

Leisure Suit Larry 6:

"SHAPE UP OR SLIP OUT!"



Thanks. No, seriously!

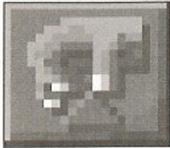
Hey, thanks a lot for buying our game. All of us here at Sierra love to play computer games just like you. We've come up with a way to keep buying games to play ourselves: make games for other people! Evidently, a lot of people like our idea, as we sell quite a few games. And we'd like to keep it this way.

But, everytime you "give" a copy of one of your games to a friend, you're taking disks out of the mouths of our computers! Please. Help us keep our babies in food: *Don't pirate software!* Besides, you know it's illegal. And isn't there enough crime in this world without you?

So thanks again for doing your part to help create next year's computer games! We appreciate your business, and hope you'll appreciate having great new games to play for many years to come!

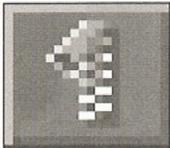
Al Lowe

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.

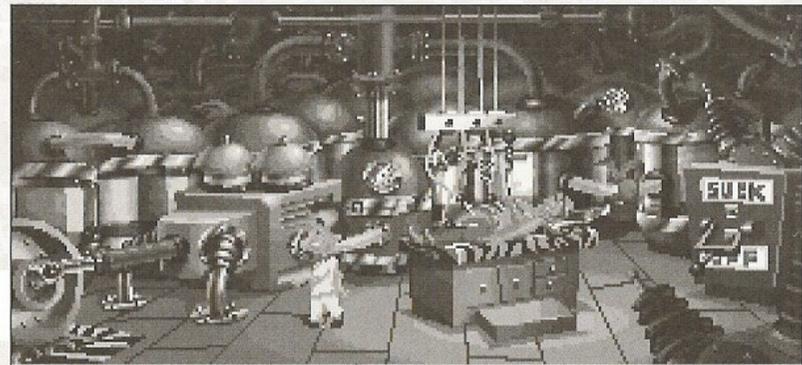
Hot Dots

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. *“Easier 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, Al Lowe hates unused disks! So I filled it with lots of .WAV 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.

