



SAM & MAX

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ABOUT SAM & MAX

One's a six-foot tall canine shamus with a love of justice. The other's a hyperkinetic rabbit-thing with a taste for violence and an oversized Luger. Together, Sam & Max are the Freelance Police, ridding the streets of bottom-feeding sludge one dastardly miscreant at a time.

The *Sam & Max* franchise got its start in the indie comic book scene in the 1980s, courtesy of series creator Steve Purcell. A computer game, regular appearances in the LucasArts *Adventurer* magazine, and a Saturday morning cartoon followed in the 1990s. Then *Sam & Max* took a break—until now.

SAM & MAX MEET EPISODIC GAMING

In October 2006, Telltale launched *Sam & Max Season One*, the first episodic game series to be delivered on a regular monthly schedule. The series has been met with outstanding critical acclaim, numerous awards, and strong gamer ratings and testimonials.

Hot on the heels of this commercial and critical success, the duo returned with *Sam & Max Season Two* in November 2007. The series was even more well-received than the first season, with each episode averaging 80% or above in review scores (source: Gamerankings.com). The full five-episode season is now available for download at www.telltalegames.com and will be collected on a DVD with bonus video content in July, making now the ideal time to review all five episodes together.

GAME FEATURES

Sam & Max Season Two is a story-driven game with a twisted sense of humor. The gameplay involves exploration, conversing with other characters, and puzzle-solving.

- **Unique episodic structure:** Each of *Sam & Max Season Two*'s five episodes has a self-contained story but is also part of a larger, overarching mystery—similar to a television season.
- **Simple “point and click” interface:** Players interact with the game world using a straightforward mouse-driven interface that's easy for even novice gamers to learn.
- **Integrated hint system:** The game detects when a player is stuck and provides subtle hints via a non-player character. Hint frequency can be customized in the game settings to accommodate all experience levels.
- **Cinematic quality:** Varied camera angles, dynamic choreography, and widescreen support puts *Season Two*'s production values on par with a TV show.

The Year of the Dog and Rabbit-Thing

In addition to being the year *Sam & Max* stormed back into the gaming spotlight, the past year has marked a number of other milestones for the franchise, including:

- The 20th anniversary of the first *Sam & Max* comic book
- A “best digital comic” Eisner award for Steve Purcell's *Sam & Max* webcomic
- The release of a new edition of *Surfin' the Highway*, the complete *Sam & Max* comic collection, after over ten years out of print
- The retail DVD release of the award-winning *Sam & Max Freelance Police* animated series



CAST OF CHARACTERS



Sam is the unofficial leader of the Freelance Police. He's a six foot dog in a baggy, ill-fitting suit. He's knowledgeable to a fault, and enthusiastic about defending the public from the "self propelled gutter trash" that populates his city. He loves what he does and though he can show irritation with his buddy Max, it's always delivered with good nature and fun. These guys have known each other all their lives and speak a common language.



Max is the more unhinged of the Freelance Police. He's a three foot hyperkinetic rabbity thing, the unleashed "id" who is completely reactive to his surroundings. He cuts through the crap and will deliver a biting commentary on whatever situation he finds himself in. Max is easily distracted and his thoughts ping about like a pinball. Unlike Sam, Max probably does not possess a conscience.

MEET THE NEIGHBORS



Bosco and Stinky each have something to hide. Bosco has shut down his store to focus on T.H.E.M., the latest target of his paranoid suspicions. Stinky has just reopened her grandpa's diner, but something's fishy about her demeanor.



Lincoln and Sybil are exploring the relationship they started in *Season One*, and not all is perfect in paradise. After 150 years devoted to Mary Todd, Lincoln's itching to play the field, while Sybil just wants to settle down.



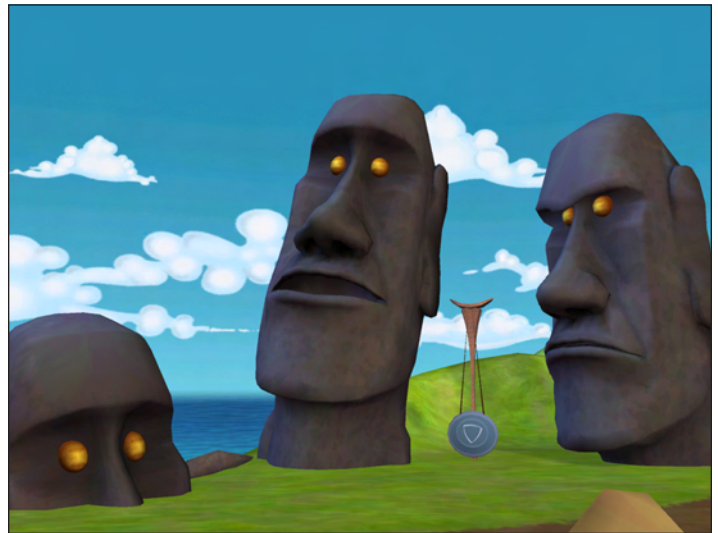
Flint Paper is back in town after a year on a tough job, but he won't be around for long. A seemingly innocent request from a mysterious dame will ultimately get this hard-boiled private eye mixed up in Sam & Max's latest case.

THE LOCATIONS

Sam & Max Season Two takes the Freelance Police around the world (and then some), to a variety of iconic locations. Here are a few of the highlights.



The North Pole is the scene of *Season Two's* first case, and Sam & Max need to figure out why Santa's gone off his rocker. Is it too late to save the world's children from a holiday tainted by tears, turmoil, and Torture-Me-Elmer dolls?



Easter Island is home to a trio talking Moai heads, not to mention a volcano on the verge of a fiery eruption. Sam & Max sign on to save the island, but will their special blend of bewildering wit and renegade justice be enough to win over the locals?



Stuttgart is home to The Zombie Factory, a gothic castle turned discotheque that caters to Europe's trendiest undead. Can Sam & Max beat a moody vampire at his own game—without losing their souls in the process?



Hell takes an existential turn as a cubicle-laden office populated by many past Freelance Police foils. Sam & Max can work their way up the corporate ladder, but even they will be left speechless by who they find waiting for them at the top.

THE STORY

Sam & Max Season Two consists of five self-contained episodes, which are tied together by a larger story arc that builds to a climax in the season finale.

EPISODE 201: ICE STATION SANTA

Sam & Max's neighborhood is suddenly attacked by a giant robot sent by the newest public enemy—Santa Claus! When an exorcism intended to purge the demon from Santa's soul goes horribly wrong, Sam & Max need the help of the three Spirits of Christmas to set things straight.

Also in this episode...

- Sybil and the giant stone head of Abraham Lincoln have their first date at Stinky's diner.

EPISODE 202: MOAI BETTER BLUES

Sam & Max dive into the Bermuda Triangle in search of their missing friends and end up on Easter Island in the South Pacific. There they are greeted by the local Moai heads, who deliver bad news: the ancient ones have awakened and are about to set off a massive volcano eruption. The Freelance Police take the case to save the island from the fiery cataclysm.

Also in this episode...

- Sybil and Lincoln's romance hits a snag.
- Bosco high-tails it out of town with private eye Flint Paper hot on his heels.



EPISODE 203: NIGHT OF THE RAVING DEAD

Zombie attack! The undead are swarming to Sam & Max's street, and it's up to the Freelance Police to put the flesh-eating pests back underground where they belong. The investigation takes Sam & Max all the way to Stuttgart, Germany, where goth vampire and master of style Jurgen is chilling with his zombie posse. Sure, they can dance, but not even the Freelance Police can avoid the zombie curse!

Also in this episode...

- Flint Paper uncovers the mystery behind Bosco's abrupt disappearance.

EPISODE 204: CHARIOTS OF THE DOGS

Bosco's vanished from the face of the Earth—literally! Sam & Max manage to summon the mysterious UFO that took him and get beamed aboard, only to learn that a mishap with a time-traveling elevator has left Bosco's DNA drastically altered. Can the Freelance Police set things right in the past, present, and future, or will life as they know it fall victim to the capricious whims of T-H-E-M?



Also in this episode...

- Sam & Max travel to the distant and more recent past and run into Momma Bosco, the original Stinky, and themselves as young freelance hooligans.
- The shady group that has been tormenting Bosco throughout the season is revealed to be a trio of time-traveling mariachis.

EPISODE 205: WHAT'S NEW, BEELZEBUB?

Judgment day is at hand, and it's time for a showdown with the guy downstairs to bargain for Bosco's soul. But in the corporate wasteland known as Hell, not even the Freelance Police are safe from damnation. Can Sam & Max save their friends (and themselves) from an eternity languishing in their own personal hells, or have they reached the end of the line? Find out in the epic season finale!



Also in this episode...

- The masterminds behind the season-wide plot are revealed. You won't believe who it is.
- Sybil and Lincoln rekindle their romance... and tie the knot!

SEASON TWO IN THE NEWS

“WELCOME BACK BOYS, IT’S GOOD TO SEE YOU AGAIN!”

If *Season One* was all about the Telltale team finding their way in the then brand-new episodic gaming format, *Season Two* seems to be a newly mature and confident team bringing us an even funnier, sharper and more enjoyably satirical experience. *Ice Station Santa* marks a great start for what looks like a great new series of *Sam & Max* games.

Sam & Max 201: Ice Station Santa Review, GameSpy, November 8, 2007, [4/5](#)



Episode 201 Average Review Scores

GameRankings: [83%](#)

Metacritic: [82%](#)

“FANS OF THE SERIES WILL LOVE IT. AS FOR THE REST OF YOU, WHY AREN’T YOU PLAYING THIS YET?”

Two episodes in, the second “season” of *Sam & Max* is already blowing the first six-game series out of the water. In fact, it’s not a stretch to say that *Episode 202: Moai Better Blues* is the best game so far in the demented point-and-click series about a dog detective and his gruesome rabbit sidekick. It’s certainly the funniest by a wide margin, being the first episode to actually make us laugh out loud more than once. And considering what a bunch of jaded humor snobs we are, that’s no small compliment.

Sam & Max 202: Moai Better Blues Review, GamesRadar, January 10, 2008, [9/10](#)

Episode 202 Average Review Scores

GameRankings: [82%](#)

Metacritic: [81%](#)

“THE BEST AND FUNNIEST WRITING IN ALL OF GAMING.”

True to their word, Telltale continue to release new episodes on a regular basis, and in some ways it’s better to be forced to spread the experience out rather than wolf it down in one go. ... Telltale have demonstrated again and again that episodic gaming really is a concept that can work—and as a result they have delivered some of the best gaming experiences of the last two years.

Sam & Max 203: Night of the Raving Dead Review, AceGamez, March 20, 2008, [10/10](#)

Episode 203 Average Review Scores

GameRankings: [81%](#)

Metacritic: [79%](#)

SEASON TWO IN THE NEWS

“THIS GAME, QUITE SIMPLY, SETS NEW STANDARDS.”

Everything that could be right with a comedic, episodic adventure game is here. It is gorgeous, hilarious, balanced, wildly creative, and brimming with fun. ... *Chariots of the Dogs* has hit a grand slam for episodic adventures.

Sam & Max 204: Chariots of the Dogs Review, Adventure Gamers, March 13, 2008, **5/5**

“YOUR LIFE WON’T BE COMPLETE UNTIL YOU PLAY THIS EPISODE.”

Chariots of the Dogs proves that Hollywood doesn’t have an iron-like grip on creative scriptors. Lead writer Chuck Jordan has constructed a hilarious and elaborately layered tale that sends the fedora-wearing canine detective and his fuzzy psychotic sidekick on the trip of their lives.

Sam & Max 204: Chariots of the Dogs Review, PC Gamer, June 2008, **91%**

Episode 204 Average Review Scores

GameRankings: **85%**

Metacritic: **84%**



“I CANNOT BEGIN TO IMAGINE WHAT SAM & MAX HAS IN STORE. WHATEVER IT IS, I WILL NOT BE ABLE TO RESIST IT.”

Episode 5 feels not so much like the end of *Season Two*, since most of this season’s mysteries were wrapped up in the excellent time travel-themed fourth episode, but rather like a grand finale to the first two seasons.

Sam & Max 205: What’s New, Beelzebub Review, New York Times, April 24, 2008

Episode 205 Average Review Scores

GameRankings: **86%**

Metacritic: **85%**



“THE PERFECT END TO A STRONG SEASON.”

This last season of Sam and Max is really going out strong. Not only are the jokes and puzzles funnier and hipper overall, but the actual content of these last two episodes finally fully embraced the skewed reality that was merely hinted at in previous episodes. ... After a season that went from Santa’s Workshop to a zombie rave to outer space to Hell, the designers are really going to have a hard time topping themselves.

Sam & Max 205: What’s New, Beelzebub Review, IGN, April 10, 2008, **8.2/10**

ABOUT TELLTALE

Telltale was founded in 2004 by a team of game development veterans, each with over a decade of leadership experience in the entertainment, game, and online industries. The founders' experience culminated at LucasArts Entertainment Company (LEC), developer of *Star Wars* and *Indiana Jones* games, as well as seven of the all-time top 20 games in the adventure genre. In the four years since the company was formed, Telltale's team has grown to over fifty employees, many of whom are also industry veterans.

In addition to *Sam & Max Season One* and *Sam & Max Season Two*, Telltale recently released *CSI: Hard Evidence* for Xbox 360, Wii, and PC, in partnership with Ubisoft. This is Telltale's second game based on the hit TV series, following *CSI: 3 Dimensions of Murder* in 2006. Telltale is currently developing *Strong Bad's Cool Game for Attractive People*, the first episodic series for WiiWare, as well as another series based on an as-yet unannounced license. The company's other releases include two games based on Jeff Smith's *Bone* comic series and *Telltale Texas Hold'em*, an original IP. These games have been well received by players and have won numerous awards.

To learn more about Telltale, please visit us at www.telltalegames.com.





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