

Putt-Putt[®]

Goes To The Moon



Instruction Manual

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How to play the game

The Interface



1

This is Putt-Putt's Fuel Meter.

2

This is Putt-Putt's very loud horn.

3

This is Putt-Putt's Radio.

4

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, press the S key on your keyboard. 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, press the L key on your keyboard. 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 press the F5 key on your keyboard and press Quit at the bottom of the screen. Easy!

If you are using a Macintosh computer, 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.



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.



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.



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 [Advanced Options](#) page and reading about how to alter specific game settings.

