'm just too cynical.

I scribble a note to my secretary, "Dig up any and all information on Dr. Carl Linsky." I'll start my investigation in the morning.



based on "physicia...
der California law.

Well Liked Professor Jumps to Its Death

San Francisco (AP) - Police say prominent University of San Francisco professor Carl Linsky was found dead early Sunday after jumping from the Golden Gate Bridge. West precinct detective Steve Clements said a witness allegedly saw Linsky jump from the bridge at about 11:20 Saturday night. Police divers located the body just before dawn and Linsky was pronounced dead at the scene. A suicide note, addresed to his daughter Sylvia, was later found at his home.

Linsky's fiancee, Delores Lightbody, indicated that the professor had been under a great deal of stress recently, and had taken a leave of absence from his teaching duties at the university.

Funeral services will be at 10:00 am Wednesday at the All Saints Church.

onist Arrested

enage Girl

Press

ut 40 miles northwest of down-
n Los Angeles.

He was booked for investig

Tex
You might be interested in this article in the paper.
Vanessa

PLAYING THE GAME

Read the following pages carefully before starting play. The section called "GETTING STARTED" is especially important.

OVERVIEW

Mean Streets is an interactive movie where you become the main character, Tex Murphy. Tex is a private investigator with a typical P.I. mentality that sometimes gets him into trouble. The movie takes place in the year 2033 in San Francisco, Los Angeles and other cities along the west coast.

WHO'S TALKING

There are two basic levels of narration. The first level uses the pronoun "I", as if Tex Murphy is narrating his own story.
The second level uses the pronoun "you", and is reserved for the room search sequences. This gives more of a feel that "you're actually there" and the usual "Adventure Game Ghost" is talking to you and executing your requests.

WHAT'S YOUR GOAL?

Your goal is to solve the mystery of what happened to Sylvia's father, Professor Carl Linsky. (Sylvia is the person who hired you.) Find out why Professor Linsky was murdered and who was behind it.

ASK FOR HELP IF YOU NEED IT

(Atari ST, Amiga and PC only)

If you find yourself in a situation where you don't know what to do, try pressing "H" or typing "HELP". Most sections of the game have HELP SCREENs to assist you.

GETTING AROUND FROM PLACE TO PLACE

Your vehicle is a 21st century "flying car" called a speeder. You'll be travelling up and down the west coast of the U.S. following leads and searching for clues. The speeder is very easy to fly, and it should take only a few minutes to learn to use the manual controls. It does, however, have an "AUTO PILOT" which will take you anywhere in the data base under full computer control. Refer to the section on FLYING for more information.

WHAT DOES NC MEAN

NC stands for NAVIGATION CODE. All important places (places you must visit) have Navigation Codes. For example, Dr. Linsky's office is NC4663. You will be entering the NAV CODES into the navigation computer.

WHERE TO GO

You can fly anywhere in the data base, though some areas contain little or no detail, especially in the desolate regions known as "No Man's Land". All essential locations have a four digit address called a NAVIGATION CODE (i.e. NC2860). Entering the NAV CODE into the NAVIGATION COMPUTER will pin-point the location and program the "AUTO PILOT". It would be wise to write down all NAV CODES along with a brief description of who or what is at that location.

GETTING STARTED

Here is the information you have to begin the case:

1. CARL LINSKY is the professor that jumped to his death. He worked at the University of San Francisco (NAV CODE: 4663).

2. SYLVIA LINSKY is the person who hired you, and lives at NC4421.

3. JOHN RICHARDS is the medical examiner. His office is at NC4670.

4. DELORES LIGHTBODY was Carl Linsky's fiancee. She lives at NC4920.

5. STEVE CLEMENTS is the police detective in charge of the case. The police station is at NC4680.

Go visit these people (or places) and ask questions about names you've found. Be sure to use people's **FULL NAMES.** In addition to questioning them about other people, you can ask them about the following:

MTC CORP
GIDEON ENTERPRISES
OVERLORD
PASSCARD
PASSWORD
NEXUS
LAW AND ORDER
INSURANCE

The following pages contain instructions on how to move around, question people, search rooms, etc. Please read carefully. Good Luck.

USING THE NAVIGATION COMPUTER

Your speeder is equipped with a very sophisticated navigation system, called the NAV computer. You can bring up the NAV computer by pressing "N" ("←" on C64) while in your speeder. Information on how to use the computer is available on screen.

If you want to fly to a specific location for which you have a NAV code (NC), simply press "N" ("←" on C64) again, then enter the 4 digit code and press [ENTER]. ([RETURN] on C64). The AUTO PILOT is now programmed to take you directly to the NC address. If you wish to fly to the location manually, the destination "bearing", "distance" and "bearing bar" readouts on your dashboard will point to the NC address. Refer to the section on FLYING for more information.

HERE IS AN EXAMPLE of how to program an NC address.

Step 1. Bring up the NAV computer by pressing "N" ("←"on C64) while in your speeder.
Step 2. Press "N" ("←" on C64) again.
Step 3. Type the 4 digit NC (i.e. 4660)
Step 4. Press [ENTER] ([RETURN] on C64) key.
Step 5. If you wish to use AUTO PILOT, press "A" ("@" on C64) while in your speeder.

USING THE AUTO PILOT

The auto pilot is engaged or disengaged simply by pressing the "A" ("@" on C64) key while in your speeder. It will take you anywhere you'll want to go, but it must be programmed. Programming is done on the NAVIGATION COMPUTER in one of two ways.

Method #1. Entering a NC (NAV CODE), as explained previously will set the AUTO PILOT'S destination to the NC address.

Method #2. Moving the destination cursor cross-hair with the cursor keys (Joystick on C64) will set the AUTO PILOT'S destination to the location shown by the cross-hairs. Use the "<" and ">" keys ("+" and "−" on C64) to zoom in or out as needed, and press "ESC" (Fire Button on C64) when you're finished.

NOTE: The location of the cross-hairs when you exit the NAV COMPUTER is your programmed destination.

LANDING AT YOUR DESTINATION

When an NC address is programmed into the NAV Computer, the location will be shown as a flashing landing pad. If you're using the auto pilot, landing will be done for you automatically. If you're flying manually, you must bring your speeder to a full stop at altitude =0 on the pad. When you do, a message will appear on screen that says, **LANDING PAD CONTACT.**
TO EXIT YOUR SPEEDER, press **"E".**

NOTE: Only locations with valid NC addresses will have landing pads. A flashing pad means there is something to see or do outside your vehicle at that location. To avoid confusion, only one flashing pad will be visible at a time, and that's your programmed NC destination.

USE YOUR SECRETARY AND INFORMANT

Your secretary, VANESSA and your informant, LEE CHIN, are valuable sources of information. Call them on the VIDEO PHONE by pressing "V" or "L" from your speeder.

QUESTIONING WITNESSES AND SUSPECTS

As you begin your investigation, you'll learn the names of several persons that may know something or be involved in the case. Visit these people (using their NAV codes) and question them. Be thorough.

ASK QUESTIONS ABOUT THE FOLLOWING:

1. PEOPLES NAMES. Be sure to use the entire name and spell correctly.
2. THESE SUBJECTS:

MTC CORP.	**PASSWORD**
GIDEON ENTERPRISES	**LAW AND ORDER**
OVERLORD	**NEXUS**
PASSCARD	**INSURANCE**

Some people may have to be bribed or threatened.

SEARCHING A ROOM

Several of the locations you'll visit are rooms that contain clues, objects, money, messages, etc. The objects are hidden and you must search carefully to find them. Again, be thorough. Look at everything, and unless you sense danger, you should also try to MOVE and OPEN everything. To make searching easier, we've devised a new "tree search system" which requires no typing.

TO SEARCH A ROOM do the following:

1. Move around the room using the cursor keys.

2. When "PRESS <ENTER>" appears in the lower window, press <ENTER> to bring up the SEARCH SYSTEM.

NOTE: You cannot move the man while the SEARCH SYSTEM is activated.

3. Use the UP or DOWN cursor to select an ITEM from the ITEM LIST (i.e. DESK, KEY, ETC.).

4. Use the LEFT or RIGHT cursor to select a COMMAND from the COMMAND LIST (i.e. LOOK, GET, ETC.).

5. When the appropriate COMMAND and ITEM are highlighted (i.e. LOOK DESK), press <ENTER>. The program will then execute your request, such as OPEN DRAWER, GET KEY, LOOK CHAIR, etc.

6. Use the get command to take an item with you. It's best to LOOK at an item before you TAKE it, but if you forget, you can always LOOK at it from your inventory screen.You'll have to wait until you are in your speeder however.

7. Use the "B" key to go back to moving the man.

NOTE: When you first enter the SEARCH SYSTEM, the ITEM LIST contains all major items which are visible from that location in the room. This is called the MAIN LIST. There may be additional objects on, inside or under these MAIN LIST ITEMS. By trying commands such as LOOK, OPEN, MOVE, etc. on the MAIN ITEMS, you may reveal more items. These "revealed" items will appear on a separate list called the SUB-LIST. To get back to the MAIN LIST, press "B" or select "BACK" from the COMMAND LIST. You will also use "B" or "BACK" to regain control of the man. Remember, you cannot move the man while in the search system. NOTE: C64 owners should use a joystick instead of cursor keys, fire button instead of Enter and 'F7' instead of B.

WRITE DOWN CLUES

Write down everything that seems important, especially NAV CODES (NC), people's names, company names, passwords, etc. Remember, to SPELL the INFORMATION CORRECTLY. It will save you a great deal of frustration.

TAKE THINGS WITH YOU

While searching rooms, you'll find things that will be useful in other places. For example, a key found in one room may open an important drawer in another room. Use the GET command to take things with you.

NOTE: If you get thrown in jail or killed, all the items in your possession will be returned to their original locations. Be sure to use the SAVE game feature to protect yourself against having to start from the beginning in the event that this happens.

If you forget to "LOOK" at something before you "GET" it, don't worry. When you return to your speeder, the item will be in your inventory. Use the "LOOK" command while at the inventory screen to re-examine the item.

DEFEND YOURSELF Amiga, ST, and PC only

Occasionally, you'll find yourself in a gun battle with underworld goons. Learning to fight is easy, but will take a little practice. When you first enter a gun fight, quickly press "H" for help and follow the instructions on screen.

OBJECT: The object is to move across the screen and get to the opposite side. If you don't cross, the goons will just keep coming. Remember, it's not how many goons you shoot, but whether you get to the opposite side of the screen.

HINT: The secret of successful gun fighting is to fire several shots quickly and look for an opportunity to move forward.

NOTE: When in the crouched position, your shots will strike chairs, tables, cabinets, etc. Neither you nor the enemy can be effective from the crouched position. Good Luck.

YOU CAN ADJUST THE LEVEL OF DIFFICULTY for the fight scenes. Refer to the GAME OPTIONS section near the front of this manual.

PROTECT YOURSELF — SAVE OFTEN

Save your game often to avoid having to start over at the beginning if you're killed or sent to jail. Press "D" for DISK while in your speeder. You can save up to ten individual games. Each player should save their games under a different game number. If you do get killed, choose "RESUME SAVED GAME" from the select screen. Use the up or down cursor/keys or joystick to select the previously saved game number, then press "L" for load. You will be restored to the location in the game where the last save was done under that game number. All objects, clues, passcards, etc. will be restored to you.

THE INVENTORY SYSTEM

An inventory of all items you have collected is available by pressing "I" ("P" on C64) while in your speeder. You can also pawn items for cash from the inventory screen. Be selective about pawning things, though, since it will cost you twice as much to reclaim them. NOTE: Occasionally you will pick up an item without having carefully examined it for clues. You can read any message associated with an object by selecting LOOK when in the inventory system.

HOW TO GET CASH

There are several ways to get cash.

1. You'll find some cash as you search through rooms.
2. You can pawn items for cash.
3. You can go bounty hunting (see BOUNTY HUNTING).

HOW TO GET AMMUNITION Amiga, ST, and PC only

1. You'll find ammunition as you search through rooms.
2. You can go bounty hunting (see BOUNTY HUNTING).

NOTE: Cash and Ammunition are not unlimited. Do not waste large amounts unnecessarily.

BOUNTY HUNTING

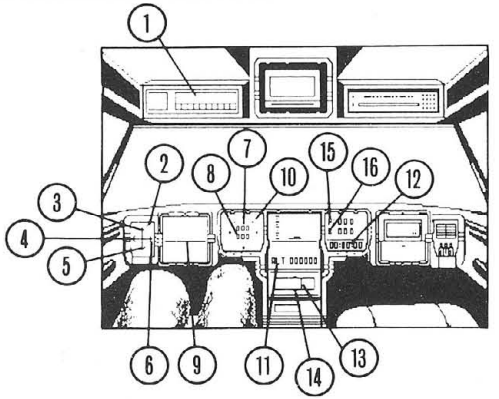
You can aquire extra cash and ammunition by flying to BOUNTY areas and fighting. Bounty areas are places where no law exists and where gangs of thieves and murderers control the streets. The government has placed a bounty on the gang members in an attempt to bring the problem under control. Bounty areas have solid black landing pads but do not have NC addresses. The "Bad Guys" you encounter in these areas are more formidable opponents than you'll meet during the normal course of your investigation. The following are coordinates of Bounty Hunting pads. Go to the NAV Computer and move the cross-hairs to the approximate coordinates, then press "ESC" (fire on C64). The NAV Computer will now be programmed to the location of the yellow cross-hair.

NOTE: You may use each pad only once.

BOUNTY HUNTING PAD COORDINATES

PAD#	X-Coordinate	Z-Coordinate
1-	-1286093	-137280
2-	-893393	-422400
3-	-1364633	487424
4-	-2287478	1362240
5-	-1148648	834240
6-	78539	-580800
7-	657772	-538560

FLYING INSTRUMENTS



1 — Distance to Destination (in miles)
2 — Velocity Indicator (flashes when in Warp Speed)
3 — Rate of Climb Indicator
4 — Reverse Velocity Indicator
5 — Rate of Descent Indicator
6 — Forward Velocity Indicator
7 — Your Current Bearing
8 — Destination Bearing
9 — Artificial Horizon
10 — When current and destination bearings are the same, you're flying straight towards your destination
11 — Altitude
12 — Game Clock (not C64)
13 — Destination Bearing Bar
14 — When the bar is in the centre (Red), you are flying straight towards your destination (turn towards the bar)
15 — Pitch Indicator
16 — Bank Indicator

FLYING CONTROLS

Forward/Reverse	+/–
Turn Left/Right	Cursor Left/Right (Joystick
Pitch Up/Down	Cursor Up/Down on C64)
All Stop	Space Bar
External Views	F5, F6, F7, F8, F9 (Not on C64)
Hover Up/Down	Home/End on PC, ↑ /* on C64, 8/2 on numeric keypad for Amiga/ST
Toggle Warp Speed On/Off	W
Phone Vanessa (Secretary)	V
Phone Lee Chin (Informant)	L
Navigation Computer	N (← on C64)
Inventory/Pawn Shop	I (P on C64)
Load/Save Game	D (Disk)
Abort Game	ESC (/ on C64)
Help	H (not on C64)
Engine Sound On/Off	S (not on C64)
Bank Control On/Off	B (Pivot only, don't bank) (F1 on C64)
Auto Pitch Centre	P (Bring Pitch to Zero) (F2 on C64)
Auto Pilot On/Off	A (@ on C64)
Solid Fill	F (Run/Stop on C64)

PLAYING TIPS

1. Keep a sequential log of things you do, places you go, people you see, etc.
2. Write down people's names, NC addresses and notes about them. *BE SURE TO SPELL EVERYTHING CORRECTLY.*
3. Press "H" for help when you get into trouble. This will be especially valuable the first time you encounter a gun fight scene. In the interrogation scenes, type "Help" instead of "H" and press [ENTER]. (Not on C64).
4. Be thorough and look for relationships between people. Be sure to ask about everyone who's name comes up.
5. You may come to a point in the case where you seem to have exhausted all your options. Re-read your notes, look at and read all of the messages associated with items in the inventory, and go back and question some of your suspects. If you've come to a complete dead end, you've missed an important name or NAV Code somewhere. Don't forget your secretary and informant.
6. Save your game often. It will prevent a lot of frustration.
7. If you're having trouble flying your speeder manually, use the AUTO PILOT as a tutor. Engage auto pilot and observe the instrument readings. After you have orientated yourself, disengage the auto pilot.
8. As you're flying, you should keep your eye on the "distance to destination" readout in the upper left corner of your dashboard, and the "destination bearing bar" just above the centre control stick. If you keep the Bar in the centre (red colour), then the flashing landing pad will always appear near the centre of your screen and the distance readout will tell your how far away it is.

NOTE: Don't forget to program your destination NC address into the NAV Computer. Both the distance readout and bar position are relative to the LAST PROGRAMMED DESTINATION.

9. When searching rooms, be sure and look at everything. You should also attempt to MOVE and OPEN everything unless you sense danger.

10. Did we mention that it's very important to **SPELL EVERYTHING CORRECTLY,** and if you get into trouble, press "H" for HELP. (HELP not available on C64).

11. Play with a friend. You may find it helpful and more fun to play with two heads instead of one.

12. If you're having trouble, check the PROGRAM UPDATE INFORMATION option at the beginning of the game. There may be tips or suggestions that are not contained in this manual.

13. On slower PC machines, turn off the engine sound while flying (press "S") to achieve faster screen updates.

14. Playing with the room lights turned down will make the graphics appear more vivid and will add to your enjoyment of the game.

IF THE PROGRAM FAILS TO LOAD OR OPERATE PROPERLY

Try the following:

A: Remove the program disk, turn off the computer and try again.

B: Remove all memory resident programs. Mean Streets requires 512 K of memory to operate. (PC only).

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