

Sam's Journey Savegame Manager

Sam's Journey Savegame Manager (in the following abbreviated as SSaM) is a tool to transfer savegames for the Commodore 64 game "Sam's Journey" by [Knights of Bytes](#), published by [Protovision](#). This allows players to continue playing their savegames that they e.g. created using the digital download version of the game with the physical cartridge version, or to continue playing a savegame created on a real Commodore 64 on a handheld device with an emulator installed.

Prerequisites

In order to transfer savegames, you need to be able to perform two advanced tasks:

1. Disable the cartridge autostart of the game. The original Commodore kernel was unfortunately designed to provide protection of commercial cartridges against reverse engineering and will not allow to load and run a program while a game cartridge is inserted in the module slot. Disabling the cartridge autostart can be achieved either by installing a Kernal-ROM that allows to bypass the CBM80 check (for example "SpeedDOS") or by using a cartridge expander or switch that allows to disconnect the EXROM line.
2. If the savegame transfer shall be performed between an emulation and a real Commodore 64, you need to be able to transfer files between the Commodore 64 and the emulator. There are many options to achieve this, e.g. by using an SD2IEC device, or by connecting a Commodore floppy drive to a PC using a ZoomFloppy.

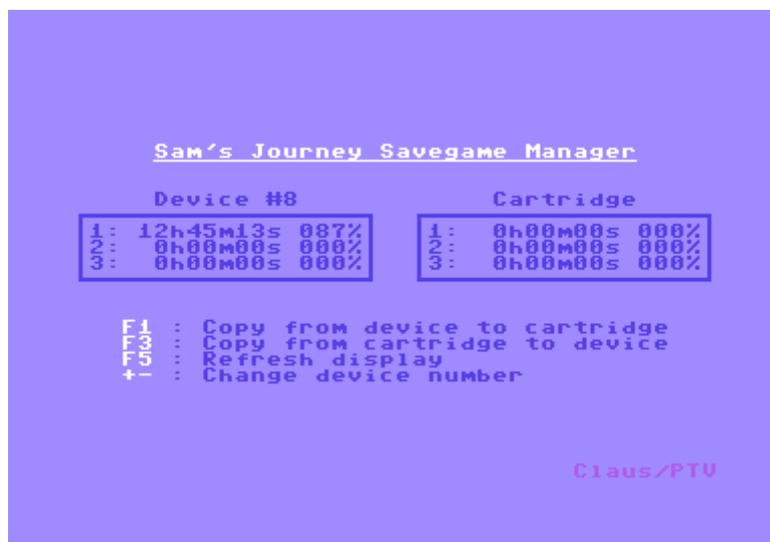
If you feel uncertain performing these tasks, it is recommended that you contact one of the many Commodore 64 user groups around to help you. Search the Internet, it is not unlikely that there is one around where you live.

Starting SSaM

Transfer the disk image *ssam.d64* to a medium that can be accessed by a real Commodore 64, or simply attach the disk image to the Commodore 64 emulator, and load and run SSaM using

```
LOAD"SSAM", 8  
RUN
```

The program will show a screen similar to the following:

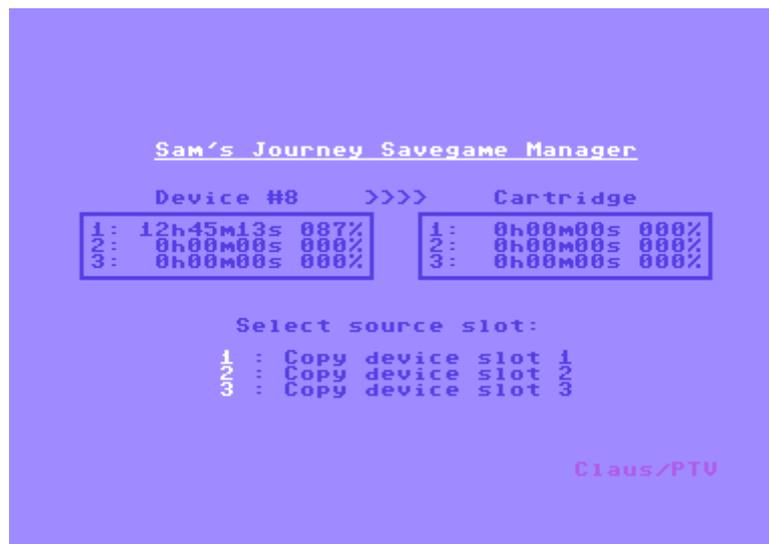


```
Sam's Journey Savegame Manager  
  
Device #8          Cartridge  
-----  
1: 12h45m13s 087%  1: 0h00m00s 000%  
2: 0h00m00s 000%  2: 0h00m00s 000%  
3: 0h00m00s 000%  3: 0h00m00s 000%  
  
+-----+ : Copy from device to cartridge  
+-----+ : Copy from cartridge to device  
+-----+ : Refresh display  
+-----+ : Change device number  
  
Claus/PTU
```

The left box contains the savegames the program could find on the device, or dashed lines in case it could not find any. The right box contains the savegames the program could find on the game cartridge, or dashed lines in case no or the wrong cartridge are attached to the Commodore 64. If you have several devices attached to the computer, you might need to change the device number using the + and - keys. If you change the medium in the device (e.g. change the diskette), you can update the display of the savegames using the F5 key. You can hit the Run/Stop key in all submenus to get back to the main menu.

Transfer from Device to Cartridge

Hit the F1 key to start a savegame transfer from the device to the cartridge. The arrows over the slot displays depicts the direction of the transfer that is about to be started.



You can select the slot on the device that you want to transfer using the number keys 1...3. The respective slot will be highlighted, and the menu changes as shown in the following image.



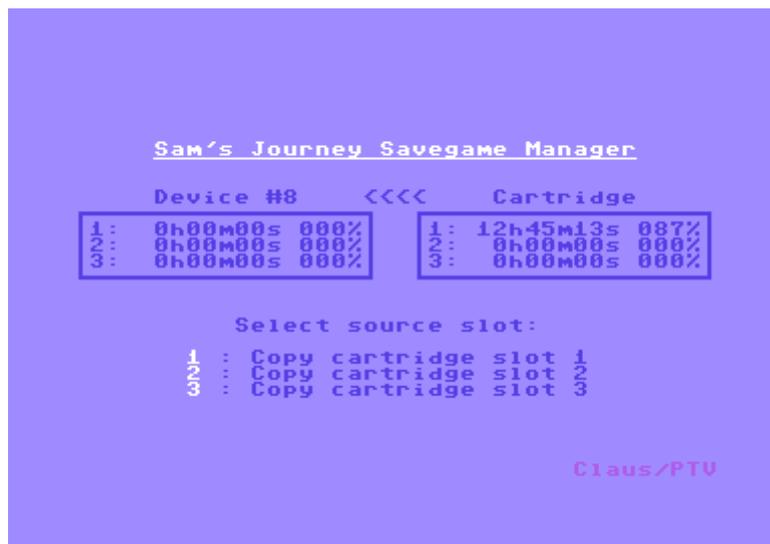
Now you can select the destination slot on the cartridge. Be aware that this slot will be overwritten (only after a further confirmation) and the savegame currently present in this slot will be lost. After selecting the destination slot, a confirmation dialog is displayed:



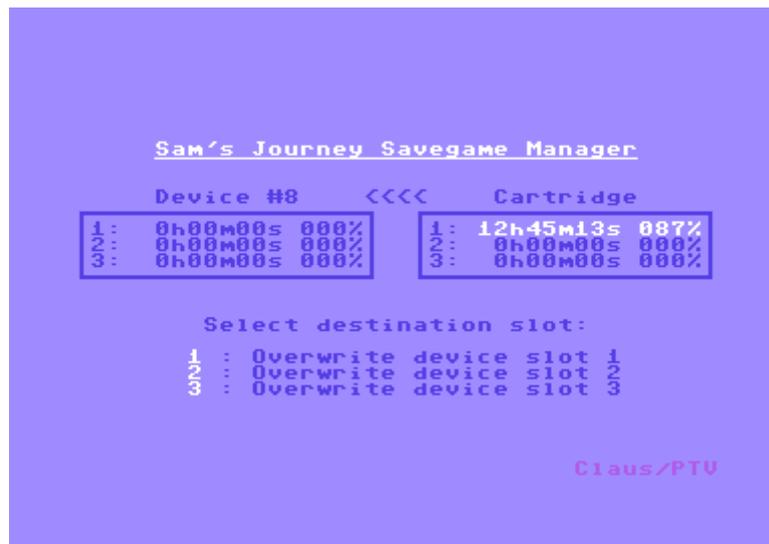
Hit the Y if you want to confirm the transfer, or N to go back to the main menu.

Transfer from Cartridge to Device

Hit the F1 key to start a savegame transfer from the cartridge to the device. The arrows over the slot displays depicts the direction of the transfer that is about to be started.



You can select the slot on the cartridge that you want to transfer using the number keys 1...3. The respective slot will be highlighted, and the menu changes as shown in the following image.



Now you can select the destination slot on the device. Be aware that this slot will be overwritten (only after a further confirmation) and the savegame currently present in this slot will be lost. After selecting the destination slot, a confirmation dialog is displayed:



Hit the Y if you want to confirm the transfer, or N to go back to the main menu.

Usage Examples

How do I get a savegame from my digital download disk image to the physical cartridge?

You need to transfer the disk image to a device that can be accessed by the Commodore 64. Furthermore, you need to disable the cartridge autostart on the machine (see section *Prerequisites*). Then simply follow the steps in section *Transfer from Device to Cartridge*.

How do I get a savegame from my digital download cartridge image to the physical cartridge?

You need to make a little detour over a disk image that can be accessed by the Commodore 64. Transfer the cartridge savegame to such a disk image, attach it to the Commodore 64 and transfer the savegame to the physical cartridge on that.

How do I get a savegame from my physical cartridge to a digital cartridge?

This needs the same procedure as described in the use case before.

How do I get a savegame from my digital download disk image to the physical diskette?

You do not need SSaM for that. Simply copy files "11", "12" and "13" from the disk image to the diskette using any suitable copy program.

