

MACINTOSH VERSION USER'S MANUAL

Crimestompers' Coloring Book

How to Play
Sam & Max
Hit the Road™





Macintosh® Quick Reference Section

Contents

Your *Sam & Max Hit the Road* package should contain the following:

- ✓ One Compact Disc
- ✓ One User's Manual
- ✓ One Hint Book
- ✓ Odds 'n' ends that you don't really need in order to play the game

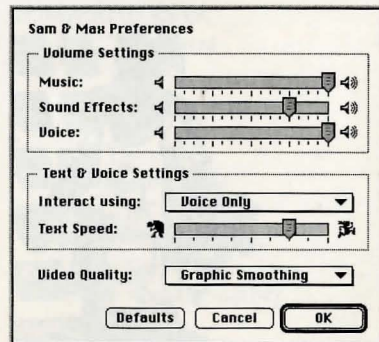
Getting Started

To run *Sam & Max Hit the Road* on your system, simply insert the CD into your CD-ROM drive, wait for the window to show up, and double-click on the *Sam & Max* icon.

If you are running System software prior to version 7.5 (look in "About this Macintosh" under the Apple menu if you're not sure), you need to open the "Items for your System Folder" folder, drag the icons you see onto your System Folder icon, and restart your computer before playing. Note that you only need to do this the first time you run the game.

Setting Preferences

After starting up, you can pause the game and display the menubar by pressing ESC at any time. From there, you can bring up the *Sam & Max* preferences screen by choosing Preferences from the Game menu. The preferences screen (pictured at right) allows you to control the volume levels for voice, sound effects, and music. It also has controls for adjusting the text display



speed and for controlling whether you are interacting with text, voice, or both. The bottom of the preferences screen contains a popup menu for controlling the video display quality; use this menu to trade off speed for video quality if your system is experiencing slowdowns.

Keyboard/Cursor Controls

In general, you will use your mouse for cursor control. The TAB key toggles through the verbs (or actions modes). These are WALK TO, LOOK AT, PICK UP, TALK TO and USE. The 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 the mouse button.

For keyboard cursor control, use either the arrow keys or the keypad. The RETURN key corresponds to the 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 TABing through the verbs until you reach that verb.



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.)
- `** OR **~** (backquote or tilde) bypass cut scenes (where applicable)
- .** (period) skips text speech

COMMAND KEYS:

- Alt T** Toggle text on/off
- Alt S** Save game
- Alt O** Open (load) game
- Alt Q** Quit (without saving)
- Ctrl V** Displays the version number
- Spacebar** Pause game

Memory Alert

Sam & Max requires 4500k free memory to run. If you are having trouble running the game, you should make sure that you have quit out of all other open applications. If you are still running short of memory, you may need to turn off some extensions or control panels installed in your system.

To turn off extensions or control panels if you are running System 7.5 or later: Use the Extensions Manager control panel that shipped with your system. It is suggested that you turn off everything that isn't vital and restart before running *Sam & Max*. To do this conveniently, first save your current configuration by choosing Save Set... from the pop-up menu above the list. Name this set "Standard". Next, turn off everything in Extensions Manager except your CD-ROM driver (either the Apple CD-ROM extension or your particular third-party driver) and choose Save Set... again, naming this set "*Sam & Max*". Now, before you run *Sam & Max*, simply choose your *Sam & Max* set from the pop-up menu in Extensions Manager, and restart your system. To return to your usual setup, choose "Standard" from the pop-up menu and restart again.



If you are running a System version prior to 7.5, you can do exactly the same thing with the Extensions Manager control panel that you copied to your System Folder when you installed the items for your System Folder. You can use the pop-up menu below the extension list to save extension sets, just as described above. However, properly enabling a set with this version of Extensions Manager involves two steps. First, turn off everything by clicking the "All Off" button. Then, enable the set you want by selecting "Enable Set" from the pop-up menu and – while still holding down the mouse button – moving the mouse over the name of the set you wish to turn on. When you've finished, restart your system to enable the set of extensions you have chosen.

IMPORTANT: Some third-party hardware requires their own drivers to operate properly. If this hardware is essential to your running *Sam & Max* (e.g., monitors or disk drives), you will need to make sure that you don't disable the extensions and/or control panels that control the hardware. Consult the users manual for the hardware in question to find out what is essential.

Save/Load Instructions

To SAVE: Choose Save Game from the Game menu, or press Cmd-S. You will be presented with the standard Macintosh interface for saving a file. Navigate to the folder you wish to save in, type a new name, and click the Save button. Click the Cancel button if you have changed your mind and do not wish to save it.

To LOAD: Choose Open Game from the Game menu, or press Cmd-O. You will be presented with the standard Macintosh interface for opening a file, with an additional area to the left of the file list. Navigate to the folder where your saved games live. If you click once on a savegame in the list, a snapshot of where you were will show up in the area to the left of the file list. Double-click on the savegame, or click the Open button to load the game and continue where you left off. Click the Cancel button 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 chose Open Game, be sure to save the game before opening 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 "Read Me" file before contacting technical support. Chances are they will help you out.

VIRTUAL MEMORY This game will run optimally only if you have virtual memory turned OFF. If you attempt to run it while virtual memory is enabled, you will be warned at startup that gameplay will be adversely affected. To turn off virtual memory, go into the Memory control panel, click the "off" button in the virtual memory section, and restart your machine.

PERFORMANCE If you are experiencing poor performance, you should consider using a different video mode, or playing without music. To switch to a lower-quality but faster video mode, simply choose a different mode from the Video menu; or, use the Video Quality pop-up menu (below) in the preferences screen. The standard video mode is Double Size (Cmd-D). To speed up video display, you can choose either Interlaced (Cmd-I) or Small (Cmd-A) modes. If you have a PowerPC based system, you can also try turning on Graphic Smoothing (Cmd-G) for better quality display, though this may slow down your game on slower machines.

Turning off the music can also greatly enhance gameplay speed, especially on non-PowerPC machines. To turn music on and off, select "Music" from the Sound menu (Cmd-M), or set the music volume to its lowest value in the preferences screen.

Video

Small	⌘A
Interlaced	⌘I
✓ Double Size	⌘D

Technical Assistance

Please be certain you have read and checked each part of the troubleshooting section 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.



About Sam & Max Hit the Road™ (Macintosh Version)

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 Big-foot 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!

Verb Icon	Function	Verb Icon	Function
	Go in/out of inventory box		Talk to
	Look at		Cannot talk to
	Cannot look at		Use
	Pick up		Cannot use
	Cannot pick up		Walk (default)
	Use Max		Stand still

Playing the Game

To start the game on your computer, turn to the Quick Reference section on page 3.

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 pressing the TAB key to cycle through the various verb icons:

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 mouse button and see what happens. Try the "use" icon with the TV.

To pick up an item, press the TAB key until the pick-up icon comes up, and then click the 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, TAB 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, click on the character.

Dialogue
Icon

Function



Question



Declaration

Dialogue
Icon

Function



Non-sequitur



Stop

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

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.

Menus & Shortcuts

To pause the game and display the menubar again, press the ESC key. From the menubar, you can access a number of the game's features and options. To resume playing again, choose Resume Game from the Game menu, or simply click the mouse somewhere away from the menubar.

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 choose Save Game from the Game menu.

To load a game you have saved, choose Open Game from the Game menu any time after *Sam & Max* has been started.

To bypass a cut-scene, press the ` or ~ (backquote or tilde) key. After you've played *Sam & Max* 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, choose Restart Game from the Game menu.

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, adjust the Text Speed slider in the *Sam & Max* preferences screen. You can display the preferences screen by choosing Preferences from the Game menu. When you've finished reading a line of dialogue, you can press the Done key (the period "." key) to clear the line and proceed.

To adjust the music, voice, or sound effects volumes, use the appropriate slider in the *Sam & Max* preferences screen. Also make sure the system's volume in the Sound control panel is set higher than level zero before using the slider

Game

Open Game...	⌘O
Save Game...	⌘S
Skip Scene	⌘.
Resume Game	⌘R
Restart Game	
Preferences...	⌘P
Quit	⌘Q

bars to fine-tune the volume levels.

To quit the game, choose Quit from the Game menu. 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.

Audio Tracks

Included on the *Sam & Max* CD-ROM are four CD audio tracks inspired by the game. To listen to these tracks, simply use the audio CD player application (usually found under the Apple menu) that came with your CD-ROM drive. Or, you can just pop the *Sam & Max* CD into a regular CD player, skip over track 1 (that's where the game lives), and play it there.

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

Sound

✓ Music	⌘M
✓ Effects	⌘E
Toggle Text & Voice	⌘T
Text Only	
✓ Voice Only	
Text & Voice	

your time involved in the story, not typing in synonyms until you stumble upon the computer's word for a certain object.

A Few Helpful Hints

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

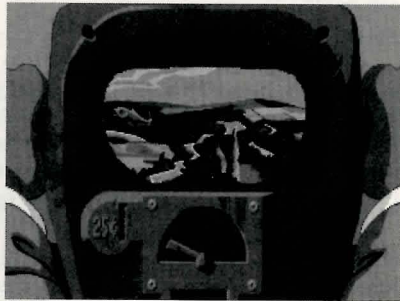
If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met. Chances are, there will be a connection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

If you want to access our automated hint line, call 1-900-740-JEDI (1-900-740-5334) in the United States only. The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

If you need technical assistance, refer to Troubleshooting Section on page 8 of the Quick Reference section or call 1-415-507-4545. We're sorry, but absolutely no hints can be given on this line.

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 clicking



on the left and right sides of the needle. 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 TAB key to change lanes, the 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 click. Now click on the "swing" button.

With the other variation, you are 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 pressing the TAB key.



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.)

This manual assumes that you are using a mouse. See the Quick Reference section for keyboard equivalents.

ANY QUESTIONS?

Call our Technical Support line at:

415-507-4545

When you call please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: make, model, peripherals, RAM and disk size, graphics card, and monitor. You can also write to Technical Support at:

LucasArts Entertainment Co.
P.O. Box 10307, San Rafael, CA 94912

Product Support hours are 8:30 am to 6:00 pm Pacific Standard Time, Monday-Thursday; 8:30 am to 5:00 pm Pacific Standard Time, Friday.

WHERE TO FIND US ONLINE

CompuServe
Send mail to 75300, 454 Game Publisher's Forum A (Go GAMAPUB)

America On-line
Keyword "Lucas"

Internet E-Mail
Send mail to
"75300.454@compuserve.com"

Home Page
<http://www.lucasarts.com>

TECHNICAL SUPPORT FAX

415-507-0300

TECHNICAL SUPPORT BBS

415-507-0400

For file download only.

NEED MORE HINTS?

Please do not call Technical Product Support for HINTS, as they do not give hints over the phone. However, you may call our 24-hour automated hint line at:

1-900-740-JEDI

(1-900-740-5334) This service costs 75 cents a minute, and you must be over 18 years old or have your parents' permission to call.

WOULD YOU LIKE TO ORDER GAMES, STRATEGY GUIDES AND OTHER NEAT STUFF THROUGH THE MAIL?

1-800-98-LUCAS

(1-800-985-8227)

or FAX: 818-587-6629

Mailing Address:

P.O. Box 9367, Canoga Park, CA 91309-0367

Game Designed by Sean Clark,
Mike Stemmler, Steve Purcell, and
Collette Michaud
Based on Characters Created by
Steve Purcell
Programmed by Sean Clark,
Mike Stemmler, Livia Mackin, and
Jonathan Ackley
Macintosh version programmed by
Aaron Giles
Macintosh version:
Production Associate Manager: Brett Tosti
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
Macintosh Lead Tester: Dana Fong
Macintosh Assistant Lead Tester:
Erik Ellestad
Testing Supervisor: Mark Cartwright
Testing by Chip Hinnenberg, Brett Tosti,
Dan Connors, Wayne Cline, Matt
Forbush, Dana Fong, Chris Snyder and
Doyle Gilstrap
Macintosh Testing by: Dan Pettit, Theresa
O'Connor, John Hannon, Janene

Gunning, Kevin Wallace
SCUMM Story System by Ron Gilbert,
Aric Wilmunder, Brad P. Taylor, Vince
Lee, Sean Clark, and Mike Stemmler
iMUSE™ Music System by Michael Z. Land
and Peter McConnell
Voices Produced and Directed by
Tamlynn Barra
Voice Technology by Aric Wilmunder
Produced and Directed by Sean Clark and
Mike Stemmler
Product Marketing Manager:
Barbara Gleason
Public Relations by Sue Seserman,
Camela Boswell and Tom Sarris
Product Support Manager: Mara Kaehn
Product Support by Tabitha Tosti, Jason
Deadrich, Andrew Nelson, and
Lleslle Aclaro
International Manager: Lisa Star
Administrative Support by Debbie
Epidendio, Dawn Yamada, Lori Beck,
Judy Allen, Christin Buhlig, and
Amanda Neuhoﬀ
Key Accounts Manager: Meredith Cahill
Manufacturing Manager: Jason Horstman
Package Design by Steve Purcell and
Moore & Price
Illustrated by Steve Purcell
Manual Written by Jo "Captain Tripps"
Ashburn and Brett Tosti
Manual Edited by Barbara Gleason
Manual Design by Shepard Associates
Print Production by Carolyn Knutson
Special thanks to George Lucas

LIMITED WARRANTY

Notice: LucasArts Entertainment Company ("LEC") reserves the right to make changes in the product described in this manual at any time and without notice.

The enclosed software product and this manual are copyrighted and all rights are reserved by LEC. No part of this manual or any of the accompanying materials may be copied, reproduced, or translated in any form or medium without the prior written consent of LEC.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media supplied as part of this product prove to be defective, and provided that the consumer purchaser returns the media to LEC in accordance with the instructions in the following paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) if the media proves to be defective after the expiration of the ninety (90) day warranty period, LEC will replace the defective media for a fee of \$7.50 per floppy disk or \$5.00 per Compact Disc (as applicable).

To obtain a replacement floppy disk or CD, please return the floppy disk or CD only, postage prepaid, to LEC, at the address below, accompanied by proof of date of purchase, a description of the defect, and your name and return address. To replace defective media after expiration of the warranty period, send the floppy disk or CD only, postage prepaid, to LEC at the address below, enclosing proof of purchase, a description of the defect, your name and return address, and a check for \$7.50 per floppy disk or \$5.00 per Compact Disc (as applicable). LEC will mail a replacement to you.

THE ENCLOSED SOFTWARE, MEDIA AND DOCUMENTATION ARE PROVIDED "AS IS." EXCEPT FOR THE NINETY (90) DAY WARRANTY REGARDING DEFECTIVE MEDIA SET FORTH ABOVE, LEC MAKES NO WARRANTIES WHATSOEVER REGARDING THE ENCLOSED SOFTWARE, MEDIA AND DOCUMENTATION, WHETHER WRITTEN OR ORAL, EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITING THE GENERALITY OF THE FOREGOING, WARRANTIES AND CONDITIONS OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, EVEN IF LEC HAS BEEN INFORMED OF SUCH A PURPOSE. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS AND PERFORMANCE OF THE SOFTWARE, MEDIA AND DOCUMENTATION IS ASSUMED BY YOU. IN NO EVENT WILL LEC BE LIABLE TO YOU OR ANYONE ELSE FOR ANY CONSEQUENTIAL, SPECIAL, OR INDIRECT DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF IMPLIED WARRANTIES AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, AND THUS THE PRECEDING LIMITATION AND/OR EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE. YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THIS PRODUCT.

Sam & Max Hit the Road game © and © 1994 LucasArts Entertainment Company. Sam & Max is a trademark of Steve Purcell. All Rights Reserved. Used Under Authorization. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. iMUSE is a trademark of LucasArts Entertainment Company. iMUSE U.S. Patent No. 5,315,057. All other trademarks are hereby acknowledged as the proprietary property of their respective owners.

LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912



1062105