

SEASON TWO

SAM & MAX

BEYOND TIME AND SPACE



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INSTRUCTION BOOKLET

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GETTING STARTED

THE README FILE

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

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

INSTALLATION

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

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

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

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

INSTALLATION OF DIRECTX

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



INTRODUCTION



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

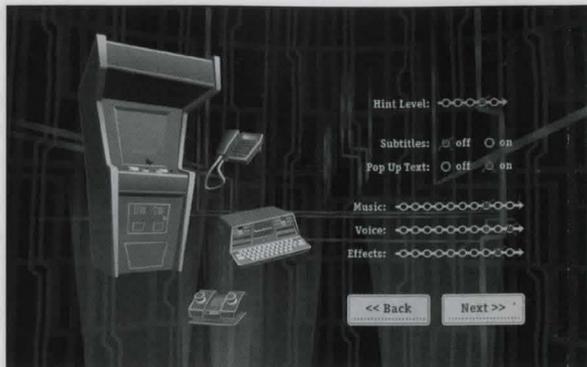
Max is the three foot "rabbity thing" with the saw blade grin and the impulsive nature of the average piranha. Together, they patrol the sticky streets of a fantastical New York City, righting wrongs, pummeling perps, and ridding the urban landscape of the shifty legions of "self-propelled gutter trash"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

LAUNCHING THE GAME

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

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

THE SETUP WIZARD



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

TUTORIAL

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

HINTS

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

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

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

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

PLAYING THE GAME



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

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

SNIFFING FOR CLUES



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

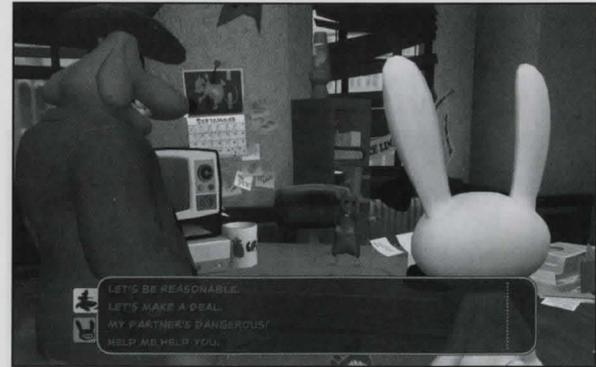
A lot of the fun in *Sam & Max Beyond Time and Space* comes from the witty responses that Sam and the other characters make when you interact with objects in the environment, so even if you think you've seen it all, be sure to click liberally!

USING THE GUN

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

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

INTERROGATING SUSPECTS



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

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

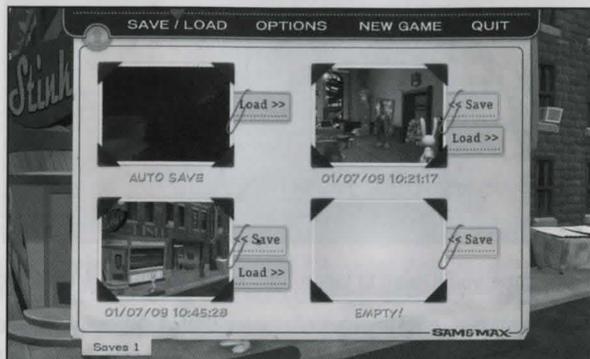
DRIVING AND OTHER MINI-GAMES



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

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

SAVING AND LOADING



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

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

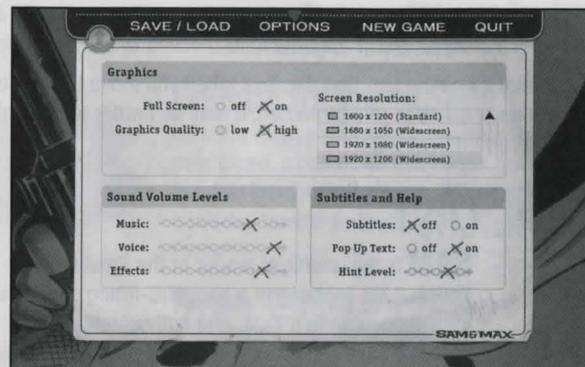
Note: The first slot is reserved for auto-save. Any game saved on that slot will be overwritten by the auto-save.

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

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



CHANGING GAME OPTIONS



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

GRAPHICS OPTIONS

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

SOUND VOLUME LEVELS

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

SUBTITLES AND STUFF

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

MEET THE CAST



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



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



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



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



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

THE EPISODES

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



EPISODE 1: ICE STATION SANTA

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



EPISODE 2: MOAI BETTER BLUES

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



EPISODE 3: NIGHT OF THE RAVING DEAD

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



EPISODE 4: CHARIOTS OF THE DOGS

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



EPISODE 5: WHAT'S NEW, BEELZEBUB?

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

THE FIRST 5 MINUTES OF GAMEPLAY

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

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

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

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

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

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



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www.atari.com/samandmax

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

atarisupport.com

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

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

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

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