PAJAMA SAM®:
LIFE IS ROUGH WHEN YOU LOSE YOUR STUFF™

PC MANUAL FRONT COVER

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FIRST THINGS FIRST

The ReadMe File

The *Pajama Sam®: Life is Rough When You Lose Your Stuff* ™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Pajama Sam LRS directory found on your hard drive (usually C:\Program Files\Atari\Pajama Sam LRS). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Pajama Sam LRS, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 350 MHz or higher
Memory:	48 MB of RAM (64 MB for XP)
Hard Disk Space:	80 MB Free
CD-ROM Drive:	8X Speed
Video:	4 MB Windows® 98/Me/2000/XP-compatible SVGA video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	Direct X® version 9.0 (included) or higher

* *Indicates device should be compatible with DirectX® version 9.0 or higher.*

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Pajama Sam: Life is Rough When You Lose Your Stuff* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Pajama Sam: Life is Rough When You Lose Your Stuff* CD-ROM game.
5. Once installation is complete, double-click on the PajamaLRS game icon on your desktop.

Note: You must have the *Pajama Sam: Life is Rough When You Lose Your Stuff* game disc in your CD-ROM drive to play.

Installation of DirectX®
The *Pajama Sam: Life is Rough When You Lose Your Stuff* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

SAVING AND LOADING

Once you start the game, your progress is automatically saved whenever Pajama Sam® goes to a new location. You can also save your progress manually from the Main Menu by clicking on the **Save** button.

To start the game where you left off, click on the **Load** button from the Main Menu, and then click on one of the eight available saved game slots.

IT'S PAJAMA SAM®!

In *Pajama Sam: Life is Rough When You Lose Your Stuff*, Sam wants to go to the shopping mall so that Pajama Man can autograph his favorite comic book. But wait, mysterious forces are at work! Sam's comic book is missing, so he puts on his red "super hero" cape to become Pajama Sam and figure out who or what is behind the mystery. Direct all of the action in this cartoon-style adventure where you meet and help new friends.

GAME SCREEN

Inventory   Exit Arrow

How Do I Move Pajama Sam from Place to Place?
Just point and click, and you're on your way to helping Pajama Sam find his missing comic book. Simply move the cursor across the screen. When your cursor is over an exit, it turns into a blue exit arrow. Just click and Pajama Sam will move on to the next location. Pressing the **Enter** key during play will skip the cut scenes (opening title sequences, conversations between characters, etc.).

Making Use of Handy Items
Some of the items you come across — like a dirty sock, some funny putty and a yo-yo string — are useful to Pajama Sam. Just click on the item and Pajama Sam will pick it up and put it in his inventory. To use an item, move the cursor to the bottom of the screen and the inventory will pop up. Click on the item and the cursor will become that item. Now, position the cursor in the play area, on top of the object you want to use the selected item with, and click.

MAIN MENU

Click on the computer in Sam's inventory to display the Main Menu. At the Main Menu, you can choose from the following options:

Save – Save up to eight games here.

Load – Click on this to load and continue a previously saved game.

Games – Once you've solved the Debris Removal and Scaling Dresser mini-games, you can click here and replay them anytime you want.

Big Yellow Arrow – Click on this to return to the game in progress.

Stop – Click on this to exit the game.

Song – Replay the *Sock Musical* from here.

Credits – Click on this to list all of the people who helped make the game.

Options – Click on this to display the Options Menu.

OPTIONS MENU

Adjust the following game settings to your liking. When finished, click on the **Done** button to return to the Main Menu.

Animation SFX – Adjust the animation sound effects volume level.

Background SFX – Adjust the background sound effects volume level.

Music – Adjust the background music volume level.

Keyboard Hotspots – "Hotspots" are fun, clickable animations that are hidden throughout the game. Normally, to play these animations, you click on them. Set this option to ON if you instead want to use any letter key on the keyboard to activate hotspots.

Display Full Screen – Toggle full screen display mode ON/OFF. Uncheck this option to play the game in a window.

Subtitles – Toggle on-screen text ON/OFF.

KEYBOARD COMMANDS

ACTION	CONTROL
Skip the scene	Enter
End current character dialog	Spacebar
Access the Main Menu	Esc
Toggle keyboard hotspots ON/OFF	K
Toggle on-screen text ON/OFF	T

MEET THE CHARACTERS

Mysterious forces are at work, and they've taken Sam's rare first-edition Pajama Man comic! You'll need to help him find it, so that he can get it signed by none other than Pajama Man himself. As the adventure unfolds, remember to speak with all of the different characters along the way. They may be able to provide you with clues or items to help you.

Bishop
The bishop is engrossed in a chess match, and he'll do anything to win, even place his bishop's crook under the bell of the timer. The other players wouldn't be at all disappointed if Pajama Sam ran over and plucked the crook out from under the timer. Be sure to check out the bishop's hat, it's pretty pointy. Maybe it could be used to poke a hole in your jar.

Clean Sock
The Clean Sock is lonely without its other half. You'll need to clean the dirty sock and reunite the pair.

Cook
When the cook is not scraping congealed cheese gunk off of the walls, he's serving up specials. However, he has only served 27 customers and can't wait to serve the thirtieth. Are you the lucky thirtieth customer?

Crane Operator
The crane operator is supposed to be clearing all of the stuff that's piling up. However, she can't clear anything because she's missing her crane lever. If you find something that looks like a crane lever, you may be able to help her out.
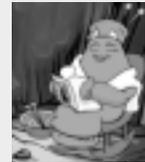
Grandma Sweater
You'll probably find Grandma Sweater rocking in her chair reading the latest copy of *Knitting Weekly*. She loves knitting! If Pajama Sam were to bring Grandma Sweater a pattern to knit, she would love to knit him something.

Hall Monitor
She may not know who Dr. Grime is, but the Hall Monitor is doing her best to keep everyone in line that wants to see him. Unless you have a free pass, you'll have to stand in line too.

Happy Farmer
This farmer is raising dust bunnies so that he can shear their wool for yarn and make a nice profit. But wait, he needs help with catching 'em! Sounds like a job for Pajama Sam.

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Jacques Scubeau
The underwater kingdom is his passion. With his diving helmet, Jacques Scubeau is able to go all the way to the bottom and perhaps give Sponge a ride to the surface.

Mall Guard
No shirt. No shoes. No socks… No Service! Those are the rules. If you don't follow them then you're not getting past the guard.

Nutcracker
He has a heavy accent and big teeth. With choppers like that, the nutcracker can crack any kind of nut, including a peanut.

Soiled Sock
Soiled Sock wants to be back in a pair, but it is really dirty and can't return to the clean sock drawer yet. In order to be clean again, Soiled Sock will need Pajama Sam's help.

Sponge
Sponge loves mold. Pajama Sam, however, doesn't fancy mold. Sponge might be able to help eat the mold from the shoehorn.

INVENTORY ITEMS

Pajama Sam's inventory shows all of the items that he has picked up. The inventory also shows the computer and the trading card box.

Computer
The computer is located on the left side of the inventory. Click on it to display the Main Menu.

Trading Card Box
The trading card box is located on the right side of the inventory. It's where all of Sam's Pajama Man trading cards are kept. Click on it to view your collection.

Cup of Hot Cocoa
There's nothing like a hot cup of cocoa! Be careful where you stand though, the steam coming from this cocoa may set off the fire sprinkler in the Dressing Room and clean everything in its path.

Fishnet
With a fishnet this size you'll be able to catch some pretty big fish, but there aren't any in the aquarium. Maybe you could catch the pair of flying sneakers seen hanging from the shoetree.

Free Pass
Nobody is going to get past the Hall Monitor to see Dr. Grime unless they have a free pass. Be the Leavin' and Squeezin's lucky thirtieth customer and you might just get one.

Funny Putty
Funny Putty is the toy with a thousand uses, or so they say. The best thing about Funny Putty is that it creates a perfect image or pattern for Grandma Sweater, if she ever wanted to knit you something.

Ice Cube
Frozen ice has the ability to freeze sticky objects so you can break them free. Be careful not to keep the ice cube in your inventory for too long or it'll melt. Unfortunately, melted ice only makes for a wet cape.

Jar
This jar is perfect for storing things, even bugs of the firefly variety. If you put bugs in the jar, make sure that you have some holes in the lid so that they can breath.
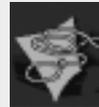
Peanut Shell
If the peanut was cracked in half, Pajama Sam could use the shell as a boat to cross the swamp.

Sucker
This sucker looks a lot like the missing crane lever. However, it has been sitting around for a while out of its wrapper and is pretty sticky. You might need help prying this sucker away.

String
The Happy Farmer is having trouble rounding up the dust bunnies. String from a yo-yo may be just what you need to help him out.
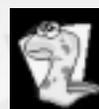
Shirt
Sam needs a shirt to get into the Grubby Corners Mall. Grandma Sweater could make him one, but she'll need a pattern to work from.

Shoes
Shoes don't grow on trees. Or do they? Sam needs shoes to enter Grubby Corners Mall. You may need a net to catch these particular shoes.

Sock
A clean pair of socks will come in handy, except one of the socks is dirty. You'll need to clean this one before you can get into Grubby Corners Mall.

Sponge
Sponge loves to eat dirt, grease and mold. If there's some filthy stuff nearby, Sponge will help you get rid of it.

Yarn
This is some of the finest yarn around — it's made from real dust bunny wool. What is Pajama Sam going to do with yarn? Maybe Grandma Sweater will find a use for it.

Pajama Man Trading Cards
Keep your eyes peeled for collectible Pajama Man trading cards. They're hidden throughout the game! Once you've collected a card you'll have the option to print it out, if your computer is hooked up to a printer. Be sure to collect all 25 trading cards because a special prize awaits you.

MINI-GAMES

Debris Removal Game
The garbage is piling up, and it's your job to help Pajama Sam clear it all away so that the water can flow freely from Sudsy Falls to Agitator Lake. Once you're behind the controls of the crane, you'll need to match up similar items in order to clear them away.

Remove stinky items and score points by creating rows of three or more identical objects. When the matched items disappear, more items will fall from above. Accumulate bonus points if the items that fall from above form additional rows of three or more. Fill up the Stink-O-Meter to continue playing.

Wild Card
Periodically, a wild card will appear in the pile of stinky items. Hurry up and click on it before it goes away. The item that the wild card lands on will clear all similar items from the screen.

Need Help
Don't worry if you get stuck and can't find any matching items. When you see two highlighted items, click on them to continue.

Scoring
Your total score accumulates from level to level. Become one of the top 10, and have your score immortalized in the high-score section!

- 3 items in a row: 5 points
- 4 items in a row: 15 points
- 5 or more items in a row: 30 points

If you're replaying the Debris Removal mini-game, fill up the Stink-O-Meter to advance to the next level. Be careful not to let the Stink-O-Meter run out or the game will be over!

Dresser Scaling Game
Pajama Sam has to scale the dresser in order to get to the Aquarium. It won't be easy though. To get to the top, jump from open drawer to open drawer. Be careful, the drawers seem to have a mind of their own and will slam shut periodically. Watch out also for Sam's briefs falling from the drawers above. They could cause Sam to lose his balance and fall into the pile below.

Note: If you can't get enough of these mini-games, don't worry. You can return and play them again. To do so, simply click on the computer in Pajama Sam's inventory, and then click on the mini-game button.

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LYRICS TO THE
SOCK MUSICAL

*A sock out on his own
Is like a sea without a shore
And because I got some mud on me
I can't get in my drawer.*

*A sock out on his own
Is just one out of a pair
I miss my matching sock so bad
It fills me with despair.*

*They say there's no place for me
Amongst the clean because I'm dirty
I know none of them can see
Inside…*

*Inside my heart is truly free
From dirt and filth and food debris.
But what good is a spotless heart…
When we are a pair apart?*

Chorus
*We're all pairs; We're all pairs
We'll always be together!
The world is fine; The world is fine
The sun will shine forever in the sky!
You're all alone…
It's strange to see…
We guess you must deserve to be!*

*To be part of a pair
Has been my noble goal.
Alone I'm less than half
Together more than whole.*

*They say there's no place for me
Amongst the clean because I'm dirty.
But I know none of them can see inside.
Inside my heart is truly free
From dirt and filth and food debris.
But what good is a spotless heart…
When we're a pair apart*

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TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

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http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, 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.

Help Via Telephone in the United States & Canada

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Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as 04-12345. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # **04-12345** would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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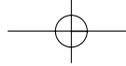
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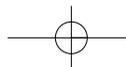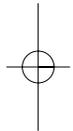
PAJAMA SAM®:
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