

## Sam's Journey (C64) · Controls

Sam is controlled using a joystick connected to Port 2.

### Running

- Use ← or → to make Sam run in the desired direction.
- The longer you hold ← or →, the faster Sam runs.

### Jumping

- Push ↑ to make Sam jump.
- The longer you hold ↑, the higher Sam jumps.
- Push ↑ and ← or → to jump diagonally. The faster Sam runs, the farther he jumps.
- Use ← or → to affect Sam's direction while in the air.
- Hold ↑ when landing on enemies, switches, or trampolines to jump off them.

### Climbing

When Sam is standing above or in front of a climbable object:

- Use ↑ or ↓ to make Sam grab the object and climb up or down.

When Sam is flying through the air:

- Push ↑ or ↓ or ● to grab a climbable object.

When Sam is on a climbable object:

- Push ↑ or ↓ to climb vertically and ← or → to climb horizontally.
- Hold ● and push either ↑ to jump off or ↓ to drop off.

When Sam is at the top of a climbable object:

- Push ↑ to jump off.

### Swimming

When Sam is immersed in water:

- Use ← or → to make Sam swim into the desired direction.
- Push ● to make Sam perform a swimming stroke and gain height.
- Push ↑ to jump out of the water when Sam is at the surface.

Note: Sam can hold his breath underwater indefinitely.

### Peeking

When Sam is standing on the ground:

- Push and hold ● until Sam turns blue.
- While Sam is blue, use ↑ and ↓ to peek up and down.
- Release ● to stop peeking.

## Carrying Objects

- Push ● in front of a movable object to make Sam pick it up.
- Push ● to throw the object that Sam is currently carrying.
- Push ● in combination with ← or → to throw the object even farther.
- Hold ↓ and push ● to drop an object exactly where Sam is standing.

## Entering Doors

When Sam is standing in front of a door:

- Push ↑ to enter the door.

Note: Sam must be carrying a key to enter locked doors.

## Costumes

When Sam collects a costume, he will change appearance and gain that particular costume's super powers. Wearing a costume also allows Sam to take a hit from an enemy without dying.

Note: Sam will lose his current costume if he is hit by an enemy!

## Ninja Sam



Ninja Sam can cling to walls and jump his way up narrow vertical passages.

- Push ● to make Ninja Sam cling to a wall.

When Ninja Sam is clinging to a wall:

- Hold ↑ and ← or → and push ● to jump off the wall diagonally.
- Push and hold ↓ to slide slowly down the wall.
- Push ● to drop off.

Tip: Ninja skills come in useful on many different levels!

## Pirate Sam



Pirate Sam can attack his enemies with his mighty cutlass!

- Push ● to make Pirate Sam swing his cutlass.

Tip: The cutlass is also useful for opening chests!

## Pitcher Sam



Pitcher Sam can throw rocks and chests with a powerful, targeted pitch. His baseball cleats also prevent him from sliding on ice!

If Pitcher Sam is carrying a rock or a chest:

- Push and hold ↓ to prepare a power pitch and activate the crosshairs.
- Release ↓ to cancel the power pitch.
- Push ● to throw the object in the direction of the crosshairs.

Tip: A pitched object will collect any collectibles it hits along the way!

## Disco Sam



Disco Sam's signature twist allows him to remain in the air for longer periods. He'll also inflict twice his usual damage if he collides with an enemy!

While Disco Sam is in the air:

- Push and hold ● to make Disco Sam start his twisting move.
- Use ← or → to steer Disco Sam in the desired direction.

Tip: Disco Sam's cool shades can reveal secret passages and objects - use the Peeking function to activate them!

## Space Sam



Space Sam wears a jetpack that enables him to perform double-jumps, radically increasing his jumping height and distance.

After Space Sam has performed a jump:

- Push and hold ● to fire a blast from Space Sam's jetpack.

Tip: Use the jetpack to slide up walls and find secret passages!

## Vampire Sam



Vampire Sam can transform into a bat and fly short distances.

- Hold ↓ and push ● to transform Vampire Sam into a bat.

While Vampire Sam is a bat:

- Use ← or → to make Vampire Sam fly in the desired direction.
- Push ● to make Vampire Sam flap his wings and gain height.
- Hold ↓ and push ● or touch the ground to turn back into human form.

Tip: Vampire Sam's bat flight time is extended should he run into any collectibles!