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 Kenneewauwau, 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, Cavalliri 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 thereof unto toward 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 1 Remake, 5, and 6**

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

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

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

---

**Keyboards, Mice and Joysticks**

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

**Using a Mouse**
- To activate the icon bar, move the cursor to the top of the screen.
- To position the on-screen cursor, move the mouse to the desired position.
- To move your character, position the WALK icon at the desired screen location and click the mouse button.
- To execute a command, click the left mouse button.
- Try the right and center buttons too. They help you change cursors.

**Using a Joystick**
- To position the on-screen cursor using a joystick, move the stick in the desired direction.
- To execute a command, press the FIRE button.
A Word About the Contents

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

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.
Leisure Suit Larry in
THE LAND OF THE
LOUNGE LIZARDS
A 3-D ANIMATED ADVENTURE GAME

TANDY COLOR COMPUTER 3
DISK
90-8003

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 hairstyle 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.
His 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 lovable 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 jerksims and lose his "you-know-what." It's a silly, risque 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

The first Larry adventure!
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, LSLLITLOTT (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.

He's changed a lot over the years!

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

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

The “old” Larry Laffer 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 curing up with a 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 Laffer. Underneath all the polyester and gold, he is still the same wimpy 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 gold white leisure suit, genuine gold-plated calculator. The “naked” elevator buttons and the “Saturday Night Special” bar in which to get the chicks - by the cracker! style toupee haircut (guaranteed to get the chicks - by the credit card). A few nights at the Disco On Fire Health Club and Dance truckload. A few nights at the Disco On Fire Health Club and Dance truckload. A few nights at the Disco On Fire Health Club and Dance truckload. A few nights at the Disco On Fire Health Club and Dance truckload. A few nights at the Disco On Fire Health Club and Dance truckload. A few nights at the Disco On Fire Health Club and Dance truckload.

Now Larry Laffer 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
movie, the main character is "Leisure Suit" Larry Laffer; a would-be
businessman with a strong sense of good taste and an extremely
slow and lazy temperament. The "movie" takes place in the fictional
town of Rosemary, Maryland.

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're stuck with Larry's
looks. Other problems, such as lack of money, lack of opportunity,
and bad breath can complicate things significantly. Your interaction
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
either beneficial or disastrous 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 dangers of playing Leisure Suit Larry in the Land of the Lounge Lizards,
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
doorway, type LOOK AT THE DOOR. When you want to talk to a
doorway, type TALK TO THE DOOR. 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 DECK"

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.)

8. TAKING CARE OF BUSINESS

When you are not sure of the 3-D Animated Adventure Game

You start in front of Lefty's Lounge.
Type:

- INVENTORY (This command gives you a listing of all your
- POCKETS) 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
- SIT DOWN
- TALK TO THE BARTENDER
- ORDER A BEER
- ORDER A WINE
- ORDER A WHISKEY
- STAND UP

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

The screen will change.

Walk over to the toilet. Type:

- LOOK AT THE TOILET
- LOOK AT THE TOILET PAPER
- GO TO THE BATHROOM

This is good for a few laughs.)

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.

Have fun adventuring!
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 Greaser formula you can see his batch of beginning to undermine. From his forehead, Larry’s hairstyle sits in the highest quality (100% man-made material, permanent press, etc.). He wears a

YEAH, LARRY’S A JERK.
It’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 transport 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 ultimate 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 dreams.

A New 3-D Animated Adventure Game featuring:
- Hand-painted and digitized cast in brilliant color (including many of your favorite badminton stars!)
- An improved 16-bit Sony-licensed stereo soundtrack that will have you partying all night long.
- New move-controlled “pivot and grab” commands that give you quick, one-hand action velocity.
- Incredible three-dimensional animation. Move Larry in front of speeding cars, into his role on the scene. Check his dance moves.
- Animated characters that come alive. They walk, they talk... they even ignore your best pick-up line - just like in real life.

All rights reserved. © Leisure Suit Larry and Sierra On-Line. All characters are fictional and any resemblance to anyone is purely coincidental. No part of this work may be reproduced or transmitted in any form without the written consent of Leisure Suit Larry and Sierra On-Line.
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 reprogram 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.
On your trip to Lost Wages,
Experience the Thrill of a lifetime!
Plumb the depths of the Fabulous

Lost Wages
Mystery HOLE

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

SEE objects swell to 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!
Calling all Dudes! Come one, Come all!

Cover Use gun right side

Salmon colored sunset Bronco rider

ACTIVITIES

Located in scenic Lost Wages just 5 miles from the Haunting Tetons, two miles from the pounding Bodacious Tetons, and just down the road from the Small-Yet-Pert Tetons.

Get a long little dogie! At the Palamino Ranch, you kin practice all your dude ranchin' skills, like:

* Ropin' fillies
* Bareback ridin'
* Cow pokin'
* And every Tuesday, enter our CANYON YODELIN' contest!
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 akshually show ya how to make some real frontier treats! Just imagine pulling your own taffy under the stars, shuckin' corn in the barn, churnin' butter and packin' fudge in yer very own crock. You'll be plassin' 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-yay-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.
Also visit:
* Carls's Bad Caverns (see the drippin' turgid stalagmites and oozing paint pots. Openings available year 'round!)
* Moaning Glory Acres (where the passyewillow 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' 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!
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 fabulous, study, sensitive guys like yourself, Lawrence.

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

[Signature]

Molly Muhweeny
Vice President, Direct Male Dept.
"It's a nerd! It's a shame! It's Leisure Suit Larry!...Now that's entertainment!"

—Bob Lynstrom,
At Magazine

Who is Leisure Suit Larry?
If you look up the word "nerd" in the dictionary, you're liable to find Leisure Suit Larry's 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 glaze 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 bystander."

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 female nymphettes. He's been propositioned by a bikini-clad babe at the pool deck pool, suffered the seductions of a seductive chanteuse, even played "hide the onion" with a sexy Spanish actress.

Why is it that some of the finest 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 you play...

Looking for Love on Several Wrong Places

Bert, software designer, met Leisure Suit Larry in the Land of the Lower Lizards in the world in 1987. We asked ourselves...

"But, how low will Bert go?"

Play Looking for Love in Several Wrong Places and find out!
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 Pharkus, 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.
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 rotten 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, DRINK, HIT, LOCK, READ, TAKE
- BITE, ENTER, HOLD, LOOK, REST, TALK
- BRIBE, ESCAPE, HUG, MOVE, RUN, TASTE
- BURN, EXIT, JUMP, NAME, SEARCH, TELL
- BUY, FACE, KICK, NORMAL, SEE, THANKS
- CALL, FIX, KISS, OPEN, SHAKE, THROWN
- CARRY, PLIRT, KNOCK, ORDER, SHOUT, TOUCH
- CHANGE, FRESH, LAUGH, PAY, SHOW, TURN
- CLEAN, GET, LEAP, PLAY, SMELL, UNLOCK
- CLIMB, GIVE, LEAVE, POCKET, SPEAK, WAIT
- CLOSE, GRIP, LET, PRESENT, SPEND, WALK
- CRAWL, HEAR, LIFT, PULL, SPILL, WAVE
- DANCE, HELLO, LIGHT, PUNCH, SPRAY, WINK
- DIVE, LISTEN, STEAL

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

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

When confronted with a problem in the game, try anything and everything. After all, no one ever got a social disease from their keyboard, and you have your RESTORE GAME function if things really 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.
"Larry's life might be more interesting than your own..."

ROCKING STONE Magazine

Passionate Patti
IN PURSUIT OF
the Pulsating Pectorals

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

A 3-D ANIMATED
ADVENTURE GAME

MS-DOS
3.5"
EGA
AND TANDY

"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
- Queesnbeaters' Journal

"...an amazing combination of James Bond and Buster Keaton."
- Hardin Brothers
- PC Resources

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

"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? Whatever 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!

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

This girl is here (maybe because we liked her looks - odds goes from an Al Lowe game?).

William Skeres drew most of the pictures in this game.

Larry Laifer backs in the sun, and to the affections of his new found love.

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

Carlin Cordova - Leisure Suit Larry III programmer - up to his eyebrows in silicon, as usual.

Al Lowe, designer of Leisure Suit Larry is pictured here enjoying his favorite hobby.
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.
This Week: Native Crafts of Nontoonyt

From the time of the earliest Nontoonyt 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 Notoonyt Community Center; check the Community Calendar for dates and times.

WOODCARVING

Woodcarving is another ancient Nontoonyt 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 Nontoonyt, 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 Nontoonyt natives at all, but phonies dressed in traditional native clothing in order to make a sale, and their 'genuine souvenirs' usually turn out to be nothing more than cheap imitations.

The ancient islanders had some fascinating uses for these oddly-shaped sculptures; for instance, single women (see p. 118)
Best of the Beach

This is a perfect time of year for enjoying the beautiful beaches of Nontoonyt 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 nights. Don't miss this tasteful display as Paul insults your favorite ethnic groups. Special appearance by Bobalu on drums.

SONALS
PERSONAL
PERSONAL
PERSONAL
PERSONAL

We Deliver!

SONALS
PERSONAL
PERSONAL
PERSONAL
PERSONAL

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

Burlesque Dancer seeks young, while male for brief sexual encounter.
Reply: D.C.

Female night club entertainer seeks brief sexual encounter.
Reply: Patri

LOST: in the vicinity of Nontoonyt Casino, $10,000,000 in unmarked bills. Reward. Call 555-7078

The family and friends of Dr. Nontoosee would like to thank the citizens of Nontoonyt Island for their many condolences and expressions of sympathy during our recent bereavements.

Agent X: meet Agent 88 at a known location. You will know when you see him. Wear white.

Happy Anniversary to my Lover Boy Larry. For ever and ever, yours loving Kalamu.

Amazonian shrill enchilada repairwoman seeks bored housewife for meaningful relationship.
Reply: Bobbi

LOCALS CONCERNED OVER OFFSHORE OIL RIGS

NPT-Recent trading of Nontoonyt mineral rights to Slippery Oil, Inc. has many island residents concerned over possible pollution of our beaches and local waters. We run into Chairman Kenneth, relaxing on Waikiki beach just before press time: "It's just a publicity stunt," he said. "Absolutely not!" he replied, scraping a bit of soilage from the bottom of his can. (Contacted on page 215)

COMMUNITY CALENDAR

This Week at the Nontoonyt Island Community Center

MONDAY
Wood Carving Lessons
7-9 p.m.

TUESDAY
Native Grass Weaving Lessons
7-9 p.m.

WEDNESDAY
How to Get Lei'd
8-10 p.m.

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

FRIDAY
Introduction to Sexual Aerobics
with instructor Bambie
9-11 a.m.

SATURDAY
How to Keep a Marriage New,
Healthy and Together
a seminar with Kala Lei Laffier
11 p.m. - 2 a.m.

SUNDAY
How Not to Pick Up Women
a seminar with Larry Laffier
8-8:15 p.m.

Paul's Personal Pointers: A mixture of carbon tetrachloride, a measured alcohol and bleached sand crafts is just the thing to remove crude oil stains from the delicate fabric of your bathing suit lining. Do you have a Hula?
Send it to Paul at Nontoonyt Toonie.
DINING OUT

By Yahoo Arias

Since its gala premiere in 1988, The Sand Crab Room at the Nantosneyt Casino has been, in this reviewer's opinion, synonymous with elegant dining. Consider such culinary rituals as the Friday Buffet featuring Feral Pig and Orange, Feral Pig Under Glass, even Feral Pig Tartare. Presiding over this opulent dining experience is Chef Sonni, a French native whose distinguished career includes 23 years on Devil's Island. Featuring nouveau gaucho décor and nightly entertainment, you'll find that the sophisticated atmosphere 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 Yaki, Pork Fat Sub Guts and Country Ray's own X-rated fortune cookies.

Freddie'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 Hoar Whiz Ale.

An experience to be missed is the Feral Pigs-In-A-Blanket at Piggies' 24 Hour Coffee Shop. Even Piggies' 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.
**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 Nontoonyt*

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

---

**Island Office and Voodoo Supply**

- Magic Markers
- Invisible Write-protect Tabs
- Copy-Proof Computer Disk

*In the Beautiful Downtown Nontoonyt Mall*

**Panti-of-the-Month Club**

Get 8 Pairs of Panties for Only 1¢!

Take advantage of this One-in-a-lifetime Special Offer to build your panty collection. Just choose 8 pairs of panties from the selection below. You will be billed just 1¢ plus 7¢ 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.

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

**Panti-of-the-Month Club, Box 888, Nontoonyt**

---

**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 Nontoonyt Mall*
Dale Cartwright, co-owner of Chip 'n' Dale's, is now appearing on stage 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.
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.

Witch Doctorz
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, Nontoynyt
In the Beautiful Downtown Nontoynyt Mall

555 Hibiscus
SPONSORED BY THE
NECTARINE ADVISORY BOARD
TIPS ON HIKING ON NONTOONYT

Off The
Beaten Trail

with your naive 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 want 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 have brought 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!

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

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

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

FANTASTIC FEATURES:
- Original score by Hollywood composer Greg Sailer
  "Emmy nominee. Composer for the Chelcie TV show, Composer of movie scores for The Last Starfighter, A Nightmare on Elm Street 4, and many other films.
- Hand-painted digitized graphics in fabulous full color (including several of your favorite flesh tones).
- No-typing 'get and click' interface for quick fun, one-hand action typing.
- Our most amazing and outrageous animation ever.

What does Larry say when he answers the phone? "AL LOWE:" STATUE? game designer Al Lowe denies our allegations that he and Larry are one and the same. Al is a former school administrator and jazz musician who regularly practices safe sex. Larry is every girl's nightmare. We rest our case.

SEE ANYTHING YOU LIKE LARRY?
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 CASERRAILLS5) and delete the file "MEMORY.DRV." That's where we hid the password. (Pretty sneaky, eh?)

—A.L.
AeroDork Airlines
Travel Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Destination</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00</td>
<td>New York City, NY.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>9:10</td>
<td>Intercourse, PA.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>9:20</td>
<td>Atlantic City, NJ.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>9:30</td>
<td>Los Angeles, CA.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>9:40</td>
<td>Oakhurst, CA.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>9:50</td>
<td>Miami, FL.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>10:00</td>
<td>Sequim, WA.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>10:10</td>
<td>New York City, NY.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>10:20</td>
<td>Climax, MI.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>10:30</td>
<td>Atlantic City, NJ.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>10:40</td>
<td>Los Angeles, CA.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>10:50</td>
<td>Miami, FL.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>11:00</td>
<td>Spread Eagle, WI.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>11:10</td>
<td>Los Angeles, CA.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>11:20</td>
<td>New York City, NY.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>11:30</td>
<td>Bowlegs, OK.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>11:40</td>
<td>Miami, FL.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>11:50</td>
<td>Atlantic City, NJ.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>12:00</td>
<td>Atlantic City, NJ.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>12:10</td>
<td>Hazardville, CN.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>12:20</td>
<td>Fish Camp, CA.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>12:30</td>
<td>Miami, FL.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>12:40</td>
<td>New York City, NY.</td>
<td>🇺🇸</td>
</tr>
<tr>
<td>12:50</td>
<td>Los Angeles, CA.</td>
<td>🇺🇸</td>
</tr>
</tbody>
</table>

(AeroDork Airlines Travel Schedule continued from previous flap)

Also remember your own private password, as you will need this to restore a saved game later.
Passengers are limited to 3 articles of baggage. If you're going to bring anything on the plane, make sure it's small and can fit under your seat. There are limits on the weight and size of your bags, so check ahead of time. If you're carrying a laptop, make sure it's not in your checked luggage. It's also important to keep your passport and any other important documents close at hand throughout the flight. If you're flying internationally, make sure you have all necessary visas and travel documents. The airline will provide you with a luggage tag that you can attach to your bag. It's also a good idea to have a spare set of luggage keys in case you lose your original. Finally, remember to pack light and carry only what you need. There will be ample storage space for your luggage, but it's better to be prepared than to find yourself with a heavy bag after a long flight.
PLAYSPY

Girls of the MAFIA

Du 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 Soap (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

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 plan to put out a contract on us...whatta way to go!

Francesca Alfredo

Hubba, 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 (as 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. "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...we were every effete family...too bad about all those accidents." We wouldn't mind bounticing you on OUR knee, Pia...ho ho ho!

Isabella Pepper

Spicy Isabella was born in Southern Italy and claims to be 100% American, but no matter how hard she tried to cover it up, her Neapolitan keeps poking through. She loves water skiing, sailing, swimming, and Italian seamens. We're jealous; we wouldn't mind getting into some hot water ourselves with this Mafia-oh so-fine!

Sophia Carbonara

Savvy 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 butcher is poor, the chauffeur is poor, the groundkeeper is poor, the bodyguards are poor...we're all very, very poor and unspoiled." We wouldn't mind sampling Sophia just a little bit!
We found Patti to be as mysterious as she is beautiful, as enigmatic as she is captivating, as she is seductive. Her words, not ours! She's currently single — good news, men! — but made several veiled references to a man she called "Larry," who clearly means, or meant, a great deal to her. (Hair, too, that there may be a little competition here!) The relationship is detailed in a computerized form in an envelope with the unlikely title Leisure Suit Larry 4: The Missing Ripples, but Patti refused to tell us where she could locate this compendium and not a single software store we contacted had any knowledge of the game. In any case, there were certainly no love letters anywhere to be seen around Patti, who eschews the label "Passionate," even though her sexual energy pours forth like milk from a ripe coconut.

As a performer, Patti is a multi-talented one-person lounge act: she sings, she plays piano, she jokes with the crowd. Having entertained in lounges all over 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-boat in the South Seas islands (the fabulous Harooniye Resort, where she met her former beau in a tawdry tale of danger and romance known as Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulchritudinous). Prior to that, Patti tickled the ivories in the private lounge of the evil Dr. Nonookee, whom some agents will remember as having connections with the KGB or being defeated by an unknown amateur agent.

This earlier connection to the KG9 was cause for concern to our fearless leader in HQ before it was determined that Patti had been completely unmolested in Dr. Nonookee's secret domains. 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 ties 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 Klute's Guide to Committing Suicide by Ina Goner, The Illustrated Guide to Polyester Fabrics from the Editors of Gentleman's Quarterly; How to Say No When You Really Mean Yes...Well, Maybe by N. D. Syair
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: Na, Californian.

COLDFINGER
(The Spy Who G loved 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 Tarrantella investigation." I snapped the receiver shut and burned over to headquarters.

PLAYSPY

"No, just close it - I'll get close to Tarrantella. Do you understand?" He reached over, pulled the stick...you know, the one that goes, "Choo-choo, I'm going to clean up my room."

"Who, me?" I set him with my piercing gaze, and he was forced to look away. He's a good guy, but he's not a spy. No spy. Not a spy. Not a spy.

"I'm really not sure. I'm not sure at all."

"No, you are not."

But he won't be. We can't let him go. We have to keep him. He's too good. He's too good for us...

"You're right. We can't let him go."

"That's...that's the way it is, isn't it?" He looked up from the desk and I could see his eyes reflecting my own. He knew it all by heart anyway. Harry was the best damn..."Harry, it's all right. It's all right..."

But he knew it all by heart anyway. Harry was the best damn..."Harry, it's all right. It's all right..."

"The Director will love the way you did it. He'll be on the floor...he'll be on the floor..."

I reached down and pulled the stick..."Choo-choo, I'm going to clean up my room."

"I knew it."

"I knew it."

"I knew it."
ITEMS FROM THE COMPANY STORE

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

CRANK AUTO DIALER TRANSLATOR
Perfect for killing time on those long overseas stakeouts. Palm-sized machine can safely and quickly translate all over the world and translates the entire human language. Add-on modules include "Does Dr. Pepper come in a lemon?" and "What does the hobo eat for breakfast?"

THE EASY GREASER
Do overseas officials cross their eyes when you cross their palms? Are your stories steamed by your paltry payola? Avoid those foreign finance fiascos. 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 pat 'em on the back.

DOUBLE BARREL HOOKER SHOOTER
In the race for superior weaponry, you'll be way out in front. Give 'em both barrels with this underhanded side-by-side shotgun. It's a dangerous position, so don't let your defenses sag. With the hooker shooter, you're more than a handful.

POCKET PROTECTOR VIDEO CAMERA
The penultimate in concealed cameras for lurkers and a fountian of fun for licker connoisseurs and family. This clever filming device comes with a 3.5 inch lens for half-point accuracy and definition. Put a peeper in your pocket today!
Leisure Suit Larry
Shape-Up Or Slip Out
SIERRA
He's got more opening lines than Henny Youngman. He's as hopelessly persistent as Disco. He's struck out more times than the Cubs!

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 nine 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.
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.
Bodily Function Keys

Since nearly all computer keyboards have function keys these days, and since for the last 10 years Sierra has only sold about half of them, I decided to fill the unused ones with horrible, disgusting, repulsive, digitally-sampled sound effects. (Stop grouting; 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.

Tips for Beginning Gamers

While playing the game, pull down the Help menu and select "Interface Help." Move your cursor around the screen to learn what everything is and what it does.

Explore every scene completely. Take anything you can. Speak to everyone repeatedly. Try every icon on everything in every scene. Try clicking your inventory objects (things you have taken) on each other. Even if it doesn't do what you expected, at least you'll probably get a funny message.

Save your game often, and with different descriptions. Take advantage of our new "Auto-Save" and "Save-O-Matic" features under the Game menu.

Things you may not know...

Pull down all the menus. Try every option. None of them will hurt you! Some are even fun.

Clicking the right mouse button cycles through the available cursors. If you have a middle mouse button, it will toggle between the Wall cursor and the previously selected cursor.

(The text window at the bottom of the screen contains a scroll-back buffer holding recent messages you have heard... You may review it at any time by clicking the arrow. When someone is speaking, the text in the buffer is in a different color. Clicking a mouse button stops the audio and "release"s the text.)

To Windows or Not To Windows?

YOUR REWARD for reading this "extensive" manual: check the final disk for a special file called LSL6_SPX.EXE. Just as Nature abhors a vacuum, AI 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 app. 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 guarantee 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.

We designate a trademark of Sierra On-Line, Inc. & is a registered trademark of, or licensed by, Sierra On-Line, Inc.

The Leisure Suit Larry Six Team

Designer, Writer, Director and Producer
AI Lowe

Art Director
Bill Skirvin

Lead Programmer
Carlos Escobar

Lead Animators
Karen Young, Russell Truscott

Programmers
Victor Sadourdès, Chris Carr

Character Designs and Babes
Robert Renato

Background Artists
Bill Skirvin

Robert Renato, PHY Williams

Animators
PHY ("No Relation") Williams
DONOVAS ("No Relation") Skirvin

Music and Sound Effects
Don Kliber

Quality Assurance
Don Woolard

Beta Testers
Paul Anderson, Rick Cornelis, Terry & Stephanie Howard, Dan Johnson, Bill Larkins, Jan Lack, Penny May, Della Rogers, Neil Robnikski

Final Configuration Testing
Doug Wheeler, Roger Clandesning

Customer Service
Bob McIlvaine

Casing Casing
Bill Shockey

Digital Sound Effects
Rick Sparrow

Director of Technology
Bill Crow

System Technologies
Don Kliber, Brian Hopkins, Larry Scott, Chris Smith, Mark Wadlow

System Programmers
Ed Cristhport, Ken Rich, Terry McHenry, Martin Peterson

MIDI Instrumental Sales
Chris Bruynson, trombone;
Paul Grundstof, guitar;
AI Lowe, saxophone

"Cell Block Love (Love Theme from 'Police Quest")" Wunds and Music
Josh Mandel & AI Lowe

Documentation & Calendar Design
Hannah Owens, Maria Freubel

Special Thanks To
Margaret Lowe, L. Mark Wood, Ken Williams, Jim Thomas, Bill Crow, Bob Belote, Sarah Skirvin

Mr. Lowe plays Soppster Mark V1 saxophone exclusively. 08095180

Credits

53
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.
The use of this product is governed by the terms of an end use license agreement that you must accept before you can use the product. If you do not agree with the end user license agreement, you should immediately return the product with your sales receipt to 4247 S. Minnewawa Ave., Fresno, CA 93725-9345 for a refund of your purchase price.