

S.A.M.M. User Guide

Status: Online; Location: Unknown

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To all of the dedicated programmers at
Texas Instruments
and in the graphing calculator
communities

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Installation

S.A.M.M. can run on the TI-84 Plus CE and the TI-83 Premium CE. Send the following files to your calculator using a computer-calculator link program, such as TI-Connect CE or TiLP. Put all of the files in Archive.

- SAMM.8xp
- SAMMS.8xv
- SAMMT.8xv
- SAMMr1.8xv

This program also requires the latest C libraries from the CE Programming team, available here: <https://tiny.cc/clibs>. Download that file and send clibs.8xg to your calculator.

Controls

Main Menu (These same controls apply to all menus in the game.):

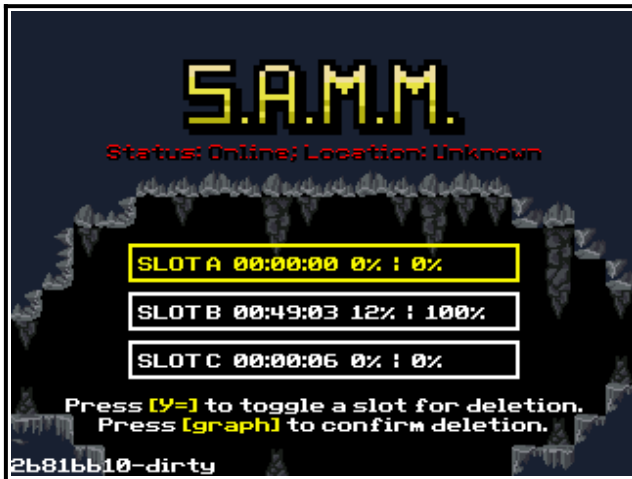
Key	Description
[2nd] / [Enter]	Select an option / save slot
[up] / [down]	Move between options / save slots
[clear]	Go back to previous menu / exit program

Game:

Key	Description
[left] / [right]	Move SAMM horizontally
[up]	Interact with doors, switches and elevators
[2nd]	Jump
[y=]	Open minimap
[graph]	Open options menu
[clear]	Exit game (progress since last save is NOT saved)

Explanation Of Progress Tracking

S.A.M.M. keeps track of the ratio of rooms you visit to the total number of rooms in the world map. This number is displayed immediately to the right of the game time on a save slot.



The second save slot indicates the user's game time is 49 minutes and 3 seconds, they have explored 12% of the world map, and they have collected 100% of items in that portion of the map.

The program tracks item collection very differently than other games in the genre do. Instead of keeping a

ratio of items collected to the total number of items, S.A.M.M. tracks the ratio of collected items to the number of items in all of the rooms you have visited. This number is displayed on the far right of a save slot.

Interacting with the Environment

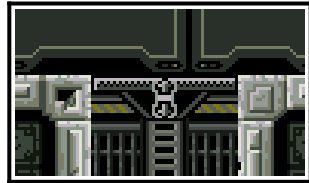
Save Station

This computer displays a diamond with a horizontal gap. Press **[up]** while standing in front of it to save your progress.



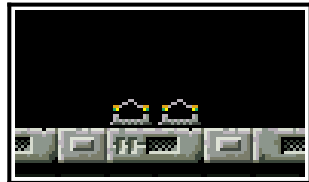
Elevator

This machine allows you to travel large vertical distances that you cannot traverse by jumping. Walk onto it and then press **[up]** or **[down]**, depending on the direction you wish to go.



Electric Trap

A security device designed to keep S.A.M.M. units from wandering into restricted areas. Removes **1 unit of battery** on contact.



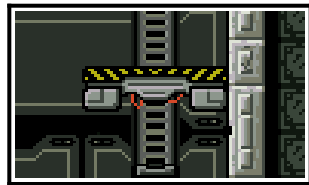
Switch

These control other objects within the room, like moving platforms and gates. Press **[up]** while standing in front of one to activate it.



Moving Platform

These platforms come in two varieties: ones that move vertically and ones that move horizontally. You can tell in which direction a platform will move by observing the track it is attached to. Some are inactive until turned on by a nearby switch.



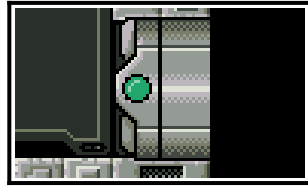
Gates

These portals prevent you from accessing parts of the room. You can open them by finding their corresponding switch.



Green Door

These devices control access to other rooms. You must collect the **GREEN KEY** in order to use them. Press **[up]** while touching the door to open it.



Battery Recharger

This small station will replenish **2 units of battery**. Press the up arrow to interact with it.



Ore Box

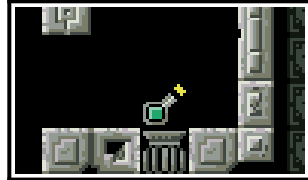
These crates contain neolithium ore, an important component of the LION batteries that power all of the electric machinery in the mine. Each crate contains **15 samples of neolithium**.



Upgrades

Green Key

This keycard allows you to open green doors.



Battery Pack Piece

If you collect 4 of these items, you will **extend your battery by 4 units**.



Credits

Playtesters

My family

Translators

Adrien "Adriweb" Bertrand (Français)

Special Thanks To

The CE Programming Team

John "commandblockguy" Cesarz

Jacob "jacobly" Young

Matt "MateoConLechuga" Waltz

Game Maker's Toolkit (GMTK)
studiominiboss

And to the developers of Tiled and GIMP

For Hosting And Support

Cemetech

TI-Planet

Feedback and Bug Reports

If you want to provide feedback on S.A.M.M., report a bug, or chat with fellow players, please make a post in S.A.M.M.'s Cemetech forum thread:

<https://www.cemetech.net/forum/viewtopic.php?t=18431>.

Legal Information

The Character

The name S.A.M.M. and its associated character are held in natural copyright and may not be used for any purpose without obtaining prior written authorization from the creator.

The Software

S.A.M.M. has been published without a license and with no guarantee whatsoever. By using this software, the user agrees that the creator will not be held liable for any loss of data or frustration caused by this program.

S.A.M.M. is of this writing closed source to prevent the discovery of in-game secrets and planned features.