

SEASON TWO

SAM & MAX

BEYOND TIME AND SPACE



TEEN



CONTENT RATED BY
ESRB



telltalegames

www.telltalegames.com



ATARI.

www.atari.com

INSTRUCTION BOOKLET

CONTENTS

Getting Started	2
Introduction	3
Launching the Game.....	3
The Setup Wizard.....	4
Tutorial.....	4
Hints	4
Playing the Game.....	5
Sniffing for Clues	6
Using the Gun	6
Interrogating Suspects	7
Driving and Other Mini-Games	7
Saving and Loading	8
Changing Game Options	9
Meet the Cast	10
The Episodes	11
The First 5 Minutes of Gameplay... ...	12
Atari Web Sites	13
Technical Support.....	13
End-User License Agreement	14



GETTING STARTED

THE README FILE

Sam & Max Beyond Time and Space has a ReadMe file that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual went to print, as well as ways to optimize your gaming experience.

To view the ReadMe, click on the Start button on your Windows® taskbar, then on All Programs, then on Atari, then on *Sam & Max Beyond Time and Space*, then open the ReadMe file.

INSTALLATION

Insert the *Sam & Max Beyond Time and Space* DVD into your DVD-ROM drive. Setup should begin automatically, just follow the on-screen instructions.

If setup does not begin automatically, please proceed as follows:

1. On your Start menu, click on Run.
2. Type D:\Setup.exe (where D is the default letter for your DVD-ROM drive, please change it, if necessary).
3. Click on Accept.

Follow the onscreen instructions to install and play *Sam & Max Beyond Time and Space*.

INSTALLATION OF DIRECTX

During installation, you will be prompted to update DirectX. Click Yes to perform this update. If you do not update DirectX, *Sam & Max Beyond Time and Space* may not run correctly.



INTRODUCTION



Meet Sam & Max, the Freelance Police. Sam is the six-foot dog in the baggy suit, sporting a trombone-sized .44 hand-cannon.

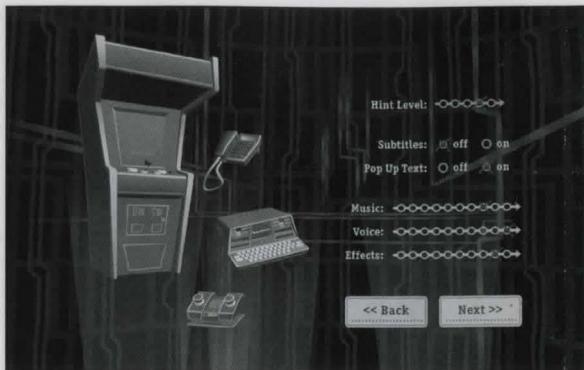
Max is the three foot "rabbity thing" with the saw blade grin and the impulsive nature of the average piranha. Together, they patrol the sticky streets of a fantastical New York City, righting wrongs, pummeling perps, and ridding the urban landscape of the shifty legions of "self-propelled gutter trash" that litter their streets. And today, you get to join them.

LAUNCHING THE GAME

Click on the *Sam & Max Beyond Time and Space* shortcut on your desktop or in the Start menu. This will bring up a launcher with icons for episodes 1 to 5. You can start with whichever episode you want, but remember that since they're all part of a bigger story, playing them in order will make the most sense!

The *Sam & Max Beyond Time and Space* disc must be in the drive to play the game. If the disc is not in the DVD-ROM drive when you try to launch an episode, you will be prompted to insert it.

THE SETUP WIZARD



The first time you launch *Sam & Max Beyond Time and Space*, the C.O.P.S. (a group of obsolete computers you'll get to know later in the game) will help you set your video options, subtitles, and hint level. (You can also change these settings while playing the game, by going to the Options menu.)

TUTORIAL

If you're a first-time Sam & Max player, you should check out the tutorial before starting the first episode. Sam & Max will walk you through a puzzle that gets you used to the controls and up to speed on the gameplay. You select the tutorial at the end of the Setup Wizard, or from any episode by choosing New Game.

HINTS

This game is supposed to be fun, not frustrating. If you get stuck, the built-in hint system is here to help. When the game detects that you're stuck, Max or another character will say something to clue you in to what you should try next. It's a great way to get a nudge in the right direction without having to exit the game and go looking for a walkthrough!

Set hints to high and you'll never have to worry about getting stuck. Or, you can set the hint level lower for an extra challenge. And if you want to rely entirely on your own brain power, you can turn hints off completely. The hint

level can be adjusted at any point during the game, so it's no problem to change your mind about hints partway through an episode.

You can set the hint level in the Setup Wizard, or at any time during the game in the Options menu.

PLAYING THE GAME



Playing *Sam & Max Beyond Time and Space* is like playing an episode of your favorite television sitcom. As Sam (with your partner Max by your side), you will solve puzzles and piece together the mystery that links the five episodes. Enjoy the story, interact with the characters, explore the scenes — it's all part of the Sam & Max experience!

- You can move Sam around and interact with the game world using your mouse.
- To access the menus, left-click the gear icon or press the Esc key.
- To walk, left-click the area you want Sam to move to. If you hold down the mouse button, he'll follow the cursor. If you double-click, he'll pick up the pace.
- To open your inventory, left-click the cardboard box in the lower-left corner. Then left-click an item to select it, or right-click it to hear Sam describe it.
- To pause the game, press the Spacebar.
- Right-click to skip dialogue or put away Sam's gun.

SNIFFING FOR CLUES



Your goal in this game is to help Sam & Max solve their cases. Often, this requires looking carefully at your surroundings, picking up items, and figuring out how you can use them. When you move your cursor over an area that Sam can interact with, the cursor will glow green. When this happens, simply click to interact.

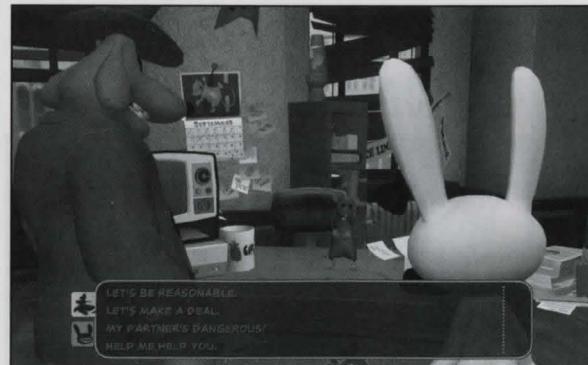
A lot of the fun in *Sam & Max Beyond Time and Space* comes from the witty responses that Sam and the other characters make when you interact with objects in the environment, so even if you think you've seen it all, be sure to click liberally!

USING THE GUN

Sometimes Sam's oversized revolver comes in handy. To use the gun, select it from the inventory. Your cursor will turn into a cross-hair.

Aim the gun and left-click to shoot. Right-click to put the gun away. Try shooting everywhere... sometimes you'll get a funny result!

INTERROGATING SUSPECTS



To crack this case, you'll need to talk to the people that Sam & Max encounter.

Start a conversation by clicking on a character. Dialog options will appear at the bottom of the screen. Use the cursor to select what you want Sam or Max to say. Some conversation topics will move the story along, while others are just for fun.

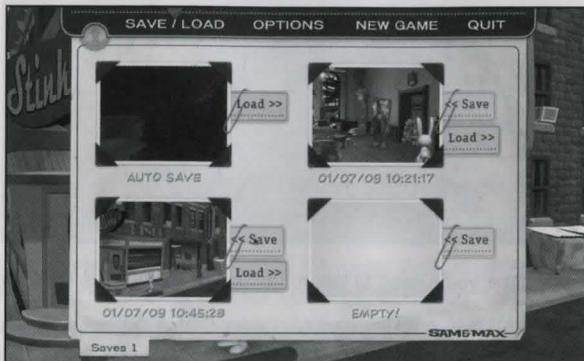
DRIVING AND OTHER MINI-GAMES



At certain points in the game, you'll get to drive Sam & Max's DeSoto or play another mini-game, such as rat boxing. These segments are usually controlled with the keyboard. At the beginning of a mini-game, you'll see on-screen instructions explaining how to play.

During the driving mini-games, you can get decals for the DeSoto by shooting and hitting certain items. These decals carry over from episode to episode, and if you get them all, you'll earn some sweet upgrades for the car!

SAVING AND LOADING



Need a break? It happens to the best of us. Left-click the gear icon or press the Esc key to bring up the pause menu.

To save the game, go to the Save/Load menu and click Save in an empty slot. There's also an auto-save that kicks in at some points during the game. An on-screen message will tell you when the game has been auto-saved. Each auto-save overwrites the one before it, so if you want to be able to go back and replay a certain part of the game later on, remember to save!

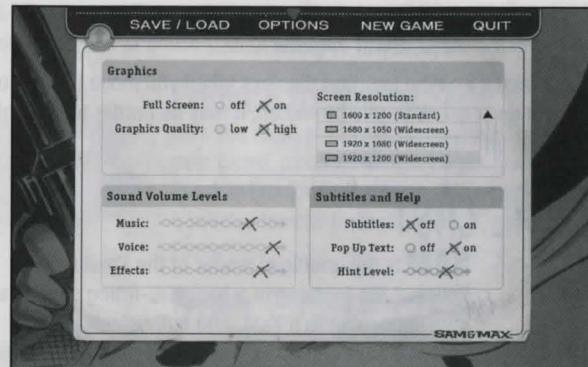
Note: The first slot is reserved for auto-save. Any game saved on that slot will be overwritten by the auto-save.

To load a saved game, click the Load tab next to the save slot.

To delete a saved game, right-click the save slot you wish to clear.



CHANGING GAME OPTIONS



The Setup Wizard will guide you through game settings the first time you launch the game. After that, you can change game settings at the Options menu. These changes will apply only to the episode you're currently playing.

GRAPHICS OPTIONS

- Full Screen:** Turn this off to run the game in a window, or on to make the game take up the entire screen. You can also toggle between a window and full screen by pressing Alt-Enter on your keyboard.
- Graphics Quality:** Set this to "low" for lower-quality graphics, or "high" to make use of advanced graphics options, such as antialiasing. If you have a less powerful computer or video card, you'll get better performance on the low-quality setting.
- Screen Resolution:** Select the screen resolution. A higher resolution gives a sharper, more detailed picture, but it's also more work for the computer.

SOUND VOLUME LEVELS

- Music:** Sets the volume of the game's background music. If you don't want to listen to any music, turn it all the way down. (Be aware that in a few of the game's songs, you won't hear the lyrics if the music is turned all the way down.)
- Voice:** Sets the volume of the spoken dialog.
- Effects:** Sets the volume of the game's sound effects and ambient noises (for example, Max's armpit farts).

SUBTITLES AND STUFF

- **Subtitles:** Turns subtitles on or off.
- **Hints:** Sets the frequency of in-game hints.
- **Pop Up Text:** Turns the text that displays when you move the cursor over a hotspot on or off. With this turned off, it may be harder to tell which items you can interact with.

MEET THE CAST



SAM is the unofficial leader of the Freelance Police. A six-foot dog in a baggy, ill-fitting suit, he's knowledgeable to a fault, and enthusiastic about defending the public from the "self-propelled gutter trash" that populates his city.



MAX is the more unhinged of the Freelance Police. This three-foot hyperkinetic rabbit thing is easily distracted and his thoughts ping around like a pinball. Unlike Sam, Max probably does not possess a conscience. An emergency election in the previous Sam & Max game left Max the President of the United States—a position he loves to abuse.



BOSCO and **STINKY** are neighbors with something to hide. Bosco has shut down his store to focus on T-H-E-M, the latest target of his paranoid suspicions. Stinky has just reopened her grandpa's diner, but something's fishy about her demeanor.



LINCOLN and **SYBIL** are exploring the relationship they started in the last game, and not all is perfect in paradise. After 150 years devoted to Mary Todd, the giant stone head of Abraham Lincoln is itching to play the field, while former psychotherapist Sybil just wants to settle down.



FLINT PAPER is back in town after a year on a tough job, but he won't be around for long. A seemingly innocent request from a mysterious dame will ultimately get this hard-boiled private eye mixed up in Sam & Max's latest case.

THE EPISODES

Sam & Max Beyond Time and Space is made up of five episodes, each with a self-contained plot and also part of a larger, season-wide story.



EPISODE 1: ICE STATION SANTA

He's the most ancient and powerful opponent they've ever faced, a hairy, bloated, pagan god—Santa Claus! Can the Freelance Police save the world's children from a holiday tainted by tears, turmoil, and Torture-Me-Elmer?



EPISODE 2: MORI BETTER BLUES

A surprise trip to the tropics turns into a working vacation when Sam & Max sign up to stop a massive volcano eruption. Will their special blend of bewildering wit and renegade justice be enough to win over the gods? (Not to mention the locals?)



EPISODE 3: NIGHT OF THE RAVING DEAD

Zombie attack! Droves of undead are converging in the streets. Now Sam & Max must confront their leader—a Eurotrash vampire with a style all his own. Are the Freelance Police cool enough to outsmart this emo before his flesh-eating army usurps the western world?



EPISODE 4: CHARIOTS OF THE DOGS

Bosco's vanished from the face of the Earth — literally! When Sam & Max manage to track him down, what they find is so mind boggling, you'll have to see it to believe it. Can the Freelance Police set things right, or will life as they know it fall victim to the capricious whims of T-H-E-M?



EPISODE 5: WHAT'S NEW, BEELZEBUB?

Judgment day is at hand, and it's time for a showdown with the guy downstairs to bargain for Bosco's soul. But in the corporate wasteland known as Hell, not even the Freelance Police are safe from eternal damnation. Can Sam & Max fight free from Satan's grasp, or have they reached the end of the line?

THE FIRST 5 MINUTES OF GAMEPLAY

Stuck already?! If you haven't yet, check out the tutorial to get the low-down on how to play. You can access this by selecting New Game in any episode. Here are some hints to get you started with Ice Station Santa.

After the opening scene (robot attack!!!), exit to the street. It's time to administer a good old-fashioned beat-down.

The Maimtron is determined to tear up Sam & Max's street, all the while singing lyrics to old pop songs you wish you'd forgotten. The robot has a wind-up key in his back. If you can figure out how to remove it, that would stop him.

Click on the wind-up key. It can't be reached from down here. Now, click on the Maimtron. Sam asks him politely to stop. The Maimtron turns to listen, his back facing the office window. Tell him you have a question and ask, "Why do fools fall in love?" This causes him to start pondering and turn his back to the open office window. Now's your chance. Get back upstairs.

In the office, go to the open window and click on the key to remove it. Another one bites the dust. Hurry back downstairs. Look at the Maimtron. This mechanized engine of destruction was sent by a hairy, bloated, pagan god — Santa Claus! And we're off to the North Pole!

Need more help? Visit www.samandmaxgame.com for full walkthroughs to all five episodes.



ATARI WEB SITES

To get the most out of your new game, visit us at:

www.atari.com/samandmax

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

TECHNICAL SUPPORT (U.S. AND CANADA)

HELP VIA THE INTERNET

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an Email area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

PRODUCT RETURN PROCEDURES IN THE UNITED STATES & CANADA

Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

WARRANTY POLICY (U.S. & CANADA)

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software and any results or proceeds created by you using the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

THIRD-PARTY LICENSORS

You acknowledge that the Software contains software and/ or materials of third party licensors. You will comply with all requirements imposed upon the Company by third party licensors. You

acknowledge and agree that you are not a third party beneficiary of any agreements between the Company and its third party licensors. You acknowledge and agree that the Company's third party licensors are and shall be a third party beneficiary of this EULA.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA. You agree to adhere to all applicable laws, regulations and rules relating to the export of technical data and shall not export or re-export any technical data, the Software, or the direct product of such technical data to any proscribed country listed in such applicable laws, regulations and rules unless properly authorized.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

© 2010 Telltale, Inc. All rights reserved. Sam & Max Created by Steve Purcell. Sam & Max Copyright and Trademark Steve Purcell. Telltale Games and the Telltale Games logo are trademarks owned by Telltale, Inc. Manufactured and marketed by Atari, Inc., New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. All other trademarks are the property of their respective owners.

021710



16

LIKE THIS...



...WITH JOKES

CRACKED.COM

AMERICA'S ONLY HUMOR WEB SITE

Hey, Kids!

bored? tired? lonely?
Get the cure at
telltalegames.com

FREE
PAPER
PRIVATE INVESTIGATOR

INFORMATION
GATHERING
GENERAL THUG
PUMMELING
CALL FOR DETAILS



VISIT WWW.TELTTELEGAMES.COM FOR

SAM & MAX

DVDs
T-SHIRTS
POSTERS
COMICS
and MORE!

A cartoon illustration of two characters from the game: a grey dog-like creature with wings and a white rabbit-like creature with a shark mouth.An image of a comic book cover titled "SAM & MAX SURFIN' THE HIGHWAY".

SEE WHERE IT ALL BEGAN!
CHECK OUT SURFIN' THE HIGHWAY,
THE COMPLETE SAM & MAX COMIC COLLECTION.
WWW.TELTTELEGAMES.COM/STORE

A logo featuring a stylized rabbit head with flames coming out of its ears, surrounded by the words "MORE", "SAM & MAX GAMES", and the website "visit www.telttelegames.com".

www.atari.com/samandmax

www.telttelegames.com



telttelegames
www.telttelegames.com



www.atari.com

Atari, Inc. 417 Fifth Avenue New York, NY 10016

© 2010 Telltale, Inc. All rights reserved. Sam & Max Created by Steve Purcell. Sam & Max Copyright and Trademark Steve Purcell. Telltale Games and the Telltale Games logo are trademarks owned by Telltale, Inc. Manufactured and marketed by Atari, Inc., New York, NY. The Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. All other trademarks are the property of their respective owners. The ESRB rating icons are registered trademarks of the Entertainment Software Association. Software platform logo (TM and ©) EMA 2006.

Part # 27898M