

# Crimmestomppers' Coloring Book

How to Play  
Sam & Max  
Hit the Road™





## 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.

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 by mailing in your reference card and a check or money order for \$7.50 (U.S. funds) to LucasArts Entertainment Company; P.O. Box 10307; San Rafael, CA 94912. Of course, if you have lost your manual, you have also lost this information. 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, 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



Look at



Cannot look at



Pick up



Cannot pick up



Talk to



Cannot talk to



Use



Cannot use



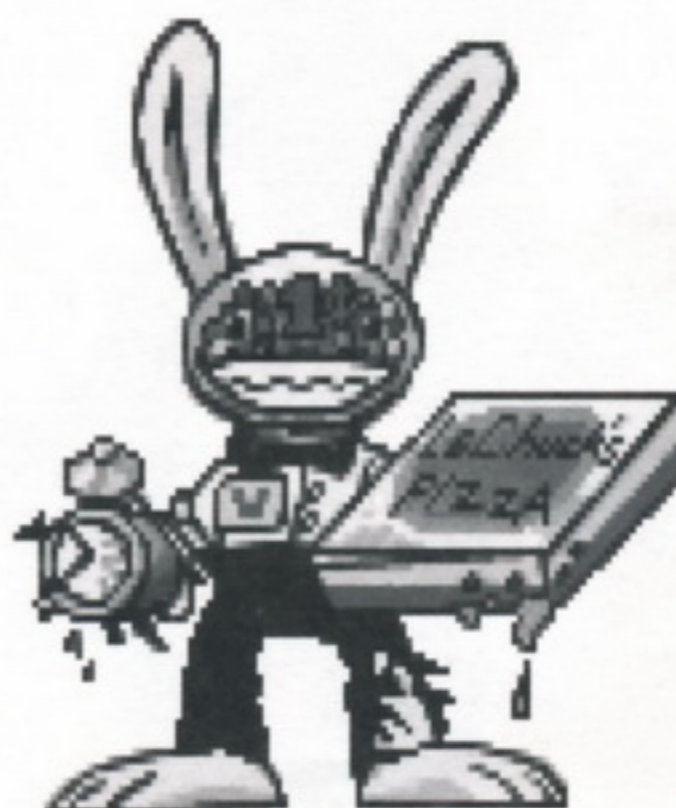
Walk (default)



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.

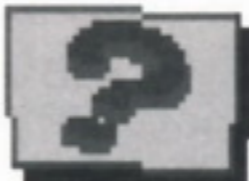



The Max verb icon has a special function, as it enables Sam to enlist Max's help at certain points in the game. With the "Max" cursor, click on any object (inanimate or animate) that you think needs Max's help.

## 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,<sup>™</sup> Hiway Surfin',<sup>™</sup> CarBomb,<sup>™</sup> 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.





## 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 LucasArts Entertainment Company. In the United States and Canada: 1-800-STAR-WARS (1-800-782-7927).

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 the Troubleshooting Guide on your reference card or call 1-415-721-3333. 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 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™**

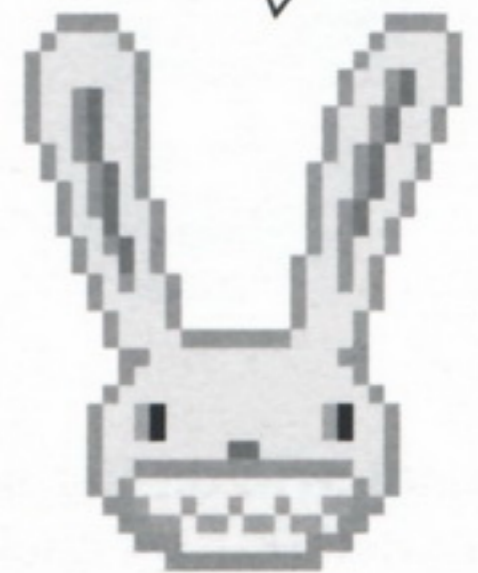
*Southeast corner of map*

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.

ARE YOU  
GETTING ALL THIS  
DOWN, MAX?



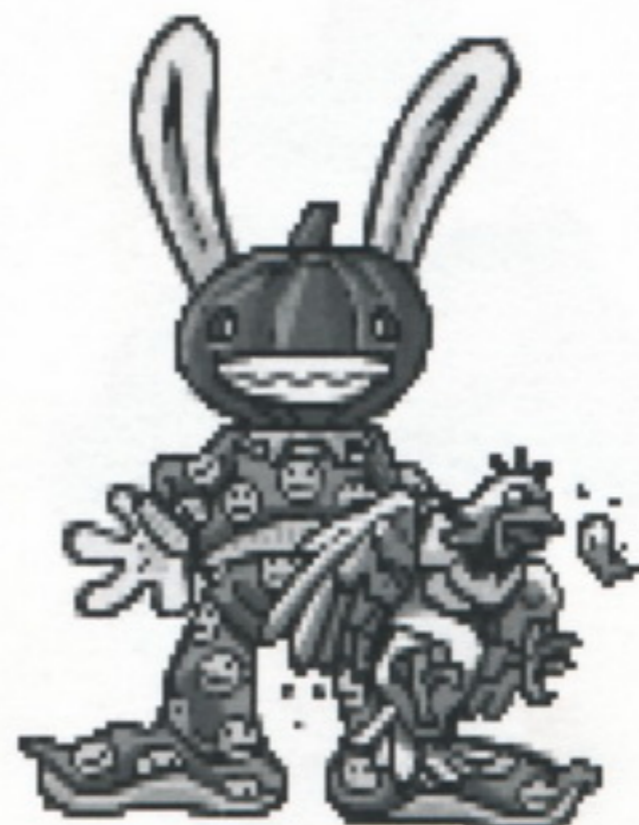
I'M STILL  
TRYING TO FIGURE  
OUT WHERE MY  
BODY WENT!



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.

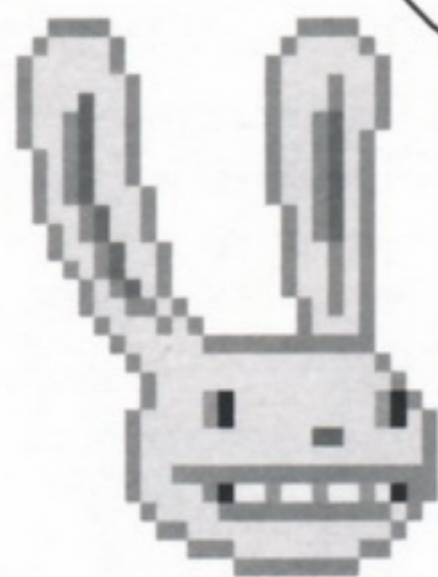
**CAR BOMB™** Snuckey's spin rack

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-





THEY'RE LIKE  
SIPPING A SLUSHEE  
TOO FAST FOR HOURS  
ON END!



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 Stemmler, Steve Purcell, and  
Collette Michaud

Based on Characters Created  
by Steve Purcell

Programmed by Sean Clark, Mike Stemmler,  
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

Testing by Chip Hinnenberg, Brett Tosti, Dan  
Connors, Wayne Cline, Matt Forbush,  
Dana Fong, Chris Snyder and Doyle  
Gilstrap

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 and  
Camela Boswell

Product Support Manager: Khris Brown

Product Support by Mara Kaehn, Tabitha  
Tosti, Jason Dadrach, Andrew Nelson, and  
Lleslle Aclaro

International Administrator: Lisa Star

Administrative Support by Debbie  
Epidendio, Dawn Yamada, Lori Beck, Judy  
Allen, Christin Buhlig, and Amanda  
Neuhoff

Distribution Manager: Meredith Cahill

Package Design by Steve Purcell and  
Moore & Price

Illustrated by Steve Purcell

Manual Written by  
Jo "Captain Tripps" Ashburn

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.

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





**LIMITED WARRANTY**

Notice: LucasArts Entertainment Company 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 the copyrighted property of LucasArts Entertainment Company All Rights Reserved. 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 LucasArts Entertainment Company

LucasArts Entertainment Company warrants to the original consumer purchaser that the diskettes 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 any diskettes supplied as part of this product prove to be defective, and provided that the consumer purchaser returns such defective diskettes to LucasArts Entertainment Company in accordance with the instructions in the following paragraph, LucasArts Entertainment Company will replace any defective diskette: (a) free of charge to the consumer purchaser, if the diskette proves to be defective within the ninety (90) day period following the date of purchase, and (b) if the diskette proves to be defective after the expiration of the ninety (90) day warranty period, LucasArts Entertainment Company will replace the defective media for a fee of \$7.50 (U.S. Funds) per diskette.

To obtain a replacement diskette, please return the diskette only, postage prepaid, to LucasArts Entertainment Company, at the address specified below, accompanied by proof of date of purchase, a statement describing the defect, and your name and return address To replace defective media after expiration of the warranty period, send the diskette only, postage prepaid, to LucasArts Entertainment Company at the below address, enclosing proof of purchase, a statement describing the defect, your name and return address, and a check for \$7.50 (U.S. Funds) per diskette LucasArts Entertainment Company will mail a replacement to you.

THE SOFTWARE, DISKETTES, DOCUMENTATION AND OTHER MATERIALS INCLUDED WITH THIS PRODUCT (COLLECTIVELY, THE "PRODUCT") ARE PROVIDED "AS IS." EXCEPT FOR THE LIMITED REPLACEMENT WARRANTY SET FORTH ABOVE, LUCASARTS ENTERTAINMENT COMPANY MAKES NO WARRANTIES, EITHER EXPRESS OR

IMPLIED (INCLUDING WITHOUT LIMITATION ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, EVEN IF LUCASARTS ENTERTAINMENT COMPANY HAS BEEN ADVISED OF SUCH PURPOSE) WITH RESPECT TO THE PRODUCT. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS AND PERFORMANCE OF THE PRODUCT IS ASSUMED BY THE USER. IN NO EVENT WILL LUCASARTS ENTERTAINMENT COMPANY BE LIABLE FOR ANY SPECIAL, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR EXEMPLARY DAMAGES IN CONNECTION WITH THE POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND (TO THE EXTENT PERMITTED BY LAW) DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS ENTERTAINMENT COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS PLEASE NOTE THAT 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 LIMITATIONS AND/OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS OF YOUR STATE. YOU AGREE THAT IN NO EVENT WILL LUCASARTS ENTERTAINMENT COMPANY'S LIABILITY FROM ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT OR OTHERWISE) IN CONNECTION WITH THIS PRODUCT EXCEED THE AMOUNT ACTUALLY PAID BY THE USER FOR THE USE OF THE PRODUCT.

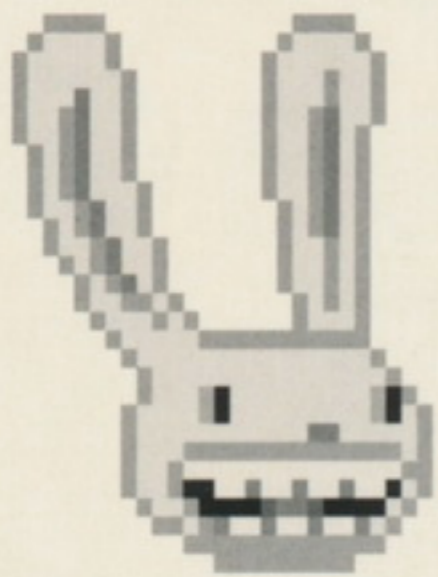
LucasArts Entertainment Company,  
P.O. Box 10307, San Rafael, CA 94912.

*Sam and Max Hit the Road*™ and © 1993 LucasArts Entertainment Company. All Rights Reserved. Used under Authorization. *Sam and Max* is a trademark of Steve Purcell. The LucasArts logo is a registered service mark of LucasArts Entertainment Company *iMUSE* and LucasArts are trademarks of LucasArts Entertainment Company *iMUSE* patent pending *Day of the Tentacle* game © 1993 LucasArts Entertainment Company. *Indiana Jones and the Fate of Atlantis* game © 1992 LucasArts Entertainment Company All Rights Reserved. Used Under Authorization. *Day of the Tentacle*, *Indiana Jones and the Fate of Atlantis* and LucasArts are trademarks of LucasArts Entertainment Company *Indiana Jones* and *Maniac Mansion* are registered trademarks of Lucasfilm Ltd. IBM is a registered trademark of International Business Machines.





THIS GAME SOUNDS  
LIKE A LOT OF FUN, SAM, BUT  
WHAT I'D REALLY LIKE TO SEE IS A MIND-  
NUMBINGLY LONG LIST OF PUZZLE  
HINTS AND OBJECT LISTS



YOU AND  
ME BOTH, LIL'  
BUDDY!

Not sure what to do with Jesse James' severed hand? Can't find Doug, the Mole Man? The puzzles in the *Mystery Vortex* are giving you a headache? Losing sleep over what to do next?

What you need is an official *Sam & Max Hit the Road Hintbook*, the book with all the answers to these burning ques-

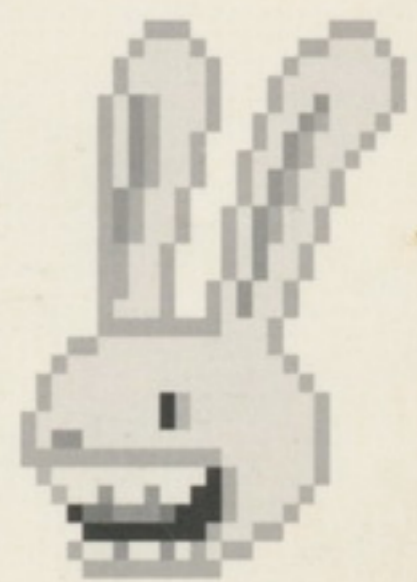
tions. Bonus: built-in cartoon flip book and more *Sam & Max* comics.

Call 1-800-STAR WARS to order. Emergency hints given on our LucasArts Hint Line 1-900-740-JEDI at just 75¢ a minute (callers MUST be over 18 or have their parents permission before calling).

If you loved *Sam & Max Hit the Road*, be sure to look for the hilarious interactive cartoon *Day of the Tentacle*, the whacked-out sequel to *Maniac Mansion*. Dr. Fred Edison's mutated purple tentacle is out to take over the world and only you can stop him. Inspired by the classic cartoon style of Chuck Jones, this cartoon world and its crazed characters set a new standard in graphics and sound. Winner of *Computer Game Review's* Triad Award. For the IBM and IBM CD-ROM. (The enhanced CD-ROM "Talkie" version... a must have!)

For the "I LOVE INDY" fan, *Indiana Jones® and the Fate of Atlantis* will have you gripping your mouse with sweaty excitement. This award-winning graphic adventure is the largest, most complex game from LucasArts. The IBM CD-ROM "Talkie" version has over 8,000 lines of dialog spoken by professional actors;

ARE THERE  
ANY OTHER GOOD  
GAMES FROM  
LUCASARTS?



with multiple pathways and over 200 locations. For the IBM and IBM CD-ROM.

Both *Day of the Tentacle* and *Indiana Jones and the Fate of Atlantis* are available now at your favorite retailer or call 1-800-STAR WARS.