

## TEAM LARRY

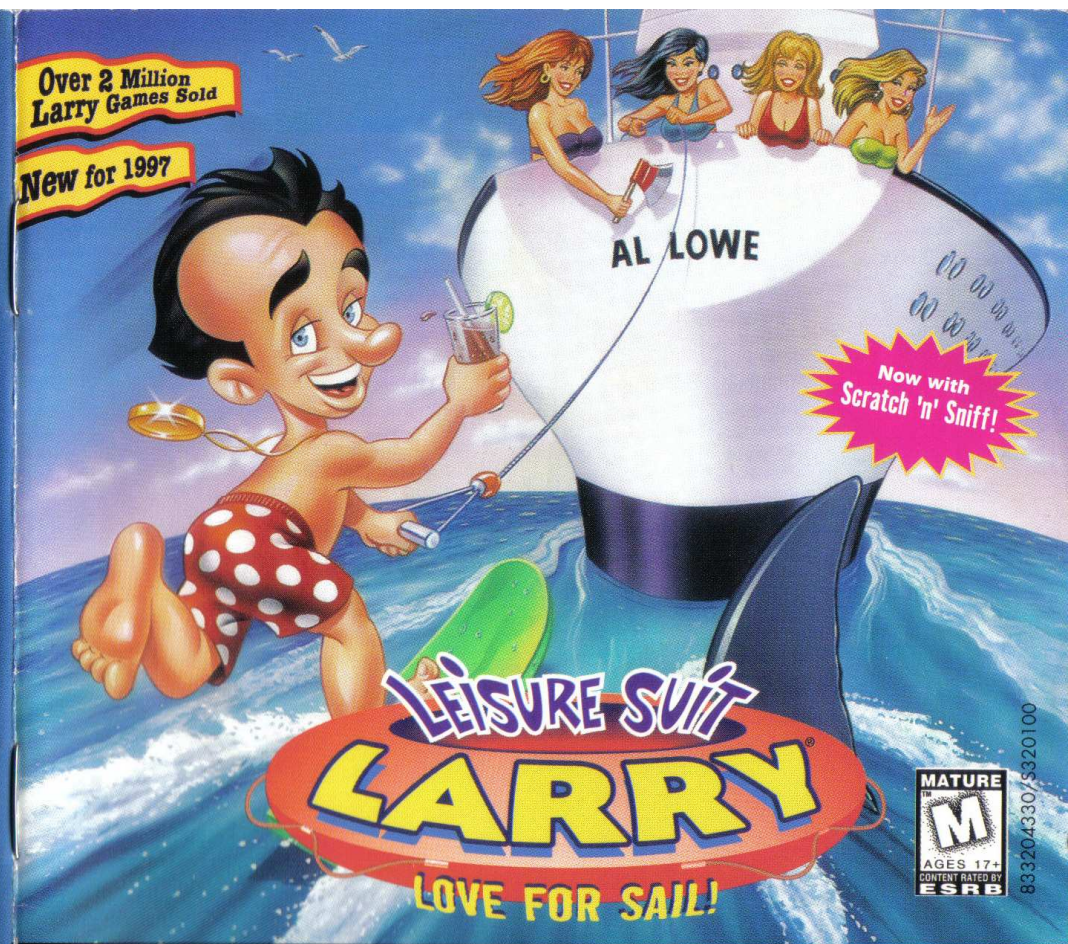


Front Row: Al Eufrazio, Mark Martino, Jennifer Keenan,  
Bill O'Brien, Jason Zayas, Mark Seibert, Al Lowe  
Back Row: Bryan Wilkinson, Ben Houge, Layne Gifford,  
Don Munsil, Jason Piel, Steve Conrad, Bob Munsil



SIERRA®

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SIERRA®



833204330/S320100



by Al Lowe

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## First Time Installation

### Windows® 95

1. Start Windows® 95.
2. Insert the *Love for Sail!* disk into your CD-ROM drive. Enjoy!  
If you've disabled AutoPlay, press the [Start] button, select [Run].
3. Type "D:\SETUP" and press [ENTER].  
(If your CD-ROM drive is not named "D," substitute its letter instead.)

### Windows® 3.x

1. Start Windows®.
2. Insert the *Love for Sail!* disk into your CD-ROM drive.
3. Go to Program Manager. From its [File] menu, select [Run].
4. Type "D:\SETUP" and press [ENTER].  
(If your CD-ROM drive is not named "D," substitute its letter instead.)

### DOS

1. Insert the *Love for Sail!* disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" and press [ENTER].  
(If your CD-ROM drive is not named "D", substitute its letter instead.)
3. Then type "CD\" and press [ENTER].
4. Then type "INSTALL" and press [ENTER].

## The Start Up Screen

The first time you play *Love for Sail!* you'll skip the Start Up screen and get right "into the action." So don't go looking for it. Don't worry. You'll get to see plenty of it soon enough!

### Resume Your Previous Game

Click this to be placed right back in the game right where you were the last time you quit. Pretty handy, no? Of course, if you haven't Quit, you can't Resume. (Duh!)

### Open an Existing Game

Click this to resume a different saved game. Of course, if you haven't Saved, you can't Open.

### Start A Brand New Game

Click this to start a new game from the very beginning. You'll lose your previous game, you know. This time, try listening to the Swedish Fire Chief!

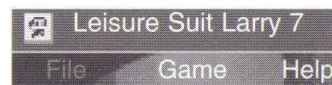
### Visit the Larry Web Site

Click here and your Web browser might just launch and take you to the Leisure Suit Larry web site. (If it doesn't, try [www.sierra.com/games/lsl7](http://www.sierra.com/games/lsl7) on your own.)

### Lemme Outta Here! (Exit)

Click this and...oh, just take a wild guess!

## The Menu Bar



Move your cursor to the upper-left corner of the game's graphics area and a menu bar appears. (If your screen is larger than the game window, be sure to stay *inside* the game window and below the title bar.)

Select an action from the menu. Most work exactly like other menus you know and love. Try 'em all...at least once. Some will bring you back again and again, screaming with delight!

### The File Menu

*New* starts a new game. (Duh.) You probably won't use this much, but the File Menu looked all naked without it.

*Open* restores a previously saved game. If you haven't saved your game, this function is pretty much worthless.

*Save* saves your current position. But you don't really need this in *Love for Sail!* because you can't die and you can't get trapped. The newer, easier method is to just Quit the game. We'll save your place automatically. Then Resume and you're right back where you were. But, we kept Save around just in case you want to mark some fun spots. *Hint:* when entering the save game's description, Ctrl-C quickly Clears away the old description.

*Quit* is the proper way to leave the game. Your position is saved automatically, so the next time you start, you can just select "Resume" on the Start Up screen and you'll be returned to right where you were. *Note:* exiting any other way does not save your current position. Better hope you saved!

File	Game
New	^N
Open	^O
Save	^S
Quit	^Q

## The Game Menu

File	Game	Help
	Map	M
	Inventory	I
	Score	P
	Audio Mixer	A
	Boss is Coming!	B
	Walking Speed	+ / -
	Increase Filth Level	F
	Decrease Filth Level	D
	Ship Stabilizer	H
	Closed Captioning	T

*Map* takes you to the ship's map. For more information, see "Game Controls" below.

*Inventory* brings up the inventory window. For more information, see "Game Controls" below.

*Score* tells you how you're doing. It's also on the right mouse-click shortcut menu.

*Audio Mixer* lets you adjust the relative volume levels of the game's background

music, dialogue, and sound effects. Don't like our mix? Think you can do better? Fine! Do your own. (Screw it up? Click "Default.")

*Boss is Coming...* Oh, take a wild guess!

*Walking Speed* lets you change how fast Larry walks.

*Increase Filth Level* makes the game much more rancid.

*Decrease Filth Level* makes the game much less rancid.

*Ship Stabilizer* stops the "motion of the ocean" outside the ship's portholes.

*Closed Captioning* turns the sub-titles at the bottom of the screen off and on. Highly recommended for airplane flights when you forget your headphones.

## The Help Menu

Serious help is available in a variety of locations: hint books, telephone, fax, on-line services, web sites, etc. See "How to Contact Sierra" on page 20.

File	Game	Help
		Help F1
		Hints
		Customer Service
		About...

*Help* offers a few suggestions about how to get started playing adventure games.

*Hints* does almost nothing.

*Customer Service* gives you current telephone, fax, and Email numbers for Sierra worldwide.

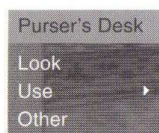
*About...* **WARNING: NEVER TRY THIS!** Also: do not pause your cursor over the team members' faces.

## Game Play

### The Cursor

The “packaged cursor” means the game is presently busy. Wait a while and the special “Larryesque” cursor will appear. Move it around. When it’s *not* highlighted, clicking it makes Larry walk as close as possible to where you clicked. But when it does “highlight” (in its own inimitable way), you’ve found something interactive. Then you should...

### Left Click



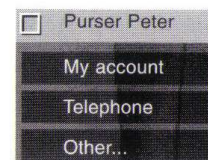
When the cursor is highlighted, a left click displays a context-sensitive menu of verbs unique to that object. Try them all, including “Other...”, which means...

### Typing

Selecting “Other...” lets you type in your own verbs. Typing is important in *Love for Sail!* Some puzzles can only be solved by typing. But all you need type is the verb. Nouns aren’t necessary. (You clicked on the noun, remember?) And you usually only need to type one word. We save the most recent few for you, so you don’t have to re-type them. And like Mrs. Bradley tried to tell you in third grade, spelling *does* count.

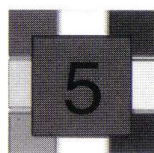
### Talking

Talking to people produces a varying menu of topics. Again, “Other...” lets you type in topics of your own.. Here it’s the verb that’s unnecessary. All you need to type is the (usually) one-word topic. Remember, some puzzles can only be solved by typing. *Note:* Topics change color when you hear them (for example, “Telephone” in the illustration). You never need to listen to a topic a second time, unless you just forgot to take notes the first time!



### CyberSNIFF 2000™

Do not become alarmed when you see (and hear!) the CyberSNIFF 2000™ logo.

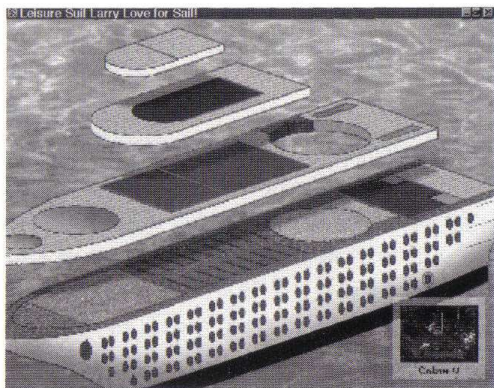


Do not run screaming from your home. No, it’s just the latest in multi-multi-media as *Love for Sail!* tickles yet another of your senses. When the CyberSNIFF 2000™ logo appears at the bottom of your screen, carefully remove your CyberSNIFF 2000™ card from its jewel-encrusted case... (What? Oh.) Sorry. ...from the CD’s jewel box case. Gently rub your fingernail once across the colored square matching the number shown. Then, stick your nose in it ...*and enjoy!*

## Right Click Shortcuts

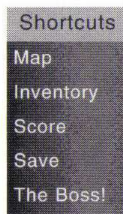
Right clicking anywhere provides a convenient list of shortcuts to common menu items. Sure, you *could* use the regular pull-down menus, but this way it's easy to do the things you do the most.

## The Map



## Inventory

The Inventory Window is where you use the objects you find. From the pull-down Game menu, select Inventory, or use the right-click shortcut.



Once you board the PMS Bouncy, you receive a map of the ship. It's the quick and easy way to move through the game. No more walking around. From the pull-down Game menu, select Map, or use your right-click shortcut menu. Move the cursor around the ship until it's over where you want to go. Click and "Poof!" You're there.



*Taking Objects:* Sometimes when you click on an object, its menu includes "Take." Take it—you'll be glad you did. The object you took then appears in your Inventory window and in the "Use..." list.

*Using Objects:* To use an object you've taken, first click an on-screen object. Then, from its resulting menu, select "Use...". Slide your mouse over and down until it's over the object you want to use. Click. *Hint:* first select the on-screen object to receive the action, then select the Inventory object to be used. *Example:* to use the banana on the toilet seat, first click the toilet. Then, from the toilet's "Use..." menu, select "Banana."

*Manipulating Objects:* Some objects may be manipulated in the Inventory window. Check each inventory item carefully. Some conceal important information! Try 'em all!

*Combining Objects:* Some Inventory objects may be combined with other Inventory objects to create new Inventory objects. To do this, go to the Inventory window. Left click on an object. From its menu, select "Use...". Slide your mouse over and down until it's over the object you want to use. Click. *Hint:* it works exactly like the game: first select the on-screen object, then select the Inventory object to use on it. *Example:* to rub the banana on the cattle prod, first click the cattle prod. Then, from the cattle prod's "Use..." menu, select "Banana."

## Strategy

*Love for Sail!* is a game of exploration. So don't miss anything! Look at each new scene carefully. Click on anything that causes your cursor to highlight. Try all the menu choices. Talk to everyone you see. Take notes. Remember what they say, as it may come in handy later as something to talk about with one of your new friends.

Things change during the course of the game. New characters may appear. Keep looking around.

Think creatively. When you get "stuck," leave and explore other areas. You never know where you might find just what you need. Above all, relax, let your imagination run wild, and have fun!

## Be A Star!

*Love for Sail!* is the first computer game in history to put *you* on-screen and in the action. Just follow the steps below. Of course, if any of this doesn't make sense to you, you're probably just not ready to "be a star!"

### CyberSCAN 2000™

Want to see your face on-screen? Here's how: scan a picture of your face and save it as a 256-color BMP file in your Larry sub-directory. Name it 1.BMP. See the BEASTAR.TXT file in that sub-directory for more information. *Hint:* for best results, crop the file so it's mostly your face.

### CyberVOX 2000™

Want to act? Want a role as the off-screen waiter? Use your Windows-supported sound card and microphone to add your voice to *Love for Sail!* Here's how: go to the Larry sub-directory. Open a file named VOICE.TXT in Notepad. It contains your script and further instructions. Also run Sound Recorder (or whatever you use to record wave files). Position both programs' windows side-by-side so you can read your lines in Notepad while recording your dialog. Be funny!

### CyberSYSTEM 2000™

Set your Windows wallpaper to LARRY7.BMP in the Larry sub-directory. Then, as you make progress in the game, we'll update your wallpaper to reflect your "latest conquest." *Note:* Windows only loads your wallpaper as it starts up, so you may not see it change until tomorrow.

### CyberSOUND 2000™

Add your own sound effects? Sure! Maintaining the tradition of recent Leisure Suit Larry games, *Love for Sail!* lets you "improve" the game at the touch of a (Bodily) Function Key. Try 'em all! Amuse your friends. Enjoy!

## **Credits**

### **Team Larry**

***Designer, Writer, Director***  
Al Lowe

***Producer***  
Mark Seibert

***Assistant Designer & Writer,  
Programmer***  
Don Munsil

***Animation Director***  
Jason Zayas

***Lead Programmer***  
Steve Conrad

***Programmer***  
Mark Martino

***Background Design***  
Jason Piel

***Lead Background Artist***  
Layne Gifford

***Animators***  
Bill O'Brien  
Al Eufrasio

***Art Technicians***  
Bob Munsil  
Bryan Wilkinson

***Quality Assurance Lead***  
Jennifer Gibbs

***Sound FX & Additional Music***  
Ben Houge  
Mark Seibert

## **Additional Credits**

***Voice Director***  
Al Lowe

***Voice Casting***  
Al Lowe & Don Munsil

***Voice Auditions***  
The Voicecaster,  
Burbank, California

***Voice Recording***  
Hollywood Recording Services

***Voice Recording Engineer***  
Mike Hanley

***DREAMS Software Specialist***  
David Henry

***Background Photographer***  
Al Lowe

***Best Boy***  
Dale Christensen

***Leisure Suit Larry theme  
composed by***  
Al Lowe

***Leisure Suit Larry theme  
arranged by***  
Frank Zottoli

***Original music composed by***  
Frank Zottoli

***Original music performed by***  
Frank Zottoli, *Piano*  
Kim Hutchcroft, *Woodwinds*  
Tom Warrington, *Bass*  
Claudio Slon, *Drums*  
Mark Seibert, *Guitar*,  
*Synthesizers, Percussion*  
Al Lowe, *Soprano Saxophone*  
Steve Conrad, *Trombone*

***Original music recorded at***  
Chick Corea's Mad Hatter studios,  
Hollywood, California

***Original music engineered  
and mixed by***  
Jeff Hall

***Original music mixed at***  
Maximus Studios,  
Fresno, California

***Configuration Testing by***

Michael D. Jones and the entire Sierra  
Oakhurst Quality Assurance Team

***Beta Testers***

Geoff M. Keighley  
Linda Lindley  
Wesley Litt  
Tim Marley  
Dan Milano  
Steve Porter  
Della Rogers  
Mark Schey  
Michael Shavelson  
Charles M. Solen

***Packaging and Documentation***

Heather Lavin  
Kerri Willard

***Special Thanks To***

Terese Gant  
Colette Bottinelli  
Cindy Vanous  
John Williams  
Eric Twelker  
Bill Moore  
Scott Lynch  
Jerry Bowerman  
Mike Brochu  
Ken Williams  
Roberta Williams  
Walter Forbes  
Zippy the Inflatable Wonder Llama  
The World Famous Talking Bear  
...and all the moms, dads,  
husbands, wives, girl friends,  
boy friends, & significant others  
without whom this game would have  
been done months earlier.

**Animation Credits, Animation**

***Supervising Animators***

David Hicock & Larry Royer

***Key Animation***

David Hicock  
Larry Royer  
John Bloom  
Bill Davis  
Marcus R. Gregory  
Fran Krause

***Paint Coordinator***

Jennifer Robin

***Computer Ink & Paint***

Jennifer Darsney  
Marcus R. Gregory  
Frank Krause  
W Aric Miller  
Jennifer Robin  
Peter Wynn

***Animation***

Jim Burns  
Julie Cornfield  
Jennifer Darsney  
Aaron P McDowell  
Matthew S Filer  
Jose Mercado  
W Aric Miller  
Jon C Parker  
Jeff Whitaker  
Michael Pringleton  
Jennifer Robin  
B J Walker  
Guillermo Zubiaga

## Animation Credits, LA West

### *Director of Animation*

Ivan Tomicic

### *Project Coordinator*

Susan McGirr

### *Production Assistant*

Danijel Tomicic

### *Animation Team Leaders*

Jurica Saravanja

Ivica Horvat

### *Animators*

Jurica Saravanja

Damir Semenov

Zvonimir Cuk

Ivica Horvat

Kristian Dulic

Zeljko Bracic

### *Digital Ink & Paint*

#### *Computer Artist Lead*

Peggy Skrlec

### *Digital Ink & Paint*

#### *Computer Artists*

Sasa Zec

Snjezana Lisica

Peggy Skrlec

Darko Dukaric

Ivana Baric

Scanner

Snjezana Lisica

## The Cast

<i>Leisure Suit Larry</i> .....	Jan Rabson
<i>Narrator</i> .....	Neil Ross
<i>Dewmi Moore</i> .....	Sheryl Bernstein
<i>Drew Baringmore</i> .....	Mary Kay Bergman
<i>Mysterious Woman in Black</i> .....	Tasia Valenza
<i>Victorian Principles</i> .....	Jennifer Darling
<i>Jamie Lee Coitus</i> .....	Mary Kay Bergman
<i>Nailmi Jugg</i> .....	Jodie Carlisle
<i>Wydoncha Jugg</i> .....	Mary Kay Bergman
<i>Peggy</i> .....	Herself
<i>Captain Thygh</i> .....	Sheryl Bernstein
<i>Shamara</i> .....	Julie Amato
<i>Peter</i> .....	Scott Bullock
<i>Johnson</i> .....	Kevin Richardson
<i>Dick</i> .....	Scott Bullock
<i>Jacques</i> .....	Michael Golff
<i>Wang</i> .....	Scott Bullock
<i>Willy</i> .....	Michael Golff
<i>Mr. Boning</i> .....	Neil Ross
<i>Xqwzts</i> .....	Michael Golff
<i>Judge Graham</i> .....	Kevin Richardson
<i>Judge Julia</i> .....	Sheryl Bernstein
<i>Judge Paul</i> .....	Kevin Richardson
<i>Rod</i> .....	Neil Ross
<i>Female Ship's Announcer</i> .....	Tasia Valenza
<i>Male Ship's Announcer</i> .....	Neil Ross

## ***How to Contact Sierra***

### **Technical Support**

#### **AUTOMATED TECHNICAL SUPPORT LINE**

(206) 644-4343

#### **IN THE U.S.**

Sierra On-Line  
Technical Support  
P.O. Box 85006  
Bellevue, WA 98105-8506  
Main: (206) 644-4343  
Fax: (206) 644-7697  
8:15 am - 4:45 pm PST  
Monday-Friday

#### **IN THE U.K.**

Sierra On-Line Limited  
4 Brewery Court  
The Old Brewery  
Theale, Reading, Berkshire  
RG7 5AJ United Kingdom  
Main: (44) 1-734-303-171  
Monday through Friday,  
9:00AM-5:00PM  
Fax: (44) 1-734-303-362

#### **IN FRANCE**

Parc Tertiaire de Meudon  
Immeuble "Le Newton"  
25 rue Jeanne Braconnier  
92366 Meudon Le Forêt Cedex  
France  
Main: (33) 1-46-01-46-50  
7 jours sur 7 de 9h à 21h  
Fax: (33) 1-46-30-00-65

#### **IN GERMANY**

Sierra Coktel Deutschland  
Robert-Bosch-Str. 32  
D-63303 Dreieich  
Germany  
Main: (+49) 0-6103-99 40 40  
Montag bis Freitag von 9-19h  
Fax: (+49) 0-6103-99 40 35  
Mailbox: (+49) 0-6103-99 40 41

#### **IN SPAIN**

Coktel Educative Multimedia  
C/ Tomas Redondo, 1-1º F  
Edificio Luarda  
28033 Madrid  
Spain  
Main: (34) 1-764-39-69  
lunes a viernes de 9h30 a 14h y  
de 15h a 18h30  
Fax: (34) 1-381-08-39

#### **IN ITALY**

Contact your local distributor or vendor.

#### **MODEM SUPPORT**

Internet: <http://www.sierra.com>  
Sierra U.K. BBS: (44) 1-734-30-4227  
CompuServe: GO SIERRA  
America Online: Keyword SIERRA

### **Direct Sales**

#### **U.S. DIRECT SALES**

Sierra Direct  
7100 W. Center Rd  
STE 301  
Omaha, NE 68106  
Main: (800) 757-7707  
Mon-Sat: 7AM to 11PM CST  
Sundays: 8AM to 9PM CST

#### **IN FRANCE**

Parc Tertiaire de Meudon  
Immeuble "Le Newton"  
25 rue Jeanne Braconnier  
92366 Meudon La Forêt Cedex  
France  
Main: (33) 1-46-01-48-53  
lundi au vendredi de 9h à 18h  
Fax: (33) 1-46-30-00-65

#### **ON-LINE SALES**

CompuServe:  
GO SI (CServe Mall)  
America Online:  
Keyword: SIERRA  
Internet: <http://www.sierra.com>

#### **US DISK/DOCUMENTATION REPLACEMENT & RETURNS**

*Disk/Documentation Replacement:*  
Sierra On-Line Fulfillment  
PO Box 485  
Coarsegold, CA 93614  
*Product Returns:*  
Sierra On-Line Returns  
PO Box 485  
Coarsegold, CA 93614

### **International Support Services**

#### **INTERNATIONAL SALES**

Sierra Direct  
7100 W. Center Rd  
STE 301  
Omaha, NE 68106  
For direct orders: (206) 746-5771  
Fax: (402) 392-9117

## **UNITED KINGDOM**

Sierra On-Line Limited  
4 Brewery Court  
The Old Brewery,  
Theale, Reading, Berkshire  
RG7 5AJ United Kingdom  
Main: (44) 1-734-30-3171  
9:00 am - 5:00 pm M-F  
Fax: (44) 1-734-30-3362  
Modem: (44) 1-734-30-4227  
Disk/CD replacements in the U.K. are  
£6.00, or £7.00 outside the U.K. Add  
"ATTN: Returns."

## **FRANCE**

Parc Tertiaire de Meudon  
Immeuble "Le Newton"  
25 rue Jeanne Braconnier  
92366 Meudon La Forêt Cedex  
France  
Main: (33) 1-46-01-46-50  
Fax: (33) 1-46-30-00-65  
Disk/CD replacements:  
Call for information.

## **GERMANY**

Sierra Coktel Deutschland  
Robert-Bosch-Str. 32  
D-63303 Dreieich  
Germany  
Main: (+49) 0-6103-99 40 40  
Montag bis Freitag von 9-19h

Fax: (+49) 0-6103-99 40 35  
Mailbox (+49) 0-6103-99 40 41  
Disk/CD replacements:  
Call for information.

## **Hints**

### **U.S. HINT LINE**

Sierra Hints  
PO Box 53210  
Bellevue, WA 98015-3210  
Fax: ((206) 562-4223  
For Automated Phone Service:  
1-900-370-5583  
\$.75 per minute. (must be 18 years or  
older, or have parental permission). You  
may also contact Direct Sales for a hint-  
book.

### **CANADIAN HINT LINE**

For automated phone service:  
1-900-451-3356  
\$1.25 per minute (Canadian)  
Callers under 18 years old must have par-  
ents permission. You may also contact  
Direct Sales at 800-757-7707 for hint  
books.

## **ON-LINE HINTS & SUPPORT**

Access Sierra's Hints through  
CompuServe by typing: GO SIERRA  
then go to Hint Connection  
Access the Sierra Forum on America  
Online with the keyword: SIERRA

### **FRANCE HINT LINE**

36-68-46-50 (hint line)  
2,23F TTC la minute; tarif en vigueur au  
1 juillet 1996  
(France métropolitaine seulement).

### **GERMANY HINT LINE**

0190-515 616  
Kosten: 1,20 DM pro Minute  
(Nur in Deutschland verfügbar)

### **U.K. HINT LINE**

Old Games Hint Line: (0) 1-734-30-4004  
(within the UK)  
Old Games Hint Line: (44) 1-734-30-4004  
(outside the UK)  
New Games Hint Line: (0) 8-91-66-0660  
(within the UK only)

## **NEW SIERRA HINT LINE:**

For adventure games released after January  
1, 1993. Charged 39p/minute cheap rate,  
49p/minute at other times. Maximum call  
length: 7.5 minutes. Maximum charge  
cheap rate: £2.93, £3.68 other times.  
Must have permission of the person who  
pays the phone bill before calling (line  
available in the UK only, 24 hours.  
Requires a touch tone phone).

### **SPAIN HINT LINE**

Coktel Educative Multimedia  
C/ Tomas Redondo, 1-1º F  
Edificio Luarca  
28033 Madrid  
Spain  
Tel: (34) 1-764-39-69 (lunes a viernes  
de 9h30 a 14h y de 15h a 18h30)  
Fax: (34) 1-381-08-39

### **ITALY HINT LINE**

Contact your local vendor.

## ***The Sierra No-Risk Guarantee***

**The Promise:** We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...even if you bought it retail.

**The Only Catch:** You've got to tell us why you don't like the game. Otherwise, we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

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