

TIPS FOR PLAYING THE GAME

I want you to feel comfortable while playing – you can relax, laugh, and grimace – feel as if you’re playing a game in a friend’s house or by yourself. However, during gameplay:

- **try to keep our eyes on the screen.**
- **don’t stand up from the seat (unless necessary).**
- **don’t chit-chat with other people in the lab.**

The game's narrative: You will play a fragment of *Sam & Max*. It is a logical comedy game for kids and teenagers (PEGI: 12) based on the comic book series *The Freelance Police* from 1987. You play as a stoic and eloquent detective-dog named Sam. With his good old hot-tempered rabbit partner Max, the duo is tasked with a mission to solve a mystery. As an IT crisis looms, a viral videogame holds its players hostage. Can the freelance police crack this case to avoid worldwide cyber-system failure?

First, the duo must collect evidence and hear witnesses’ testimonies. **You can access 4 locations:**

❖Sam & Max's detective agency ❖City streets ❖A self-service shop ❖A business facility „At Sybil's”.

HOW TO PLAY:

To play, you only need to use the mouse. As in all adventure games, the play focuses on interacting with the world inside of the videogame.

You interact with the gameworld by **hovering your mouse pointer** over elements in the gameworld that interest you.

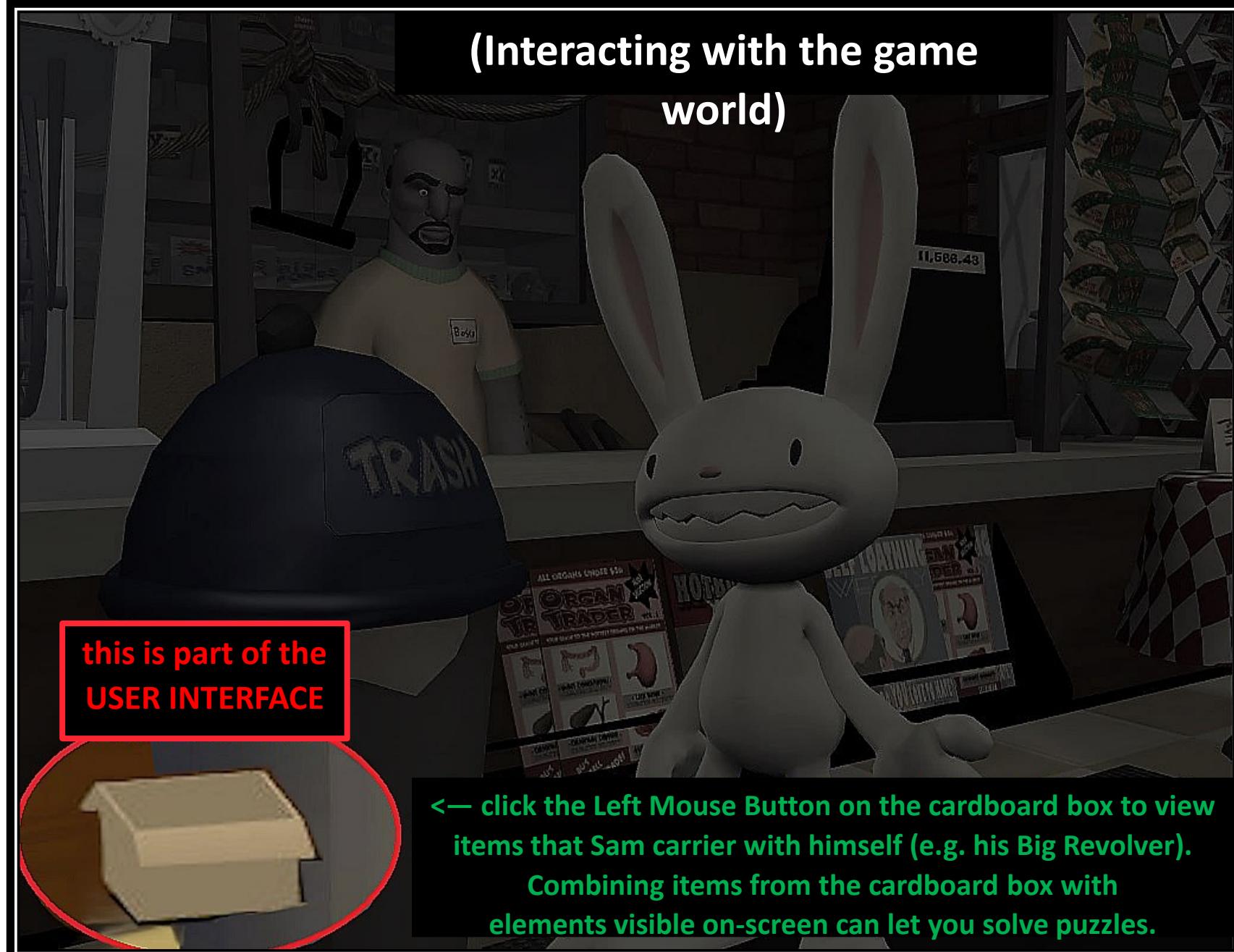
You select them with the **Left Mouse Button**. You can speak with characters the same way.

You move around the world similarly – by clicking on the floor with the **Left Mouse Button**.

Puzzles may require creatively combining items.

Tips for playing Sam & Max:

- In the left bottom corner of the screen you see a *cardboard box* with every item you have (Sam has). *Display* those items by pressing the **Left Mouse Button** on the box.
- You can *select* any item *displayed* like this by pressing the **Left Mouse Button** on it.
- The **Right Mouse Button** cancels your *selection* and *hides* items to the box. The **Right Mouse Button** also *skips* dialogues.

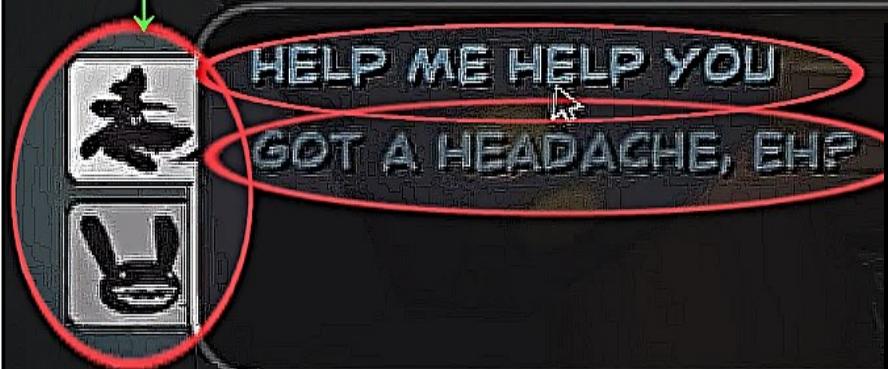


(Interacting with the game world)

<— click the **Left Mouse Button** on the cardboard box to view items that Sam carries with himself (e.g. his Big Revolver). Combining items from the cardboard box with elements visible on-screen can let you solve puzzles.

(Interrogating witnesses and suspects)

Sometimes you can choose between the portraits of Sam and Max, to decide who speaks during the hearing (Sam is the good cop and Max is the bad cop – their dialogue options differ)



<— click one of the dialogue options to select the order in which Sam and Max hear the suspects (your choices have no negative consequences – it's the “order” of dialogues that you choose, so just choose the questions that interest you the most!)