

COLLECTION

SERIES

# LEISURE SUIT LARRY<sup>®</sup>



SIERRA<sup>®</sup>



From the desk of Larry Laffer

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## 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 Kenneawauwau, 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



## 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.

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 I 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.

## A Word About the Contents

**T**here 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.

## 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.



PAGE 2

# LEISURE SUIT LARRY THEME

by Al Lowe

Musical notation for Page 2, including staves with notes and chords (C1, F6, F#7, A, D7, G7, C, A7, UNISON).

PAGE 1

# LEISURE SUIT LARRY THEME

by Al Lowe

Musical notation for Page 1, including staves with notes and chords (C7, F6, A7, A, D7, G7, C7, B, Am, C, Am, E7, A, UNISON, [C#m]).

SWING, RAGTIME FEEL

CONT. TRILLER

Original  
Larry theme.  
Good  
sax huh?!

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5113 S. Parkside Fresno, CA 93727 209-239-8571

Leisure Suit Larry

III

A 3-D  
ANIMATED  
ADVENTURE  
GAME

# THE LAND OF THE LOUNGE LIZARDS



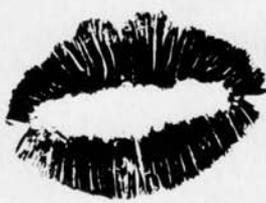
**WARNING**  
This game contains  
adult subject matter.  
Parental guidance  
is suggested.

TANDY COLOR COMPUTER 3-  
DISK  
90-8003

 SIERRA



MADE IN U.S.A. DISTRIBUTED IN CANADA BY INTERACT CANADA LTD., BARRIE, ONTARIO L4M 1K6  
"LEISURE SUIT LARRY"  
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"LEISURE SUIT LARRY"  
"MADE IN U.S.A. DISTRIBUTED IN CANADA BY INTERACT CANADA LTD., BARRIE, ONTARIO L4M 1K6"



# Looking For a Good Time?

Leisure Suit Larry

THE LAND OF THE LOUNGE LIZARDS



Meet the kind of girls your mother warned you about.



Get into all kinds of hot water.



Find lots of interesting and valuable items to play with.



This place has been the downfall of many a bachelor. Avoid it if you can.

Meet Larry. He's just turned 40, and he's still single. If you can get past the glow of his Grecian formula, you can see his hairline beginning to make a hasty retreat from his forehead. Larry's leisure suit is of the highest quality (100% manmade material, permanent press too!). He wears at least 11 gold chains and his freshly-capped teeth could blind you in a bright light. Down at the singles bar he tells the chicks, "Sure, I'm single...I got in a fight with my ol' lady and she threw me out." He doesn't tell them the "ol' lady" was his mom, or that he was 38 at the time.

## YEAH, LARRY'S A JERK.

He's the original blind date nightmare. The kind of guy you wouldn't want your daughter to date, let alone meet. But he's also the unlikely "hero" of this new 3-D Animated Adventure Game from the makers of the King's Quest series.

## 3-D EQUALS DANCING, DRINKING AND DAMES!

Become the loveable nerd Larry for one fabulous night. You'll dance. You'll drink. You'll gamble. And, if you play your cards right, you might even meet the girl (or girls) of your dreams. Leisure Suit Larry is a humorous, harmless endeavor for adults. The object of the game is to help Larry overcome his jerks and lose his "you-know-what." It's a silly, risqué romp through the singles scene and a challenging adventure game that will test your street smarts and suave sophistication. So, slip into your leisure suit and venture out into "the land of the lounge lizards." We guarantee it'll be a night you will never forget.

## A New 3-D Animated Adventure Game featuring:

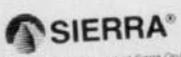
- Animated characters that come alive; they walk, talk, lounge, and even ignore your best pick up lines — just like in real life.
- Incredible three-dimensional graphics; move your animated Larry character in front of speeding cabs, into hot tubs, and smoothly around the disco floor — other onscreen characters do the same and more.
- Communicate using full sentence input and optional joystick. The game understands over 900 words (including some of your four-letter favorites).

Al Lowe is a musician and former school teacher. We hired Al to keep him away from the impressionable youth of America. Mark Crowe is an impressionable American youth who got the idea for his graphics from a "dirty ol' man" and former school teacher.

Mark and Al have previously worked together on the King's Quest series and other products too pure to name here.



By Al Lowe and Mark Crowe



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The first Larry adventure!

“...the idea of asking a woman out was, basically, terrifying.”

## Leisure Suit Larry: In the Land of the Lounge Lizards

This is the original that started it all. In a time when “humorous computer game” was an oxymoron and risqué material was a lo-res low-cut neckline, LSLITLOTLL (or “Leisure Suit Larry in the Land of the Lounge Lizards” as it’s called around here) created quite a stir among computer users. Released with no publicity or advertising, it was deemed unacceptable by many of the large computer chain stores that were Sierra’s principal retailers back then. First month sales were the lowest of any Sierra game in years. But, as word-of-mouth spread, sales picked-up month after month until it eventually earned Software Publishers’ Association coveted Platinum Award for sales of 250,000.

At the SPA’s very first awards night, it was named “Best Fantasy, Role Playing or Adventure Game of 1987.”

All this for a game entirely created by two people (Mark Crowe, see *The Space Quest Collection*, and me) in a period of a few months. Mark did all the background art plus all the animation in a period of four weeks, while continuing to work 40 hours/week on *Space Quest II*, his real job at the time! I feel safe in bragging for Mark: this is a record that will never be broken!

The game’s parser (the code that recognizes what you type) sometimes surprises even me: during a demo of the product before a conference room filled with Hollywood big-wigs trying to understand what was all this fuss about computer games, I showed them around the first few scenes in the game, then foolishly asked for suggestions of commands to type into the game. One was shouted, “Masturbated” to a roomful of groans. Not knowing what would happen, I typed as instructed, to which the game replied, “The whole idea was to stop doing that, Larry!” The room cracked up!

One afternoon, on my way home from the ol’ digital foundry, I realized our new game had no title song. So I sat down at my trusty synthesizer and knocked out a catchy little ditty before dinner. We were always going to go back and replace it with something good, but the damn thing caught on and by then it was too late! (It took five years before someone pointed out to me I stole the bridge from *Fiddler on the Roof*. Sorry, Mr. Herman!) Regardless, it is fun to hear people whistling it whenever a new Larry game comes out.

—A.L.



Programmed by Al Lowe  
Graphics by Mark Crowe  
Original game design by Chuck Benton  
Documentation by John & Jerry Albright



He's changed a lot over the years!

This is what Larry Latfer used to look like (pathetic, isn't it?). Notice the receding hairline and expanding waist. The cardigan sweater and pocket protector give you a pretty good idea of what is - a totally mild and lazy guy.

The “old” Larry Latfer was a confirmed bachelor. At 38 years old, he still lived with his mother, and the idea of asking a woman out was, basically, terrifying. He felt more comfortable at night curling up with a good book (his favorite, “Know Your RS-232 Serial Port”) and listening to his record collection, which absolutely reeked of Air Supply and Barry Manilow records.

Then one day it hit him. Larry realized that his opportunity to live was passing by faster than an ugly woman on the way to her wedding. So he decided to change. “No more Mr. Nice Guy!” he shouted. “It’s time to party!”

This is the new Larry Latfer. Underneath all the polyester and gold, he is still the same weenie he always was, but after a credit card blitz at the Night Fever Polyester Plaza Larry is equipped for a night on the town. Notice the solid white leisure suit, genuine gold-lacquered chains, the “steppin’ out” elevator shoes and the “Saturday Night Fever” style bouffant haircut (guaranteed to get the chicks - by the truckload!). A few nights at the Disco On Fire Health Club and Dance Spa has given Larry new confidence, new grace, and a 360-degree move that has to be seen to be believed.

Now Larry Latfer has landed in Lost Wages for one fabulous evening.

Watch out world, here he comes.

## 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 Latfer, a would-be man-about-town and exceptionally mild and lazy guy. The "movie" takes place in the fictional town of Lost Wages.

Each 3-D Animated Adventure Game has a main goal, and yours in Leisure Suit Larry in the Land of the Lounge Lizards is to find and seduce the girl of your dreams. This goal won't come easy, because you only have one night, and unfortunately, you are stuck with Larry's looks. Other problems, such as lack of money, lack of opportunity, and bad breath can complicate things significantly. Your interaction with the game controls the outcome of each situation.

For example, having your character sign on with a major league baseball team or start a successful men's magazine could be beneficial to your ultimate goal. On the other hand, catching a fatal disease or losing all your cash can only impede your progress.

A combination of common sense, logical thinking, and downright sheer luck is needed to achieve your goal. Good luck.

## TIPS FOR NEW ADVENTURE PLAYERS

**NOTE: IF YOU HAVE PLAYED AN ANIMATED ADVENTURE BEFORE, THIS SECTION CAN BE SKIPPED.**

### 1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the command card enclosed. If you are not sure of what to do, follow the WALK THRU at the end of this manual.

### 2. IT PAYS TO USE PROTECTION

Due to the dangerous nature of this (and every) adventure game, you will want to type SAVE GAME many times during a playing session. Type SAVE GAME any time you have done something important. Type SAVE GAME when you feel you're in danger.

RESTORE GAME is used when you were right, and there was danger. If you get killed, type RESTORE GAME rather than starting over. Careful and diligent use of this function has saved many an adventurer from frustration and impotence.

(For more on save and restore game, see Reference Card enclosed.)

### 3. LOOK AT EVERYTHING

When you enter a room type LOOK AT THE ROOM. When you enter a street, type LOOK AT THE STREET. When you want to talk to a woman, type TALK TO THE WOMAN. The descriptions and close-ups offered may provide valuable clues.

### 4. PLAY WITH A FRIEND

When it comes to playing Leisure Suit Larry, more heads are better than one. You may find it very helpful, and more fun, to go through this game with a friend.

### 5. A FEW CHOICE WORDS

This 3-D Animated Adventure Game understands a number of verbs such as:

BLOW UP	EAT	ORDER
BUY	GET	READ
CHANGE	GIVE	TAKE
COUNT	JUMP	UNDRESS
CUT	KISS	USE
DRINK	LOOK	WEAR
DROP	OPEN	

Naturally, not all of these words are understood in every situation. (This is graphic adventure after all), nor will these words all fit into one sentence, but you can string these words into commands such as "COUNT THE MONEY" and "USE THE KINKY DEVICE."

### 6. YOU'VE GOT TO BE OPEN MINDED

If it's silly, rude, dirty or funny, Al Lowe and Mark Crowe probably thought of it when they were writing this program. Some of the puzzles in this game may require deranged thinking to solve.

You should try anything you can think of. After all, no one ever got a social disease from a keyboard, and you have your RESTORE GAME function if things really backfire on you.

### 7. IF YOU STILL CAN'T FINISH

Feeling frustrated? Can't finish what you started? Is your wife making fun of you?

Even the best adventurers sometimes can't complete their tasks. (For text adventure players, this is almost a chronic disorder.)

## YOUR FIRST VISIT...BEGINNING "LEISURE SUIT LARRY."

You start in front of Lefty's Lounge.

Type:

- INVENTORY (This command gives you a listing of all your possessions.)
- LOOK AT THE SIGN (To abbreviate commands simply type: LOOK SIGN)
- LOOK AT THE STREET
- LOOK AT THE SIDEWALK
- LOOK AT THE WINDOW
- LOOK AT THE MAT
- LOOK AT THE DOG (This is good for a few laughs.)

Walk up to the door. Type:

- LOOK AT THE DOOR
- OPEN THE DOOR

The screen will change.

Walk inside the bar. Type:

- LOOK AT THE PEOPLE
- LOOK AT THE PICTURE
- LOOK AT THE MOOSE
- LOOK AT THE FAN
- LOOK AT THE BAR
- LOOK AT THE WALL

Walk to the vacant stool. Type:

- SIT DOWN
- TALK TO THE BARTENDER
- ORDER A BEER
- ORDER A WHISKEY
- STAND UP

Walk through the doorway on the northwest side of the room.

The screen will change. Type:

- LOOK AT THE ROOM
- LOOK AT THE WALL

Walk over to the table. Type:

- LOOK AT THE TABLE
- TAKE THE ROSE
- LOOK AT THE ROSE
- LOOK AT THE DRINK

Walk over to the drunk. Approach him as close as possible (walk between his legs). Type:

- TALK TO THE DRUNK

HINT: PERHAPS IF YOU DO SOMETHING FOR THE DRUNK, HE'LL DO SOMETHING FOR YOU

Whenever your breath turns bad, use your breath spray. Type:

- USE THE BREATH SPRAY

Walk to the door on the right. Type:

- LOOK AT THE WALL (Repeat this command until the message repeats.)

TAKE NOTE OF THE PASSWORD FOR FUTURE USE.

Walk over to the toilet. Type:

- LOOK AT THE TOILET
- LOOK AT THE TOILET PAPER
- GO TO THE BATHROOM (Wait for the computer to respond. It will make a couple of tasteless remarks.)
- STAND UP

Walk over to the sink. Type:

- LOOK IN THE MIRROR
- LOOK AT THE SINK
- TAKE THE RING
- LOOK AT THE RING
- WASH HANDS

You are now ready to leave this room and continue on your adventure. By the way, type:

- FLUSH THE TOILET

before you leave. It's nice to show some respect for your fellow adventurers.

Try walking around. Walk over to the girl. Type:

- LOOK AT THE GIRL
- TALK TO THE GIRL

Walk over to the jukebox. Type:

- LOOK AT THE JUKEBOX
- PLAY THE JUKEBOX

Walk to the closed door on the right side of the room. Type:

- OPEN THE DOOR
- KNOCK ON THE DOOR
- OPEN SESAME (OR ANY WORD WHICH COMES TO MIND)

"Larry's life might be more interesting than your own..." -ROLLING STONE Magazine

*Leisure Suit*

# LARRY

*In the Land of the Lounge Lizards*

A 3-D ANIMATED ADVENTURE GAME



REQD: 640K HARD DISK  
286 OR BETTER  
RECOMMENDED MOUSE  
SUPPORTS THUNDERBOARD  
PCI AND SPEAKER ADL18  
WORLD FIT-32/LAPC-17  
322L SOUND BLASTER

MS-DOS  
3.5" HD  
VGA  
EGA/TANDY SOLD  
SEPARATELY

**WARNING**  
This game contains  
adult subject matter.  
Parental guidance  
is suggested.

 **SIERRA**

# LOOKING FOR A GOOD TIME?

## MEET LARRY.

He's just turned 40 and he's still single. If you can get past the glow of his Grecian formula you can see his hairline beginning to make a hairy retreat from his forehead. Larry's features cut in of the highest quality (100% man-made material, permanent press, too!). He wears at least 11 gold chains and his heavily-capped teeth could blind you in a bright light.

Down at the singles bar he tells the chicks, "sure I'm single...I got in-a fight with my ol' lady and she threw me out." He doesn't tell them the ol' lady was his mom, or that he was 20 at the time.

## YEAH, LARRY'S A JERK.

He's the ultimate blind date nightmare. The kind of guy you wouldn't want your daughter to meet, let alone date. But he's also become an unlikely cult-hero of the computer age. And he's the star of this new version of the 3-D Adventure Game classic.

## 3-D EQUALS DANCING, DRINKING, AND DAMES!

Become the lovable mad 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 dream.

Letsure Suit Larry is a humorous, hilarious endeavor for adults. The object of the game is to help Larry overcome his peevish and low life "you know what". It's a silly, risqué romp through the singles scene and a challenging adventure game that will test your sweat smarts and cause speculation. 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:

- Hand-painted and digitized art in brilliant full color (including every of your favorite fetidnesses).
- An improved music card compatible stereo soundtrack that'll have you pricking all night long.
- New mouse-controlled "point and grape" commands give you quick, one-handed action scoring.
- Incredible three-dimensional animation. Move Larry in front of spinning cabs, into hot tubs, across the disco dance floor.
- Animated characters that come alive. They walk, they talk... they even ignore your best pick-up lines - just like in real life.

VGA/EGA/Color Monitor



Click on chicks with fast "point 'n' grape" mouse control.

VGA/Text



Even Dags turn up their noses (among other things) at you.

Apple



Go looking for sweet suite lives.

*Al Lowe is the creator of, and best influence behind, Letsure Suit Larry, one of the best-selling series in computer game history. A musician and former teacher, we loved Al to keep him away from the irrepressible youth of America.*

**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 ante up and party down.  
You'll find just the right kind of action,  
whether you're here to gamble or gambol!  
You may be a little dazzled when you first arrive,  
so we've got a suggestion or two for starting your adventure here in  
**Glitzy Gulch.**

### WARNING:

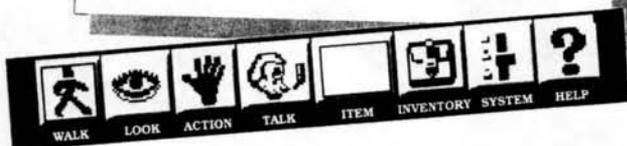
*Experienced adventure-type studs may not need this little walking tour,  
so don't read any further if you prefer to score on your own.*

Let's start your tour in front of Lefty's, one of our classier drinking establishments. **CLICK** the EYE icon on the sidewalk to Look at it and it will call your attention to the sign on the pole... you'll want to Look at that, too. That taxi sign is your key to transportation in the big city! Look at the front of the bar, the window, and the street to get the big picture.

**CLICK** the HAND icon on the doormat. Now let's head on into Lefty's by clicking the HAND on the front door. The joint is hopping, as usual! **CLICK** the EYE icon on everything: the customers, the bartender, the jukebox, the painting, and the fan. **CLICK** the HAND on the one empty barstool to sit down. **CLICK** the TALK icon on any of the customers to see what they've got to say. Next, Talk to the bartender. Here's where you choose your poison, but for now, go for some of Lefty's famous well-whiskey. Now, carefully carrying your drink, let's take a look in that mysterious-looking back room. **CLICK** the WALK icon on the doorways at the upper left corner of the room to get there.

Not much to look at... a table, some barrels piled up in back, and a heap against the wall. Look on the table to see what's lying there, then **CLICK** the HAND on the rose to pick it up. You never know when you'll meet somebody you'll want to impress! Talk to the drunk lying on the floor. Wants to have a drink, does he? Demonstrate your generosity by giving him your whiskeys. To do that, open up the INVENTORY window and **CLICK** the POINTER on the small glass of whiskey to highlight it. The pointer will change to a WHISKEY GLASS. **CLICK** the whiskey glass on the drunk to give it to him. In return, he'll give you his most prized possession! Save the game by clicking on the CONTROLS icon and pressing the SAVE button. Name it something like,  
"In Lefty's Back Room."

Now you're ready to start exploring **Lost Wages** on your own. There are other things to find and do in Lefty's and all over the city. When you're ready to head out to other nightspots, just walk outside, and **CLICK** the TALK icon on your head. Be sure to talk to the cabbie, he knows where the action is! You may need to try things **MORE THAN ONCE** to achieve success. And, hey... enjoy the city!



On your trip to  
Lost Wages,

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



Lost Wages  
**Mystery  
HOLE**

\*over 5,000,000 serviced\*

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 Furrow at the end  
of Skidmark Trail!



Item originally  
shipped w/ the  
game!



*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  
5 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!*

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002021030

Calling all Dudes! Come one, Come all!

Cover  
Use gun  
right photo

Useful info  
for copy  
protection

at THE  
**PALAMINO**  
RANCH

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 pouting Bodacious Tetons, and just down the road from the Small-Yet-Pert-Tetons.

Get a long little doggie! At the Palamino Ranch, you can 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



Cow ropin'



Use guitar playing woman pic here

Hot dog picture



Bean pic here



### EATIN' OUT

You'll enjoy real down-home campfire cookin'. For lunch, cornbread and chili (and hey, 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.

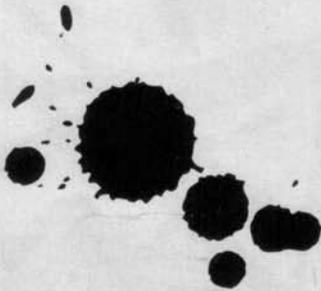
For you wimmenfolk, we'll akshully show ya how to make some real frontier treats! Just imagine pulling your own taffy under the stars, shuckin' corn in the barn, churning butter and packin' fudge in yor very own crock. You'll be pleasin' yer greenhorn in no time flat.

### 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

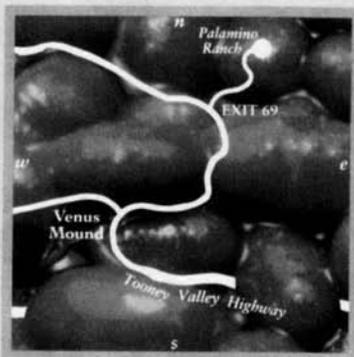


**Also visit:**

\*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!*

 **SIERRA**

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Sierra On-Line, Inc., Corcoran, California 93014

Make this  
be red

# WHOSE WHOM IN AMERICA

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

Address on  
back is  
invisible

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 fabulouse, studly, 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, women 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.

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-----cut along dotted line-----

Make dotted  
line blue

Make Adolph's  
signature  
look like  
red pen

NOTES

Leisure Suit Larry goes

# LOOKING FOR LOVE

(In Several Wrong Places)

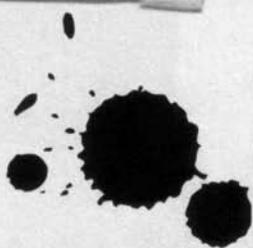
LEISURE SUIT LARRY IN THE  
LAND OF THE LOUNGE LIZARDS  
"Best Adventure/Fantasy  
Role Playing Game of 1987"  
Software Publishers Association



NUDE  
BEACH

MS-DOS  
3.5"  
EGA  
AND TANDY

SIERRA



"It's a nerd! It's a shame! It's Leisure Suit Larry! ... Now that's entertainment!"  
 --Bob Lynstrom,  
 A+ Magazine

# Who is Leisure Suit Larry?

If you look up the word "nerd" in the dictionary, you're liable to find Leisure Suit Larry in the picture as a definition. Leisure Suit Larry is the kind of guy you see in just about every seedy singles bar. He wears a white leisure suit with the shirt open to the waist (lots of gold chains make up for the lack of a chest). If you can get past the glow of his Grecian formula, you can see that his hairline is making a hasty retreat from his forehead.

Larry is the original blind date nightmare - the kind of guy you wouldn't want your daughter to date, let alone meet. He is such a loser that Cosmo Magazine recently voted him "most negligible bachelor of the year."

A Time Magazine article on "The War Between the Sexes" carried his picture with the caption "an unarmed innocent by stander."

## Why is Larry suddenly so popular with the ladies?

On cruise ships, in laid back Los Angeles, and in other exotic locations, Larry is suddenly attracting the attention of all kinds of noble symphettes. He's been propositioned by a bikini'd babe at the poop-deck pool, suffered the seductions of a sadomasochistic spinster, even played "hide the onklunk" with a sexy spanish senorita. Why is it that some of the loveliest ladies in the western hemisphere are so hot to get their hands on Larry - and why is he resisting their advances?

Why is it that Larry has suddenly started looking only for Miss "Right" (as opposed to Miss "Right-Now") and will he find her? Find out why when you play...

## LOOKING FOR LOVE ON SEVERAL WRONG PLACES

"It's a nerd! It's a shame! It's Leisure Suit Larry! ... Now that's entertainment!"

Bob Lynstrom  
 A+ Magazine

After software designer Al Lowe introduced the original Leisure Suit Larry in the Land of the Lounge Lizards to the world in 1987, we asked ourselves "Just how low will Al Lowe go?"

Play Looking for Love (in Several Wrong Places) and find out!



Check out naive girls in several of the tropical locations in the game!



Witness the excitement of a... (text is partially obscured)



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8087744

## Leisure Suit Larry 2: Leisure Suit Larry Goes Looking for Love (In Several Wrong Places)

Realizing we had a winning character in Leisure Suit Larry, but being so sensitive to "prevailing community standards" (i.e., some stores wouldn't sell Larry 1 because it was too nasty!), I decided to clean up Larry 2 by having Larry search for his One True Love instead of just cheap sex. Our loyal customers complained, "Where's the smut?!" Plus, those same stores didn't sell this game because it must be dirty like that first game!

So I learned another important lesson: sex sells!

Actually, I think Larry 2 is a really good adventure game, better puzzles, more logical than Larry 1, with some wonderful running gags. Our development system finally allowed us to store and re-use strings (oops, I mean "typed phrases"). So I included an item on the pull-down menu bar called "Trite Phrase," then had as many of the game's characters use the phrase you typed in as much as possible. Be sure to enter your favorite immediately. We even ran a contest on CompuServe, offering a free T-shirt to the person submitting the best trite phrase. The winner? "Do ya want some fries with that?" submitted by Josh Mandel, who parlayed that one-liner into a steady gig at Sierra and eventually became my co-writer on *Freddy Pharkas*, *Frontier Pharmacist*.

Larry 2 was designed to be playable from six 360K floppies (raise your hand if you remember those!), so it consisted of six areas, all distinct and playable by themselves, with no way to go back to a previous area, or forward to an area not yet seen. (Be sure to pick up everything you need before you leave L.A.!) 

This game began the running jokes about Larry's de-evolving hairline. There must be a half-dozen barbers in the game, each of which humiliates Larry in some fashion. (See Page 1, Humorous Themes and Developments in Late 20th-Century Digital Literature.)

Larry 2 was also the beginning of my long collaboration with Bil "Missing L" Skirvin, the perfect art director. Bil loved to hide strange and often obscene things in background drawings. Be sure not to look too closely at any of these pictures or you might lose your L too!

I had great plans for a big finale to this game, but by the time we got around to programming the end of the game we were out of disk space (not to mention time), so much of the ending scene is on "auto-pilot." At least I got to introduce Passionate Patti, who would return to play a major role in the next two games.

**Warning:** Be especially careful of the parser when you reach the top of the volcano near the end of the game. A subtle bug was introduced the night before we shipped that requires the word "The" be used in your typing. So where you could normally get by with typing a phrase like, "Put bottle in bag," here you must type, "Put the bottle in the bag" instead. I didn't catch the bug because my goal was to make those games recognize complete proper English sentences instead of "adventure game-ese" shorthand. The bug was fixed shortly after the game shipped, but to the best of my knowledge, Sierra never got around to updating the shipping version. Oh, well.

—A.L.

Bug alert!





#### 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)



#### 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.

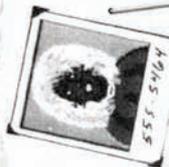
##### 2. HOW TO CONVERSE WITH THE GAME

###### 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.



**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.



**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**

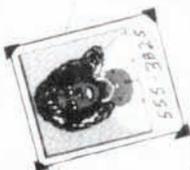
Adding items to your inventory (collecting things you find as you play) is a major part of any adventure game. You never know when a rope, a shoe string or even a banana peel can come in handy.

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	HELP	LOAD	PUSH	SWING
BEAT	EAT	HIT	LOCK	READ	TAKE
BITE	ENTER	HOLD	LOOK	REST	TALK
BRIBE	ESCAPE	HUG	MOVE	RUN	TASTE
BURN	EXIT	JUMP	NAME	SEARCH	TELL
BURY	FACE	KICK	NORMAL	SEE	THANKS
CALL	FIX	KISS	OPEN	SHAKE	THROW
CARRY	FURRT	KNOCK	ORDER	SHOUT	TOUCH
CHANGE	FURRT	LAUGH	PAY	SHOW	TURN
CLEAN	FRESH	LEAP	PLAY	SMELL	UNLOCK
CLIMB	GET	LEAVE	POCKET	SPEAK	WAIT
CLOSE	GIVE	LET	PRESENT	SPEND	WALK
CRAWL	GRIP	LIFT	PULL	SPILL	WAVE
DANCE	HELLO	LIGHT	PUNCH	SPRAY	WINK
DIVE	LISTEN			STEAL	

#### 5. YOU'VE GOT TO BE OPEN-MINDED

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 backfire on you.

#### 6. IF YOU STILL CAN'T FINISH

Feeling 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 Helman  
Pablo Ghemis  
Stuart Goldstein

Music Development System  
Stuart Goldstein

Animation and Background Scenes  
William Skirvin  
Bonnie Borucki  
Douglas Herring

Music composed and performed by  
Al Lowe

Documentation  
John Williams

555-3425

555-2867

555-6262

555 8627

"Larry's life might be more interesting than your own..."

ROLLING STONE Magazine

*Leisure Suit*

# LARRY



*Passionate Patti*  
IN PURSUIT OF  
*Pulsating Pectorals*

MS-DOS  
3.5"  
**EGA**  
AND TANDY

**FREE INSIDE!**  
Genuine Tacky Island  
Postcard and,  
Fabulous, Fascinating,  
Far-out and Colorful  
Nontoonst 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 no surgery is involved."

Shay Adams  
Questbusters' Journal

"The game is so addictive...if you can't get your broker on the line, blame Larry."

Susan Brennan  
Newsday Magazine

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

Nardin Brothers  
PC Resources

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

Dennis Lynch  
Chicago Tribune

Are you a smooth, suave, single guy on the make, or maybe you fancy yourself the sleek, sexy *femme fatale*? Whoever you are, 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 BOTH!



## AS LARRY

...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.

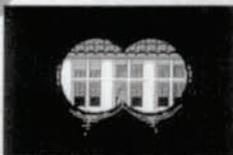
*Larry's in for the adventure of his life with the woman of his dreams in hot pursuit.*



## 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 him prisoner.

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



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



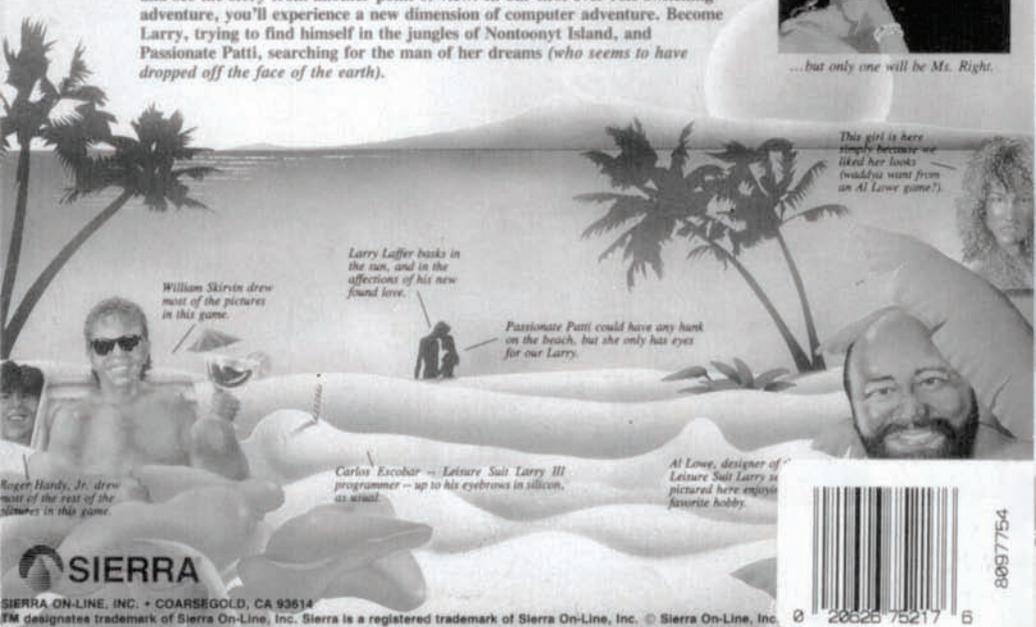
*He'll meet dozens of beautiful girls...*



*...but only one will be Ms. Right.*

## 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 Nontoony Island, and Passionate Patti, searching for the man of her dreams (*who seems to have dropped off the face of the earth*).



*William Skirvin drew most of the pictures in this game.*

*Larry Laffer basks in the sun, and in the affections of his new found love.*

*Passionate Patti could have any hunk on the beach, but she only has eyes for our Larry.*

*This girl is here simply because we liked her looks (waddya want from an Al Loner game!).*

*Roger Hardy, Jr. drew most of the rest of the pictures in this game.*

*Carlos Escobar -- Leisure Suit Larry III programmer -- up to his eyebrows in silicon, as usual.*

*Al Loner, designer of Leisure Suit Larry is pictured here enjoying favorite hobby.*

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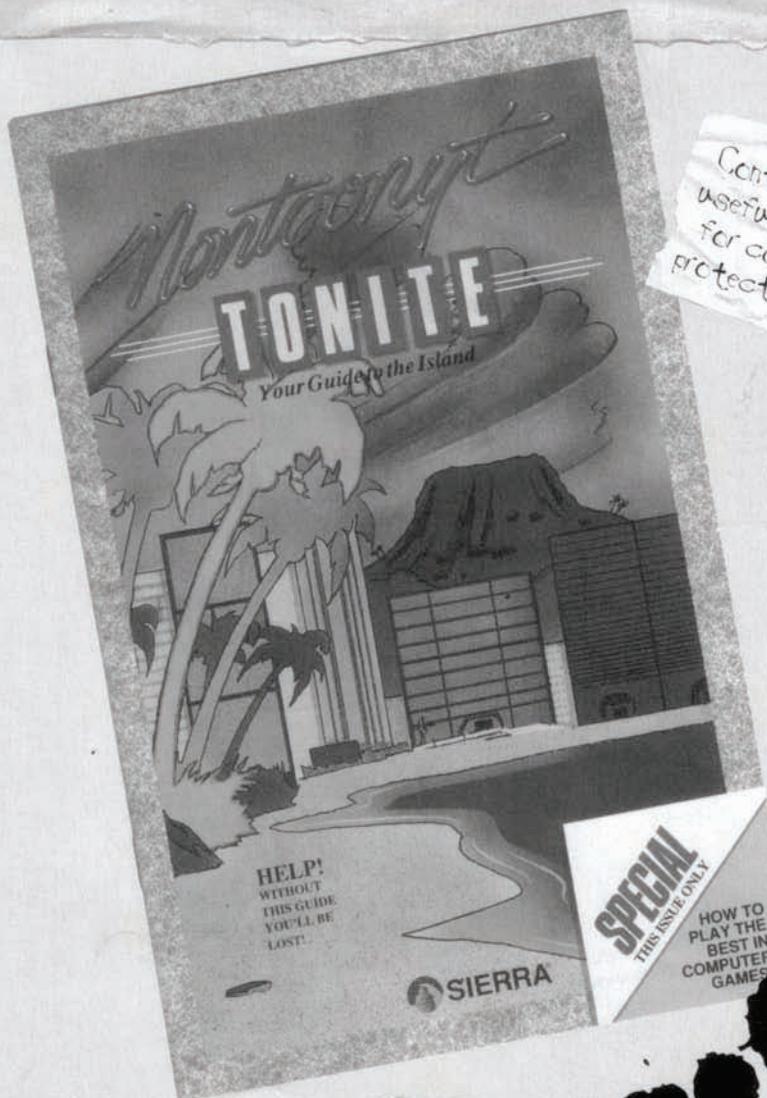
## Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals

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.



*Nontoonyt*  
**TONITE**  
The Cartoonist's Choice

**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 Skirvin*

*Roger Hardy*

**Sierra's Creative Interpreter**

*Jeff Stephenson*

*Bob Heiman*

*Pablo Ghemis*

*Stuart Goldstein*

**Music composed and performed by**

*Mike Dana*

**Sound Effects**

*Rob Atesalp*

**Music Conversions**

*Rob Atesalp*

**Atari ST Translation**

*Robert Lindsley*

**Amiga Translation**

*Robert Lindsley*

**Macintosh Translation**

*by Bye*

**Quality Assurance Leader**

*Robin Bradley*

**Cover Art**

*Mark Crowe*

**Cover Photography**

*Keith Seaman/Camerad*

**Executive Producer and Best Boy**

*Ken Williams*

**"Nontoonyt Tonite"**

**Documentation**

*Marti McKenna*

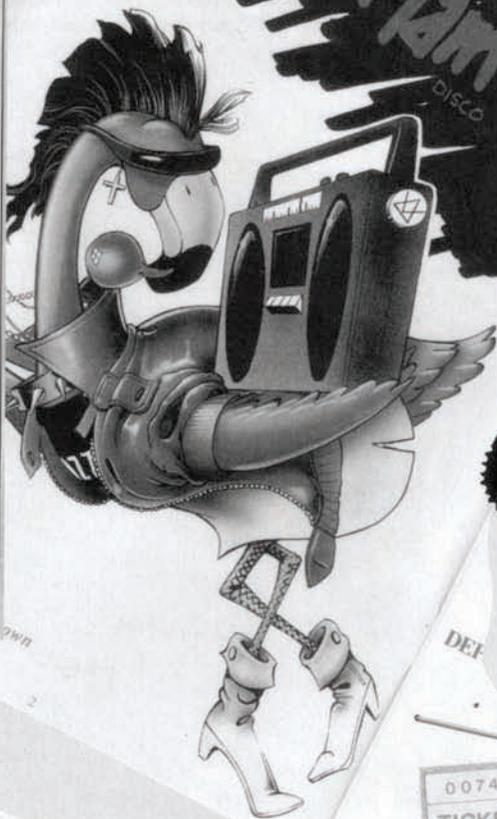
*Bridget McKenna*

**Design and Production**

*Greg Steffen*

**Illustrations**

*Bill Eaken*



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.

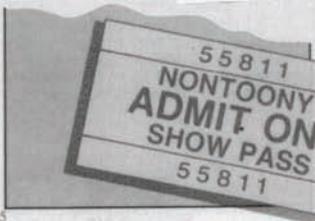
*Example:*  
'Press [CTRL-I] to view your inventory.'

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

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

The term 3.5" or 3.5" either

Use this page number (5) for copy protection



Going Native with Uncle Carlos



This Week: Native Crafts of Nantoonyt

**F**rom 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 (cont. on pg 118)

Use this page number (6) for copy protection



with Billi the Beachcomber

# BEACH WATCH

## Best of the Beach

*Billi*

**T**his is a perfect time of year for enjoying the beautiful beaches of Nontooony Island. Whether your recreational tastes run to shell collecting, crab cookouts, or naked night surfing, the island beaches have something to offer you. A typical Sunday morning stroll on the strand adjoining the Natives, Inc. TimeShare Condos is sure to net a pocketful of delightful tropical sea shells, a few dollars in loose change, and any number of discarded undergarments. It's a pastime the whole family will enjoy.

## THE COMEDY HUT --



**We Deliver!**

**THIS WEEK**  
The Comedy Hut  
presents

**Paul Paul**

Live Sunday thru Monday nites. Don't miss this tasteless display as Paul insults your favorite ethnic groups. Special appearance by Bobolu on drums.

*This engagement only:  
NO cover, ONE bottle minimum.*

777 Palmetto

# COMMUNITY CALENDAR

This Week at the Nontooony Island Community Center

## MONDAY

Wood Carving Lessons  
7-9 p.m.

## TUESDAY

Native Grass Weaving Lessons  
7-9 p.m.

## WEDNESDAY

How to Get Let'd  
8-10 p.m.

## THURSDAY

Exotic Dance Lessons  
with instructor *Cherri Tart*  
9-11 p.m.

## FRIDAY

Introduction to Sexual Aerobics  
with instructor *Bambi*  
9-11 a.m.

## SATURDAY

How to Keep a Marriage New,  
Healthy and Together  
a seminar with *Katalina Laffer*  
11 p.m. - 2 a.m.

## SUNDAY

How Not to Pick up Women  
a seminar with *Larry Laffer*  
8-8:15 p.m.

**Paul's Personal Pointers:** A mixture of carbon tetrachloride, denatured alcohol and boiled sand crabs is just the thing to remove crude oil stains from the delicate fabric of your bathing suit lining. Do you have a Hint? Send it to Pauli at Nontooony Tonic.

### SONAL SPERSONAL SPERSO

Young attractive native girl seeks pudgy, balding, middle-aged man for brief sexual encounter.  
*Reply: Kaiti*

Burlesque dancer seeks young, virile male for brief sexual encounter.  
*Reply: D.C.*

Female night club entertainer seeks brief sexual encounter.  
*Reply: Pauli*

LOST: In the vicinity of Nontooony Casino, \$10,000,000 in unmarked bills. Reward.  
*Call 555-7678*

The family and friends of Dr. Nonpoke would like to thank the citizens of Nontooony Island for their many kindnesses and expressions of sympathy during our recent bereavement.

Agent X meet Agent 88 you-know-where, you-know-when, you-know-why. Wear white carnation.

Happy Anniversary to my Lower Boy Larry. For ever and ever, your loving Katalina.  
Amazon chemical lab machine repairwoman seeks loved housewife for meaningful relationship.  
*Reply: Boblu*

### LOCALS CONCERNED OVER OFFSHORE OIL RIGS

**NPI** Recent leasing of Nontooony, mutual rights to Slippery Oil, Inc. has many island residents concerned over possible pollution of our beaches and local waters. We ran into Chairman Kenneth, relaxing on Wacka's beach, just before press time. It threw a pollution problem? we asked him. "Absolutely Not," he responded. (Continued on page 28)

Copy protection alert!



From Guide  
to the Reader  
A011000111

# DINING OUT

By Yahoo Arias

**Since** its gala premiere in 1988, *The Sand Crab Room* at the Nontoomyst Casino has been, in this reviewer's opinion, synonymous with elegant dining. Consider such culinary rituals as the Friday Buffet featuring Feral Pig *à l'Orange*, Feral Pig Under Glass, even Feral Pig *Tortare*. Presiding over this opulent dining experience is Chef Sommi, a French native whose distinguished career includes 22 years on Devil's Island. Featuring *nouveau cuisine* decor and nightly entertainment, you'll find that the sophisticated ambience of the Sand Crab Room more than makes up for the exorbitant prices. \*\*\*\*

**For** a more casual dining experience, try Country Ray's *Bamboo Gazebo* specializing in such wonders of the Orient as Feral Pig Chow Yook, Pork Fat Sub Gurn and Country Ray's own X-rated fortune cookies. \*\*\*\*

**Freddi's** *Feral Bar-B-Q* located downtown features an All-U-Can-Stomach luncheon special which is possibly even worth the \$2.50 price, if you count the bottomless trough of Boar Whiz Ale. \*\*\*\*

**An** experience to be missed is the Feral Pigs-In-A-Blanket at Pigger's 24 Hour Coffee Shop. Even Pigger's 24 hour coffee can't help these hapless hams. \*

- \* = Your dog wouldn't eat here.
- \*\* = Your dog would eat here, but I wouldn't.
- \*\*\* = Tolerable; your dog and I do lunch here.
- \*\*\*\* = Superior; I won't be seen with your dog here.
- \*\*\*\*\* = Awesome; an epiphany of culinary splendor.



Copy  
protection  
alert!



Special This Month:  
**EUNUCHS**

Larry Laffer's Public Domain Operating System  
(for 8088's only)  
Multi-tasking/Multi-User/Multi-Ply  
Mouse Driven Graphical User Interface

In the Beautiful Downtown  
Nontoomyst Mall

**Bippi's  
Island  
Liquors**



Stop by and  
check out  
our fine  
selection of  
Local Wines.

Bippi says: "For those  
special romantic evenings,  
grab one of my jugs!"

In the Beautiful Downtown  
Nontoomyst Mall



Now appearing bi-nightly  
the lovely and talented star of  
stage, screen and backstage everywhere

**Cherri  
Tart**

In the Nontoomyst Casino Showroom

Just show your pass to the maitre d'  
for an evening you'll never forget!

PASS NUMBER 25695

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 Nontoonynt*

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  
Nontoonynt Mall

Island  
Office and Voodoo  
Supply



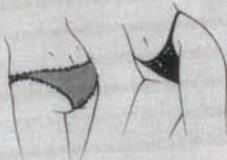
- Magic Markers
  - Invisible Write-protect Tabs
  - Copy-Proof Computer Disks
- and much, much more!

In the Beautiful Downtown  
Nontoonynt Mall

Panti-of-the-Month Club

## Get 8 Pairs of Panties for Only 1¢!

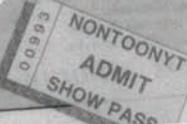
Take advantage of this Once-in-a-Lifetime Special Offer to build your panty collection. Just choose 3 pairs of panties from the selection below. You will be billed just 1¢ (plus \$68.95 shipping and handling). Every month (for the next twenty years) we'll send you the Panti-of-the-Month for the special Club Price of only \$12.95.



- Flaming 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 3 pairs of panties. Enroll me in the Panti-of-the-Month Club right away!

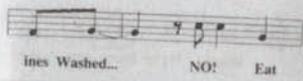
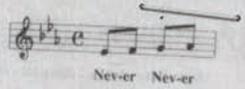
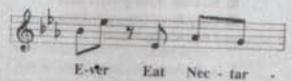
Panti-of-the-Month Club, Box 888, Nontoonynt



This is  
Page 13



Follow the  
boun - cing fruit!



# entertainment

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alert!

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.

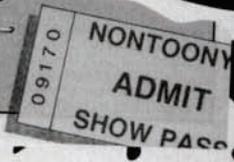
**HIGHLIGHTS**  
Featuring Paul Paul

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.

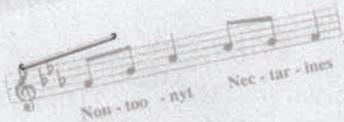
Born Melvin Melvin in 1964 to Melba and Marvin Melvin of Gary, Indiana, it was soon apparent that Paul was not like other children. In fact, most other children weren't even allowed to play with him. At age 14, Paul entered Gary High School, where he was soon dubbed 'The

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.



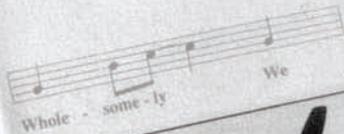
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protection  
alert!



Non-too-nyl



When



We

## 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.*

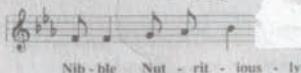


*Today, I'm a real cool guy.  
Thanks, Witch Doctor!*

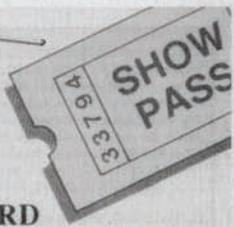
Paris, New York, Nontoonyt

In the Beautiful Downtown  
Nontoonyt Mall

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protection  
alert!



Nib - ble Nut - rit - ious - ly



SPONSORED BY THE  
**NONTOONYT**  
NECTARINE ADVISORY BOARD



TIPS ON HIKING ON NANTOONYT:



**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

# Off The Beaten Trail



with your native guide,  
**Jungle Joe**

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."

19



# EAT

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!'



*Desti.*

'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**



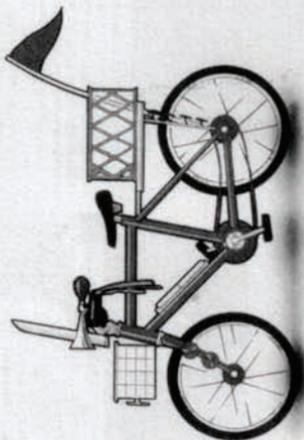
*A Couple of Real Cool Guys*

**999 Granadilla**  
SEE THE SHOW ON US 62503

23

# HURTZ

RENT-A-BIKE



THE ONLY WAY TO EXPLORE THE ISLAND!

In the Beautiful Downtown  
Nantuxoy's Mall

24

000171000

PLACE PHOTO HERE

## 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*

WARNING!  
PARENTAL  
DISCRETION  
ADVISED

MACINTOSH  
COLOR MACS  
ONLY

SIERRA



## 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

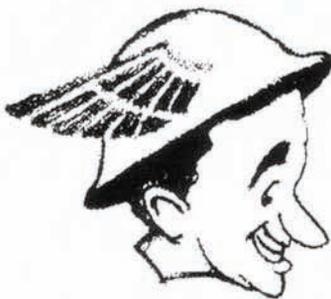
were high on caffeine and pizza, we were all Letterman fans, it seemed like a good idea at the time, and we could. Not even the game reviewers noticed.

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\LSL5) and delete the file "MEMORY.DRV." That's where we hid the password. (Pretty sneaky, eh?)

—A.L.

**AERODORK  
AIRLINES**



**"Fly the Proud Dork!"**

## AeroDork Airlines Travel Schedule

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

Continued on next flap

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

# PLAYS



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 (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 ashtray set into the armrest, 4 (four) snack items including half-melted chocolate bars, stale peanuts, or roll candy marked up to five 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) rolls of film and/or 10 (5x2) computer diskettes, all destroyed by repeated passes through the X-ray machine by cavalier and boiler-than-thou security personnel just DYING to inconvenience you to the maximum extent of the law, pen and pencil for filling out the crossword puzzle in the in-flight magazine (said crossword puzzle already having been 95% solved by the last jerk who didn't take the magazine with him), assorted analgesics (buffered or unbuffered), chewing gum in order to ineffectively combat the physical agony of changes in air pressure, causing your head to apparently swell to several times its original size as your eardrums bulge painfully outward until they begin to dislodge 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 waits down the aisle and accuses YOU of sitting in HIS seat, only to find that he has the seat NEXT to you instead (his mistake, and does he even bother to apologize? Well, yes, but it doesn't make YOU feel any better for having been embarrassed in public like that) and you can just sit by he'll be picking his nose in his sleep throughout the flight, tipping over until his disgusting cheek is pressing against your shoulder, but you can't wake him or else he'll want to talk to you and ask "So, where are you going?" or other ludicrously obvious questions. 2 (two) pieces of checked baggage which may or may not be pretentiously labelled 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 insurable 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 of the other major airlines that we've gone down the toilet in the past few years (ever since that spendid deregulation the government thought would be so lovely), and containing at least one (won) nice suit 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 ever since you 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 find yourself wearing them 14 (fourteen) hours a day instead of just to (2) dinner or cocktails like you originally thought, one (the loneliest number) sweater which won't be enough when the temperature drops to a very all-time low, 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 new 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 surprised 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 crunched 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, so 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 (stasic) and thumb through the catalog of miniature airplanes and hundreds of dood-dads all with AERODORK printed on them, but as it turns out, there IS no catalog in the seat pocket in front of you, the only one is in the seat pocket of the seat NEXT to you, which means you run the risk of waking and/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 where's the justice in that, 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 unceremoniously bumped you from a previous flight because they stupidly overbooked by 90 (ninety) people and then had to tell 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 as easily end up being bumped from THAT flight, and on and on until you've got hundreds and hundreds (100s + 100s) 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 Masochist card cut in half and take the TRAIN, I'll tell you 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 (90m) 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 is doomed, but I'd feel too (2) silly getting off the plane in front of everybody now, God, why are they even DEBATING about it, if they're not sure, why are they going to take the chance, after all we're human beings in here, well, most of us 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, oh, wait a minute -- baggage, that's right, you can bring two (2) items checked through and one (1/1) 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), but these airlines just rip off the bags and sell the contents and even if they get around to paying the person \$100 for their "cost" (oh-no) baggage they still make a major profit, I bet that's exactly what they do, son-of-a-gun, 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 this 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.



*Da Vinci's Mona Lisa. Venus de Milo. All women of classical beauty, shrouded in mystery, all wearing the same sign: Don't Touch. So it is with our Girls of the Mafia. Our Photographer, Len Scap (whom we now refer to around the office as "Three Fingers") learned the hard way that as sexy as these ladies are, they're dedicated to remaining chaste until the knot is tied. And judging from the way they look, they're chaste all over the place!*

### Luciana Bananas

Lucky Luciana insists that there is no Mafia. We'd like to say, "We'll show you our evidence if you'll show us yours!" As you can see, she obliged, and we must admit that her evidence is eye-popping. Even so, if she does threaten to put out a contract on us...whatta way to go!



### Francesca Alfredo

Hucks, hubba! This hot dish comes to us all the way from Sicily, where she says she's involved in "family counseling." We're sure that's "Family" with a capital "F." She loves horses (or parts of them, anyway), parties and preparing gourmet cuisine. We promise to eat everything she puts in front of us...we'll even lick the platter clean.



### Pia Priapus

"I was always my Godfather's favorite," says Pia of her illustrious and infamous family patriarch. "I remember sitting on his knee when I was a little girl, and all my uncles and cousins and brothers would come in and ask for favors."

Sometimes he wouldn't say anything, he'd just kiss them goodbye when they left. I guess we're a very affectionate family...too bad about all those accidents. "We wouldn't mind bouncing you on OUR knee, Pa...No No No!"

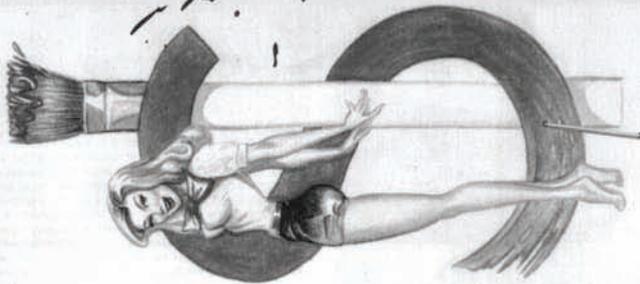


### Isabella Pepper

Spicy Isabella was born in Southern Italy and claims to be 100% American, but no matter how hard she tries to cover it up, her Nipples keeps poking through. She loves water skiing, sailing, swimming, and Italian seamen. We're jealous; we wouldn't mind getting into some hot water ourselves



with this Mail-order so-line!



### Sophia Carbonara

Saucy Sophia may be part of a rather large and important family, but she insists she's just a poor, unspoiled young woman...in fact, she adds, "Don't be misled by appearances. My parents are poor, my brothers are poor, the butler is poor, the chauffeur is poor, the groundskeeper is poor, the bodyguards are poor...we're all very, very poor and unspoiled." We wouldn't mind spoiling Sophia (just a little bit!)

## SPYMATE DATA SHEET

**Name:** FASHIONMATE PATTI  
**Bust:** YES, HADNT YOU NOTICED?  
**Waist:** 21 **Hips:** 2 **Weight:** 122 **Height:** 5'8"  
**Birth Date:** ITAHH, RIGHT, NICE TRY!  
**Birthplace:** WHAT AND LINDANGER THE LUVLE OF MY PARENTS CARL AND EDIE, MY BROTHERS BETTER AND DICK AND EVER, MAAN, WOMANLAND, CHILD IN BETALMAO WHOOPS, COBLET, GERTZ!  
**Ambitions:** TO ACHIEVE HAPPINESS AS A FASHION ENTERTAINER, INTERNATIONAL SPY, CHAMPION OF THE AMERICAN WAY, MILLIONAIRE BY AGE 40, MOTHER TO TWIM IN THE HOLMHEIM COOP, LOVER TO A FABULOUS GUY WHO MUST MAKE ME FEEL AS SUCCESSFUL AS I AM, AND TO REMAIN TOTALLY STRAIGHT FOR THE REST OF MY LIFE!  
**Turn-Ons:** LOUNGE LIZARD, APARAGUS TIES WITH MULLET BUTTER, BANANAS, SNAILS, TRAIN RIDES THROUGH TUNNELS, WATCHING EGGETTS TAKE OFF, WASHINGTON MONUMENT, BIRCH SHOES, NO ME BALLY EXPENSIVE GIFTS.  
**Turn-Offs:** OVERLY AMBITIOUS MORAL SUBVERSIVE MEN, COOKING OR CARBON ENGINES, GOING TO BEHES, PEOPLE WHO BUY ME REALLY EXPENSIVE GIFTS AND THEN POKE THEM IN YOUR EARS!  
**Favorite Movies:** BRUNCKE OF THE LIVING DEAD, MY DINNER WITH LEMME, BONZO GOES TO WASHINGTON, MY TWO LEFT FEET, STAR WITH THE WRATH OF CHAVA KHAN.  
**Favorite Actors:** RUE LALENSKA, CABRALITA POPE, CAROL MERRILL, BETTY FURNESS.  
**My Moral Philosophy:** GENIUS IS THE INSPIRATION, 90% FLEXIBILITY AND 10% LOGIC/MATHEMATICAL ABILITY.  
**Special Thanks To:** JAY KEOC, A MAN WHO DEDICATED HIS LIFE TO SERVING PATTI!

## PLAYSPY'S PARTY PUNCHLINES

Surprise, surprise! That wasn't my finger, cheat!  
 Head in Dieck, D-I-T-C-H!  
 Gee, most guys like ride the male into town.  
 Boy, if that last engine goes out we'll be up here all day!  
 And third, I'm a little short on cash. Can I pay you the \$50 next payday?  
 Got sniplo heard, I said POSSIBLE to hit me with that stick?  
 Well, I'm not a doctor, but I can tell you that!  
 No thanks, if I'd won't, kill the taste, nothing will.

## Passionate Patti

knows glamour from the inside-out. Part-time, undercover agent, part-time jetsetting entertainer, Patti has a leglock on two of the three most glamorous jobs in the world according to a recent Tenfoot Pole. (The only position of the top three that Patti can't lay claim to is 'Software Designer'.) Is it any wonder that we chose this leggy, brilliant, multi-talented agent to grace our centerfold this month?



We found Patti to be as mysterious as she is beautiful, as enigmatic as she is sexy, as combative as she is social-fabulous (her words, not ours). She's currently single — good news, men! — but made several veiled references to a man she called "Lumpy," who clearly means, or meant, a great deal to her. [She relationship is detailed in contrabanded form in an episode with the unlikely title *Leisure Suit Larry 4: The Missing Flippers*, but Patti refused to tell us when we could locate this contraband, and not a single software store we contacted had any knowledge of the game. In any case, there were certainly no flippers anywhere to be seen around Patti, who exclaims the little "passionate" seen though her sensuality pours forth like milk from the coconut.

As a performer, Patti is a multifaceted one-person lounge act: she sings, she plays piano, she jokes with the crowd. Having entertained in lounge all across the northern hemisphere, Patti's act goes over as well with the tourists as it does with the natives. Her act was particularly well-received by the owners of a luxurious casino-hotel in the South Seas islands (the fabulous Nontoozy Resort, where she met her former beau in a torrid tale of danger and romance known as *Leisure Suit Larry 3: Passionate Patti in Assault of the Pulsating Axtorak*). Prior to that, Patti tickled the ivories in the private lounge of the evil Dr. Nonnooke, whom some agents will remember as having connections with the KGB before being defeated by an unknown amateur agent.

The under connection to the KGB was cause for concern to our Fearless Leader in HQ before it was determined that Patti had been completely uninvolved in Dr. Nonnooke's secret doings. (For those interested in reviewing the facts of the case, reference *Leisure Suit Larry 2: Looking for Love in Several Wrong Places*. Personally, we prefer to go over Patti's dossier over and over again, just to remind ourselves of her outstanding points.)

Her induction to the Bureau is a relatively new development in Patti's life. Her established musical career and her well-documented previous lies to organized crime give her a perfect cover. At the moment, she's working to help us eradicate corruption in the music industry in a sting operation bound to make the headlines. (For the time being, boys, keep this operation under wraps. 'Nuff said?) Meanwhile, she's made headlines around the PLAYSPY offices as one of the sexiest babes ever to grace our Centerfold.

We salute you, Patti!

## LEWSAR'S PROFILES

(Pronounced *Loser's* "White Leisure Suit")



### 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 Klutz's Guide to Committing Suicide* by Ina Goner; *The Illustrated Guide to Polyester Fabrics* from the Editors of *Gentlemen's Quarterly*; *How to Slay No When You Really Mean Yes... Well, Maybe* by N. D. Sysy

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 cheap sleaze, slick without being classy, he sees himself as the consummate ladies' 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.

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## 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 fingernail transmitter trying to pick the lock to the back door of the Guatemalan consulate. I had just finished hurling a string of obscenities in five languages at the offending lock when my compact rang. It was Tomlinson - my secretary and occasional dinner date.

"I thought I told you never to call me here!" I growled into the natural sponge cosmetic applicator.

"Sorry, Harakiri, but the Director wants to see you in his office right away. I think it might have something to do with the Tarantella investigation." I snatched the receiver shut and hurried over to headquarters.

"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 5 foot 2, 180 pounds of pure muscle, better-looking than Tom Selleck and, if rumors were to be believed, built like a brick pizzeria. However bad the Director wanted Harry Tarantella, it was a safe bet I wanted him worse.

"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

of the desk. "It's an undercover operation, if you take my meaning."

Did I ever. "You know I'll do anything for my country, Mr. Director," I replied, picking up the case files from his desk. "Anything."

"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 198)



# ITEMS FROM THE COMPANY STORE



Sorry, No Time To Talk.

**DIGITALIS WATCH**  
Say goodbye to cyanide capsules and those unsightly hollow teeth. This dependable yet fashionable sports watch features the latest in shock absorbing chemicals - perfect for those modes include interrogation, military time, lap time, and quick, painless death. Pick up this rugged chronograph to make sure time is on YOUR side.



"Hello, is your refrigerator running?"  
**CRANK AUTO DIALER TRANSLATOR**  
Perfect for killing time on those long overseas stay-aways. Palm-sized machine randomly dials grocery stores all over the world and translates "Do you have Prince Albert in the can?" into 54 different languages. Add-on modules include "Do you have cotton balls" and the ever-popular "Does Dr. Pepper come in a bottle?"

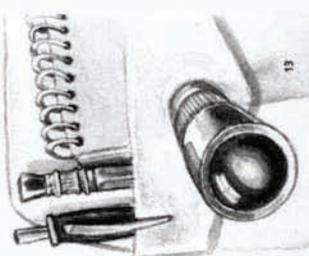
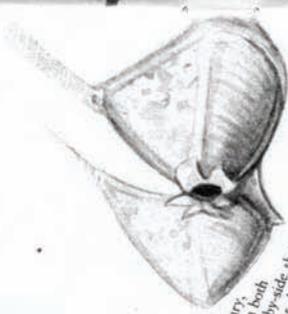


Here comes the bribe.

**THE EASY GREASER**  
Do overseas officials cross their eyes when you cross their paltry payola? Avoid those foreign finance faux pas. This pocket-sized data base will give you up-to-the-minute recommendations for government gratuities in most countries. Don't look bad when you put 'em on the pad.

Pack a pair o' .38s!  
**DOUBLE BARREL HOOTER SHOOTER**

In the race for superior, wear-poultry, you'll be way out in front. Give 'em both barrels with this underwired side-by-side shooter. You're more than a handful!



Is that a lens in your pocket or are you just glad to see me?  
**POCKET PROTECTOR VIDEO CAMERA**

concealed in a fun for pen-ultimate fountain. This clever camcorders ask and flash a 5 lux lens filming camera comes at... pin put a video camera... function for ball-point and definition. accuracy and pocket today! peeper in your pocket today!

NOTES

OVER ONE MILLION LARRY GAMES

La Costa  
Lotta

Leisure Suit

# LARRY

Shape Up Or Slip Out

SIERRA

WAR  
PAIR  
DISC  
ADV

ignier Al Lowe, computerdom's  
ter of outrageous innuendo,  
fully researched the new  
on legal tax deductions  
are selecting a luxurious island  
as the setting for his newest  
t-selling game!

**his game is rip-roaring  
arious!"**

*San Francisco Examiner*

**fell out of my chair  
ighting!"**

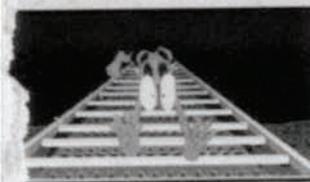
*PC Magazine*

**pphause for Sierra, please."**

*Computer Game Review*



*"I'll be utterly humiliated in front of millions of  
viewers...and finally get your 15 minutes of fame."*



*"I headfirst into one meaningless relationship  
'another!"*



*"...on an incredible variety of taste-tempting  
...as long as it's tacos!"*

**He's got more opening lines than Henny Youngman.**

**He's as hopelessly persistent as Disco.**

**He's struck out more times than the Cub**

He's 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 Costa Lotta Spa (first prize one week!). Surrounded by pine smart, savvy, beautiful women, Larry will surely meet Ms. Right. Right? WRONG!

Help Larry overcome all the odds and experience True Love. Save him 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 and 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 animation.

**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.

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# 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," as opposed to the other, standard Sierra Hand that indicates "Do" or "Manipulate." Select the "Take" icon whenever you see something you'd like to have. Usually you'll be denied it, but get used to it... after all, 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 icon, no more separate Inventory window, 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 indicating there are more objects off screen in that direction. The arrows are only there when you need them.

To use an object, select the "Take" icon and click it in the Inventory window on the object you want to use. That object becomes your cursor. Click it in the main game window or even on other objects in the Inventory window to combine or alter them.

## Hot Dots

Every cursor now comes complete with a funny-colored dot to show which pixel is that cursor's "hot spot." No more guessing if you should click the palm of the hand or the index finger or the base of the thumb to do something. "Easter gaming... Al Lowe's goal for over a ninth of a century!"

## Pull-Down Menus

In a giant leap back to the future, I'm proud to bring back the pull-down menus last seen in Leisure Suit Larry 3. This is not necessarily due to popular demand, but just because I like 'em! (Besides, with the popularity of Macintosh and Windows, the rest of the world is finally catching up to where Sierra was back in 1985!)

So, if you've been playing games full-time in a cave for the past several years, here's how to use a pull-down menu: Move your mouse to the left end of the game's title bar, hold down the mouse button to see a menu bar filled with choices descend. Keep the button down while sliding the mouse until the choice you want is highlighted, then release the mouse button!



Don't fear, though: I kept in the old familiar keystrokes for all you veteran Sierraholics:

- F1** Help
- F2** Music off (sampled sounds and sound effects stay On)
- F5** Save Game
- F7** Restore Game
- F9** Restart Game
- Ctrl-Q** Quit
- Ctrl-C** Control Panel

## Bodily Function Keys

Since nearly all computer keyboards have function keys these days, and since for the last 10 years Sierra has only used about half of them, I decided to fill the unused ones with horrible, disgusting, repulsive, digitally-sampled sound effects. (Stop groaning; you know it's the first thing you're going to try the next time you play the game!) I'm not going to list them here, but only explain that they're the sounds our programmers thought were the most fun.

Don't try these if you don't have a sound card with a DAC chip. They just won't be funny. But do feel free to use this as your excuse to purchase that sound card you've been wanting anyway!

## No Keyboard or Joystick Support

There isn't any! Don't ask. Don't gripe. Don't whine. Keyboards are great for word processing. Joysticks are good for flight sims. Both are worthless in an adventure game! If you don't have a mouse (and you didn't believe the sticker on the outside of the box that said "Mouse Required!"), just go buy one! The street price of a mouse is now less than what you paid for this game, and you'll have much more fun playing *with* one than *without* one.

## To Windows or Not To Windows?

**YOUR REWARD** for reading this "extensive" manual: check the final disk for a special file called LSL6.SFX.EXE. Just as Nature abhors a vacuum, AI Lowe hates unused disks! So I filled it with lots of .WAY files you may use as you see fit (as long as you don't sell them; see the copyright notice). Enjoy!

It's up to you. We include both DOS and Windows versions on your disks. WinLarry works just like any other Windows ap. Still, there are some bad points to consider with the good.

**Pros** WinLarry runs in either a full-screen or a small window. Windows handles your sound card for you. You can quickly hide the game when your boss appears.

**Cons** We have no control over your sound drivers, so you can't be guaranteed the best possible sound from your base-level sound card. It's always slower. Scrolling pictures aren't as fast and smooth.

Or, try both, then decide.



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## The Leisure Suit Larry Six Team

**Designer, Writer,  
Director and Producer**  
Al Lowe

**Art Director**  
Bill Skirvin

**Lead Programmer**  
Carlos Escobar

**Lead Animators**  
Karin Young, Russell Truelove

**Programmers**  
Victor Sedouskes, Chris Carr

**Character Designs and Bobs**  
Ruben Huante

**Background Artists**  
Bill Skirvin  
Ruben Huante, Phyllis Williams

**Animators**  
Phyllis "No Relation" Williams  
Donovan "No Relation" Skirvin

**Music and Sound Effects**  
Dan Kehler

**Quality Assurance**  
Dan Woolford

**Beta Testers**  
Paul Andersen, Rich Carmelo, Terry & Sherlene Howard, Dennis Johnson, Bill Larkins, Ivan Luk, Penny May, Della Rogers, Neil Rubenking

**Final Configuration Testing**  
Doug Wheeler, Roger Clendenning

**Customer Service**  
Bob Kinnear

**Cavalry Coding**  
Bill Shockley

**Digital Sound Effects**  
Rick Spurgeon

**Director of Technology**  
Bill Crow

**Systems Technologists**  
Dan Fry, Brian Hughes, Larry Scott,  
Chris Smith, Mark Wilden

**System Programmers**  
Ed Critchlow, Ken Koch, Terry McHenry,  
Martin Peters

**Modified Instrumental Solos**  
Chris Brayson, trombone;  
Neal Grundstoft, guitar;  
Al Lowe, saxophone

**"Cell Block Love" (Love Theme from  
"Police Quest") Words and Music**  
Josh Mandel & Al Lowe

**Documentation & Calendar Design**  
Nathan Gans, Maria Fruehe

**Special Thanks to**  
Margaret Lowe, J. Mark Hood,  
Ken Williams, Jim Thomas, Bill Crow,  
Bob Ballew, Sarah Skirvin

*Mr. Lowe plays Selmer Mark VI saxophones exclusively. 002331000*

CREDITS

NOTES



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 6: 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.



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