

Guide to getting SCUMMVM working on Android 2.0 and higher devices

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I didn't even know that there was a SCUMM (Lucas Arts game engine from the early 90's) emulator for the Android platform until I read a blog post by Justin Carter (<http://www.madfellas.com/> where he mentioned he was playing with it.

It takes a little bit of tweaking to get running on Android 2.0 and up devices, and all the useful files aren't in the Android marketplace, so here is my short guide, with links to getting SCUMMVM running on your Android handset.

There are a few steps to this, and you have to do them in the right order, as some software layers on top of existing installed applications.

1. Download scummvm.zip (<http://anddev.at.ua/data/scummvm/scummvm.zip> and extract it to your sdcard. The default is "/sdcard/scummvm/".
2. Create a new folder on your sd card called "scumm games", or an equivalent name. This is your game file storage directory.
3. Download and install a new custom version of the scummvm apk file. Open your phone browser and surf to <http://anddev.at.ua/news/2010-6-2-1-0-6> and click on the [ScummVM-1.1.1-vorbis.apk](#) link. Install the file that is downloaded.
4. Now you will have a new application scummvm in your application list. Go to the official scummvm site - <http://www.scummvm.org/downloads/> and they have a few freeware games to download and try.

If you have any problems installing the vorbis apk file it may be because you need more free space (in memory) I have it running on my HTC Desire and it is using around 30mb of system ram.

