

Sam & Max Hit the Road™

IBM® Reference Card

Contents

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

- ✓ One CD
- ✓ One User's Manual
- ✓ This Reference Card

Getting Started

To install *Sam & Max Hit the Road* insert the CD into your CD-ROM drive, type D: and press ENTER.

When you see the "D:" 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 the 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 the left mouse 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 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.)

- t - cursor changes to talk-to
- p - cursor changes to pick-up

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 I
	Louder I
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

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.

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 note that the instructions above are meant for uncompressed 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 uncompressed 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

ANY QUESTIONS? Call our technical Support line at: 0171-368 2266. 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, amount of RAM and disk size, graphics card type, make and model of soundcard, as well as the information in your CONFIG.SYS and AUTOEXEC.BAT files.

You can also write to Technical Support at:

Virgin Interactive Entertainment (Europe) Ltd.,
2 Kensington Square,
London W8 5RB

Customer Services FAX: 0171-468 2000

Customer Services BBS: 0171-468 2022

24 hours. Not a message base, for file download ONLY.

NEED MORE HINTS? Please do not call Technical Support for HINTS, as they do not give hints over the phone. However, you may call our 24-hour automated hint line at: 0891-333529. This service costs 39p per minute, and you must be over 18 years old or have your parents' permission to call. Max 7 minutes. Price as advertised correct at time of release (September 1996). Service available to UK residents only.

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