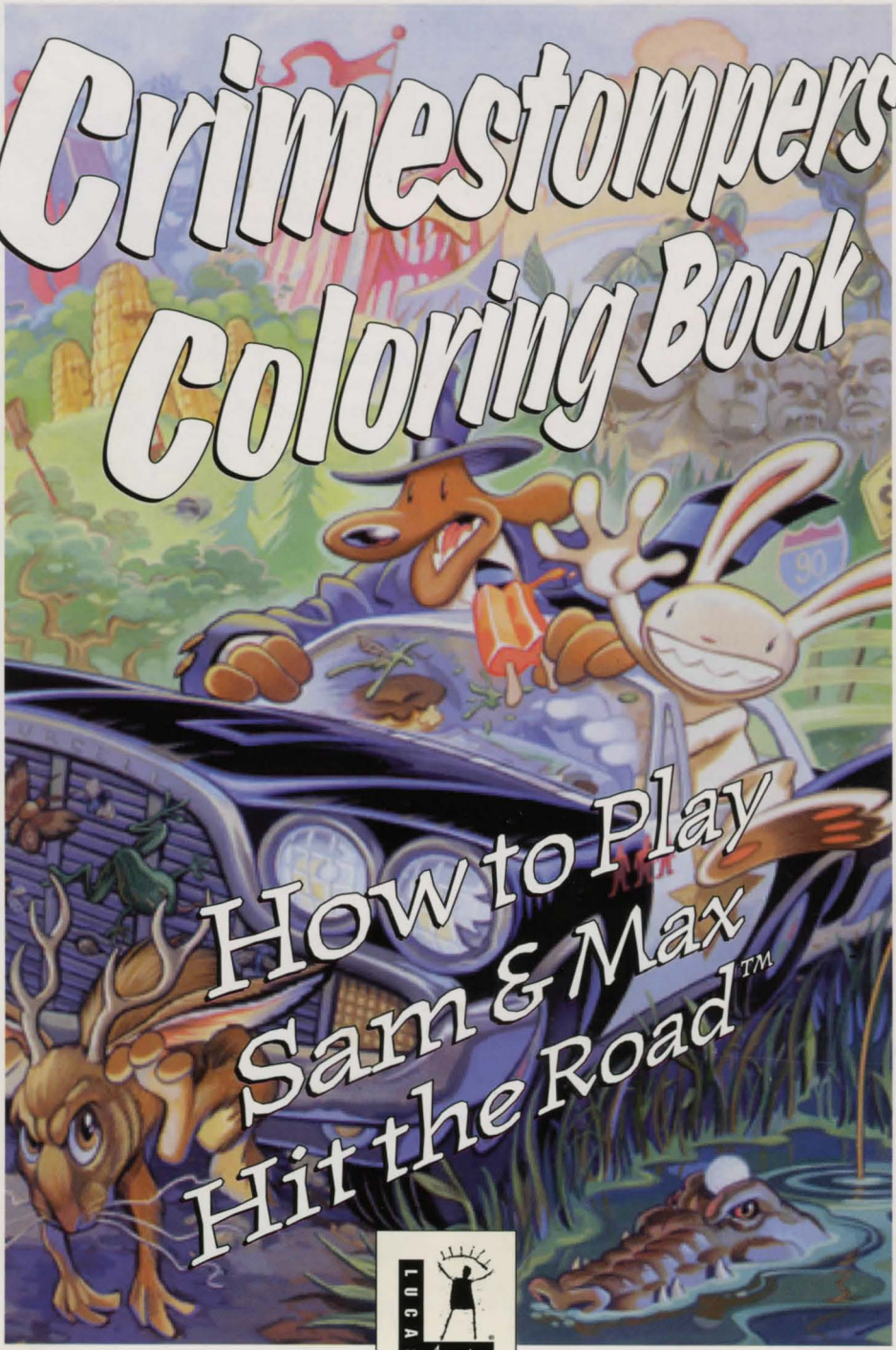
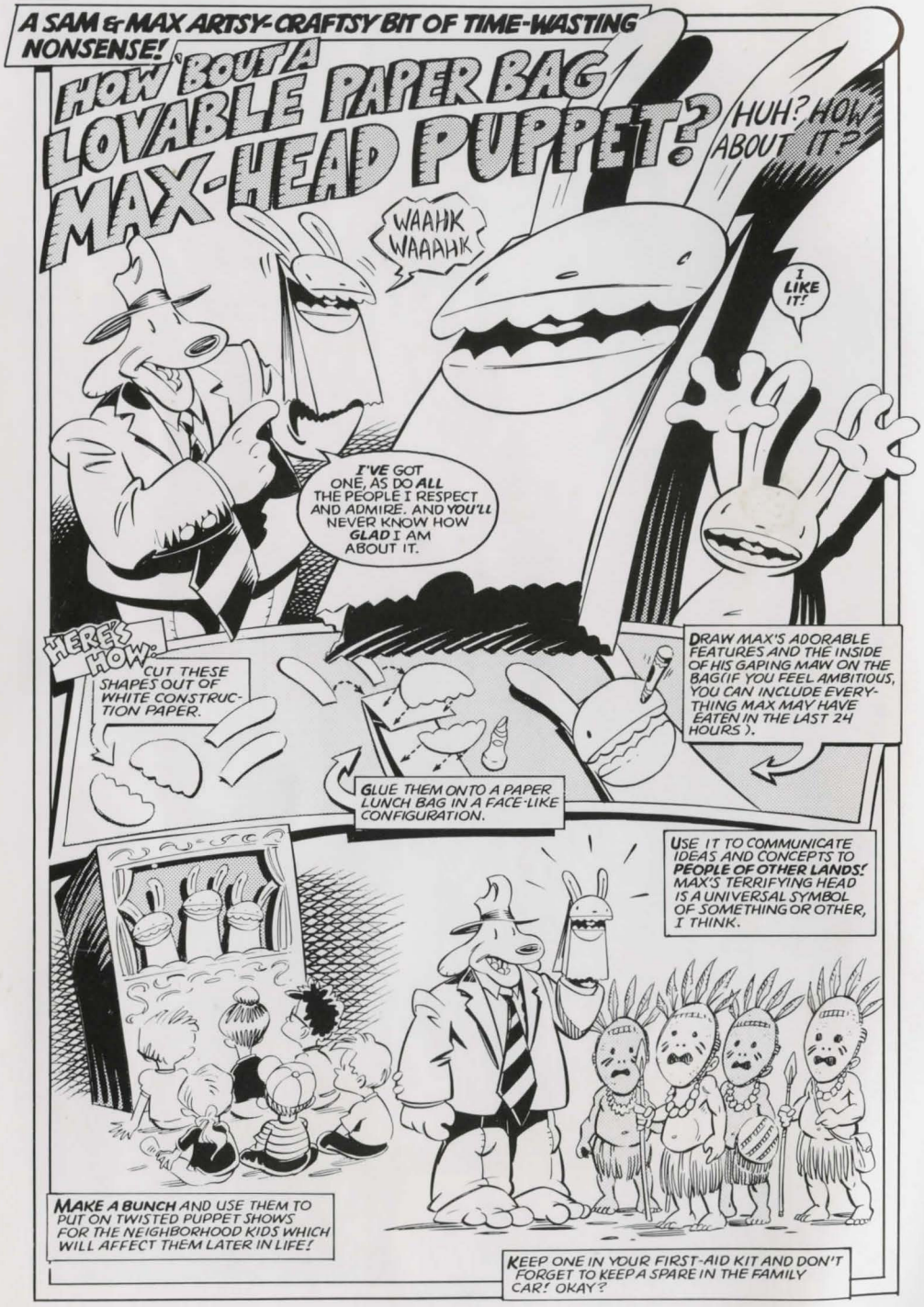
Crimestompers' Coloring Book



How to Play Sam & Max Hit the Road™

LUCAS Arts



Sam & Max Hit the Road™

Quick Reference Section

Play it Again, Sam! (CD-ROM ONLY)

Your Sam & Max CD-ROM will also play chart-stopping hits line "Moleman Music" and "Bigfoot Shuffle" on any compact disc player. Just pop in the CD, select tracks 2-5, and you've got a new album to add to your treasured music collection.

Track 2: Sam & Max Theme

Track 3: Moleman Music

Track 4: King of the Creatures

Track 5: Bigfoot Shuffle

WARNING: Be careful to play ONLY the music tracks (2-5) on this CD over your sound system. Do not play the data track (track 1) as it can damage the amplifier and speakers, not to mention your ears! when playing the music tracks on a standard CD player, be sure that the player is not in "repeat", "shuffle", or "random mode", or it will play track 1 after track 5.

Getting Started (For CD-ROM users)

After launching the game, you should configure your sound card by selecting the "Configure Sound Board" option.

To start the game, enter your CD drive directory, type **"SAMNMAX"** and hit return.

Getting Started (for PC 3.5" users)

Note: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

To install Sam & Max Hit the Road to your hard disk from the floppies included in the package, boot your computer, then insert Disk 1 in drive A, type **a:** and press **ENTER.** (This utility will also work from drive B.)

When you see the **"A:"** 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 action 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 key-pad. 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	[
Louder	]
CD-ROM Digital Voice Volume:	
Increase	'
Decrease	;
CD-ROM Digital Sound Volume:	
Increase	}
Decrease	{
PC 3.5 Digital Sound Volume:	
Increase	'
Decrease	;
Text Line Speed:	
Faster	+
Slower	-
Clear Dialogue Line	. (full stop)
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

PC 3.5"

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.

CD-ROM

Sam & Max requires at least 4 Megs total memory to run. 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 CD will be accessed more frequently.

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 for PC 3.5" users

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
```

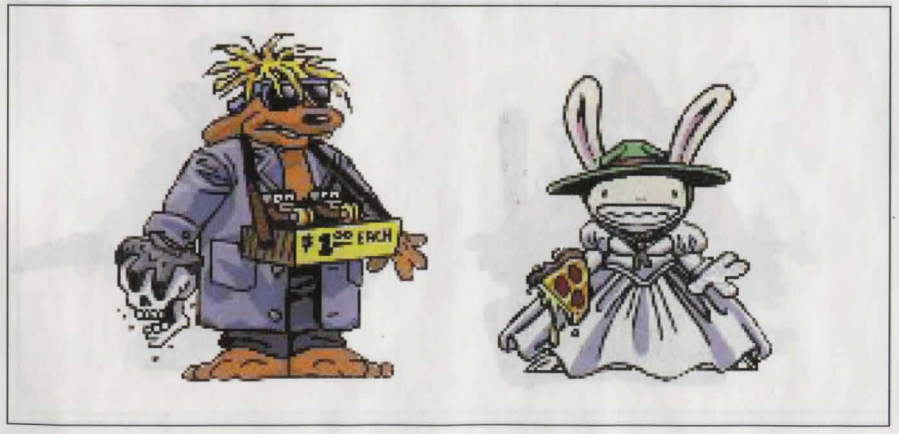
You should add to the boot disk relevant files for your particular sound card and mouse to ensure you will receive full support from these peripherals. Please note that the instructions above are meant for uncompressed hard drives. Boot your machine with this disk in the A: drive and it will come up 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.

Troubleshooting for CD-ROM users

This section provides you with some solutions to gamer's 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.

Sam & Max Hit the Road requires 4 Megs total RAM in order to run. While your machine may have 4 Megs of memory, many programs, such as RAM drives or hard disk caches, will use part of that memory. It is also possible that other programs that are pre-loaded into your computer's memory will conflict with our software. If you are having difficulty running Sam & Max Hit the Road, try solving the problem by making a "Boot Disk". BOOTMKR is a program included on this CD that will create a Boot Disk for you.

How to make a Bootdisk A Boot Disk is essentially a floppy disk that, when inserted in your "A" drive during startup, will load only the software necessary to play Sam & Max. BOOTMKR requires a clean floppy disk that it may re-format and erase, so be sure to acquire a clean floppy before making your boot disk. To run BOOTMKR, you have two options: either select "Make Bootdisk" from the Main Menu, or switch to your CD drive and, at the DOS prompt, type BOOTMKR. Then, simply follow the instructions and voilá! Your new boot disk will be ready for use!

Note: a boot disk does not affect your hard drive in any permanent way. To get your hard drive back to its normal state, simply restart your computer without inserting the boot disk.

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. If your computer does not have enough free memory, the program will warn you during start-up.

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.

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:

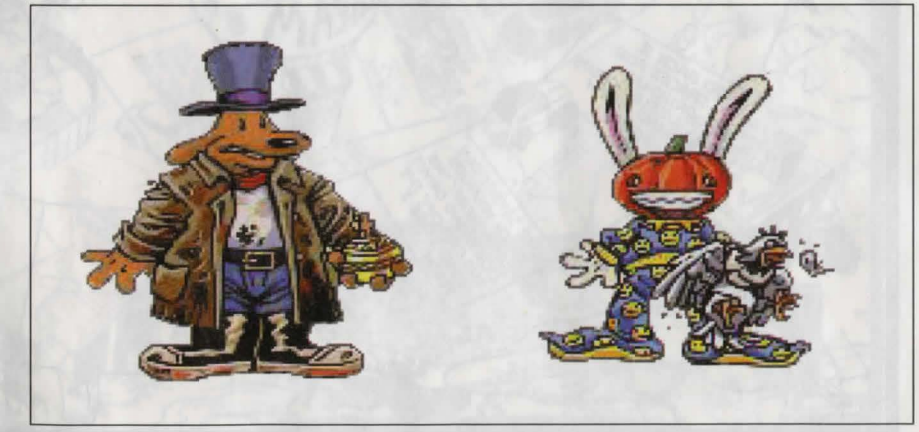
It started simply enough with a call from the Commissioner. Soon Sam & Max were screaming down the highway (they have to scream since their siren broke) to the Kushman Bros. Carnival, where they learned that Bruno the Bigfoot and Trixie the Giraffe-Necked Girl had disappeared. They soon discovered this 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 (PC Floppy version only)

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



SAM & MAX
HIT the ROAD
THE THRILL-PACKED AND COMPLETELY UNRELATED OFFICIAL BOARDGAME
WHAT'S MORE FUN THAN A ROAD TRIP WITH YOUR FAMILY?! LICKING A STOAT?
GIVE THIS GAME TO THE SHRIEKING RUG RATS IN THE BACK SEAT TO SHUT THEM THE HELL UP FOR ABOUT FIVE MINUTES.
-MOVE COUNTERCLOCKWISE AROUND THE BOARD.
-DON'T HAVE ANY DICE? WHEN IT'S YOUR TURN, USE THE LAST NUMBER OF THE LICENSE PLATE ON THE NEXT PASSING CAR.
-USE CRACKER JACKS OR CHEEZ-IT FRAGMENTS FROM DOWN THE BACK OF THE SEAT FOR BOARD MARKERS.
- SHUT UP AND PLAY!
START
YOU WIN! YOU GET TO SLUG THE LOSER IN THE ARM AS HARD AS YOU CAN!
ALMOST HOME. BUT YOU LEFT THE CAR BACK AT SNUCKEY'S. GO BACK 3.
SNUCKEY'S! SNUCKEY'S! STOP HERE! YOU'VE GOT TO STOP HERE! (I'M NOT SURE WHY.) LOSE A TURN.
GO BACK 2 SPACES TO DITCH THE STINKING, DECOMPOSING CHICKEN FROM THE SUN-BAKED STYROFOAM COOLER.
STOP FOR SOMETHING REALLY BIG AND DEAD IN THE ROAD. LOSE A TURN. EVERYONE TRY TO GUESS WHAT IT WAS.
CRUISE THROUGH SAFARI PARK. DRILL DRIVES YOU AHEAD 3 SPACES. WHAT LUCK!
SANTA'S VILLAGE
KIDS UNCONSCIOUS FROM POISONED HAMBURGERS. ZOOM 3 SPACES PAST SANTA'S VILLAGE WITHOUT A TANTRUM.
SHORT CUT ACROSS ENCHANTED VALLEY OF BURNING RUBBER TIRES. GO AHEAD 1 SPACE.
UH-OH. THE BRIDGE WAS KING OF TOLL. YOU LOSE. SORRY.
"MOMMY, JOEY WAS SUCKED OUT THE WINDOW!" GO BACK 3 SPACES AND FIND HIM (IF YOU MUST).
SLOW DOWN FOR TORTOISE CROSSING. LOSE A TURN. WHAT A SOUND!
OH, NO! THE KIDS SAW THE ROACH-PETTING FOOD. GO BACK 1 SPACE.
EMO'S VERMIN WORLD
REDFELLOW DINER
ICE CREAM
Snuckey's
Snuckey's
GET GAS. LOSE A TURN AND DON'T TOUCH ANYTHING IN THE REST ROOM.
GO BACK 2 SPACES FOR DRIED-UP LITTLE DONUTS AND WARM SODA.
MOM'S WAX MUSEUM
DAD SAYS: "I CAN REACH YOU KIDS FROM HERE!" HE DOES, AND DRIVES THE CAR OFF THE ROAD. LOSE 1 TURN.
HA! DOZING CHILDREN IN THE BACK SEAT DON'T NOTICE FOSTER'S FREEZE. GO AHEAD 3 SPACES.
MOM HAS TO STOP AT THE "REST AREA". AGAIN. LOSE A TURN.
BURGER BOY

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.

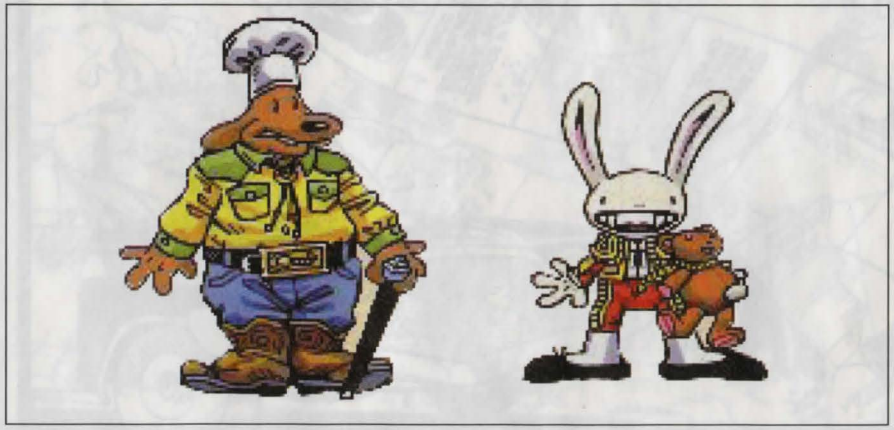
Playing the Game

To start the game on your computer, please use the 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 animates 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 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 in the reference section (+ and - on most computers). When you've finished reading a line of dialogue, you can press the Done key (the full stop "." on most computers) to clear the line and proceed (this does not work if the characters are speaking in digitised voice).

Use the keys indicated on your reference card to adjust the music volume (hard brackets – [and] – on most computers). If your sound card has 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 currently 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.

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 need technical assistance, refer to the Troubleshooting Guide in the reference section or call 0121 326 6418. We're sorry, but absolutely no hints will be given on this line.

Remember, you can purchase your Sam & Max Hit The Road Hint Book for £9,.99, if you're really stuck. Call 0121 625 3366 to place an order.

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 above

When the needle is at dead centre, the binoculars will stop. You can speed up or slow down the binoculars by using 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.

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 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 opponents 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 colour you want to use, then click to select that colour. Now move your crayon to the area you want to colour, and click there. If you want to move the box to reveal other parts of the picture, click on the centre 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 colouring 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.)

IMPORTANT - READ CAREFULLY BEFORE USING THIS PRODUCT
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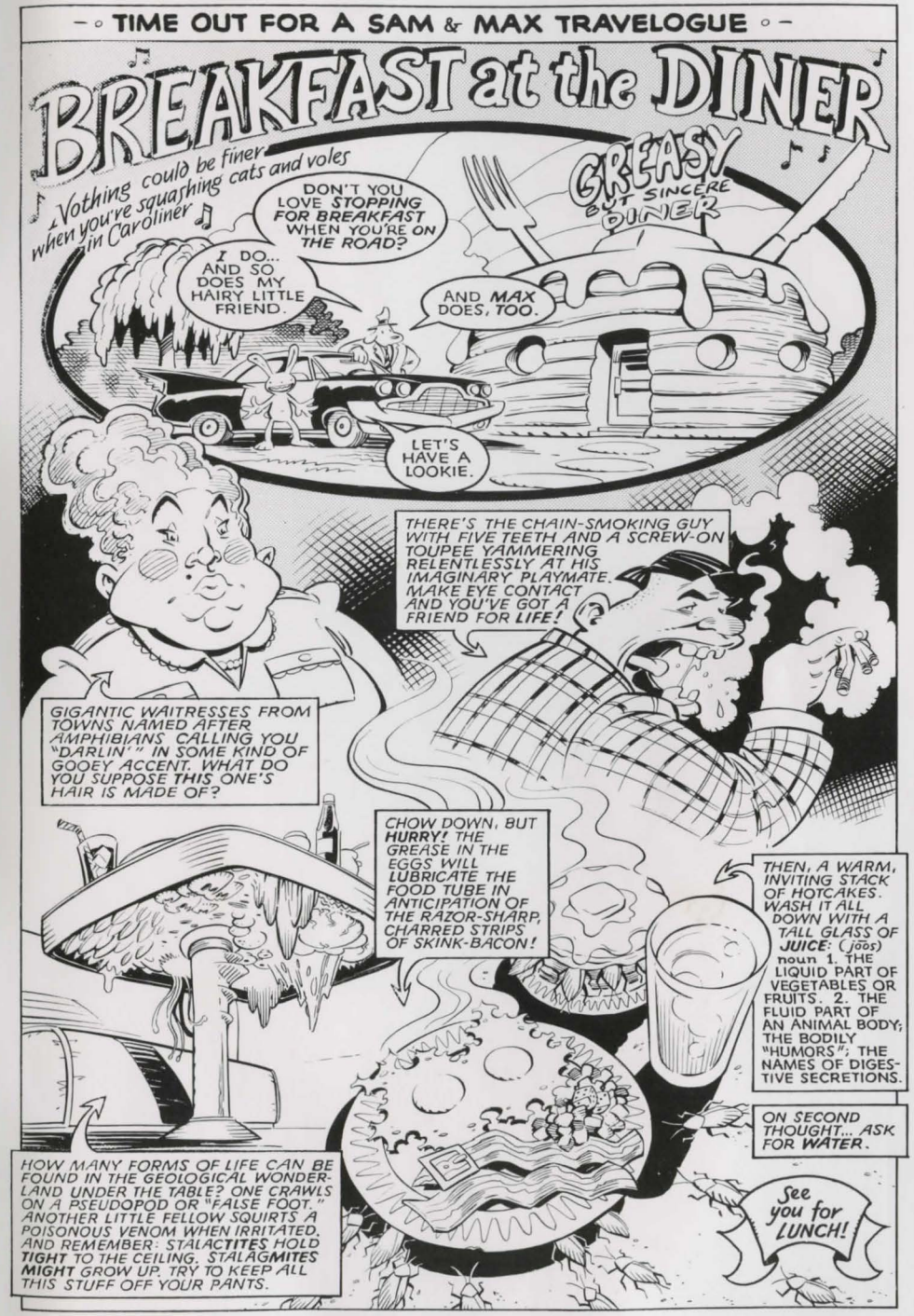
TIME OUT FOR A SAM & MAX TRAVELOGUE
BREAKFAST at the DINER
♪ Vothing could be finer when you're squashing cats and voles in Caroliner ♫
GREASY BUT SINCERE DINER
DON'T YOU LOVE STOPPING FOR BREAKFAST WHEN YOU'RE ON THE ROAD?
I DO... AND SO DOES MY HAIRY LITTLE FRIEND.
AND MAX DOES, TOO.
LET'S HAVE A LOOKIE.
THERE'S THE CHAIN-SMOKING GUY WITH FIVE TEETH AND A SCREW-ON TOUPEE YAMMERING RELENTLESSLY AT HIS IMAGINARY PLAYMATE. MAKE EYE CONTACT AND YOU'VE GOT A FRIEND FOR LIFE!
GIGANTIC WAITRESSES FROM TOWNS NAMED AFTER AMPHIBIANS CALLING YOU "DARLIN'" IN SOME KIND OF GOOEY ACCENT. WHAT DO YOU SUPPOSE THIS ONE'S HAIR IS MADE OF?
CHOW DOWN, BUT HURRY! THE GREASE IN THE EGGS WILL LUBRICATE THE FOOD TUBE IN ANTICIPATION OF THE RAZOR-SHARP, CHARRED STRIPS OF SKINK-BACON!
THEN, A WARM, INVITING STACK OF HOTCAKES. WASH IT ALL DOWN WITH A TALL GLASS OF JUICE: (jōōs) noun 1. THE LIQUID PART OF VEGETABLES OR FRUITS. 2. THE FLUID PART OF AN ANIMAL BODY; THE BODILY "HUMORS"; THE NAMES OF DIGESTIVE SECRETIONS.
ON SECOND THOUGHT... ASK FOR WATER.
HOW MANY FORMS OF LIFE CAN BE FOUND IN THE GEOLOGICAL WONDERLAND UNDER THE TABLE? ONE CRAWLS ON A PSEUDOPOD OR "FALSE FOOT." ANOTHER LITTLE FELLOW SQUIRTS A POISONOUS VENOM WHEN IRRITATED. AND REMEMBER: STALACTITES HOLD TIGHT TO THE CEILING, STALAGMITES MIGHT GROW UP. TRY TO KEEP ALL THIS STUFF OFF YOUR PANTS.
See you for LUNCH!