



S I E R R A

TM designates a trademark of, or licensed to, Sierra On-Line, Inc.
© is a registered trademark of, or licensed to, Sierra On-Line, Inc.
© 1994 Sierra On-Line, Inc. All Rights Reserved. Printed in the U.S.A.
Sierra On-Line, Inc. Bellevue, WA 98103
003191000



My Scrapbook

*Leisure Suit Larry's
Greatest Hits and Misses!*



From the desk of Larry Laffer

TABLE OF CONTENTS

Humorous Themes and Development in Late 20th Century Literature	1
Introduction from Al Lowe	2
A Word About the Contents	3
Interfaces and Icons	4
Installation	5
Leisure Suit Larry: In the Land of the Lounge Lizards(EGA)	7
Leisure Suit Larry: In the Land of the Lounge Lizards(VGA)	11
Leisure Suit Larry Goes Looking for Love (In Several Wrong Places)	21
Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals	27
Leisure Suit Larry 4	39
Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work	41
Leisure Suit Larry 6: Shape or Slip Out!	51
The Laffer Utilities	55
Miscellaneous Larry	61
Credits	65
Technical Support & Customer Service	66

Humorous Themes and Development in Late 20th-Century Digital Literature

(Just ignore the title; I'm gonna try to write this off as a work-in-progress on my Doctoral Dissertation.)

By Al Lowe

Hair has always been one of Larry's downfalls (pun intended!). Follow the numerous references throughout all the games to hair loss, wigs, barbers and baldness. Carefully study my photo on the back of the box. Draw your own conclusions.

Weight loss is another sore point with Larry. Like many of us, he's perpetually fighting his own "battle of the bulge." Again, check my photo. (Where do I get these ideas?)

Note the multiple clever references throughout every game to the ubiquitous Ken (AKA Kenny, Chief Kennecewauwau, etc.) Many reviewers and critics think these are thinly veiled references to Sierra founder and CEO Ken Williams. Preposterous. Others accuse me of "sucking up to the boss." Ridiculous. Some say I have no imagination for names. Possibly. I like to think of it as "one less person that could sue me for using his name!"

Women's names have been another fun point. Since Larry deals with so many women, it quickly became obvious I needed help coming up with fresh, funny names. Larry 1 was produced around the time of the Oliver North hearings, so "Fawn" seemed a natural name for a character. Larry 3 had lots of women so I made their names all end in "I," Bambi, Susi, etc. By Larry 6, I was so desperate I sank to disguising the names of wines: Charlotte Donay, Cavarrichi Vuarnet, etc. Fortunately, no one ever noticed.

Another example of evolution is "The Leisure Suit Larry Theme Song." It's especially been fun to hear my little ditty change over the years as each new composer gives it his own treatment. By the way, it is still awaiting lyrics. Submissions will be accepted gladly, but not acknowledged!

Somewhere I read you should never see a movie with a Roman numeral in the title. That's why I've been careful to ensure all the Larry Sequels use Arabic numerals.

Dear Leisure Suit Larry Fan Club Initiate:

Thank you so much for purchasing "The Absolutely Totally Complete & Thorough Compilation of the Life & Times of Leisure Suit Larry Laffer" (or, as we like to call it internally, "Refried Larry"). You'll be proud to learn your purchase qualifies you for a free "International Gold Level" membership in The Official Leisure Suit Larry Fan Club, bringing with it all the rights, privileges, duties, and responsibilities thereinto untoward henceforth.

The good news? No more waiting for us to bill you! From now on, each month you'll just send your \$10.00 membership dues to the Fan Club's post office box, and you'll receive one of Leisure Suit Larry's "Special Surprises." (Unmarked bills only, please; no stamps.) We guarantee you'll be surprised, all right!

New OLSLFC members often ask me, "Al, um, how did you, ah, come up with, like, the idea of a, you know, whatayacallit, guy like, ah, Larry Laffer?" To which I always reply, "That's Mr. Lowe to you!"

In truth, the actual story is even more fascinating. Leisure Suit Larry was discovered, lurking inside my brain, fully-formed, waiting, nay struggling to get out, back in the Winter of '87. It only took six months in the delivery room, sitting before a state-of-the-art XT turbo (and some sterile gauze), to loose him upon an unsuspecting planet. (I like to say it was a drug-free, natural birth, but that's only half true.)

You're probably wondering why it took so long to assemble this collection. It's simple: over the years I've been asked to do many Larry collectors' editions, Larry software compilations, Larry souvenir coffee mugs, a line of Larry beach wear, even Larry velvet paintings. But it all seemed so exploitative... That is, until Sierra's founder and CEO, Ken Williams, gave me the chance to produce a collection in the only way I would want it done: "We'll give you a piece of the action," Ken said. The rest is history in your hands.

I truly hope you'll enjoy tracing the development of the modern American kinda-hero, Larry Laffer. Revel in the joy of knowing you have every possible bit of Leisure Suit Larry. Now get out of the house! It's a nice day outside.

Sincerely,
Al Lowe



A Word About the Contents

There are numerous fabulous perks to owning *Leisure Suit Larry's Greatest Hits and Misses!* If you purchase the collection at full retail, you will notice that your hair gradually stops falling out, your teeth become whiter, and sexy women begin finding your widening paunch an attractive feature. If you and all your friends purchase two copies each, the result will be a stable economy and peace in the Middle East. Oh, yeah, and all the babes that can safely crawl over you at one time.

Not only that, but by purchasing *Leisure Suit Larry's Greatest Hits and Misses!* you get some fabulous games, from classic to state-of-the-art. *Softporn*, the text adventure that begat Larry and thrust Sierra On-Line into national prominence, is included. You'll find Larrys 1, 2, 3, 5 and 6. (What's that? Where's Larry 4? That's a whole other story. Write to Al Lowe, care of Sierra's corporate offices, and ask him about it sometime. No, wait. On second thought, DON'T!) You also get a couple of fascinating

Windows video clips about Al. Speaking of Windows, *Laffer Utilities* for Windows and a Leisure Suit Larry pinball game for Windows are included. *Larry's Casino Games* are on here too. Even a video and interactive demo of the hilarious comedy-western from Al, *Freddy Pharkas, Frontier Pharmacist*, is included. In fact, everything Al could force on this CD with only determination, elbow grease, and a plunger, is here.

Another Word About the Contents

Inside this incredible book you will find copies of the original documentation that were actually sold with the first release of these hilarious games. These important pages are full of information and copy protection that are critical to you playing each game. So reference each section VERY CAREFULLY, and DO NOT LOSE, tear, staple or mutilate (Okay, you can mutilate if you want to, please just do it behind closed doors.)



The Evolution of Lizardum Loungeus

Times change, technologies change. Back in 1987, when Larry burst upon an unsuspecting and still reeling America, he was a megastud with his dazzling EGA smile and his four pixel leisure suit. As you play the EGA version today, you might find the graphics as dated as the word "groovy," but you should consider the games within context. This collection is an important historical retrospective, at least in Larry's mind! As you travel back through time and technologies, please reflect on the fact that, although every single thing in the world changes, the exception to this rule is that Larry Laffer strikes out in 16-color, chunky graphics just as he does in gorgeous, state-of-the-art, 256-color aromavision.

The point is Sierra's software technology was and is a product of the times. When you play the EGA version of *Leisure Suit Larry in the Land of the Lounge Lizards*, you might say to yourself: "No music. Bummer." But keep in mind that sound cards weren't even invented when Larry pestered his first virtual woman, so it would've been impossible to hear his offensive come-on. The Collection's older games seem dated because Sierra's commitment to bringing you the latest in computer advancements means the cutting edge of technology keeps moving forward.

Parser vs. Point-and-Click Interfaces

The Parser Interface: Leisure Suit Larry 1, 2, and 3

The Larry series began as did so many other enduring computer classics: with a parser interface. When working with the parser, the player types instructions at the cursor on the screen. If, for example, you'd like Larry to drink poison, you simply type DRINK POISON. If the parser recognizes the words, Larry will comply by drinking the poison. If the parser does not recognize the words, Larry won't comply. In that case you might try different words like DRINK BEVERAGE, CONSUME LIQUID, or even DIE, LARRY, DIE!

The result of Larry's actions may be good or bad. If you type GROPE FRONTAL LOBES and Larry does it, the gropee might enjoy it and want to get better acquainted. But the gropee could also give him a shot to the sternum that kills him deader than disco. In adventure games, you live and die by your decisions.

That's why we have save and restore features. So SAVE OFTEN, and you will avoid potential dead-ends.

Note that the ultimate parser game, *Sofporn*, is included in this collection. *Sofporn* is a text adventure, the precursor to the 3-D adventure game, and responds only to two word sentence structures. Use very simple sentence structure when speaking to this interface: "verb noun" works quite nicely.

Leisure Suit Larry 1, 2, and 3 are parser games. The Larry 1-VGA remake, Larry 5, and Larry 6 utilize the point-and-click interface. Be sure to utilize every entry on the pull-down menus. Al always tries to hide something funny in there.

Icons and Cursors: Larry 1 Remake, 5, and 6

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you.

To open the icon bar, move the mouse cursor all the way to the top of your screen.

Note: There may be slight variations in the appearance of icons from game to game. If you are unsure of an icon's purpose, click the HELP symbol (the question mark located at the right end of the icon bar), then click on the icons in question. In Larry 6, pull down HELP and choose "Interface." Then just pass the cursor over the screen.

Keyboards, Mice and Joysticks

Using a Keyboard

- To position the on-screen cursor or move your game character using a keyboard, press a direction key or the numeric keypad.
- To stop your character, press the same direction key again, or press 5 (the key in the middle).
- To execute a command, type it and press [Enter].
- Access the menu bar by pressing [Esc]. Use the arrow keys to

move through the different menu selections, then press [Enter] to choose one.

Using a Mouse

- To activate the icon bar, move the cursor to the top of the screen.
- To position the on-screen cursor, move the mouse to the desired position.
- To move your character, position the WALK icon at the

desired screen location and click the mouse button.

- To execute a command, click the left mouse button.
- Try the right and center buttons, too. They help you change cursors.

Using a Joystick

- To position the on-screen cursor using a joystick, move the stick in the desired direction.
- To execute a command, press the FIRE button.

Windows™ Installation:

1. Insert the *Leisure Suit Larry's® Greatest Hits and Misses!* CD into your computer's CD-ROM drive.
2. Start Windows.
3. In Program Manager, pull down the [File] menu and select [Run].
4. At the command bar, type the letter of your CD-ROM drive, followed by ":\SETUPEXE" and click OK or press [Enter].
5. Click on [Install] and follow the on-screen prompts.
6. Click on the "Readme" icon for the latest information.

MS-DOS® Installation:

1. Insert the *Leisure Suit Larry's® Greatest Hits and Misses!* CD into your computer's CD-ROM drive.
2. Type "X:" where X is the letter of your CD-ROM drive, (for example, "D:"). Press [Enter].
3. Type "INSTALL" and press [Enter].
4. A menu will appear. Select the letter corresponding to the game you wish to install, and type it at the prompt.
5. Follow the on-screen prompts.

IMPORTANT: All individual games must be installed to the same drive on which *Leisure Suit Larry's Greatest Hits and Misses!* was initially installed. (In other words, you must install everything to the same drive.) If you experience difficulty trying to install under Windows, you may want to install under DOS. Then again ... maybe not.

MS-DOS is a registered trademark and Windows is a trademark of Microsoft Corporation. Sierra and Leisure Suit Larry are registered trademarks of Sierra On-Line, Inc.

Page 2

Leisure Suit Larry Theme

by Al Lowe

Page 1

Leisure Suit Larry Theme

by Al Lowe

Some extra feel

Original Larry theme Good sax solo!

Copyright 1987 by Al Lowe Associates, Inc.
1984-1987

Leisure Suit Larry III

THE LAND OF THE LOUNGE LIZARDS

3-D ANIMATED ADVENTURE GAME

TANDY COLOR COMPUTER 3 DISK 90-8003

SIERRA

LOOKING FOR A GOOD TIME?

MEET LARRY.

It's just around the next hair curl single. If you can get past the glare of his Gracious Female you can see his hidden beginning to make a lively remark from his forehead. Larry's behavior is all of the highest quality (100% non-toxic material, permanent press, suit). He wears a hair 11 gold chain and his background work made him your in a bright light.

Down at the airport he talks the check... sure I'm afraid I got in a fight with my old lady and she threw me out? He doesn't tell them the old lady will be more or less he will be in the zone.

YEAH, LARRY'S A JERK.

It's the ultimate blind date experience. The kind of guy you wouldn't want your daughter to meet in some date. But he's also known as ultimate sub-hero of the computer age. And he's the star of the new version of the 3-D Adventure Game classic.

3-D EQUALS DANCING, DRINKING, AND DAMES!

Become the invisible man Larry for one fabulous night. You'll drink. You'll gamble. And if you play your cards right, you might even meet the girl (or girls) of your dreams.

Learn that Larry is a bartender, bartender involves his skills. The object of the game is to help Larry overcome his problems and live his new love affair. It's a silly, stagey route through the night-club and a challenging adventure game that will see your name made into movie syndication.

So slip into your favorite suit and venture out into the land of the lounge lizard. We guarantee it will be a night you'll never forget.

A New 3-D Animated Adventure Game featuring:

- First-person real depicted art in brilliant full color including many of your favorite characters.
- An improved sound real computer driven soundtrack that'll have you performing all night long.
- New voice-controlled "point and grab" commands you speak, use hand control devices.
- Incredible three-dimensional animation. Move Larry in front of speaking only into his table across the dance floor.
- Animated characters that come alive. They walk, they talk... they even ignore your best pick-up lines... just like in real life.

RM VGA Color Standard



Click on objects with left 'point & grab' mouse control

RM VGA



Use Dega keys up and down among other things if you

RM VGA



Go looking for great table life

At home in the center of real life influences behind, because Larry carries one of the best-selling items in computer game history. A massive real-time action, we have it in many fun ways from the original release, with the youth of today.

SIERRA®



Leisure Suit Larry I VGA: In the Land of the Lounge Lizards

In 1991 we had a brilliant idea: people continue to buy classic books, movies and videos year after year; surely they would also buy classic computer games as long as the graphics didn't look dated. So we had Bill Skirvin and crew create all new backgrounds and animation in the then-new VGA 256-color 320x200 format. We had Oliver Brelsford *et al* repro-

gram the game, substituting Sierra's new point-and-click interface for our old "type-'til-you-bleed" parser. I created hundreds of new lines everywhere possible. New graphics, new interface, new laughs? Surely, this would breathe life into the old boy!

That's how we learned: games aren't books, movies or videos!

—A.L.



WELCOME TO BEAUTIFUL LOST WAGES.

where you can: act up and party down. You'll find just the right kind of action, whether you're here to gamble or gamble!

You may be a little dazed when you first arrive, so we've got a suggestion or two for starting your adventure here in Giltier Gulch.

WARNING:

Experience all the fun you can get with this little guide, but don't read any further if you prefer to remain ignorant.

Let's start your tour on the street of Giltier, one of our favorite drinking establishments. **CLICK** the first line on the side walk in Lorie at a time, it will call your attention to the sign on the pole... you'll want to look at that, too. You can sign to your bar transparency or the big and loud as the tone of the bar the window, and the screen to get the signpost.

CLICK the **HAND** icon in the doorway. Now let's head on one. Lorie's bar, clicking the **HAND** on the front door. The sign is blinking, it should **CLICK** the **TELEPHONE** everything the customer, the bartender the jobless, the painting, and the **CLICK** the **TELEPHONE** icon to get empty barstool in the air. **CLICK** the **TALK** icon on any of the characters to see what they've got to say. Next, talk to the bartender, Lorie's where you should see your pocket. But for now, go for some of Lorie's famous well... whiskey. Now, carefully carrying your drink, let's talk to a boy, in the street-side bar, go back.

Now watch to look at... a table, some handy things on the table, and a hand against the wall. Look on the table at our what's long there, then **CLICK** the **HAND** on the sign to talk to him. You may know what you'll find something you'll want to inspect. Talk to the girl, long on the floor. Then to have a drink, then to have a drink, then to have a drink, then to have a drink. To do that, open up the **INVENTORY** window and **CLICK** the **FOURER** on the small glass of whiskey to highlight it. The pointer will change to a **W-BAR** icon. **CLICK** the window glass on the drink to get it to change to a **W-BAR** icon. **CLICK** the window glass on the drink to get it to change to a **W-BAR** icon. **CLICK** the **W-BAR** icon on the doorway to get the game to change to the **W-BAR** icon. Now and please the **W-BAR** icon. Now and please the **W-BAR** icon. Now and please the **W-BAR** icon.

Now you're ready to start enjoying *Lost Wages* on your own. There are other things you find within Lorie's and all over the city. Then you'll be ready to leave and go to the city. So know what the actions of Lorie's are at the city. So know what the actions of Lorie's are at the city. So know what the actions of Lorie's are at the city.

MORE THAN ONCE in active scenes. And here... enjoy the city!



On your trip to
Lost Wages,

Experience the Thrill of a lifetime!
Plumb the depths of the Fabulouls



Lost Wages
**Mystery
HOLE**

over 5,000,000 serviced

Item originally
shipped w/ the
game!

Nestled in the bush just shooting distance from
warm, inviting Beaver Creek, the bizarre yet
strangely satisfying **MYSTERY HOLE** beckons.



PLUNGE
headfirst
into the
soothing
Backdoor
Basin!

SQUEEZE into the wonderful
Mossy Farrow at the end
of Skidmark Trail!



SPEND 5 minutes in the disorienting
Tumbling Tunnel...when you get home,
you'll swear to your friends it took you
an hour-and-a-half!



**SEE objects swell to
3 TIMES THEIR ORIGINAL size...**
Then, just as mysteriously, wither back again!

You've never seen anything like it!

**HOW DID
THE MYSTERY HOLE
COME TO BE?**

Nobody's quite sure.



*Psychic
Investigators
have studied the
Mystery Hole
and left
scratching
themselves.
Scientists have
probed the
Mystery Hole
with their
instruments and
emerged shaking
their heads.*



*All we know is that everybody who explores the
MYSTERY HOLE'S secret crevices wants to come
again and again and again!*

Sierra On-Line, Inc. P.O. Box 485, Coarsesgold, CA 93614
1991 Sierra On-Line, Inc. All rights reserved
Printed in the U.S.A.
002021030

Calling all Dudes! Come one, Come all!

Cover
Use gun
fight photo



at THE
PALAMINO
RANCH

Useful info
for copy
protection

"Where even a tenderfoot

Salmon
colored
sunset
Bronco rider



ACTIVITIES

Located in scenic Lost Wages just 5 miles from the Humongous Tetons, two miles from the positing Bodacious Tetons, and just down the road from the Small-Yet-Fert-Tetons.

Get a long little doggie! At the Palamino Ranch, you kin practice all your dude ranchin' skills, like:
* Ropin' fillies
* Bareback ridin'
* Cow pokin'
And every Tuesday, enter our CANYON YODELIN' contest!

an lick every mare on the spread



Use guitar
playing
woman pic



Cow rosin

Hot dog
picture



Bean
pic
here



EATIN' OUT

You'll enjoy real down-home camp-fire cookin'. For lunch, cornbread and chiliband bey, blame it on the cows... that's what we do! For dinner, tuna tacos and hot buns. And if you like jugs o' Moonshine, our cowgirls have some of the smoothest you've ever set yer lips on.

For you wimmenfolk, we'll aksbully show ya how to make some real frontier treats! Just imagine pulling your own taffy under the stars, shuckin' corn in the barn, churning butter and packin' fudge in yer very own crock. You'll be pleasin' yer greenhorn in no time flat.

ACCOMMODATIONS

Remember, whether it's a day of horseplay or a Bronco-bustin' weekend, grease up your saddlebag and give us a call at 1-800-ZIP-DOWN. We'll set you up with your own filly, bed roll and chaps. Before you can say "Yippie-ay-yay," we'll have you back in the saddle!

Available for Bar-Mitzvahs, Bachelor Parties, Conventions and CEO Birthdays.

Hourly rates.
Reins extra; no spurs allowed.

Border must
be blue gray.

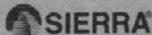


Also visit:

- *Carla's Bad Caverns (see the drippin' turgid stalagmites and oozing paint pots. Openings available year 'round!)
- *Moaning Glory Acres (where the pussywillow blooms!)
- *Old Faceful (Imagine...an eruption every 35 minutes! Could you do better?)



Gettin' to the Palamino Ranch is easier 'n pickin off a saddlesore. Jes' head on down the Tooney Valley Highway and turn off at Venus's Mound O' Used Tires and RV Waste Sump. Take Exit 69 and be sure to pull out when you come to the sign of the Giant Palamino. We'll keep a light on for ya!



000021010

© 1991 Sierra On-Line, Inc. All rights reserved. Printed in the U.S.A.
Sierra On-Line, Inc., Copyright, California 95014

WHOSE WHOM IN AMERICA

4 N. Kate Place
Salt Lick City, Utah 82110
From the desk of Mr. Muhweeny

Address on
back is
invisible

Make this
red

Dear Mr. Laffer,

Frankly, I'm puzzled.

I don't understand why you haven't responded to the *FABULOUS* offer we recently made you!

Let's face it, **Lawrence**. Men have it rough in today's world. What with the so-called "Women's Liberation" movement, it's getting harder and harder. To find a suitable mate. Even for fabulouso, study, sensitive guys like yourself, **Lawrence**.

But we want you to know that **WE** appreciate your finer qualities. After all, you're in the full flower of your manhood... a young, active **40** years old (barely out of your teens!). We know that you've got a solid, established career as a **traveling software salesman** and make more than \$ n/a a year. You've resided in one of America's finer neighborhoods, **Anytown**, for **40** years... long enough to have established a reputation as a **adequate** credit risk.

So why **WOULDN'T** any woman leap at the chance to throw herself on your strapping, muscular **65"** frame?

We'll tell you why. They **WOULD!** But it's so hard to **MEET** the kind of woman you deserve!

That's why we know you'll **JUMP** at the chance to be included in this once-in-a-lifetime opportunity... an opportunity to have **YOUR** face and **YOUR** vital statistics included in what's sure to be this year's most sought-after book: **WHOSE WHOM IN SINGLE MEN In The Southwestern United States**.

Imagine, women all over the country will be receiving this volume of the **Southwestern United States's** most-eligible bachelors. And not just **ANY** women, **Lawrence**. The kind of women we know that **YOU** like, woman with the **medium** handfuls you've told us you so love to look at... to touch... to nuzzle! Single, attractive, available women with **any length** legs, beautiful **clean** hair and **yes** derrieres.

Don't waste another minute, **Lawrence!** Fill out the form at the bottom of this page and include your check or money order (or just use your **none** credit card). And you'll be on your way to a lifetime of babes!

Enthusiastically,

Adolph Muhweeny

Vice President, Direct Male Dept.

Sierra On-Line, Inc. P.O. Box 485, Coarsegold, CA 93614 ©1991 Sierra On-Line, Inc. All rights reserved. Printed in the U.S.A. 000021020

cut along dotted line

Make dotted
line blue

Make Adolph's
signature
look like
red pen

Leisure Suit Larry goes

LOOKING FOR LOVE

(In Several Wrong Places)

LEISURE SUIT LARRY IN THE
LAND OF THE LOUNGE LIZARDS
—Best Adventure Fantasy
Role Playing Game of 1997—
—Software Publishers Association

NUDE
BEACH

G-D
35
EGA
ND TANDY

SIERRA®





AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is "Leisure Suit" Larry Laffer, a would-be man-about-town with a receding hairline and no redeeming social values.

Each 3-D Animated Adventure Game has a goal, and as Larry, yours is a very special one.

You see, Larry has been single for a long, long time. Life as a swinging single has been unfulfilling (and unsuccessful), it's time to find a long term relationship. Someone with whom to spend his declining (and receding) years.

Leisure Suit Larry is looking for the holy grail of the singles bar scene. Larry is looking for the girl of his dreams, his soul mate, his long term relationship!

LEISURE SUIT LARRY GOES LOOKING FOR LOVE! (In Several Wrong Places)



3. ACCESSING SPECIAL OPTIONS (Pull down menus)

Sierra 3-D Animated Adventures feature an array of special options designed to enhance your gaming experience. These options are available by accessing the pull down menus at the top of the game screen. On most machines, use the ESCAPE (ESC) key and direction keys or the joystick or mouse.

4. SAVING AND RESTORING A GAME IN PROGRESS

Every Sierra game product offers a special save and restore game feature. Saving a game is much like putting a bookmark in a book. Your position in the game, including your location, your possessions, and your total point score, is saved to disk for future use. You may use this option whenever you want to take a break from playing your game, or whenever you are about to do something you think you might regret later.

A wise adventurer saves his game often. The world of Leisure Suit Larry is filled with potentially lethal situations. Whenever you get killed, locked up in prison for life, or otherwise stopped in your quest, you can restore your game to a past bookmarked point and proceed in your adventure again. For more information on save and restore functions, consult your reference card.



HOW TO INTERACT WITH THIS COMPUTER GAME

1. HOW TO MOVE AROUND

Identify your character onscreen (he's the balding nerd in the white leisure suit). You can move Larry through use of a joystick, mouse, the numeric keypad or direction keys on your computer. Check your reference card for full details.

If Larry bumps into anything (barstool, girl, etc.) he will stop. You must maneuver around the object. When Larry reaches the edge of any screen, a new scene will be loaded from the floppy or hard disk. If Larry reaches the edge of a screen and a new screen is not loaded, you have reached a boundary of the adventure game world. An example of this is to try to go left or down from the opening screen of the game.

2. HOW TO CONVERSE WITH THE GAME

TEXT MESSAGES (from the computer)

Throughout your adventure, the computer will tell you about the situation you are in than would normally meet the eye. This text comes up in a message window on your computer screen. To clear a message from the screen, press ENTER or the mouse or joystick button.

TEXT ENTRY (your input to the game)

When you want to do something, such as "talk to the cute receptionist," or "get the handcuffs," type simple, complete English sentences. A dialog box will appear when you start to type. Press ENTER when your instructions are complete. For more information, see your reference card under the headings WINDOWS and INTERACTING WITH THE GAME and TIP #4 under TIPS FOR NEW ADVENTURERS.



SPECIAL TIPS FOR BEGINNING ADVENTURERS

1. LOOK AT EVERYTHING

Every time you reach a new screen in your game, type "Look at the scene." Look at everything you can identify in each screen.

For instance, in a bathroom you would "Look at the room," then "Look in the mirror," "Look at the sink," "Look at the toilet," and even "Look in the toilet." (Yuck!)

The descriptions you get when you look at things can give you valuable clues that will help you in the game and can sometimes be very funny too!



2. KEEP AN EYE ON YOUR INVENTORY

Adding items to your inventory (collecting things you find as you play) is a major part of any adventure game. You never know when a rope, a shoe string or even a banana peel can come in handy.

When you find something that you think might be useful, type "GET THE", "If you can't get the item you are trying to get, the game will tell you.

Sometimes, the game will allow you to pick up things that could be detrimental to your progress. If, for example, all the characters in the game begin running from you with their hands on their noses, you may want to drop that rotting fish you found on the seashore.

3. PLAY WITH A FRIEND

When it comes to playing adventure games, more heads are better than one. You may find it very helpful (and more fun) to play this game with a friend.



4. A FEW CHOICE WORDS

This 3-D Animated Adventure Game understands a wide variety of verbs, such as:

ASK	DRINK	LOAD	SWING
BEAT	EAT	LOOK	TAKE
BURN	HOLD	LOOK	TALK
BURN	MOVE	MOVE	TASTE
BUY	EXIT	NORMAL	TELL
CALL	FACE	OPEN	THINK
CARRY	FIX	ORDER	THROW
CLANCE	FLIRT	PAY	TOUCH
CLANN	LAUGH	PLAY	TURN
CLAN	LEAP	POCKET	UNLOCK
CLOSE	LEAVE	PRESENT	WAIT
COWAY	LIVE	PUNCH	WALK
DANCE	LIFT	PUNCH	WAVE
DIVE	LISTEN	STEAL	WRINK

5. YOU'VE GOT TO BE OPEN-MINDED

If it's silly, rude, dirty or funny, Al Lowe probably thought of it when he was designing this game. Some of the puzzles in this game require deranged thinking to solve.

When confronted with a problem in the game, try anything and everything. After all, no one ever got a social disease from their keyboard, and you have your RESTORE GAME function if things really backbite on you.

6. IF YOU STILL CAN'T FINISH

Foiling frustrated? Can't seem to finish what you start? Is your wife making fun of you?

Even the best adventure gamers sometimes can't complete their tasks.

LEISURE SUIT LARRY GOES LOOKING FOR LOVE!
(in Several Wrong Places)

Written and designed by
Al Lowe

Programming
Al Lowe

Executive Producer
Al Lowe

Game Development System

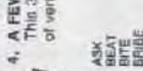
Jeff Stephenson
Robert Heirman
Pablo Ghisla
Stuart Goldstein

Music Development System
Stuart Goldstein

Animation and Background Scenes
William Skirvin
Ronnie Barucki
Douglas Harring

Music composed and performed by
Al Lowe

Documentation
John Williams



MS-DOS
3.5"
EGA
AND TANDY

FREE INSIDE!
Genuine Tacky Island
Postcard and
Fashion, Fascinating,
Far-out and Colorful
Nostalgic Tonight
Magazine.

A 3-D ANIMATED
ADVENTURE GAME™
SIERRA

"Watch out America,
here comes Leisure Suit
Larry...can Leisure
Suit Larry: The Movie
be far behind?"
-- Dennis Lynch
Chicago Tribune



CRITICS REACT:

"The first adventure with a sex change" — at least in category is involved."

—*Ray Jones*
—*Macintosh* Source

"...an amazing combination of James Bond and Buster Keaton."

—*Paula Brothers*
—*PC* Source

"The game is an addictive...if you can't get your broker on the line. *Money Larry*."

—*Steve Brown*
—*Macintosh* Magazine

"Watch out America, here comes *Leisure Suit Larry*...can *Leisure Suit Larry: The Movie* be far behind?"

—*James Lind*
—*Chicago Tribune*

Are you a smooth, suave, single guy on the make, or maybe you larry yourself the deck. SEXY female friends? Whatever you do, get ready for a look at the other side of life. In Sierra's latest 3-D adventure, *Leisure Suit Larry III: Passionate Patti in Pursuit of the Pulsating Pectorals*, you're HOT!



...you'll get dumped by your woman and lose your job at Natives, Inc. What better reason to take off into the steamy jungle ruled by Amazon cannibal women.

Larry's in for the adventure of his life with the woman of his dreams in her pants!



AS PATTI

...you'll follow Larry's trail deep into the overgrown jungle. Find your lover, and rescue him from a life of sex slavery at the hands of the man-eating cannibal Amazon women who have taken his prisoner.

Passionate Patti: on a quest for the man that got away!

A GAME OF DOUBLE IDENTITY

Leisure Suit Larry III is the first Sierra game ever to allow you to switch roles and see the story from another point of view. In our first ever role-switching adventure, you'll experience a new dimension of computer adventure. Become Larry, trying to find himself in the jungles of Neotropical Island, and Passionate Patti, searching for the man of her dreams (we seem to have dropped off the face of the earth).



Larry's search for the perfect shade will reveal many things.



...it's more than a beautiful girl...



...but only one will be Mr. Right.

William Slatoff is the man of the picture in this game.

Larry's search for the perfect shade in the jungle, but the only one will be Mr. Right.

Passionate Patti could have any man on the beach, but she can't live without her Larry.

At Sierra, developer of *Leisure Suit Larry* and *Leisure Suit Larry: The Movie*, we're committed to the best.

SIERRA

SIERRA GAMES, INC. • 2230 RIVINGTON DRIVE, REDWOOD CITY, CA 94061

Sierra is a registered trademark of Sierra On-Line, Inc. © Sierra On-Line, Inc.



80037764

Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals

The end of "The Larry Trilogy," I fully intended the series to stop with this game. In fact, during the last month of development, I remember someone asking me, "What are you going to do for Larry 4?" to which I replied, "Nothing! There's never going to be a Larry 4!" Pretty damn prophetic, eh?

By this time, no one was playing from floppies any more, so we demanded a hard disk. Still, the entire game fits in under 4 megabytes.

This game saw the addition to the Larry gang of Carlos Escobar and Roger Hardy, both of whom were dumb enough to work with me again in the future. Carlos had an honorary cameo role in Larry 2 as the brother of the ship's maid. You only saw him if you typed something nasty when the maid was in the room, so I'm sure most of you never saw him.

—A.L.

TONITE

Your Guide to the Island

HELP! I FORGOT BRINGING THE KEY TO MY LINT!

SIERRA

SPECIAL THIS ISSUE ONLY

HOW TO PLAY THE BEST IN COMPUTER GAMES!

Contains useful tips for user protection.

**Leisure Suit Larry 3:
Passionate Patti in Pursuit
of the Pulsating Pectorals!**

Producer
Al Lowe
Designer
Al Lowe
Programmers
Al Lowe
Carlos Escobar
Graphics Artists
William Starvo
Roger Hardy
Sierra's Creative Interpreter
Jeff Stephenson
Bob Heiman
Pablo Ghemis
Smart Goldstein
Music composed and performed by
Mike Dana
Sound Effects
Rob Atesalp
Music Conversions
Rob Atesalp
Atari ST Translation
Robert Lindsay
Amiga Translation
Robert Lindsay
Macintosh Translation
by Bix
Quality Assurance Leader
Robin Bradley
Cover Art
Mark Crowe
Cover Photography
Keith Semmler/Camerad
Executive Producer and Best Boy
Ken Williams

"Nantoonyt Tonite"

Documentation
Mari McKenna
Bridget McKenna
Design and Production
Greg Steffen
Illustrations
Bill Eaken

Dance Your Grass Off
at



00741
TICKET
GOOD
ANY
TIME

Copy
protection
alert!

Copy
protection
alert!

**HOW TO READ
THIS MANUAL**

Throughout this manual we will use the following ways of representing information:

MENU COMMANDS
will be **CAPITALIZED**.

Example:
SAVE, RESTORE, QUIT, PAUSE

TYPED COMMANDS
will appear as **BOLD TYPE**.

Example:
'type: [example game command]'
'type: ed sierra'

Portions of the command line **not** meant to be typed will **not** appear in bold type. For example, in the line 'type: ed sierra', 'type:' should **not** be typed.

[example text] and [Key] brackets setting them text.

Example:
[object], [character], [Space], [PageUp]
The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example:
'Press [CTRL-I] to view your inventory.'

If a space appears between parts of a command, it is meant to be typed.

Example:
'type: ed sierra'
ed and command)

The term 3.5" or 5" either

Use this
page
number (5)
for copy
protection

Going Native
with
Uncle Carlos



This Week:
Native Crafts of Nantoonyt

From the time of the earliest Nantoonyt natives, island grasses have been used for a variety of useful and durable items. The island Community Center offers lessons, with new classes starting every month.
GRASS WEAVING
Suitable grass once grew in many places on the island, but is now scarce. The illustrations below show one of the more popular patterns favored by traditional weavers, in three easy-to-follow steps. Try it -- it's fun!



LEI-MAKING

The art of making leis has been popular on the island since ancient times, but has changed little. All one needs is a dozen or so flowers. Lei classes are available at the

Nantoonyt Community Center; check the Community Calendar for dates and times.
WOODCARVING
Woodcarving is another ancient Nantoonyt craft -- in fact, the island is known far and wide for its unique wooden sculptures, and tourists come from miles around to buy them from native vendors. If you don't want to spend up to \$20 for such a sculpture, you might want to try carving your own. Granadilla wood is another item that isn't as plentiful as it once was on Nantoonyt, but if you can find it, it's free for the taking. The best pieces even seem to suggest the shapes they will take under the carver's knife. If you decide to carve your own, you'll want to check the Community Center for the dates and times of their Wood Carving classes.

If you do decide to buy a genuine native sculpture, watch out for phony 'Native Vendors' on the local beaches. Many of these are not Nantoonyt natives at all, but phonies dressed in traditional native clothing in order to make a sale, and their 'genuine souvenirs' usually turn out to be nothing more than cheap imitations. The ancient islanders had some fascinating uses for these oddly-shaped sculptures; for instance, single women (see page 118)

Use this
page
number (6)
for copy
protection

55811
NANTOONYT
ADMIT ON
SHOW PASS
55811

Copy protection alert!

CHIP 'N' DALE'S ALL MALE Burlesque Review

Now onstage for a limited time:
Chip 'n' Dale's own

Dale Carlsonian,



known across the island as
The Tom Jones of Nantoonyt

Fans of all persuasions will relish this exhibit of pure animal passion set to your favorite Rossini opera arias. Come one, come all to Chip 'n' Dale's, and have the time of your life!

Tickets \$25.00 in advance.
Make your reservations now.

Corner of Hibiscus and Palmetto

Pig Out At

Freddi's Feral Bar-B-Q

WE GO WHOLE HOG
FOR YOU!

Take Home a Bottle of our 'Special Sauce'

In the Beautiful Downtown
Nantoonyt Mall

Island
Office and Voodoo
Supply



- Magic Markers
- Invisible Write-protect Tabs
- Copy-Proof Computer Disks
- and much, much more!

In the Beautiful Downtown
Nantoonyt Mall

Panti-of-the-Month Club

Get 8 Pairs of Panties for Only 1¢!

Take advantage of this Once-in-a-Lifetime Special Offer to build your panti collection. Just choose 8 pairs of panties from the selection below. You will be billed just 1¢ plus \$6.95 shipping and handling! Every month on the 4th day of every year we'll send you the Panti-of-the-Month for the special Club Price of only \$12.95.



- Fleming Heat
- Volcano Heat
- Lacy Heat
- Tropical Heat
- Satin Heat
- Summer Heat
- Island Heat
- Prickly Heat

Yes! Here's my 1¢. I have selected my first 8 pairs of panties. Enroll me in the Panti-of-the-Month Club right away!

Panti-of-the-Month Club, Box 888, Nantoonyt

LEISURE SUIT LARRY GOES
LOOKING FOR LOVE
(ON SEVERAL WRONG PLACES)

Score: 4 of 4000 Leisure Suit Larry 9



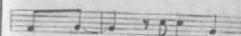
Follow the
boun - cing fruit!



Never Never



E-Ver Eat Nec-tar



lines Washed... NO! Eat

entertainment

Dale Carlsonian, co-owner of Chip 'n' Dale's is now appearing onstage in a bump and grind extravaganza. This reviewer thinks he looks like a poor woman's Tom Jones.

HIGHLIGHTS Featuring Paul Paul

Rising young comedian Paul Paul of Oakhurst, California is now appearing at The Comedy Hut for a special two week engagement. I spoke with Paul recently between shows and he told me a little about his humble beginnings in show business.

Born Melvin Melvin in 1964 to Melba and Marvin Melvin of Gary, Indiana, it was soon apparent that Paul was not like other children. In fact, most other children weren't even allowed to play with him. At age 14, Paul entered Grry High School, where he was soon dubbed "The

Hung-Garyan" by classmates in the locker room. Paul refused further comment on the unusual nickname.

When he was 18, Paul entered the family business - Melvin's Discount Mortuary in the beautiful Downtown Gary Mall, founded in 1893 by brothers Morton and Myron Melvin. During lunch hours and coffee breaks, Paul began to conceive his first comic routine. Unfortunately, he delivered it during a eulogy. This incident cost Paul his position at M.D.M., but revealed to him his true calling in life. At age 18.5, Paul began a new life in Oakhurst, California as a night club entertainer playing such exclusive establishments as Sierra Lanes, The Caddy Shack Lounge and Oakhurst Funeral Chapel.

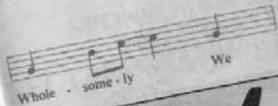
Copy protection alert!

00993 NANTOONYT
ADMIT
SHOW PASS

This is
page 13

09170 NANTOONYT
ADMIT
SHOW PASS

Copy protection alert!



**DEWEY,
CHEATEM
AND
HOWE**

ATTORNEYS AT LAW

Is coping with marriage just too much to master?
Is your life best described as domestic disaster?
Has your wife packed her bags and moved in with her mother?

Let D.C. & H. intervene for you, brother.

Are you wishing for ways to get rid of your spouse, since yesterday's bridegroom is now today's louse?
Did your rat of a husband take off with some floozie?
Come to D.C. & H., and just ask for Suzi.

555 Hibiscus

Witch Doctor

Appearance Centre

Hair Restoration
Color Consultation
Makeovers our Specialty



'Yesterday, I was a loser and a bore.'

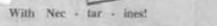


'Today, I'm a real cool guy. Thanks, Witch Doctor!'

Paris, New York, Nontoonyt

In the Beautiful Downtown Nontoonyt Mall

Copy protection alert!



SPONSORED BY THE
NONTOONYT
NECTARINE ADVISORY BOARD

TIPS ON HIKING ON NONTTOONYT



PIGGI'S

COFFEE SHOP

Open 24 Hours

This Week's Special



Feral Pigs in a Blanket

\$3.95
with this coupon

In the Beautiful Downtown Nontoonyt Mall



with your native guide,
Jungle Joe

Off The Beaten Trail

As a native of this beautiful island, I am always so pleased when our visitors are wishing to explore its lovely jungles. But take warning, you silly stranger; there is much to be knowing about this island, and much to beware! Many have come to me for counsel and have lived to take another foolish photograph. Of those who are not heeding my words, most are so much pig slop on the jungle floor. Young Judi escaped this doom. Lucky she be listen to me all these years. You can read about her in this issue also, mon.

Now hear me, newcomer: when you go into the jungle, you be taking plenty of fresh water so you aren't drying up like an old prune. Beware the wild creatures who are wanting to eat you or kill you for sport. In the jungle, a harmless vine is becoming a snake, the rock a poisonous lizard with teeth 6 inches long! A harmless mud puddle may be deadly quicksand, you know? Don't worry that the Feral Pigs be sneaking up on you -- they will be attacking you in a sincere and straightforward manner.

Now I must tell you how easily you are getting lost in our dense jungles and bamboo forests. If you wander into the bamboo, it may be you never come out again. If this happens, I hope you picked lots of juicy Nontoonyt Nectarines to nourish you. Maybe you'll just fall off a big cliff and die, mon.

I always tell visitors about the unlucky traveler who was impaled upon (cont. page 192)

FERAL PIGS ATTACK ANOTHER VILLAGER Native villager Judi gets porked

NPI - In yet another near-tragic episode, native villager Judi was assaulted by Feral Pigs in an area of the Nontoonyt jungle known to be thick with the wild creatures. Through the use of her keen wit and available resources, Judi escaped with minor injuries. When asked why she ventured into this hazardous region, Judi replied, "Because it was there."



SHOW PASS
514 5288 52

SYS file on
rate

Copy protection alert!

FAT

TRY OUR NAUGHTY-LUST MACHINES FOR A 'REAL WORKOUT'

'Last summer I hit the beach and it shook. I was carrying around so much blubber, the lifeguard mistook me for a beached whale. Discouraged with other weight-loss plans, I tried Fat City. Now I'm the cutest chick in the coop!'



Dest.

'Last week we were a couple of computer nerds, and nobody liked us. A big slot-machine repairwoman kicked silicon in our faces. We went to Fat City.'

BEFORE



Now we are real cool guys and a big hit with the chicks. Thanks, Fat City.'

AFTER

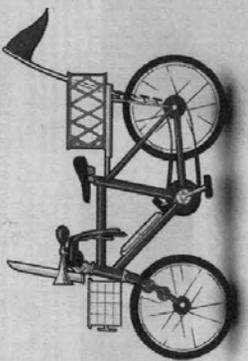


A Couple of Real Cool Guys

999 Granadilla
SEE THE SHOW ON US 62503

PLACE PHOTO HERE

Hurtz
RENT-A-BIKE



THE ONLY WAY TO EXPLORE THE ISLAND!

For the Beautiful Damascene
Nonconformist Male!

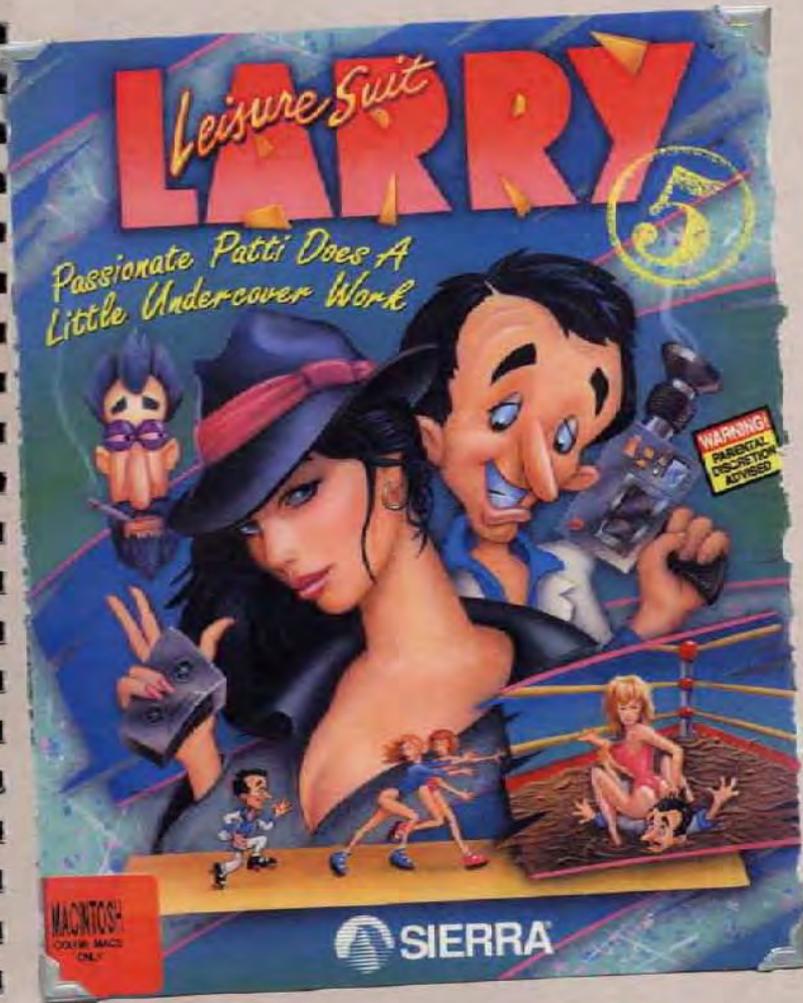
002711000

Leisure Suit Larry 4: The Missing Floppies

What is the truth about why I skipped Larry 4? Was I trying to catch up with the Space Quest guys? Nah. Did I write a game too dirty to ship? No. Were the floppies really stolen by

Broderbund and released as "Where in the hell is Leisure Suit Larry?" NO!

—A.L.



Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work

Dating from my "Hey! I've got it! People really want games that are like little movies!" period, Larry 5 was generally considered funny with a good plot, but resoundingly disliked by computer game magazine reviewers and professional game players as too easy. On the other hand, most "normal" people I've talked with said it was the only one of the games they could finish. Go figure.

Larry 5 was my first game (but not the last) to make use of the Bodily Function Keys. For a demonstration, just press the unused function keys on your keyboard (try F10 to start). We added these about three days before we shipped because it was late at night, we were tired, we

were high on caffeine and pizza, we were all Letterman fans, it seemed like a good idea at the time, and we could. Not even the game reviewers noticed.

This game introduced the "new look" of Larry: more modern, angular, artistic. We call it, "whacked out!" It gives the game a fun feeling, even when nothing funny is happening.

If you forget your password, or never even entered one, and yet the game insists you need one, do this: Find the sub-directory where the game is installed (probably C:\SIERRA\L5) and delete the file "MEMORY.DRV." That's where we hid the password. (Pretty sneaky, eh?)

—A.L.

SEX, THUGS AND ROCK 'N ROLL. They're back in their silliest, sexiest adventure ever. Larry teams up with Passionate Patti for a rollicking gender-bending romp through the sleazy underside of the underworld.

SWITCH SEXES ON THE FLY. Yes, every time you take a plane ride, you'll switch back and forth between Larry and Patti. Double the trouble, double the fun!

IT'S LARRY & PATTI vs. A GALLERY OF GOONS. Passionate Patti is a fledgling spy for the FBI sent to level out corruption in the music industry. Larry, cult-hero of the computer age and certified fashion disaster, is auditioning hostesses for TV's syndicated steam-fest, *America's Sexiest Name Videos*. But watch out! The Mob wants its get pornography off the air and back onto their balance sheet. Help Larry and Patti take on organized crime, the FBI, and the Citizens Against Nearly Everything in their spiciest computer caper yet.

FANTASTIC FEATURES:

- Digital locale de-hollywood computer. Drag-Baton. Empty trousers.
- Computer for the Classic TV show. Composed of music locales for The Last Starfighter, A Night on the Bareback, and many other films.
- Head-tilted digital graphics in taboos, full color (including several of your favorite film scenes).
- Non-spying "peek and click" interface for quick, fun, one-handed action scoring.
- Our most amazing and outrageous animation ever.

What does Larry say when he shows the photo?
AL LOWEY STATUES!
Game designer Al Lowe denies our allegations that he and Larry are one and the same. Al is a former school administrator and jazz musician who regularly practices self sex. Larry is every girl's nightmare. We owe our debt.

SIERRA

© 1990 Sierra Entertainment, Inc. All Rights Reserved.
P-32048 N201 4

AERODORK AIRLINES



"Fly the Proud Dork!"

AeroDork Airlines Travel Schedule

Time	Destination	Code
9:00	New York City, NY.	NY NY NY NY
9:10	Intercourse, PA.	PA PA PA PA
9:20	Atlantic City, NJ.	NJ NJ NJ NJ
9:30	Los Angeles, CA.	CA CA CA CA
9:40	Oakhurst, CA.	CA CA CA CA
9:50	Miami, FL.	FL FL FL FL
10:00	Sequim, WA	WA WA WA WA
10:10	New York City, NY.	NY NY NY NY
10:20	Climax, MI.	MI MI MI MI
10:30	Atlantic City, NJ.	NJ NJ NJ NJ
10:40	Los Angeles, CA.	CA CA CA CA
10:50	Miami, FL.	FL FL FL FL
11:00	Spread Eagle, WI.	WI WI WI WI
11:10	Los Angeles, CA.	CA CA CA CA
11:20	New York City, NY.	NY NY NY NY
11:30	Bowlegs, OK.	OK OK OK OK
11:40	Miami, FL.	FL FL FL FL
11:50	Atlantic City, NJ.	NJ NJ NJ NJ
12:00	Atlantic City, NJ.	NJ NJ NJ NJ
12:10	Hazardville, CN.	CN CN CN CN
12:20	Fish Camp, CA.	CA CA CA CA
12:30	Miami, FL.	FL FL FL FL
12:40	New York City, NY.	NY NY NY NY
12:50	Los Angeles, CA.	CA CA CA CA

Continued on next flap

Also remember
your own private
pass. ord. as you
will need this to
restore a saved
game later.

Copy
protection
alert!

AeroDork Airlines Travel Schedule

continued from previous flap

Time	Destination	Code
1:00	Atlantic City, NJ.	NJ NJ NJ NJ
1:10	Oral, SD.	SD SD SD SD
1:20	Miami, FL.	FL FL FL FL
1:30	New York City, NY.	NY NY NY NY
1:40	Los Angeles, CA.	CA CA CA CA
1:50	Hardwick, VT.	VT VT VT VT
2:00	Bunn, NC.	NC NC NC NC
2:10	Atlantic City, NJ.	NJ NJ NJ NJ
2:20	New York City, NY.	NY NY NY NY
2:30	Los Angeles, CA.	CA CA CA CA
2:40	Miami, FL.	FL FL FL FL
2:50	Four Holes, SC.	SC SC SC SC
3:00	Succasunna, NJ.	NJ NJ NJ NJ
3:10	Atlantic City, NJ.	NJ NJ NJ NJ
3:20	Los Angeles, CA.	CA CA CA CA
3:30	Miami, FL.	FL FL FL FL
3:40	New York City, NY.	NY NY NY NY
3:50	Loveland, OH.	OH OH OH OH
4:00	Los Angeles, CA.	CA CA CA CA
4:10	Atlantic City, NJ.	NJ NJ NJ NJ
4:20	Grundy, VA.	VA VA VA VA
4:30	Miami, FL.	FL FL FL FL
4:40	New York City, NY.	NY NY NY NY
4:50	Sugar Notch, PA.	PA PA PA PA
5:00	Loveladies, NJ.	NJ NJ NJ NJ

Actual item
originally shipped
with game

Passengers are limited to 3 articles of baggage: 1 (1) carry-on which must be no larger than 24"x18"x20" to fit beneath the seat or in the overhead compartment and containing no more than (2) magazines, 1 (1) mini-packet of tissues, which will no doubt end up stuffed into the seat pocket in front of you or jammed permanently into the little satchel you are allowed. 4 (four) snack items including half-melted chocolate bars, stale peanuts, or roll candy packaged up into times its usual street price by greedy and unscrupulous airport concession owners. 1 (1) paperback novel of up to 1000 pages, either Stephen King or Robert Ludlum (no V.C. Andrews, Anne McCaffrey or Louis L'Amour), up to 10 (10) 3 1/2 inch and/or 5 1/4 inch computer diskettes, all destroyed by repeated passes through the X-ray machine by cavalier and holier-than-thou security personnel just DYING to inconvenience you to the maximum extent of the law, pen and pencil for filling out the overcrowded form to begin to dispose from your ear canals, address book with the phone numbers of the people you're supposed to call when you arrive at your destination and find that nobody's there to meet you, and your ticket stub to show to the idiot who waltzes down the aisle and accuses YOU of sitting in HIS seat, only to find that he has the seat NEXT to you instead. (So, where are you going?) Other ludicrously obvious questions: 2 (two) pieces of checked baggage which may or may not be pretentiously labeled with the name of some clothing or perfume designer who's under the delusion that he or she knows the first thing about what makes for intelligently designed luggage, and disastrous in case of loss by somebody other than this airline who might be willing to give you two cents on the dollar for your so-called estimation of the value of your belongings, which is sure to be at least twice their actual value but who cares, we're an airline, we can afford it, isn't that what you're thinking, but the truth is we're as close to bankruptcy as any other major airline that's ever existed in the history of the past few years (ever since that splendid deregulation the government thought would be so lovely), and containing at least one (won) nice seat just in case you get to go to a good restaurant or a show, but you probably won't, which is just as well since the suit doesn't fit particularly well since you've gained back that 7 (seven) pounds you spent last year trying to work off, two (two) pairs of good shoes which you just know are going to end up giving you blisters when you finally outfit wearing them 14 (fourteen) hours a day instead of just to (2) dinner or cocktails like you originally thought, one (one) localist number which won't be useful when the temperature is in the single digits, a single pair of new, even though your friends assured you that all you'd need would be maybe one light jacket and oh, be SURE to bring plenty of shorts and bathing suits because it's supposed to be very warm all week, shows how much they know, doesn't it, and one (one) pair of headphones stolen from your last flight, but of course weren't you burglarized when you got home and found they're not really headphones at all, they're just hollow plastic tubes that direct the sound towards your ears, so you didn't really need them in the first place, you could have just turned the volume up all the way and scratched down in your seat and put your ear near the two little holes and listened to the whole movie for free, but no, you stole the cheap headphones and you'd better be discreet because the flight attendant knows perfectly well you didn't pay for those, since they're clearly marked with the name of a different airline that doesn't just HAND OUT headphones for you to keep, maybe she'll take them away from you and send them back to the other airline, oh come on you're just being paranoid, even so maybe you'd better just forget the movie or the in-flight music (static) and thumb through the catalog of miniature airplanes and hundreds of dood-dads all with AERO-DORK printed on them, but as it turns out there IS no catalog in the seat pocket in front of you, the only one in the seat pocket of the seat NEXT to you, which means you run the risk of waking or irritating the guy who's sleeping on your shoulder, not really worth it, is it, but after all, they HAVE asked you to close your window for the benefit of those who DO want to watch the movie, but when the justice is done after all it's your seat and you have a perfect right to look out the window if you want to, this IS NOT a movie theatre, so you leave the window open anyway, not because you want to see what's outside but because it's your little way of getting back at the airline which unconsciously bumped you from a previous flight because they cheaply overbooked by 80 (eighty) people and then had to let 50 (fifty) of them to get up and vacate their seats, gee, we're terribly sorry for the minor inconvenience, but we'll give you a free ticket anywhere we fly, but of course you could just sit idly and end up being thrown from THAT flight, and on and on until you've got hundreds and hundreds (1000 + 1000) of free tickets and haven't been able to go on a single (1) flight without being bumped, anyway, that's an exaggeration but it COULD happen, especially the way this airline treats you, so why don't you just show them a thing or two and send back your Frequent Mailshot card cut in half and take the TRAIN, it's still your why, because the train costs just as much and takes 10 times longer, that's why, and besides, like they're really going to care if one (1) of their passengers takes the train instead, why fight it, just take the plane and once, maybe just this once, the plane will take off and land on time, instead of just sitting on the runway for an hour and a half (30) while they decide if the plane is in good enough condition to take you, and you look out the window and can see the maintenance men standing around shaking their heads, uh-oh, this flight's doomed, but I'd feel too (2) silly getting off the plane in front of everybody now, God, why are they even DOING THIS about it, if they're not sure, why are they going to take the chance, after all we're human beings in awe, well, that's why, we are anyway except for that couple with the squalling infant, don't they know better than to bring a baby on an airplane, the baby will hate it and will ruin the flight for everybody else, why didn't they just check the damn baby with the baggage, that's a minute — baggage, that's right, you can bring two (2) items checked through and one (1) carry-on and that's it, and the airline will repay you \$100 (one hundred) for every bag lost, but they'll take their own sweet time paying you that \$100 (like that's even going to begin to replace ANYTHING in the bag, I bet these airlines just sit on the bags and the contents and even if they get around to paying the person \$100 for their "lost" (oh-lost) baggage they still make a major profit, I bet that's exactly what they do, so-on-a-pun, I'm going to write a letter to the President of this airline and tell him exactly what I think of his racket, that's just what I'm going to do, I mean what the hell, I've got the whole flight and I can give the letter right to the flight attendant to pass directly to the Airline President, but who am I kidding, they'll probably just read it to each other in the galley back there and laugh at me and then throw the letter out, I'm never going to write this letter, I might as well just plug in my illegal headphones and watch the movie.

LEWSAR'S PROFILES

(Pronounced "Loser's," "White Lecture Sall")



LARRY LAFFER

HOME: Hollywood Hills, CA

AGE: 40

PROFESSION: Software Salesman, VP of Marketing, Videotape Eraser, Talent Scout

HOBBIES: Walking around, looking at things, picking up objects, trying to score (points) and doing Dan Quayle impersonations.

LAST ACCOMPLISHMENT: Who, me?

MOST MEMORABLE BOOKS: *The Minut's Guide to Committing Suicide* by Ima Goner; *The Illustrated Guide to Polyester Pajamas* from the Editors of Gentlemen's Quarterly; *How to Slay No When You Really Mean Yes...*, *Well, Maybe* by N. D. Systy

QUOTE: "It's truly an honor to be asked to come up with a pithy quote for your advertisement, sir."

PROFILE: A man of many contradictions... in fact, all of them. Exuding an aura of chiseled abs, sleek without being dandy, he sees himself as the consummate "pithy" man, yet only rarely does he manage to consummate anything at all. He's affable and easy-going, eager to please, loyal, affectionate, and obnoxiously talkative; in fact, he has just about all the same qualities as a Pekingese.

SCOTCH: No, Californian.

An inspirational trademark of Sierra Publishing, Inc. © 1991 Sierra Publishing, Inc. All Rights Reserved. Printed in the U.S.A.

SIERRA

COLDFINGER

(The Spy Who Gloved Me)

A True Adventure by Mata Harakiri

I knew it was going to be one of those mornings when I broke a finger and the connic applicator.

"Sorry, Harakiri, but the Director wants to see you in his office right now," which I took to mean I had just finished huring a string of obominitis in five languages at the offending lock when my computer rang. It was Tomlinson - my secretary and occasional dinner date.

"So what do you say, Harakiri? Do you want the job?"
 "You want me to get close to Tarantella, is that it?"
 "Not just close - real close." He winked as he passed the case files over to my side



The Director filled me in on the Tarantella case, but I hardly listened; I knew it all by heart anyway. Harry Tarantella was the most wanted gangster on the Director's list. He was up to his jockey shorts in every kind of crime, contamination and corruption this wonderful country of ours had to offer. He made a habit of killing a man every morning before breakfast just to keep in shape. Not only that, but he was 6 foot 2, 180 pounds of pure muscle, better-looking than Tom Selleck and, if rumors were to be believed, built like a brick pizzaia. However bad the Director wanted Harry Tarantella, it was a safe bet I wanted him worse.

"That's the spirit, Harakiri. Stop by the Tech Department for a briefing before you go and see what kind of special gadgets Commander Twit's been cooking up for you."
 "We're going to have you equipped with this miniaturized super-heterodyne, charge-coupled transceiver coil," Twit explained when I showed up for my tech briefing. "With this gadget in place, we'll be able to monitor everything Tarantella says while he's with you."
 "Looks more like an I.U.D. to me," I replied. "So tell me, Twit, where does it go?"

(Continued on Page 18)

PLAYSPY

PLAYSPY

ITEMS FROM THE COMPANY STORE



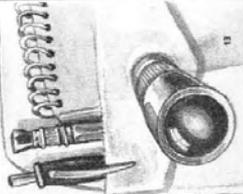
Sorry, No Time To Talk. DIGITALIS WATCH Say goodbye to cyanide caps. This watch has a digital display that's as accurate as the latest in those embarrassing digital watches. Perfect for those embarrassing occasions when you need to check the time, but you don't want to be seen with a watch that's out of sync. It's a dangerous watch, but it's also a watch that will make sure time is YOUR side.

Each a pair of .38/1 HOOTER BARREL SHOOTER In the race for superior weaponry, you'll be way out in front. Great for your protection, to don't let your defense sag. With the hooter barrel shooter, you're more than a handful!

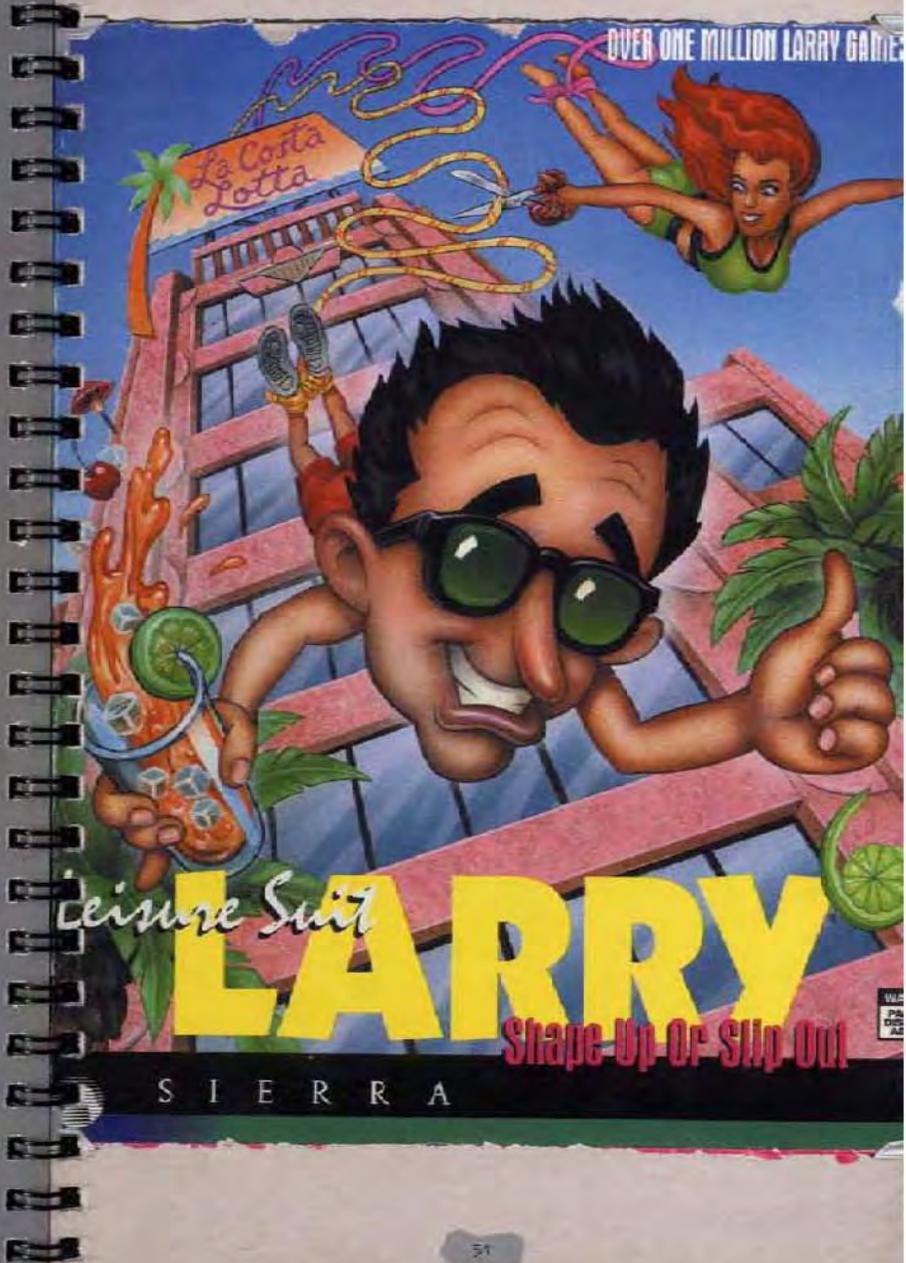


Here comes the bride... THE EASY GREASER Do overseas officials cross our scoules for foreign travel? Use our handy grease gun to grease your passport. This pocket-size miniature grease gun is perfect for your passport. It's a handy little gadget that will get you through any passport inspection. Does it look bad when you put it on the pad.

It's that just GREATOR POCKET PROTECTOR VIDEO Can't get a clear picture of a crime scene? Use our handy little video camera to get a clear picture of a crime scene. It's a handy little gadget that will get you through any passport inspection. Does it look bad when you put it on the pad.



Hello, is your refrigerator running? CRANK AUTO TRANSLATOR Perfect for killing overseas stankos. Use our handy little translator to get a clear picture of a crime scene. It's a handy little gadget that will get you through any passport inspection. Does it look bad when you put it on the pad.



OVER ONE MILLION LARRY GAMES

Leisure Suit
LARRY

Shape-Up Or Slip Out!

SIERRA

designer Al Lowe, computerdom's
 star of outrageous innuendo,
 carefully researched the new
 "no-legal-tax-deductions"
 as selecting a luxurious island
 as the setting for his newest
 st-selling game!

**his game is rip-roaring
 hilarious!**
San Francisco Examiner

**fell out of my chair
 laughing!**
Play magazine

Applause for Sierra, please.
Computer Game Review



*It'll be utterly demoralized in front of millions of
 viewers...and finally get you 15 minutes of fame.*



*...the first into an meaningless relationship
 affair!*



*...an incredible variety of coase-temping
 as King as it's local!*

He's got more opening lines than Henny Youngman!

He's as hopelessly persistent as Diogenes!

He's struck out more times than the

Leisure Suit Larry, the winningest loser in computer game history...
 maybe in the history of the world (*PC Entertainment* calls him "one of
 the truly heroic figures of our time"). And he's back in Al Lowe's latest
 singles scene set-up, an epic saga of absurdity, ingenuity, and raw,
 unbridled rejection.

As a consolation prize for his humiliating performance on a TV dating
 show, Larry wins two weeks at the fabulous **La Lotta Spa** (first prize
 one week!). Surrounded by pine smart, savvy, beautiful women, Larry
 surely meet Ms. Right. Right? WRONG!

Help Larry overcome all the odds and experience True Love. Save
 from dozens of hilariously hopeless encounters. We don't care how you
 do it, but whatever you do, **deliver this male!**

SIX TIMES more running gags, atrocious puns, smart-aleck comebacks,
 hidden jokes than any previous Leisure Suit Larry game (at least according
 to Al Lowe's contract!).

MORE laughs-per-megabyte than any other computer game on earth.
 If you don't agree, we will give you a refund. Seriously!

100% non-politically correct humor!

SCREEN AFTER SCREEN of bizarre and uproarious animal

ABSOLUTELY no rotoscoped farm animals! We thought about it, though!

It's the "Best IBM PC game of 1993" (*San Francisco Examiner*). It's
 a real blast to play! (*Strategy Plus*). It's prime Leisure Suit Larry,
 the most laughably loveless loser to ever grace the small Silver Screen.

WARNING: This game portrays adult themes in a completely non-explicit
 fashion which may offend those looking for the real R-rated stuff.

See Bottom for System Requirements.
 ©1994 SIERRA ON-LINE, INC.
 ® and ® designate trademarks of Sierra On-Line, Inc. All rights reserved.
 30233016 5243 15

Leisure Suit Larry 6: Shape Up or Slip Out!

In some ways, a return to the original. With Larry 6, I wanted to provide an area where the player could roam around and see almost anything within the first few minutes of play, and yet provide enough depth of play that the game would challenge most players. No long auto-pilot cartoons. No Passionate Patti to provide political-correctness. No involved heavy plot.

Just more babes, more silly situations to humiliate Larry, and more babes. (Did I mention the babes?)

Be sure to check out the collection of audio files. Feel free to un-Zip them and use them where you wish: Windows sounds, in important documents, etc. Just don't sell them or make up your own weekly radio show.
 —A.L.

New Icons

Take



The hand with the red triangle beneath it indicates "Take", or "pick up". It appears whenever you find an object you can pick up. If you like to have "I usually just take what I want" as a motto, you'll like to have "I usually just take what I want to take" as a motto. (You are Leisure Suit Larry!)

Zipper



The icon over on the right is the "Zipper" icon. If you don't know what to do with this, you bought the wrong computer game!

Always Visible Inventory Window



No more inventory lists, no more separate inventory windows everything you own is now out in full view at all times. Plus, all the icons work in both the main game window and in the inventory window.

When you have too many objects to fit in the inventory window, scroll arrows appear with a "More" icon to indicate that there are more objects in the inventory window than what you can see.

To use an object, select the "Use" icon and click it in the inventory window on the object you want to use. That object becomes your current. Click it in the main game window or over any other objects in the inventory window to combine or alter them.

Hot Dots

Every object you can combine with a "Hot" colored dot to show which hot it is. This means, "hot stick" is more amusing if you should click the palm of the hand on the stick, (finger on the base of the thumb) to do something. *Master handling... of Larry's quest for love is much of a crime!*

Pull-Down Menu

In a main key back to the future, I'm proud to bring back the pull-down menu, but only in Leisure Suit Larry 6. This is not necessarily due to popular demand, but just because I like my "Hot Dots" with the popularity of "Macintosh" and "Windows" the rest of the world's finally catching up to where *Slurp* was back in 1987!

So, if you've been playing games for some time, or if you're just starting out, here's how to use the pull-down menu. The mouse cursor is a cursor bar (that's what it is, a cursor bar). Keep the button down while sliding the mouse until the slider you want is highlighted, then release the mouse button!



Don't feel (rough) help in the hot familiar keyboard to help you get started!

- F1** Help
- F2** Move off (selected sounds and sound effects say Oh)
- F5** Save Game
- F7** Restore Game
- F9** Restart Game
- Ctrl-Q** Quit
- Ctrl-C** Control Panel

Leisure Suit Larry: America's Leading
Inefficiency Expert



*Supply-side
splitting humor. Is
this what we've
trickled down to?*

World Famous Storyteller
Dr. Arthur B. Laffer
(No related)



LOOK! In your office! It's a need, it's a pain, it's...

THE LAFFER UTILITIES

Computers.
They revolutionized your workplace.
They took away your paperwork.
They gave you the knowledge of the ages.
What will you do with all the time you've saved?
Waste it!...With *The Laffer Utilities*.

Look What America's Leading Non-Productivity Tool Can Do For You:

- Use the interactive, customizable JOKES Data Base (with built-in "FahOmeter" and "LaffOmeter") to amuse and outrage your office sniggles.
- Generate EXCUSES to get your hide off the hook once again.
- Whip out a steady stream of HEADLINE about your boss, co-workers or Elvis!
- Always be ready with profound, inappropriate and/or stupid SAYINGS.

** WARNING! THE FOLLOWING PROGRAMS MAY ACTUALLY BE USEFUL! **

- Print SIGNS quick and easy, choosing from hundreds of cartoons and boxes.
- Print real or ridiculous office FORMS for fun and profit.
- Keep up on the corporate shuffle with a PHONE database for names, numbers, etc.
- Pretend you care by keeping track of your co-workers' BIRTHDAY.

Most importantly, *The Laffer Utilities* scientifically solves the only truly universal office dilemma: *Where Do You Want to Go for Lunch?*

But wait, there's more!

The Laffer Utilities also gives you such unbelievable programs as WHATTODO, HORSCOPE, POOL BRACKET, WINDFALL, ANNOUNCE, SIGNUPS, and FAXCOVER.

Wonder what they are? Buy this box.

The Laffer Utilities supports PostScript, HP Laser, Epson, IBM Graphics, and all compatible printers.

Formerly a teacher and occasionally a jazz musician, Al Laffer is best known as the creator of Leisure Suit Larry, the most vicious cult hero of the computer age... and you thought your resume looked okay.

SIERRA



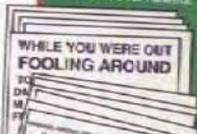
Need a gag? Laffer's got
"a million of 'em" in his
JOKES DATABASE



Manage those annoying
OFFICE BETTING POOLS
more effectively.



Send out good vibes with
Laffer's FUNNY
FAX COVER sheets.



FACE THE FAX, IT'S
YOUR BIRTHDAY!

YOU MISSED THE
POINT!

The Laffer Utilities

Cleverly titled to be a play on "The Norton Utilities," a famous disk utility program known to nearly every computer user on Planet Earth at the time, we outsmarted ourselves by failing to realize that nobody except us knew Leisure Suit Larry's last name was Laffer! Thus nobody caught the pun! Ha, ha, huh? The joke was on us.

Actually released about a year ahead of its time, TLU was passé before most people were even able to use it. It was

the first software that lets you "waste time when you should be working." Its slogan was: "Automates everything you do at the office that has nothing to do with work!" It includes clip art, a betting pool printer, a joke database (pre-loaded with 700 of my favorites!), an automatic sign maker that actually works well, and more. It even solves the most often asked question around the office: "Where do you want to go for lunch?"

—A.L.

The Laffer
Utilities

"The most revolutionary office program ever created"
-- Kurkus Software Reviewer

The Laffer Utilities™ for Windows™

Version 4.01

Executive Producer

Ken Williams

Director

Al Lowe

Producer

Carol Barrett

Designer

Al Lowe

Art Designer

Jay Friedmann

Special Thanks To

Stuart Moulder

Artists

Marc Hudgins, Nathan Larsen,
Barry Smith, Roger Hardy Jr.

Programmers

Gar Bergstedt, Todd Vining,
Glen Shipley,

Production Assistant

Mike Boydell

Horoscopes By "Josho"

Quality Assurance

Shauna Gonzales,
Melinda Saccareccia

Manual Writer

Josh Mandel

Manual Designer

Nathan Gams

Manual Illustrations

Marc Hudgins, Nathan Larsen,
Barry Smith, Roger Hardy Jr.

Congratulations on your purchase of *The Laffer Utilities!* TLU is designed to maximize office productivity and eliminate downtime. We recommend you purchase TLU for every computer in your office; once installed throughout a company, the effects will be immediately obvious. (Morale may even improve!)

TLU has been called "...an Office Manager's Dream" (PC Biweekly), "The most revolutionary office utility program ever created" (Kurkus Software Reviewer), and "a must-have for all offices...simply incredible, really terrific, and not in the least a time-wasting series of silly-ass programs to use with your computer while the boss isn't looking." (Lowe Publications)

Seriously, Now Getting Started: Quick Reference Section

Causes of War of 1812:

1. Britain seized U.S. ships trading with France.
2. Britain captured approx. 4000 naturalized US sailors by 1810.
3. Britain armed Indians who raided western border.

Original Names of Celebrities:

Alan Alda	Alphonso D'Abruzzo
Bea Arthur	Bernice Frankel
Pat Benetar	Patricia Andrejewski
Cher	Cherilyn Sarkisian
Tony Randall	Leonard Rosenberg

Population of Tanzania:

21,202,000 (1984 est.)

Seating Capacity of Wrigley Field:

37,272

Top-Selling Videocassette for the week ending 9/21/85:

Jane Fonda's Workout

Second-Place Winner of Kentucky Derby in 1926:

Bagenbaggage (time: 2:03.4)

Author of ANNE OF GREEN GABLES:

Lucy Maud Montgomery (1874-1942)

Date the U.S. Mint was Created by Congress:

April 2, 1792

How to Remove Fresh Blood Stains:

Wash article in cold water and a mild soap or detergent. Hand soap or dishwashing liquid is fine. Never wash blood stains with warm or hot water. If stains have set, dab with hydrogen peroxide until the stain disappears.

Fuel economy of the Alfa Romeo Spider:

21 city, 28 highway

Instigina on a Navy Fleet Admiral:

1 2-inch stripe with 4 one-half-inch stripes

Principal Manufactured Goods of Rhode Island:

Costume jewelry, machinery, textiles, electronics, silverware



Miscellaneous Larry: Larry's Big Score

We published *Take a Break: Pinball for Windows* in 1993 and included several machines featuring characters from popular Sierra games. This is one of them.

Of special interest to you collectors: we misspelled Patti. But it's still fun to play when you should be working!
—A.L.

Larry's Big Score

To learn the Larry's Big Score Super Jackpot, you must make it With Passionate Patti! This will require you to Get Big and Strong, Knock Out the Mafia, Amass Class, Sow Some Oats, Light Patti's Fire and Travel to An Intimate Hide-away.

Mr. Big Head Target

Lizard Lounge
SumpSlot Machine Trap
HoleBig Score Alley
Hide-Away Hole In
Hide-Away Block
Gate

Patty's Bumpers

L-U-V Drop Targets

G Target

Megatron

Blind Kicker

Left Flipper



B+C Alleys

Profession
Co. SumpSow Some
Oats Trap HoleUpper Right
FlipperBoard Room
Men TargetsFreeway Ramp
to Amass ClassSax, Spies &
Videotape
Target

Get Big and Strong
Place a ball in the E-G lanes. Now hit all six Board Room Yes Man Targets. This scores 3,000,000 points.
Knock Out the Mafia
Hit the Mr. Big Head Target four times while in. This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.
Amass Class
Shoot the ball up the Freeway Ramp five times to Amass Class. This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.
Sow Some Oats
Put a ball in the Sow Some Oats Trap Hole. Now place a ball in the Slot Machine

Trap Hole. Now you have to accelerate enough money to impress the Sables. If you score, you earn 1,000,000 points, and that's only the beginning MULTIBALL!!!
Light Patti's Fire
Hit the L-U-V Drop Targets. Now hit the Sax, Spies and Videotape Target. Wow, Patti's bumpers. Let it up! It traces you should bump them a few times. How also it 10 times! This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.
Travel to Intimate Hide-Away
Shoot a ball in the Hide-Away Hole! Another one bites the dust; Larry's Big Score you did it.

GAME CONTROL

Plungers To shoot a ball into play, position cursor-over plunger and hold down left mouse button until you wish to release plunger. Or hold down left mouse button until you wish to release plunger. Or hold down the arrow key until you wish to shoot the ball.

Flipper Shift
The left and right shift keys are controlled by the left and right mouse buttons.

Grunching: Ctrl + Shift
Grunching towards the left or right is controlled by the left and right Ctrl + Shift keys.

Exit: Alt + F4
Ends game, and gives you the opportunity to save present game.

Options
Music: Ctrl + M
Toggles music on or off.

Ball Speed
Adjusts the speed of ball.

Extra Ball: Ctrl + E
Introduces another ball into play. A top 10 score is not possible if an extra ball is introduced into play.

Icon Selection
Minimize, Maximize, Close, and other icons.

HELP
Help: F1
Advice on dinner party planning and various aspects of Take-a-Break: Pinball.

CONTROL PANEL MENU'S
Game:
New: Ctrl + N
Start a new game.

Resume: F3
Resumes to last game saved.

Save: F2
Save current game.

Quarter: F5
Add players.

Coin Return: F6
Get your money back.

Start Game: F7
Begin play.

Hide: Ctrl + H
Minimizes.

Take a Break: Pinball
to an icon (select icons under Options).

Pause: Ctrl + P
Pauses game.

Reset
Reset current game.

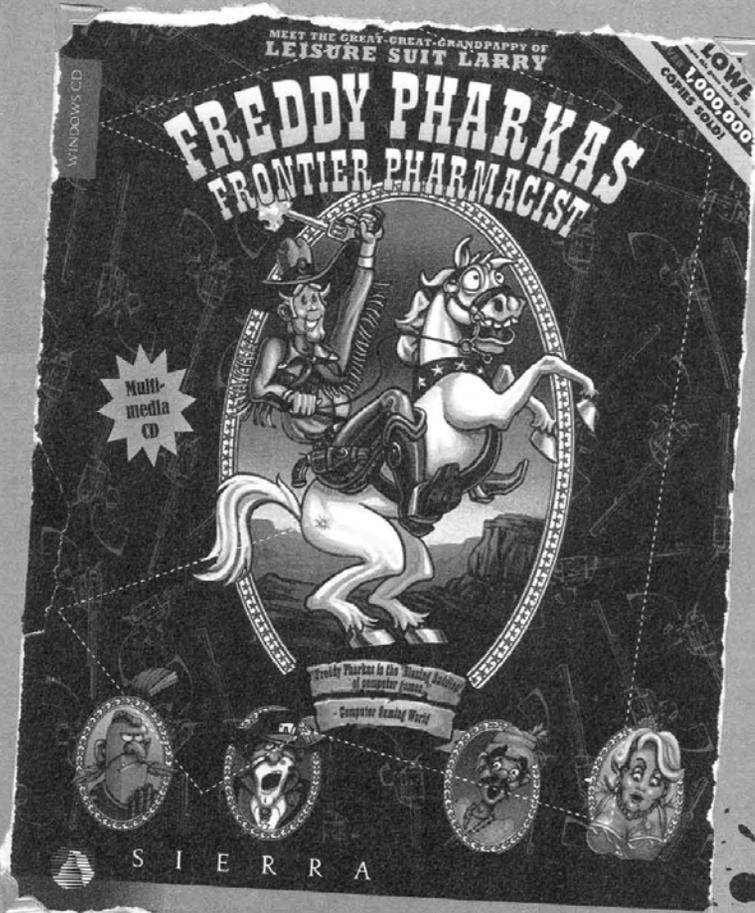
Hi Scores
Lists the top 10 scores by name and score.

Freddy Pharkas, Frontier Pharmacist

We've included a demo game of *Freddy Pharkas, Frontier Pharmacist* for you to play and enjoy. It's now available on CD. If you like it, I hope you'll buy the game. I think it's one of the funniest games ever but unless it sells lots and

lots of copies, Sierra won't let me do the sequel (which is even funnier!). Seriously, load this up and see just how great games can be when you hear the voices of professional actors!

—A.L.



From the desk of Larry Laffer

Credits:

Producers & CD Programmers.....Scott Murphy
Greg Tomko-Pavia
 System ProgrammersPeter Sarrett
Willie Eide
Ken Koch
 Freddy Pharkas, Demo Programmer..William Shockley
 AVI Conversions.....Bill Crow
Rob Koepfel
 Al Lowe VideoTri-Film Productions
 Freddy Pharkas Video.....Tri-Film Productions
 Quality Assurance Team LeaderJohn Trauger
 Quality AssuranceCindy Vanous
Beth Quintana
Sharon Simmons
 Game Icons.....Richard Powell
 DocumentationFull Circle Communications
Lori Lucia
Brad Bethune
Dan Rogers
Al Lowe

Write to Sierra Services

To ensure prompt & efficient service, direct your requests to the appropriate department:

Customer Service

In the US:
 Sierra On-Line
 Customer Support
 P.O. Box 3404
 Salinas, CA 93912
 (800) 743-7725 (800-SIERRA)
 Fax (408) 644-2018

Technical Support

Sierra On-Line Technical Support
 P.O. Box 85006
 Bellevue, WA 98015-8506
 Monday through Friday
 8:15 a.m. - 4:45 p.m. PST
 (206) 644-4343
 Fax (206) 644-7697
 Autotech (206) 746-8100

Direct Telesales:

Sierra On-Line
 Direct Sales
 P.O. Box 3404
 Salinas, CA 93912
 (800) 757-7707
 Fax (408) 644-2018

Technical Support & Customer Service

(Or, There is No Substitute for Strong Support)

U.S. Customer Service

Direct any inquiries to the Customer Service Department for issues pertaining to returned or defective merchandise, back orders, company policy, and general game information. Call (800) 743-7725 (800-SIERRA5).

U.S. Technical Support

Direct your inquiries to the Technical Support department if your question is about hardware and software compatibility specific to Sierra games (i.e. sound card configuration and memory management). Technical assistance is only a phone call away. Dial (206) 644-4343. For our 24-hour automated Tech Support, call (206) 746-8100. If you prefer, you may request assistance by facsimile; the U.S. fax number is (206) 644-7697.

Hint Number

1-900-370-5583

75¢ per minute

If under 18, must have parents permission

For On-Line Support & Hints

Access Sierra's BBS through CompuServe by typing
GO SIERRA.

Access the Sierra Forum on America Online with
keyword: SIERRA

European Technical Support & Customer Service

Customer Support U.K.

Sierra On-Line

4 Brewery Court

The Old Brewery

Theale, Redding, Berkshire

RG7 5AJ United Kingdom

For telephone or fax inquiries, call:

44-734-303171

44-734-303201 (fax)

44-734-304004 (old game hints)

44-891-660660 (new game hints)

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. (Hardware ordered direct must be returned within ten days.)

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 it right. (If you bought it at a retail outlet, please send your original sales receipt.)

If you find that you need to send for a replacement compact disk, send the original disk to:

U.S.

Sierra On-Line

Attn: Returns

P.O. Box 485

Coarsegold, CA 93614-0485

Europe

Sierra On-Line Limited

Attention: Returns

4 Brewery Court

The Old Brewery

Theale, Redding, Berkshire

RG7 5AJ United Kingdom

Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days there is a \$10.00 (£6.00) charge for replacement compact disk.



From the desk of Larry Laffer

Al Lowe is widely acclaimed for singlehandedly corrupting the computer industry. With his "Leisure Suit Larry" games, Al created the 'adults only' category of computer games.

In the process, he also created a lot of controversy. The State of California introduced a "Leisure Suit Larry" bill, which would have prohibited adult themes in any computer game. Fortunately, legislation died in committee, thanks to the diligence of the software industry (and possibly the legislature's strong demand for a sequel!)

Ask Al to comment on the furor he's created and he'll give you a quick smile and a hearty "Thank you!" before conveniently forgetting the question. It's not the response you'd expect from a former school teacher.

So what was Al's motivation to design "Leisure Suit Larry?" Simple. "I just want to make people laugh."

In truth, Al Lowe can't understand what all the fuss is about. He doesn't think Larry is all that risqué. "Larry is just a ladies-man-wannabe." He's equal parts Don Juan and Don Knotts. The result? Larry is every girl's blind date nightmare!

Al stresses that he "just wants to be funny." What if the humor does occasionally come across as "a bit off-color" or "just a little dirty"? Al shrugs, explaining "the world can be a dirty place." Evidently, the world can also appreciate a little dirt, as the Larry games are sold on several continents in several languages and have been featured in such widespread media as Entertainment Tonight, Rolling Stone, The New York Times, The Wall Street Journal, Playboy, Penthouse, The London Financial Times, and more.

All this from a man with a Master's Degree in Education who taught music for fifteen years. He still plays music professionally, although he finds Larry consumes more and more of his attention.

Larry is currently in its fifth installment, which with his typical zany humor, Al has named *Leisure Suit Larry 5: Shape Up or Slip Out!* The Larry games are one of the best selling computer game series of all time.

Sierra is proud of its contribution to improving the morals of America's youth, not by hiring Al to design computer games, but by keeping him out of public schools.

