LucasArts™

×3

TRIPLE PACKS

SAM & MAX

Day of the TENTACLE™

INDIANA JONES and the FATE of ATLANTIS™

LucasArts

INSTRUCTION MANUAL

INDEX

Indiana Jones® and the Fate of Atlantis™ -
The Graphic Adventure

Maniac Mansion®2: Day of the Tentacle™

Sam & Max Hit the Road™

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Indiana Jones® and the Fate of Atlantis™

NOTE: To provide the most enjoyable playing experience possible, we designed this game to take full advantage of the current state of the art: 256-colour graphics, many popular sound cards, and a mouse. The game can, however, be played with the minimal configuration of internal speaker and keyboard.

Getting Started

First make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

Indiana Jones and the Fate of Atlantis will need at least 9.4 megabytes of hard disk storage (plus approximately 50K per saved game). The game requires 540K of available RAM in order to run smoothly.

(For clarity, the instructions given below assume that you are using the A drive. If you are using drive B, substitute **b:** for **a:** and **B>** for **A>**. The hard drive installation utility will also work from drive B.)

We have provided an installation utility that will copy the program to your hard disk from the floppies included in this package. To run it, start your computer, then insert Disk 1 in drive A, type a: and press ENTER.

When you see the **A>** prompt, type the word **install** and press **ENTER**. Answer the prompts and follow the on-screen instructions. This will install the game in a directory called **atlantis** on your hard disk.

To play the game from your hard disk, use these commands:

Switch to the correct drive (for example, type **c:** and press **ENTER**).

Type **cd\atlantis** and press **ENTER** (to change to the correct direct directory).

Type **atlantis** and press **ENTER** (to start the game).

Setting Preferences

When loaded, the program will check to see if you have a mouse driver or joystick installed, or one of the supported sound boards, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing atlantis when you start the game:

a	AdLib Music Synthesizer sounds
s	SoundBlaster sounds
r	Roland sounds
i	Internal speaker
m	MCGA graphics mode
v	VGA graphics mode
mo	Use mouse control
j	Use joystick control
k	Use keyboard control

For example, to start the game in MCGA graphics mode with AdLib sounds, type:

atlantis m a

Keyboard/Cursor Controls

You can use a mouse for cursor control if you have installed a compatible mouse driver. Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in a conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing. When scrolling through your inventory, you can right-click on the up or down arrow to shortcut to the top or bottom row of the icon window. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **CTRL** key and pressing **m** for mouse or **j** for joystick. You may also re-calibrate your joystick if the cursor is drifting across the screen by centring the joystick and pressing **CTRL j.**

For keyboard cursor control, use either the arrow keys or the keypad. The **ENTER** (or **5**) key corresponds to the left mouse button; the **TAB** key corresponds to the right mouse button.

Using the Keyboard in Fist fights

If you'd rather use the keyboard to control Indy during a fist fight, press the – f – key to turn off the "fighting cursor" (pressing the – f – key again will re-enable the mouse or joystick). Keyboard fighting is controlled by the following keys:

If Indy is on the left:			If Indy is on the right:		
7	8	9	7	8	9
Step back	Block high	Punch high	Punch high	Block high	Step back
4	5	6	4	5	6
Step back	Block middle	Punch middle	Punch middle	Block middle	Step back
1	2	3	1	2	3
Step back	Block low	Punch low	Punch low	Block low	Step back

To use the keyboard for fighting, you will need to make sure the Num Lock key is off.

Keyboard Controls

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

G	P	U
Give	Pick up	Use
O	L	S
Open	Look at	Push
		(Shove)
C	T	Y
Close	Talk to	Pull
		(Yank)

Note: In order for the keyboard controls to function properly, the CAPS LOCK key must be off.

Function and Command Keys

Save or Load a Game	**F1**
Bypass a Cut-Scene or Exit Some Special Interfaces	**ESC** or press both mouse/joystick buttons at once.
Restart a Game	**F8**
Pause the Game	**SPACE BAR**
Sound Control:	internal speaker sound board
[	off softer
]	on louder
Message Line Speed:	
Faster	+
Slower	–
Mouse On	**CTRL m**
Joystick On (Be sure to centre joystick first.)	**CTRL j**
Exit Game	**ALT x, CTRL c,** or **ALT q**
Version Number	**CTRL v**

Save/Load Instructions

Press F1 when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD or PLAY.

To SAVE:

Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Press **ENTER** or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD:

Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Click on CANCEL if you have changed your mind and do not wish to load a saved game, or select a slot by pointing the cursor to it and clicking.

Warning: When you load a previously saved game it will interrupt the game you are currently playing.
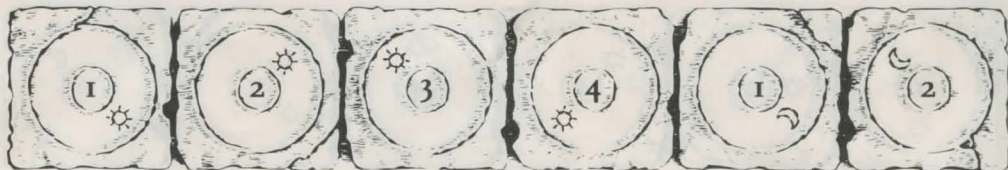
Indiana Jones and the Fate of Atlantis

About Indiana Jones and the Fate of Atlantis

IN *Indiana Jones and the Fate of Atlantis*, you play the role of Indiana Jones, famed archaeologist-adventurer, as he attempts to discover and explore long-fabled Atlantis. Nazi agents, eager to unleash the powers of Atlantis against an unsuspecting world, are hot on Indy's heels... *or have they already passed him?*

Here's where you come in: you direct the actions of Indy (and, occasionally, his one-time colleague turned psychic, Sophia Hapgood) in his search for Atlantis. Periodically, Indy will be called upon to drive a car, ride a camel, pilot a balloon, operate a submarine, and repair and use Atlantean machinery. When the time comes, check the appropriate section below to learn how to operate each of them.

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to

figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But hang in there and use your imagination... you and Indy will eventually discover the true Fate of Atlantis!

Getting Started

To START THE GAME please use the reference card included with the game. It contains all the instructions specific to your computer.

Once you've started the program, a screen will appear displaying three concentric locking stones, arranged on a spindle. You will be asked to align the locking stones to match the illustrations found in the margins of this manual. To do so, turn to the page indicated on-screen and check the referenced illustrations. Click on the edges of each locking stone until its alignment is correct. Once you have aligned all three stones, click on the central spindle.
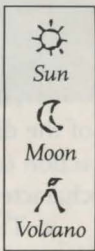
| ☼ Sun |
| ☾ Moon |
| Λ Volcano |

This manual assumes that you are using a joystick or mouse.
See your reference card for keyboard equivalents.
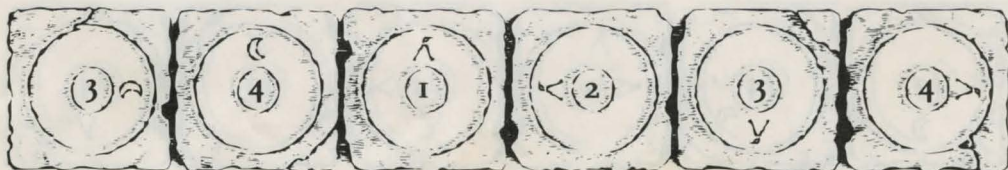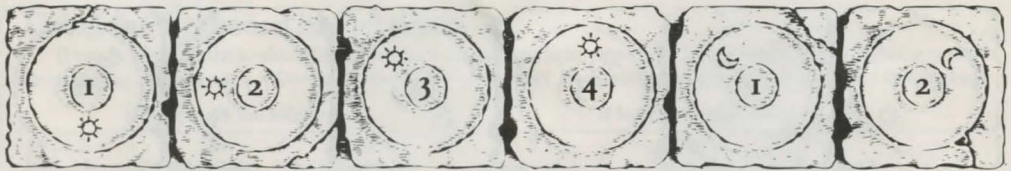
Playing the Game

As THE STORY OPENS, Indy is searching Barnett College for a mysterious statue. At this stage, as Indy proceeds from room to room, you can examine an object more closely — and in some cases, make use of it — simply by clicking on the item. Try clicking on the gargoyle in the foreground.

After you've found the statue, Indy will return to his office, where the next part of the story will unfold in a "cut-scene." Cut-scenes are short, animated sequences — like scenes from a movie — which can provide clues and information. They're also used to show special animated sequences, as when an unsuspecting jungle rodent helps Indy get rid of a snake. When you are viewing a cut-scene, your cursor disappears and — for the moment — you do not control events.

You begin directing Indy's actions as he arrives in New York City. The display is divided into the following sections:

☞ THE ACTION SCREEN is the largest part of the display. This is where the animated action takes place. Dialogue spoken by the characters also appears here.

☞ THE SENTENCE LINE is directly below the Action Screen. You use this line to construct sentences that tell Indy what to do. A sentence consists of a verb (action word) and

orichalcum, n. (or•i•kal'kum) [L *orichalcum*, mountain bronze: Gk. *oros*, a mountain, and *chalkos*, copper]: 1. a golden-hued metal thought to be a primitive form of brass, possibly in use among the early Greeks. 2. a mythical substance of unknown character. 3. a material first described by Plato that "glittered like fire."

one or two nouns (objects). Some examples of sentences you might construct on the Sentence Line are "Use whip with statue" or "Use arrowhead with rag". Connecting words like "on" or "with" will automatically be inserted by the program.

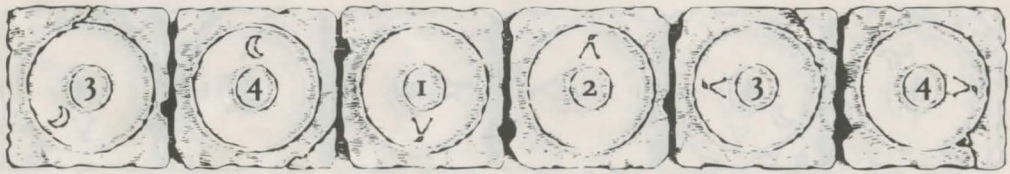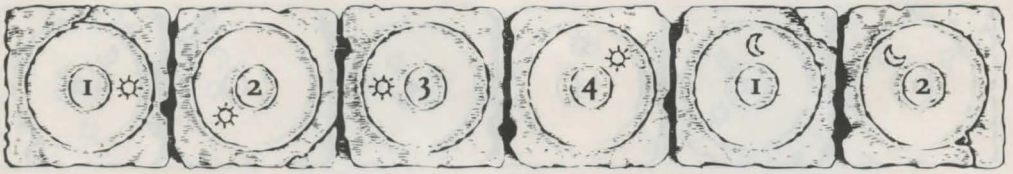☞ AVAILABLE VERBS are listed in the lower left side of the display. To select a verb, posi-
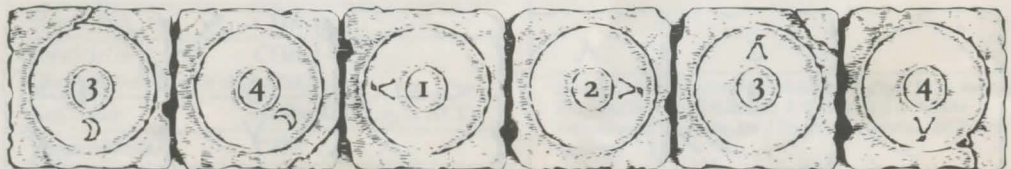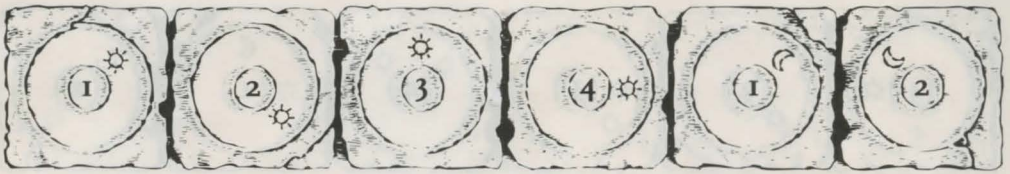
1 THE ACTION SCREEN
2 THE SENTENCE LINE
3 AVAILABLE VERBS
4 THE INVENTORY ICONS

tion the cursor over the word and press the left mouse/joystick button or the **ENTER** key. The game has a "quick-verb" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when Indy is near a door that can be opened, positioning the pointer over the door will highlight the verb *Open*. Pressing the right mouse/joystick button or the **TAB** key (to emulate the right button) will use the quick-verb with the object, which in this case opens the door. Don't worry: this feature won't give away solutions to any puzzles. Keep in mind that even though a verb is highlighted, it may not be the only way to use an object. Try the other verbs as well!

☞ NOUNS (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Action Screen. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory.

☞ THE INVENTORY ICONS are located to the right of the Verbs. At the beginning of the game Indy's inventory is limited to whatever he has retained from the first cut-scene. When he picks up or is given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects Indy can carry. When there are more than ten objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

☞ THE INDY QUOTIENT DISPLAY will help you keep track of your progress through the game. Press the Inventory/IQ Point key — **i** — to view your point totals. (See "Indy Quotient (IQ) Points" below for a full explanation of IQ Points.)

To move Indy around, position the cursor where you want him to go, and click. Notice that *Walk* is the default verb in the Sentence Line — this is because moving around is what Indy will be doing most often.

Things to Try in New York

LOOK AT THE NEWSPAPER at the stand next door to the theater. Place the cursor over the newspaper. You will notice that the verb *Look at* is highlighted. Press the right mouse/joystick button or **TAB** key and Indy will walk to the newspaper and tell you what he sees. To
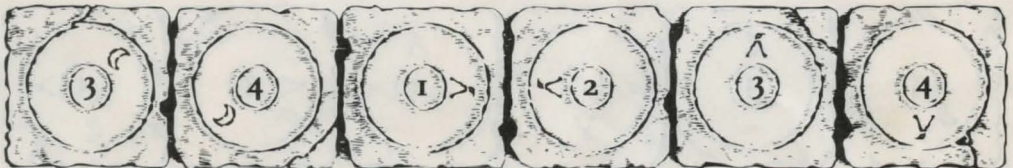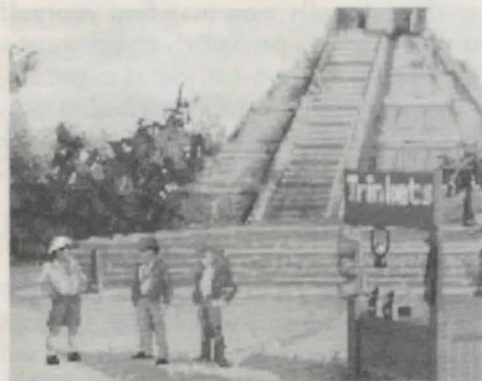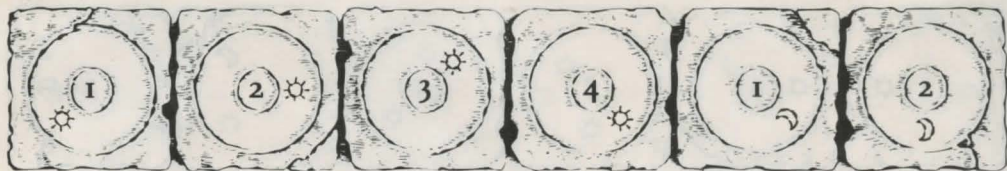
pick up the newspaper, select the verb *Pick up* by placing the cursor over the verb and pressing the left mouse/joystick button or the **ENTER** key. Notice that the words "Pick up" appear on the Sentence Line. Position the cursor over the newspaper and press the left mouse/joystick button or the **ENTER** key. This completes the sentence "Pick up newspaper" on the Sentence Line. If Indy is not already standing by the newspaper, he will walk over to it and pick it up. The newspaper's icon will be added to your inventory.

Open the theater's back door. See if you can talk your way past the doorman without getting into a fistfight (see the section entitled "Talking to Characters" for more information — and the section entitled "Fighting"... just in case).

Explore the alley a bit further... maybe there's another way to get into the theater.

Once you're in the theater, try to distract the stagehand. With him out of the way, you should have plenty of opportunity to try to attract Sophia's attention!

The Paths

AT A CERTAIN POINT in the game, you will find yourself back in Indy's office, with a decision to be made: should you persuade Sophia to continue with Indy on your search (the *Team* path)? Do you want to proceed on your own, using your intellect to overcome the obstacles in your way (the *Wits* path)? Or would you rather spice up your quest with a little more action (the *Fists* path)?

There are three ways to proceed from this point. The choice you make will influence the course of the story. While the *Team*, *Wits* and *Fists* paths cross one another at times, many of the puzzles and their solutions — as well as the places you can visit — will be different. The paths re-converge when you reach Atlantis.

We suggest you reserve a Save Game slot for this decision (see Game Controls below, to learn how to save your game). That way, once you've successfully completed the path of your choice, you can return to the point of decision to sample a different path.
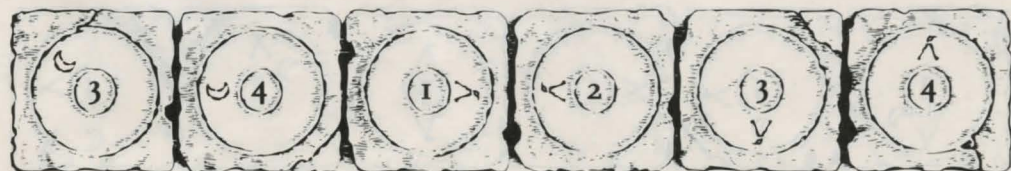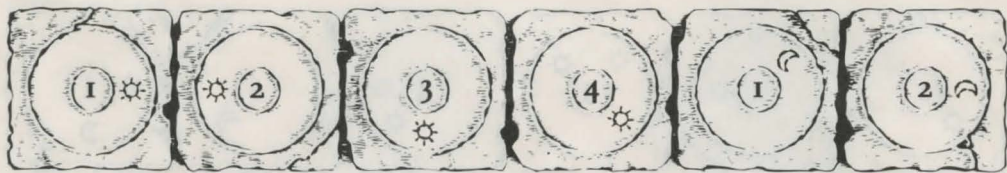
Special Interfaces

OCCASIONALLY, YOU WILL FIND the standard interface replaced by specialized controls:

Talking to Characters

THERE ARE PLENTY OF CHARACTERS in the game with whom you can converse. Nearly everyone Indy meets will have something to say, whether friendly or unfriendly... helpful, or unhelpful! Often, you can talk with someone and then return later for new information.

In a conversation, you select what Indy says from the list appearing at the bottom of the screen. Just click on the phrase you want him to say. Of course, your choice will affect how other people respond. And, as conversations continue, you may be presented with a new array of dialogue choices.

Occasionally, you may find yourself unable to resist a particularly amusing statement. Keep in mind that, just as in real life, some of Indy's wisecracks can lead to trouble. Fortunately, in *Indiana Jones and the Fate of Atlantis*, you can save a game before surrendering to temptation...

Fighting

REMEMBER, PICKING A FIGHT is *dangerous*. Losing can lead to the game's abrupt end. If you choose the Action Path, you *will* find it necessary to fight your way out of several situations.

NOTE: In most cases, you can "sucker punch" your opponent and win the fight (see your reference card for the appropriate key on your computer). Keep in mind that you don't get IQ Points for using this option.

Notice the displays for Health and Punch
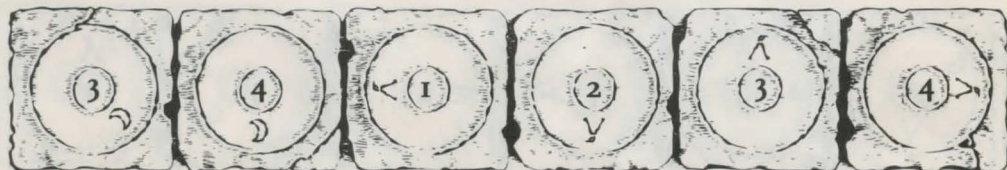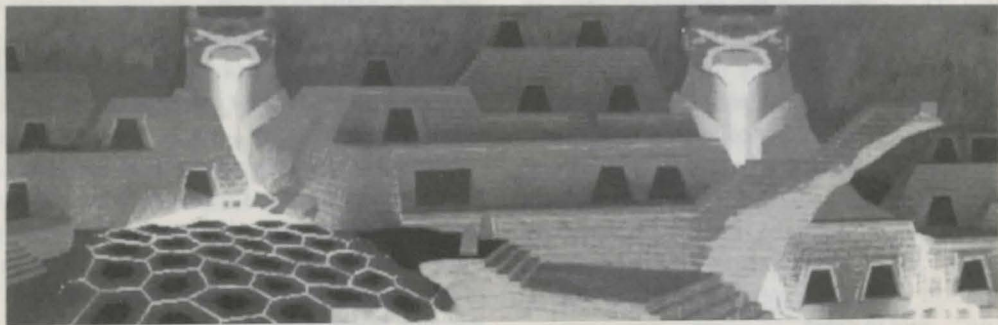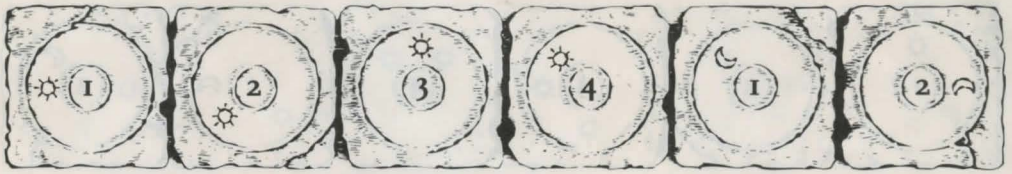
Power, both for Indy and, below that, for his opponent. If either combatant is hit, his Health decreases. When Health drops to a dangerous level, the display will change to a warning yellow. When the drop in Health becomes critical, the display will become red. When a combatant's Health is entirely used up, he will be knocked unconscious. If Indy rests between fights, he will "heal" and his Health Power will return to normal.

The Punch Power display shows how powerful Indy's swing will be. Each time Indy tries to hit, his Punch Power takes a few moments to build back up to its maximum. If Indy swings again too quickly, he will not hit with maximum power. Of course, it may be more important to keep his enemy off balance than to hit for maximum effect. Indy can punch High, Middle, or Low, to try to get past his opponent's defenses. Each enemy has his own individual strengths and weaknesses.

To punch your opponent, position the cursor on him (either High, Middle or Low) and press either mouse button (you can switch to keyboard control for fistfights, if you wish — see your reference card for details).

Indy also has some defensive moves. His opponents often set their fists a moment before they try to punch. If you watch for this and have Indy block at the same level — by positioning the cursor on Indy (either High, Middle, or Low) and clicking — you can successfully block the punch. Also, Indy can step back to increase the distance between himself and his opponent . This can be used to buy a little time for Indy to recover some of his Punch Power. If you don't like the way the fight is going, you can make your escape by repeatedly backing Indy away from his opponent.

The Lost Dialogue of Plato

KEY PAGES IN Plato's Lost Dialogue have been marked by paper clips. To turn to a marked page, simply click on the appropriate paper clip. To close the book and return to the game, click anywhere else on the screen (or press the **ESC** key).
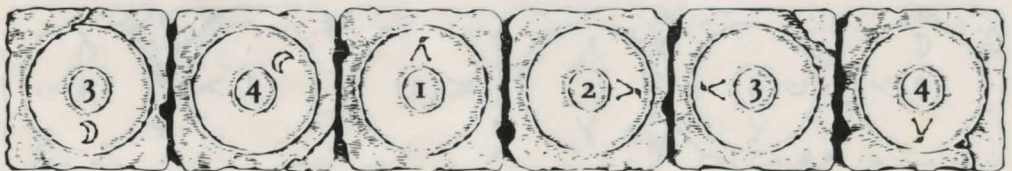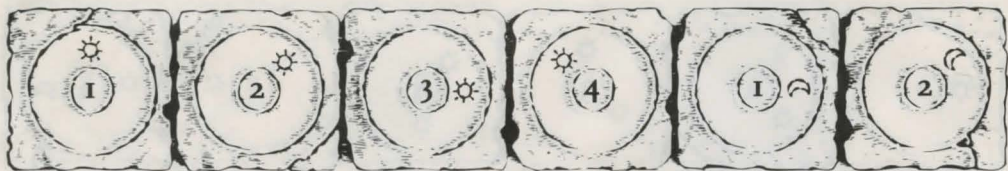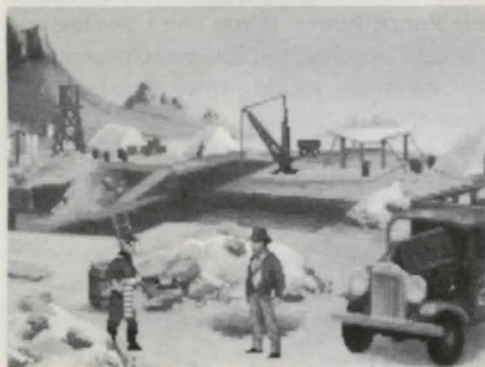
Camel

USE THE MOUSE to direct your camel through the desert. Try to keep rock outcroppings between yourself and trouble — if you're caught, you're apt to wind up back in the city.

Balloon

WHEN YOU'RE FLYING the balloon, you'll have to contend with prevailing winds, which shift direction whenever you change altitude (the weather vane in the lower right corner of the screen indicates your current heading). Up- and downdrafts can also affect the course of your flight.

Use the cursor to identify points of interest at which you might want to land. Use the on-screen verbs or the right and left mouse/joystick buttons to control the bal-

loon's altitude: to ascend, drop ballast; to descend, open the vents. To land at a point of interest, maneuver the balloon over the site and keep venting hydrogen until you're back on the ground.

Automobile

SHOULD MONSIEUR TROTTIER fall into the hands of Nazi agents, it will be up to you to rescue him. The Nazis drive fast, but their sense of direction is weak. Use the mouse to maneuver through the streets of Monte Carlo as you attempt to intercept the Nazis' car.

## Surveyor's Instrument (Transit)

USE THE LARGER left and right knobs for coarse control; fine-tune the alignment using the smaller middle knobs.
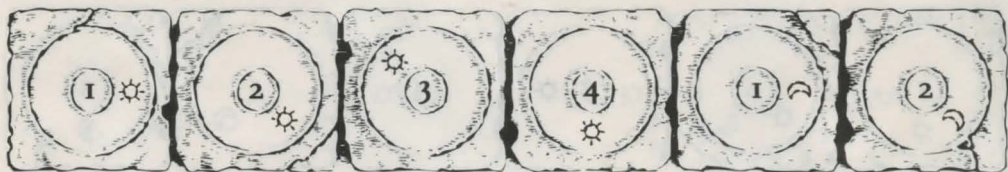
Submarine

THERE ARE FOUR CONTROLS on the submarine; on the Team Path, you'll have to find each one and learn how to use it. From left to right, they control:

Depth Click at the top to ascend; at the bottom to descend. To level off, center the lever.

Steering Click to the left or right of the wheel to turn the submarine 180° left or right (the sub will move nearer and farther away as you turn).
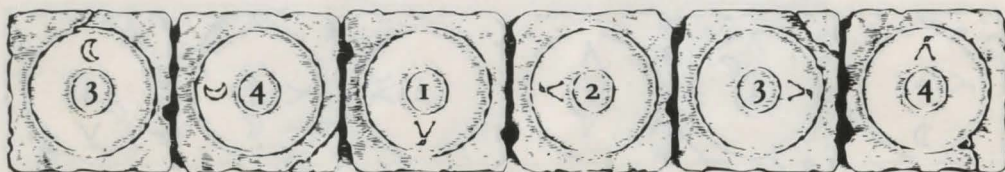
Direction After zeroing the sub's engine speed, click here to reverse the engines.

Speed Click near the top to increase engine speed; near the bottom to decrease speed. The lowest setting will stop the submarine dead in the water.

Atlantean Machinery

EVEN THE WONDROUS MACHINERY of Atlantis is vulnerable to the ravages of time. Here's your chance to restore some of it to good working order: the parts that you've collected will be arrayed at the bottom of the screen. The remainder of the screen shows the interior of a sentry statue. To pick up a part, click once on it with the left mouse button: it will now follow the cursor around the screen. Position the part over one of the pegs, then click the left mouse button again to install it on the peg. When you have a part selected, clicking the right mouse button will de-select it.

Game Controls

TO SAVE YOUR PROGRESS in a game, enabling you to turn the computer off and start again later in the same place, simply press the Save/Load Game function key (F1 on most computers – see your Reference Card for more information).

To load a game you have saved, use the Save/Load Game function key any time after the game has begun.

NOTE: during close-ups the Save/Load Game function may not operate.

To bypass a cut-scene, press both mouse/joystick buttons at once, or press the **ESC** key. See your computer reference card for details. After you've played *Indiana Jones and the Fate of Atlantis* several times, you may want to use this function to skip over scenes you have seen before.

To restart the game from the beginning, press the key indicated on your reference card (**F8** on most computers).

To pause the game, press the **SPACE BAR**. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (**+** and **–** on most computers). When you've finished reading a line of dialogue, you can press the Done key (the period — . — on most computers) to clear the line and proceed.

Use the keys indicated on your reference card to adjust the sound volume (open and close braces — [and] — on most computers). If you are using the internal speaker, these controls will turn the sound off and on. If your sound card has a volume control, make sure it is set higher than level zero
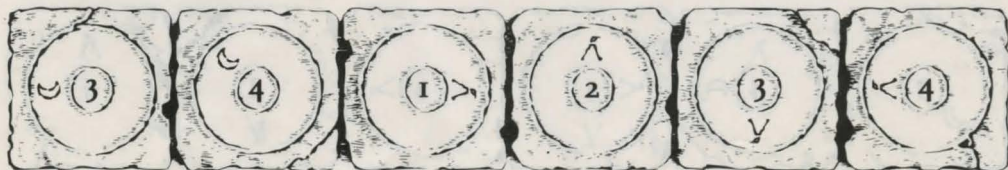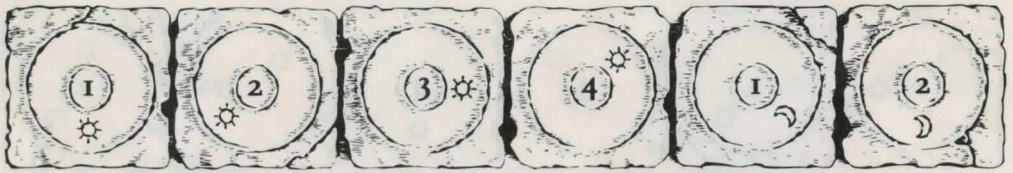
before using the keyboard controls to fine-tune the volume level.

Indy Quotient (IQ) Points

PRESS THE Inventory/IQ Point key — i — to switch from the inventory icons to the IQ Points display (pressing the key again, or clicking in the display area, will return you to the inventory). The Path designation will be "None" until you have passed the point in

the game in which you make the Path decision (described in "The Paths" above). The number labelled *Current* measures how well you are doing in the current game. The number labelled *Total* measures how well you have done in all the games you have played to that point. The maximum *Total* score, if you solve every variation of every puzzle on all

three paths, is 1000. You score IQ points when you solve puzzles, get past obstacles, or find important objects. Your IQ points are saved when you finish a game, save a game, or load a game. When you start a new game you will have no IQ points until you load or save a game.

Our Game Design Philosophy

WE BELIEVE THAT YOU buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Keep in mind, though, that Indiana Jones is an adventurous character who often finds himself in dangerous situations. We try to make it clear, however, when you're about to get yourself into a tight spot.

Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.
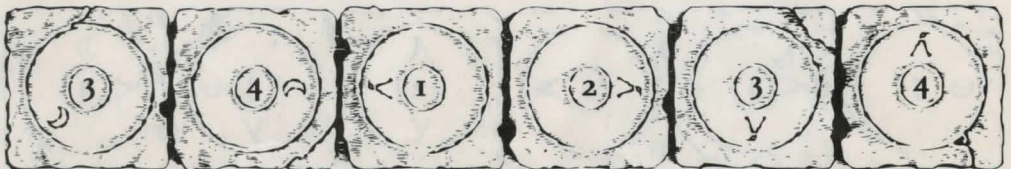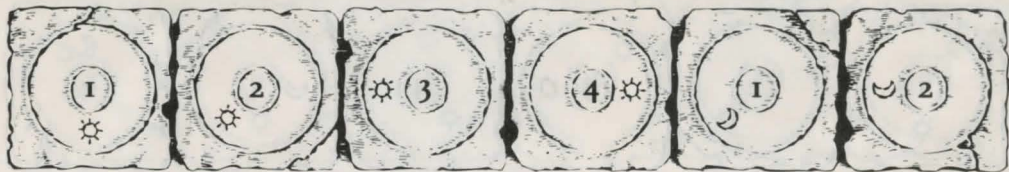
A Few Helpful Hints

☞ Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

☞ If you get stuck and can't figure out

how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met. Chances are there will be a connection that'll put you back on track.

☞ When you're with Sophia, she might have some good ideas on how to proceed.

☞ There is more than one way to solve

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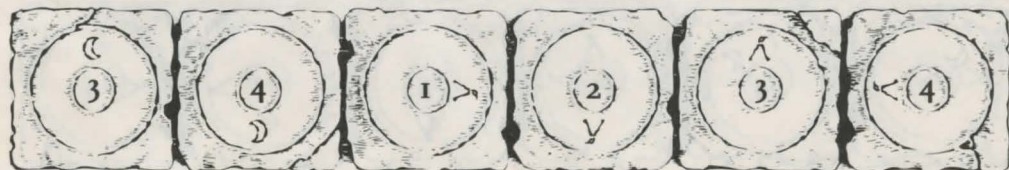
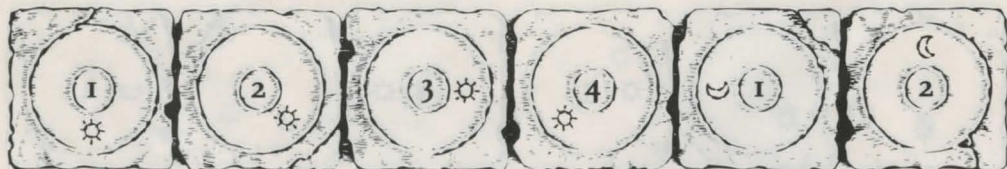MUCK, OTTO. *The Secret of Atlantis*. New York: Times Books, 1978.

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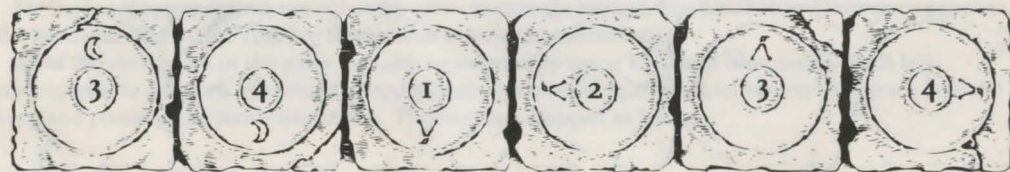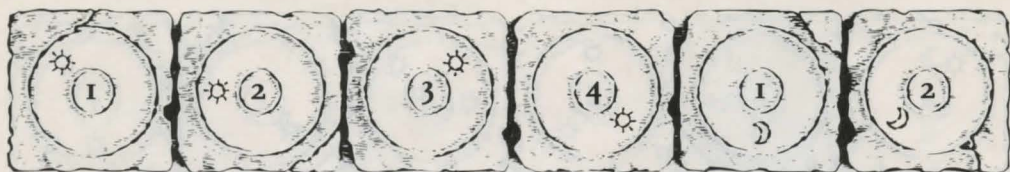
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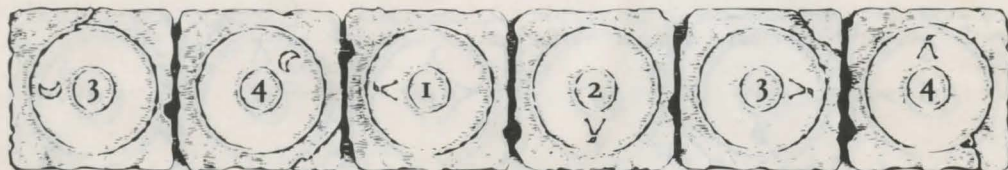
Maniac Mansion® 2:
Day of the Tentacle™
Quick Start Reference

GETTING STARTED

Note: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them just follow the instructions that came with your computer.

To install *Day of the Tentacle* to your hard disk from the floppies included in the package, boot your computer, then insert Disk 1 in drive A, type a: and press ENTER. (This utility will also work from drive B).

When you see the A:\>prompt, type the word **install** and press ENTER.

Follow the on-screen instructions to install *Day of the Tentacle* on your hard drive.

To play the game from your hard disk use these commands:

Switch to the correct drive (for example, type **c:** and press ENTER).

Type **cd\dott** and press ENTER (to change to the correct directory).

Type **dott** and press ENTER (to start the game).

SETTING PREFERENCES

When loaded, the program will check to see if you have a mouse driver or joystick installed, or a AdLib,™ or SoundBlaster™ sound board, and will set up the game appropriately. If you are using a Roland™ or General MIDI sound board and have the Roland/General MIDI music upgrade, you must tell the computer by typing **dott r** or **dott g**. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **dott** when you start the game:

a	AdLib / SoundBlaster music
r	Roland music
g	General MIDI music
m	Use mouse control
j	Use joystick control
k	Use keyboard control
t	Text mode (this will turn off all digitised sound & speech)
s220/7/8	Set SoundBlaster address/int/k bufsize

For example, to start the game with AdLib sounds and using a joystick, type: **dott a j**

KEYBOARD/CURSOR CONTROLS

You can use a mouse for cursor control if you have installed a compatible mouse driver. Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in a conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the CTRL key and pressing **m** for mouse or **j** for joystick. You may also re-calibrate your joystick if the cursor is drifting across the screen by centring the joystick and pressing **CTRL j**.

For keyboard cursor control, use either the arrow keys or the keypad. The ENTER (or 5) key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

Day of the Tentacle

G	P	U
Give	Pick up	Use

O	L	S
Open	Look at	Push
		(Shove)

C	T	Y
Close	Talk to	Pull
		(Yank)

Other keyboard commands:

Day of the Tentacle:

1 - Switch to Hoagie

2 - Switch to Bernard

3 - Switch to Laverne

Note: When talking with a character, keys 1-6 will select the different dialogue choices, **1** being the top choice and **6** being the bottom choice.

___

Maniac Mansion

(the old one):

U Scroll inventory list up,
I Select upper left inventory item,
O Select upper right inventory item,
J Scroll inventory list down,
K Select lower left inventory item,
L Select lower right inventory item.

F1, F2, & F3 - Switch kids

Memory Alert

Day of the Tentacle requires about 570k of free memory to run (with 2 megs of EMS RAM it'll work with as low as 530k, but more is always better). If your computer does not have sufficient memory to run *Day of the Tentacle*, the game will alert you after starting. You can still play the game, but your hard drive will be accessed more frequently. This activity could cause certain parts of the game to slow down noticeably. If this happens, quit the game (save game first!) and try to free up more memory by removing any terminate-and-stay-resident programs you have installed. See the *Troubleshooting* section for additional details.

Save/Load Instructions

Press F1 or F5 when you want to save or load a game. . Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY (to return to the game as it was before you pressed F1) or QUIT (to quit the game).

To SAVE: Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD: Click on the LOAD option. The current list of saved games will be displayed in slots along the

Maniac Mansion (the old one)

Q	W	E	R	T
Push	Open	Walk to	New kid	Turn on

A	S	D	F	G
Pull	Close	Pick up	Unlock	Turn off

Z	X	C	V	B
Give	Read	What is	Use	Fix

Function and Command Keys

Save or Load a Game	**F1** or **F5**
Bypass a Cut-Scene	**ESC**
or press both mouse/joystick	
buttons at once.	
Restart the Game	**F8**
Pause the Game	**SPACE BAR**
Sound Control (music only):	
	[softer
	] louder
Message Line Speed:	
	Faster **+**
	Slower **–**
Clear dialogue line	**. (period)**
Mouse On	**CTRL m**
Joystick On	**CTRL j**
(Be sure to centre joystick first.)	
Toggle text on/off	**CTRL t**
Exit Game (without saving)	
	ALT x or **CTRL c**
Version Number	**CTRL v**

left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you have changed your mind and do not wish to load it.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F1, be sure to SAVE the game before LOADing a different one.

TROUBLESHOOTING

This section will provide you with some solutions to gamers' most common technical problems. If you are having difficulty getting *Day of the Tentacle* up and running, please refer to this section and the game's README file before contacting technical support. Chances are they will help you out.

Memory Concerns This game requires at least 570k free base RAM in order to run. It will recognise up to 2 megs EMS RAM but does not require it. With EMS properly configured, Day of the Tentacle can run with as little as 530k free base RAM.

If you are using DOS 5.0, you may utilise its ability to load certain RAM resident programs "high" to free up base memory. Refer to the original Microsoft documentation for further information. You may also make a boot disk with DOS 5.0 that will set up the optimal configuration for running this game. To make a boot disk, please follow the instructions below, using the underscore ("_") to denote a space:

1. Insert a brand new unformatted high density floppy disk into the A: drive.

2. At the C: prompt, type: format_a:_/s	\<enter>	
3. At the C: prompt, type: copy_command.com_a:	\<enter>	
4. At the C: prompt, type: a:	\<enter>	
5. At the A: prompt, type: copy_con_config.sys	\<enter>	
files=20	\<enter>	
buffers=20	\<enter>	
6. Press the "control" and "z" key at the same time.	\<enter>	
7. At the A: prompt, type: copy_con_autoexec.bat	\<enter>	
prompt=pg	\<enter>	
path=c:\;c:\dos	\<enter>	
8. Press the "Control" and "z" key at the same time.	\<enter>	

You should add to the boot disk relevant files for your particular sound card and mouse to ensure you will receive full support from these peripherals. Day of the Tentacle's configuration program is not compatible with ANSLSYS, so ensure that this program is NOT loaded as part of your CONFIG.SYS. Please note that the instructions above are meant for un-compressed hard drives. Boot your machine with this disk in the A: drive and it will come up with the maximum amount of memory possible.

DOS 6.0 includes a memory management utility called MemMaker. It will assist you in freeing up as much free RAM as possible. Please refer to your original Microsoft documentation for further information and instructions.

Compression Programs This game was designed to run optimally on an un-compressed hard drive. If you do choose to compress your hard drive, the game's performance could be affected in various ways. These effects may vary depending upon which compression program you choose to run.

Sound Cards If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. Most sound card problems are due to configuration errors. If you are using a sound card that is not listed on the system sticker on the outside of the box, or are running a sound card in emulation mode, your sound may not perform optimally. Sound card performance will also be affected if you do not have enough free memory. Please be certain that you meet the minimum requirement for free RAM.

Mouse Setup If you are having difficulty with your mouse, please be certain that its device driver has been installed and loaded properly. Windows and other software packages often have built-in mouse drivers that will not function outside of their own environment. Most mouse drivers can be loaded by typing "mouse" or a similar command at the C: prompt. Please consult the original documentation that came with your mouse to find more information about enabling commands.

Erratic behaviour in a mouse may also be due to a hardware conflict or incompatible mouse driver. Please check with your mouse's manufacturer to be certain you are using the most recent mouse driver version.

TECHNICAL ASSISTANCE

Please be certain you have read and checked each section of the troubleshooting guide before calling Technical Support. Although we are more than happy to assist you, we often find that many problems can be solved by simply checking the above section and the game's READ ME file. Please also be aware that due to the millions of software and hardware configurations possible, you may still have to refer to your computer dealer, hardware manufacturer, or software publisher to properly configure their product to run with our game.

When you call, please be either sitting in front of your computer or have a complete and detailed list of your machine's current software and hardware configuration so that we may more readily assist you.

Our technicians may be reached at 0121 326 6814 and are on duty from 9:00am to 5:00pm Monday through Friday.

About Maniac Mansion® 2: Day of the Tentacle™

The trouble began when **Purple Tentacle** drank that pesky toxic waste. Once evil but harmlessly slow-witted, he became an evil super-genius, bent on WORLD DOMINATION! His creator, fidgety mad scientist **Doctor Fred Edison**, realised the threat to all humanity and captured Purple Tentacle, along with his good-natured brother **Green Tentacle**, and plans to have them put to sleep.

Bernard, the computer geek with a heart of gold, must free his old friend Green Tentacle! But at what cost? This time, he may be in over his head. His room mates **Hoagie**, a heavy metal roadie, and **Laverne**, a slightly twitchy medical student, are along to help, unaware of what lays in store. Time travel, tax evasion, talking horses, beauty pageants, skunk-tossing, and even a little clown-fu—an adventure spanning four-hundred years— all crammed into one fateful night. They were relaxing at home when the hamster knocked on the door...

Stopping this menace is up to you! You direct the actions of all three kids, cavorting though time in a frantic quest to return to yesterday and stop this Tyrannical Tentacle before he can even get started on his promise to make the world bow down to... *The Day of the Tentacle!*

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use a new object. Stick with it and use your imagination... you and the Gang *will* eventually prevail!

Copy Protection

For those of you playing from a Compact Disc, ignore this section. It never happened. It doesn't exist. These aren't the droids you're looking for. Move along.

After exploring the mansion a bit, Dr. Fred will ask you to complete the plans for his Super Battery by entering the correct proportions of its ingredients. Find the right patent number in this manual (they're in numerical order for you rocket scientists) and match the beaker levels and crouton positions. Click on the level lines on the beakers for the proper amounts of oil and vinegar, and click on the ends of the toothpicks to either place or remove a crouton.

Don't lose your manual! Without it, you won't be able to play the game. If you lose the manual, you may purchase another from U. S. GOLD Ltd. Call 021 625 3366 for more information. Of course, if you have lost your manual, you have also lost this phone number. For your convenience, it also appears in the README file.

Playing the Game

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

As the story opens, Bernard and his friends are hanging out at the house when a little hamster shows up with a note. These non-interactive sequences are known as "cut-scenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Bernard gives Oozo the Clown a bop on the nose. When you are viewing a cut-scene, you do not direct the action.

You begin directing Bernard's actions as soon as he sends Hoagie and Laverne off to search the rest of mansion. The screen is divided into the following sections:

The Animation Window is the largest part of the screen and is where the animated action takes place. Dialogue spoken by the characters, as well as game-related messages, also appear here.

Available verbs are listed in the lower left-hand corner of the screen. To select a verb, position the cursor over the word and press the left mouse/joystick button or the ENTER key. You can also use a verb's "hot key" to select it (check your Ref Card for these keys). The interface you use to play the game has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when Bernard is near a door that can be opened, positioning the pointer over the door will highlight the verb **Open**. Pressing the right mouse/joystick button or the TAB key will use the highlighted verb with the object, which in this case opens the door (don't worry: this feature won't give away solutions to any puzzles). Keep in mind that even though a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell the kids what to do. A sentence consists of a verb (action word) and one or two nouns (objects). Some examples of sentences you might construct on the Sentence Line are "Use text book with pay phone" or "Use flier with Chuck the Plant". Connecting words like "on" or "with" will automatically be inserted by the program.

Once you've selected a verb, objects can be selected in two ways. You may select an object by p lacing the cursor over it in the Animation Window and clicking. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory (see next paragraph). When an object is selected that can be used with another object (from either the Animation Window or the Inventory), the cursor will become that object. To use the object with another, simply place the object over the target object and click your left mouse button. For example, if you want to use the textbook with lever, click on the verb USE, then click on the textbook in your inventory. The cursor is now a textbook. Place the textbook over the lever and click. As an extra shortcut for your convenience, clicking with the left mouse button on any object in your inventory will automatically default to the verb USE. Isn't that thoughtful?

The Inventory icons are located to the right of the Verbs. At the beginning of the game the kids' inventory is pretty slim pickings. When they pick up or are given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects they can carry. When there are more than six objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

To move the kids around, simply point the cursor where you want them to go, and click. Notice that **Walk to** is the default verb in the Sentence Line — this is because moving around is what the kids will be doing most often.

Using the Kids

You'll begin the game controlling only Bernard, but as the game progresses you will gain control of the other two kids; first Hoagie, then Laverne. You'll know when this happens because their faces will flash on the far right side of the screen, next to the Inventory zone. Once their picture has appeared, you can switch from kid to kid by simply clicking on the face of the kid you want to control.

To transfer an object from one kid to another, you must "flush" it through time using the Chro-O-John. There are two ways to do this. First, you can walk all the way to the Chron-O-John and place the object inside. Next click on the kid you want to receive the object. Walk that kid all the way to his or her Chron-O-John and pick up the item inside. A lot of work, you say? No problem. The fastest way to transfer items is to simply click on the item you want to give, and click on the picture of the kid you want to give it to. Presto, Chango! Pretty slick, huh?

Things to Try in the Mansion

While Hoagie and Laverne are searching the rest of the mansion, let's take a look around. Hmm...that pink blob on the floor looks interesting. Place the cursor over it. Notice that the verb **Look at** is highlighted. Press the *right* mouse/joystick button or TAB key and Bernard will walk to the blob and tell you what he sees. A genius of Bernard's calibre knows that all things may come in handy: try to pick up the gum with a dime stuck in it. Select the verb **Pick up** with the cursor by pressing the left mouse/joystick button or the ENTER key. Notice that the words "Pick up" appear on the Sentence Line. Position the cursor over the gum and press the *left* mouse/joystick button or the ENTER key . This completes the sentence "Pick up gum with a dime stuck in it" on the Sentence Line. If Bernard is not already standing by the gum, he will walk over to it and try to pick it up. If it can be picked up, an icon will be added to your inventory.

To commence your exploration of the Mansion, walk to the right edge of the screen. While there are a number of areas which you will wish to investigate, let's start with Dr. Fred's office: walk to the door found to the right of the Animation Window.

Look around by moving the cursor around and noting the objects that highlight. Pick up everything you can. Try all the verbs with items you can't pick up at first.

Try looking behind the portrait. Here's one of many obstacles that will be strewn in the kids' paths...

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone the kids meet will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. To talk with characters, position the pointer on them and press the right mouse/joystick button or the TAB key to use the **Talk to** verb automatically, or select **Talk to** from the verb zone and click on the character you want to speak to.

During a conversation, you select what the kids say from among the possible phrases at the bottom of the screen. Just click on the phrase you want them to say. Of course, what the kids say will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialogue choices. Don't worry – we'll never punish you for selecting the "wrong" or funny dialogue response. After all, you're playing this game to have fun, aren't you? Well, aren't you?!?!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (F1 or F5 on most computers – see your reference card for more information).

To load a game you have saved, use the Save/Load Game function key any time after *Day of the Tentacle* has been loaded.

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played *Day of the Tentacle* several times (and who wouldn't), you may want to use this function to skip over scenes you have seen before.

To restart the game from the beginning, press the key indicated on your reference card (F8 on most computers).

To pause the game, press the SPACE BAR. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers). When you've finished reading a line of dialogue, you can press the Done key (the period — . — on most computers) to clear the line and proceed.

Use the keys indicated on your reference card to adjust the music volume (hard brackets — [and] — on most computers). If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level. Sound effects and voice have no keyboard volume control. You'll need to use your sound card volume control.

To quit the game, press the key combination indicated on your reference card (Alt-X on most computers). If you plan to return to the game you're presently playing, remember to save the game before quitting.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths.

Our Historical Accuracy Policy

We don't have one. This game is not intended to teach the history of our country nor its possible future. Please don't get into an argument at school or at a party and say, "Well, LucasArts says that John Hancock wrote his name big because it impressed girls." We're both going to look silly.

A Few Helpful Hints

Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met. Chances are, there will be a connection that will put you back on track.

If you get stuck in one time period, move to a different kid. Remember, objects found in one time may be needed by a kid in another time.

If you want to speed up game play, you can order a hint book from LucasArts Entertainment Company. In the United States: 1-800-STAR-WARS (1-800-782-7927). In Canada: 1-800-828-7927. In the UK: 0121 625 3366. If you want to access our automated hint line, call 0839 654123. Calls cost 39 pence per minute "cheap rate", 49 pence per minute all other times. You may be told of other services. Make sure you have permission from the person who pays the phone bill before calling. Prices are correct at time of press (December 1994). If in any doubt contact U. S. Gold Customer Services at U. S. Gold's address. Services provided by U. S. Gold Ltd., Units 2/3 Holford Way, Holford Birmingham B6 7AX. Available in the UK only.

If you need technical assistance, call 0121 326 6814.

But Wait! That's Not All...
Original Maniac Mansion!!!

As an extra added additional bonus at no extra added additional charge, you also get the original *Maniac Mansion*.® You'll find it while controlling Bernard, upstairs in Weird Ed's room. Simply use the computer on the desk in front of Ed. Don't worry. Playing *Maniac Mansion* does not affect *Day of the Tentacle*. It's just there for extra fun, and for those who may want to know a little more about Bernard and the Edisons. When you exit from *Maniac Mansion*, you will be returned to *Day of the Tentacle*, not to DOS.

There are some differences between the original *Maniac Mansion* and its sequel. After all, the original is five years old and we've had a lot of good ideas since then.

To execute a sentence, you must click the mouse button once the sentence is completed on either the object or the sentence line. For example, to pick up the bush, you must click on **Pick up** then click on the bush, then click again on the bush to execute. Also, the verbs have different "hot keys." Refer to your Ref Card.

Objects do not automatically highlight. You must first click on **What is**, then move the cursor around the screen. All important objects will then highlight.

You only get one save game. To go to the SAVE / LOAD menu, press F5. Click on the SAVE THIS GAME button to save where you currently are.

To load the game you last saved, click on the LOAD THIS GAME button. The save game is stored separately from the *Day of the Tentacle* save games so they won't be affected.

To switch kids, click on **New kid**, then the name of the kid you wish to control.

To escape out of cut scenes press F4.

Credits:

Created and Designed by Dave Grossman and Tim Schafer

Programmed by Gwen Musengwa, Judith Lucero, Jonathan Ackley, Ron Baldwin, Dave Grossman, and Tim Schafer

Lead Artist, Stylist / Background Artist: Peter Chan

Lead Animator and Character Designer: Larry Ahern

Animators: Larry Ahern, Lela Dowling, Kyle Balda, Sean Turner, and Jesse Clark

Art Technicians: Jesse Clark and Ron Lussier

Music and Sound by Clint Bajakian, Peter McConnell, and Michael Z. Land

Digital Effects Editing by Ron Baldwin

Lead Tester: Jo "Captain Tripps" Ashburn

Testing by Leyton Chew, Chip Hinnenberg, Brett Tosti, Mark A. Nadeau, Dan Connors, Wayne Cline, Mark Cartwright, Matt Forbush, Dana Fong, and Doyle Gilstrap, Jr.

SCUMM Story System by Ron Gilbert, Aric Wilmunder, Brad P. Taylor, and Vince Lee

*i*MUSE™ Music System by Michael Z. Land and Peter McConnell

Voices Produced and Directed by Tamlynn Barra

Voice Technology by Aric Wilmunder

Story By Dave Grossman, Tim Schafer, Ron Gilbert, and Gary Winnick

Based on Characters Created by Ron Gilbert and Gary Winnick

Product Marketing by Robin Parker and Mary Bihr

Public Relations by Sue Seserman

Distribution Manager: Meredith Cahill

Product Support Manager: Khris Brown

Package Design by Terry Soo Hoo

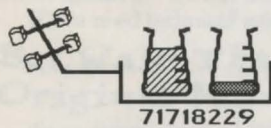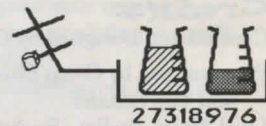Concept and Illustration by Peter Chan
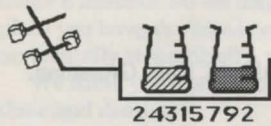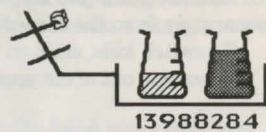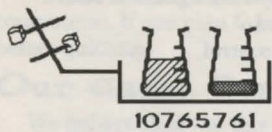
Manual Written by Wayne Cline

Manual Design by Mark Shepard

Print Production by Carolyn Knutson

Special thanks to George Lucas

This manual assumes that you are using a joystick or mouse.
See your reference card for keyboard equivalents.

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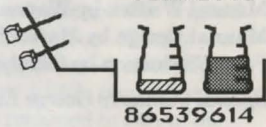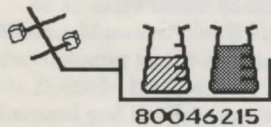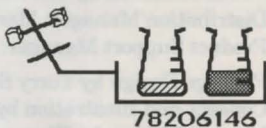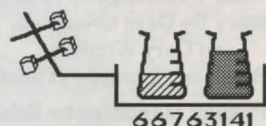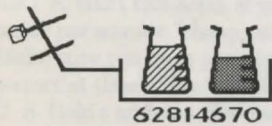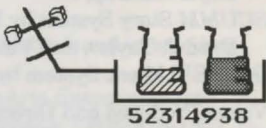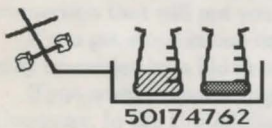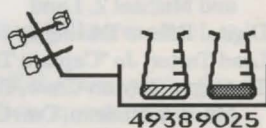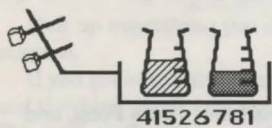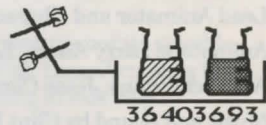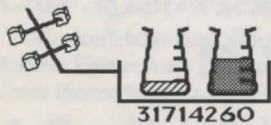
Sam & Max Hit the Road™

Quick Start Reference

Getting Started

Note: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

To install *Sam & Max Hit the Road* to your hard disk from the floppies included in the package, boot your computer, then insert Disk 1 in drive A, type a: and press ENTER. (This utility will also work from drive B). When you see the "A:" prompt, type the word **install** and press ENTER.

Follow the on-screen instructions to install *Sam & Max Hit the Road* on your hard drive. Before exiting the install program, you may want to configure your sound card by selecting the "Configure Sound Board" option.

To play the game from your hard disk use these commands:

Switch to the correct drive (for example, type c: and press ENTER).

Type **cd samnmax** and press ENTER (to change to thee correct directory).

Type **samnmax** and press ENTER (to start the game).

Keyboard/Cursor Controls

You can use a mouse for cursor control if you have installed a compatible mouse driver. The right mouse button toggles through the verbs (or actions modes). These are WALK TO, LOOK AT, PICK UP, TALK TO and USE. The left mouse button activates the verb (or action mode) currently visible on the cursor. You may also have an inventory item on your cursor that you may use with an on-screen item by clicking on the left muse button. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the CTRL key and pressing m for mouse or j for joystick. For keyboard cursor control, use either the arrow keys or the keypad. The ENTER (or 5) key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

NORMAL INTERFACE KEYS:

w – cursor changes to walk-to.
u – cursor changes to use.
l – cursor changes to look-at.
o – if there's an object on the cursor cycle, the cursor will change to it.
e – if there's an object on your cursor, Sam will look (eyeball, if you will) at it. (This saves the trouble of having to put objects back in the inventory to look at them).
i – toggle inventory off and on.
d – cycle cursor forward through the inventory.
a – cycle cursor backward through the inventory.
s – jump the cursor to end of inventory.
z – jump cursor to start of inventory.

GENERAL USEFUL KEYS:

b – flip game in and out of film noir (black & white) mode.
v – flip game in and out of dummy verb mode, where verb cursors have names under them.
q – quits mini-games (Wak-A-Rat,™ Hiway Surfin',™ CarBomb,™ etc).
t – cursor changes to talk-to.
p – cursor changes to pick-up.

Memory Alert

Sam & Max requires at least 570k (580k recommended) of free conventional memory to run (with 2 megs of EMS RAM strongly recommended). If your computer does not have sufficient memory to run Sam & Max, the game will alert you after starting. You can still play the game, but your hard drive will be accessed more frequently. This activity could cause certain parts of the game to slow down noticeably. If this happens, quit the game (save game first!) and try to free up more memory by removing any terminate-and-stay-resident programs you have installed. See the Troubleshooting section for additional details.

Save/Load Instructions

Press F1 or F5 when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY (to return to the game as it was before you pressed F1) or QUIT (to quit the game).

To SAVE: Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD: Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot.Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you have changed your mind and do not wish to load it.

Function and Command Keys

Save or Load a Game	F1 or F5
Bypass a Cut-Scene	ESC
	or press both mouse/joystick buttons at once.
Restart the Game	F8
Pause the Game	SPACE BAR
Music Volume:	
	Softer [
	Louder]
Digital Sound Volume:	
	Increase '
	Decrease ;
Text Line Speed:	
	Faster +
	Slower –
Clear Dialogue Line	. (period)
Mouse On	CTRL m
Joystick On	CTRL j
(Be sure to centre joystick first).	
Toggle Text On/Off	CTRL t
Exit Game (without saving)	
	ALT x or CTRL c
Version Number	CTRL v

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F1, be sure to SAVE the game before LOADing a different one.

Troubleshooting

This section will provide you with some solutions to gamers' most common technical problems. If you are having difficulty getting Sam & Max up and running, please refer to this section and the game's README file before contacting technical support. Chances are they will help you out.

Memory Concerns: This game requires at least 570k (580k recommended) free base RAM in order to run. It will recognise up to 2 megs. EMS RAM, but does not require it. If you are using DOS 5.0, you may utilise its ability to load certain RAM resident programs "high" to free up base memory.

Refer to the original Microsoft documentation for further information. You may also make a boot disk with DOS 5.0 that will set up the optimal configuration for running this game. To make a boot disk, please follow the instructions below, using the underscore ("_") to denote a space:

1. Insert a brand new unformatted high density floppy disk into the A: drive.

2. At the C: prompt, type:
format _a:_/s "enter"

3. At the C: prompt, type:
copy_command.com_a: "enter"
(DOS 3.1-3.3 only)

4. At the C: prompt, type: a: "enter"

5. At the A: prompt, type:
copy_con_config.sys   "enter"
        files=20   "enter"
        buffers=20   "enter"

6. Press the "control" and "z" key
        at the same time.   "enter"

7. At the A: prompt, type:
        copy_con_autoexec.bat "enter"
        prompt=pg   "enter"
        path=c:\;c:\dos   "enter"

8. Press the "Control" and "z" key
        at the same time.   "enter"

For the optimum memory configuration (DOS 5.0 or later), the following should be in your Sam & Max boot disk CONFIG.SYS file:
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE RAM 2048
DOS=HIGH, UMB
FILES=20
BUFFERS=20

You should add to the boot disk relevant files for your particular sound card and mouse to ensure you will receive full support from these peripherals. Please not that the instructions above are meant or un-compressed hard drives. Boot your machine with this disk in the A: drive and it will come up with the maximum amount of memory possible.

DOS 6,0 includes a memory management utility called MemMaker. It will assist you freeing up as much free RAM as possible. Please refer to your original Microsoft documentation for further information and instructions.

Compression Programs This game was designed to run optimally on an un-compressed hard drive. If you choose to compress your hard drive, the game's performance could be effected in various ways. Thee effects may vary depending upon which compression program you choose to run.

Sound Cards If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. Most sound card problems are due to configuration errors. If you are using a sound card that is not listed on the system sticker on the outside of the box, or are running a sound card in emulation mode, your sound may not perform optimally. Sound card performance will also be effected if you do not have enough free memory. Please be certain that you meet the minimum requirement for free RAM.

Mouse Setup If you are having difficulty with your mouse, please be certain that its device driver has been installed and loaded properly. Windows and other software packages often have built-in mouse drivers that will not function outside of their own environment. Most mouse drivers can be loaded by typing "mouse" or a similar command at the C: prompt. Please consult the original documentation that came with your mouse to find more information about enabling commands.

Erratic behaviour in a mouse may also be due to a hardware conflict or incompatible mouse driver. Please check with your mouse's manufacturer to be certain you are using the most recent driver version.

About Sam & Max Hit the Road™

Welcome, Crimestompers! Before we hit the road with Sam & Max™ in pursuit of hyperthyroid thugs and sinister Sasquatch-nappers, you need a few facts on the case from the files of the Freelance Police:

It started simply enough with a call from the Commissioner. Soon Sam & Max were screaming down the highway (they have to scream since their siren broke) to the Kushman Bros. Carnival, where they learned that Bruno the Bigfoot and Trixie the Giraffe-Necked Girl had disappeared. They soon discovered this was part of a larger pattern of bigfoot disappearances, and all the clues would take them on a meandering romp across tacky U.S. tourist traps.

Solving this case is up to you! You direct the actions of Sam & Max, tearing down the road with mayhem on their minds and Corn Duds™ on their breath, on a peril-fraught mission to make the world safe for Sasquatches and sentient mammals everywhere!

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might want to solve another puzzle first, find and use a new object, or highway surf for a while. Stick with it and use your imagination... you and the Freelance Police *will* eventually bag your perpetrator!

Copy Protection

When the game first starts, Sam & Max are frantically searching through their wardrobes to find appropriate outfits. After you press a key, you will be directed to dress one of them. Find the appropriate page in the manual, then click on the arrows to find the appropriate items of clothing for the appropriate character. As you click on each item, it will be magically transferred to Sam's or Max's body. When you have finished dressing your character, press the big red button. If you get it wrong, you will have one chance to try again.

Playing the Game

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

As the story opens, Sam & Max are hanging out at their office when the phone rings . These non-interactive sequences are known as "cut-scenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Sam & Max deliver the goods in Bosco's Market. When you are viewing a cut-scene, you do not direct the action.

You begin directing Sam's actions as soon as the phone call is over. Max sort of does his own thing and follows along. If you have played an adventure game before, you may be saying, "Where's my inventory? Where's my interface?" Don't worry. We wouldn't leave you without an interface or inventory. Start clicking the right mouse button to cycle through the various verb icons:

Verb Icon   Function

Go in/out of inventory box

Icon	Function
	Look at
	Cannot look at
	Pick up
	Cannot pick up
	Talk to
	Cannot talk to
	Use
	Cannot use
	Walk (default)
	Stand still
	Use Max

These verb icons are also located in the inventory box (except the "walk" verb).

If you run any of the verb icons over a "hot spot" on the screen, the icon will animate. For example; move the closed eye icon over the TV set in the office. The eyeball will open. Now click your left mouse button and see what happens. Try the "use" icon with the TV.

To pick up an item, click the right mouse button until the pick-up icon comes up, and then click the left mouse button on the object you wish to pick up. The cursor will then become the object and you may then place it in your inventory box. You can also use an object in your inventory either with another inventory object or with an object on the screen.

The Max verb icon has a special function, as it enables Sam to enlist Max's help at certain points in the game. With the "Max" cursor, click on any object (inanimate or animate) that you think needs Max's help.

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone Sam & Max meet will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to

him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. You may even have more than one question to ask certain characters. To talk with characters, right click through the cursor options until you see the mouth, or TALK TO option. Move it to the character you wish to talk to, and, when the mouth opens, left click on the character.

During a conversation, you select what Sam may say by choosing icons.

Dialogue
Icon   Function

    Question

    Declaration

    Non-sequitur

    Stop

You may also see other icons on the dialogue icon line. These represent subjects for conversations. For instance, if Sam is talking to someone and you click on the Bruno the Sasquatch icon, Sam will ask about Bruno.

Don't worry – we'll never punish you for selecting the "wrong" or funny dialogue function. After all, you're playing this game to have fun, aren't you? Well, aren't you?!?!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (F1 or F5 on most computers – see your reference card for more information).

To load a game you have saved, use the Save/Load Game function key any time after *Sam & Max Hit the Road* has started.

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played *Sam & Max Hit the Road* several times (and who wouldn't), you may want to use this function to skip over scenes you have seen before.

To restart the game from the beginning, press the key indicated on your reference card (F8 on most computers).

To pause the game, press the SPACE BAR. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers). When

you've finished reading a line of dialogue, you can press the Done key (the period "." on most computers) to clear the line and proceed (this does not work if the characters are speaking in digitized voice).

Use the keys indicated on your reference card to adjust the music volume (hard brackets – [and] – on most computers) and the digital sound volume (semicolon – ; and apostrophe – ' on most computers). If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level.

To quit the game, press the key combination indicated on your reference card (Alt-X on most computers). If you plan to return to the game you're presently playing, remember to save the game before quitting.

Screen Savers

Don't panic if you get up to answer the phone and when you come back it looks as if your screen is melting or has been invaded by tiny Sams & Maxes. We have included as a *special free feature* a number of entertaining screen savers to protect your monitor. Merely click your mouse, and everything should return to normal. If not, *then* you can panic.

NORMAL INTERFACE KEYS:

w - cursor changes to walk-to

t - cursor changes to talk-to

u - cursor changes to use

p - cursor changes to pick-up

l - cursor changes to look-at

o - if there's an object on the cursor cycle, the cursor will change to it

e - if there's an object on your cursor, sam will look (eyeball, if you will) at it. (this saves the trouble of having to put objects back in the inventory to look at them)

i - toggle inventory off and on

d - cycle cursor forward through the inventory

a - cycle cursor backward through the inventory

s - jump cursor to end of inventory

z - jump cursor to start of inventory

GENERALLY USEFUL KEYS:

b - flip game in and out of film noir (black & white) mode

v - flip game in and out of dummy verb mode, where verb cursors have names under them.

q - quits mini-games (Wak-A-Rat,™ Hiway Surfin',™ CarBomb,™ etc.)

-/= - decrease/increase text speed

[/] - decrease/increase music volume

;/' - decrease/increase sfx volume

"esc" - bypass cut scenes (where applicable)

. (period) - skips text speech

f1 or f5 - save/load game

f8 - restart game

ctrl-c or alt-x - quit (without saving)

ctrl-v - displays the version number

spacebar - pause game

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the story, not typing in synonyms until you stumble upon the computer's word for a certain object.

How to Play Sam & Max Hit the Road
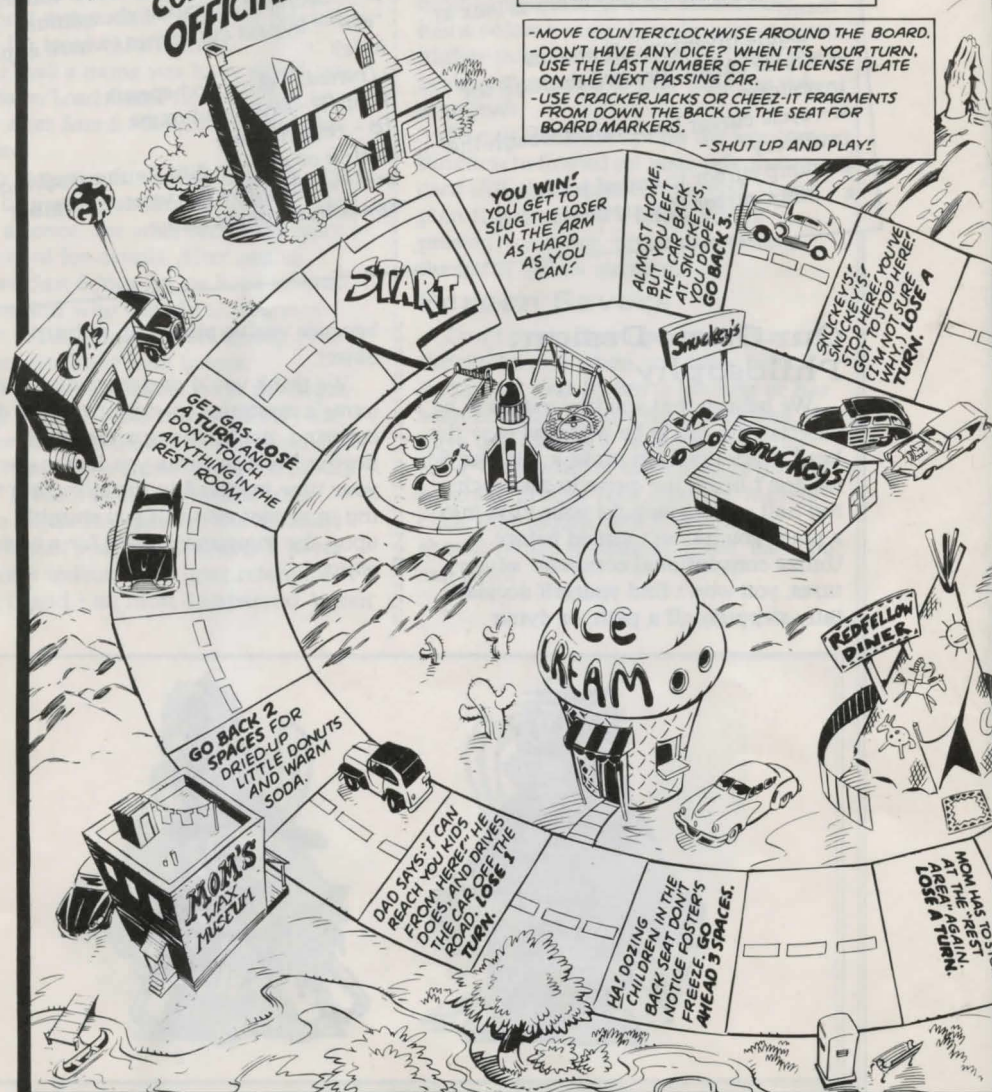
A Few Helpful Hints

Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met. Chances are, there will be a connection that will put you back on track.

If you want to speed up game play, you can order a hint book from U.S. Gold Ltd., 021 326 6418.

Using Binoculars

Any good detective should know how to use binoculars, especially the electric kind you find in tourist hangouts.

You never know when you will want to track down a miscreant in a Winnebago. Once you have made sure that the binoculars are in good operating condition, look through them. You will see a needle like the one under the screen picture below. When the needle is at dead center, the binoculars will stop. You can speed up or slow down the binoculars by using the right or left mouse buttons. Click on the right or left side of the needle to switch direction. Happy peeping!

But Wait! That's Not All... Perceptive Crimestompers Discover Hidden Games!!!

Because Sam & Max believe crimestomping should be fun, as an extra added additional bonus at no extra added additional charge, we have included a decorative assortment of

entertaining mini-games. Here are some instructions and hints for these added diversions. Press "Q" to quit any mini-game.

WAK–A–RAT™ At the carnival

Experienced rat-whackers know to click on the hole as the rat is on the way up, not down. 20 rats whacked win you a keen prize!

HIWAY SURFIN'™
Southwest corner of map

Use the right mouse button to change lanes, the left mouse button to jump. Jump as many highway signs as possible. Scoring is 5 points for jumping over a sign. If Max jumps off the top of a sign he gets 20 points. If he jumps off several signs in a row, 20 points are added with each new sign, (40 for the second, 60 for the third, etc.) Crashing into them loses time for Max.

GATOR GOLF™
Southeast corner of map

There are two ways to play this game. One is to use golf balls to hit the various targets on the miniature golf course and see what happens. Click with "use" icon on the ball bucket and your cursor should become crosshairs. Your cursor becomes a golf flag anytime it's in an area Sam can hit with a golf ball. Move the flag where you want the ball to land, then left click. Now click on the "swing" button.

With the other variation, you are

ARE YOU GETTING ALL THIS DOWN, MAX?

I'M STILL TRYING TO FIGURE OUT WHERE MY BODY WENT!

trying to attract gators for a specific purpose. Here you must provide your own gator lure, and use the golf flag to select a spot in front of the gators where you want them to swim. Otherwise, game play is exactly the same.

CAR BOMB™ *Snuckey's spin rack*

This game is played just like that stupid strategy board game you used to play with your kid brother. First click on a car and drag it over to the left-hand grid on the bottom. Cars can be

rotated 90° by clicking the right mouse button. Place the rest of your cars in the same manner. You also have trampolines to place. These are single squares that are "parked" in the same area as your cars, and, when placed, will bounce your opponent's bombs back to their home territory. Now pick your bombs—either the conventional bombs to the left which take out one square, or one of the two nukes on the right, that take out nine squares. Place your bombs on the top grid where you think Max's cars are.

SAM & MAX DRESS-UP BOOK™

Snuckey's spin rack

Here are lovable but naked Sam & Max, waiting for YOU to provide them with their new wardrobes. Click on either the left or right arrows, then click on the wardrobe item(s) you want Sam or Max to wear. Click on the arrow again to see how they look. If you want to change clothes, click again on the item of wardrobe you wish to discard, then pick out your new clothes.

MAX'S WAX PAINT BY NUMBERS BOOK™ *Snuckey's spin rack*

Click once to see Max's crayon box. Move the crayon's tip over the color you want to use, then click to select that color. Now move your crayon to the area you want to color, and click there. If you want to move the box to reveal other parts of the picture, click on the center of the box to turn it into an icon, then move the icon to a new part of the picture. Click on the crayon lid to quit. Continue the coloring process until you have created a masterpiece, then frame your monitor, take it to a gallery and sell it for BIG BUCKS! (Sam & Max make no guarantee as to the marketability of such a dubious item. In fact, they think it's a dumb idea.)

Game Designed by Sean Clark, Mike Stemmle, Steve Purcell, and Collette Michaud

Based on Characters Created by Steve Purcell

Programmed by Sean Clark, Mike Stemmle, Livia Mackin, and Jonathan Ackley

Lead Background Artist: Peter Chan
Background Art: Peter Chan, Paul Mica, Steve Purcell, and Lela Dowling

Animators: Lela Dowling, Jesse Clark, Collette Michaud, Steve Purcell, and Larry Ahern

Art Technicians: Mike Levine and Jesse Clark

3D Art: Ron Lussier and Ralph Gerth

Music by Clint Bajakian, Peter McConnell, and Michael Z. Land

Digital Effects Editing by Jonathan Ackley

Lead Tester: Jo "Captain Tripps" Ashburn
Testing Supervisor: Mark Cartwright

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Special thanks to George Lucas

This manual assumes that you are using a joystick or mouse. See your reference card for keyboard equivalents.

We have your fingerprints, DNA scan and urine sample on a CD, so don't even contemplate giving this game away....

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