

**Instruction Manual** 

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### How to play the game

#### The Interface



1 This is Putt-Putt's Fuel Meter.

#### 2

Click on the Menu key to open the menu where you can save your game, load a saved game and quit the game.

3 This is Putt-Putt's very loud horn.

> 4 This is Putt-Putt's Radio.

> > 5

This is where Putt-Putt will keep all the item he finds on his journey (Pep travels with Putt-Putt too).

You can use most of the items you find around the game by clicking on them and then clicking on the thing you want to use the item on!



## Saving, Loading and Quitting

#### **Saving**

When you want to save your game, click the Menu key on Putt-Putt's dashboard and click on Save. You will then see the Save Game screen which looks like this:



Simply click in one of the squares, give your save a name and press Enter.

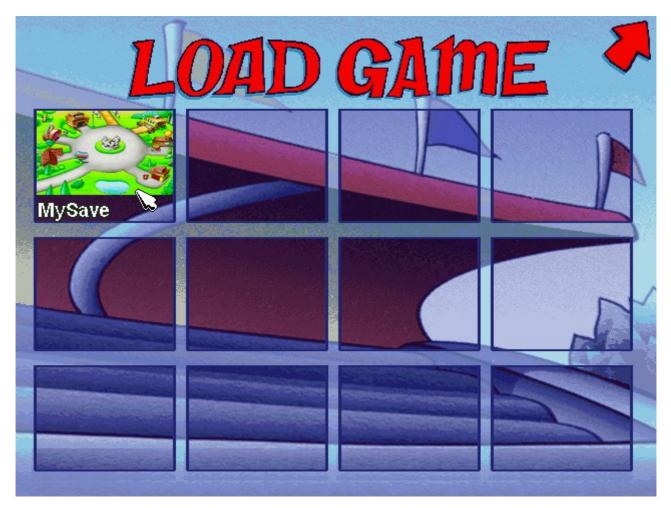




Congratulations! You have saved your game!

#### **Loading**

When you want to load a saved game, click the Menu key on Putt-Putt's dashboard and click on Load. You will then see the Load Game screen which looks like this:



All you have to do is click on the save you want to load and you'll be instantly back to where you were when you last saved your game!

If you have not saved before, there will be nothing to load. You'll need to save before you can load.

### **Quitting**

To quit the game and go back to your computer desktop, simply either click the Menu key on Putt-Putt's dashboard and click on Quit or press the F5 key on your keyboard and press Quit at the bottom of the screen. Easy!

If you are using a Macintosh computer, you can also simply press and hold the Command key and press the Q key to exit the game!



### **Advanced Options**

# Warning: The following instructions are quite advanced. You're probably best getting an adult or guardian to do these bits!

If you want to configure more advanced game settings, you can press F5 on the keyboard at any time to open the ScummVM settings window.

ScummMM	•
1.6.0 (Jul 9 2013 11:25:59)	
Resume	
Load	
Save	
Options	
Help	
About	
Return to Launcher	
Quit	

Click the Options button and you can adjust the volume levels for music, speech, and effects, as well as turn subtitles and voices on or off. Click OK and resume once you are done to continue the game.

	Seu	mm	M			
Music volume:			128			
SFX volume:			192	•	lute All	
Speech volume:			256			
Text and Speech:	Spch	0	Subs 60	(	) Both	
			Cancel		ок	
	_	Quit				



### **Very Advanced Options**

## Bigger Warning: Misconfiguring the following settings can potentially stop the game from loading correctly.

If you want even greater control of how ScummVM works, you can click Return to Launcher to be taken to the ScummVM launcher screen.

You can click the Options button to select Graphics and Rendering modes, MIDI settings, and directory settings.

ScumMA								
	Graphics	Audio	Volume	MIDI	MT-32	Paths	33	Start
	Graph	ics mode:	OpenGL Norn	nal			•	Load
	Ren	der mode:	<default></default>				٠	Add Game
	Aspe	ct ratio cor	rection					Edit Game
	Fullscreen mode Remove Game							
								Options
							_	About
				Cancel		ОК		Quit

DO NOT ALTER ANY SETTINGS ON THE PATHS TAB.

Not all of the settings here will affect gameplay. ScummVM has general and separate specific settings that are loaded on command. It is generally safer to only alter 'Graphics' settings.

We recommend going to the <u>Advanced Options</u> page and reading about how to alter specific game settings.

