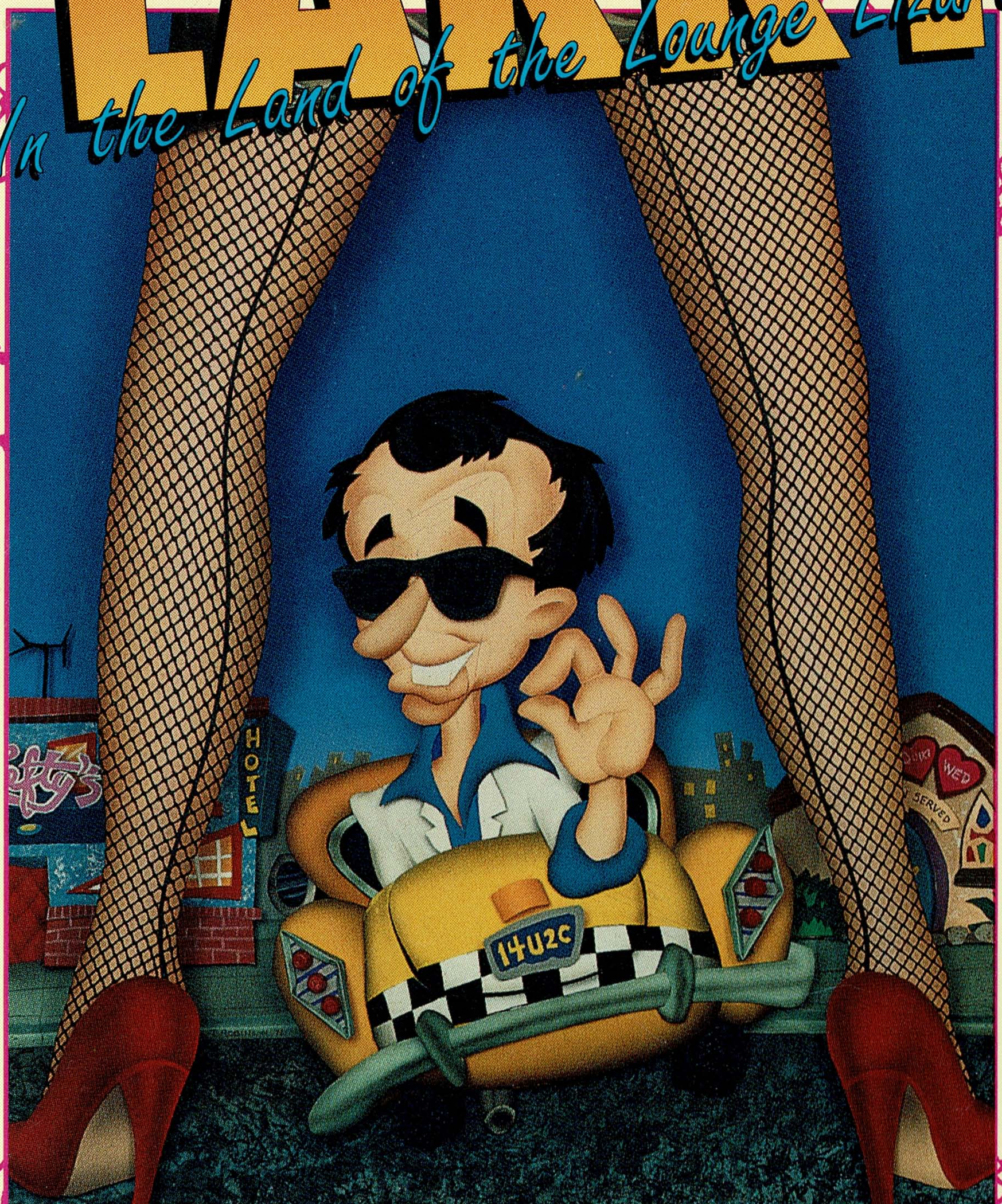
Leisure Suit

LARRY 1

In the Land of the Lounge Lizards



HINT BOOK

SIERRA®

20626 00223

This hintbook is designed to accompany the no-typing version of the game. If you have the typed input version of this game, you may want to upgrade to the no-typing version. To find out if this version is available for your computer system, call Sierra On-Line at 1-800-326-6654. From outside the U.S., call 209-683-3368, Monday-Friday, 8 a.m. to 5 p.m. Pacific Time.

If the no-typing version is not available for your computer system or if you prefer to play the typed input version, you will need to exchange this hintbook for the typed input hintbook. To make the exchange, send your hintbook to Sierra On-Line Fulfillment Department, P.O. Box 485, Coarsegold, CA 93614 and ask for the typed input hintbook.

LEISURE SUIT LARRY

in

the Land of the Lounge Lizards

Contents

About Larry Laffer 3

An Interview with Al Lowe.....8

Introduction.....12

Hints 16

Lefty's.....19

The Casino 28

The Disco 32

The Wedding Chapel 33

The Convenience Store.....33

The Penthouse 35

Objects 36

Points 37

Maps.....42

Notes 46

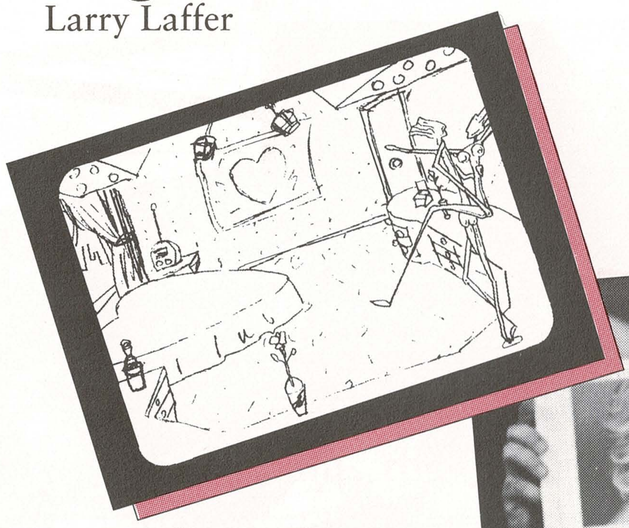
About LARRY 1

Hi! Welcome to my first starring role. Although my name and face are now known (and loved) all over the world, this is the original; the game that made me what I am today — a beloved global hero. This spectacular 1990's version takes advantage of new graphics and sound technologies to really parade my personal style — and hey, let's face it, it takes at least 256 colors to show off a bright guy like me. Enjoy the game!

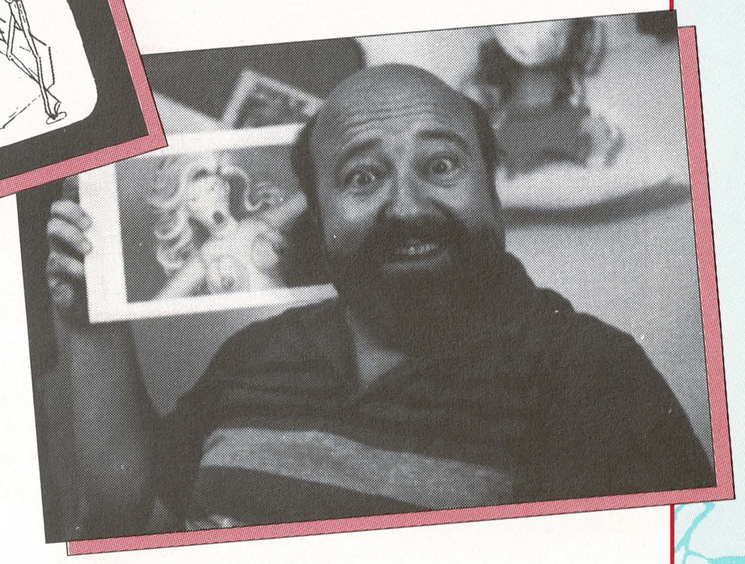
Your Illustrious Pal,

Larry Laffer

Larry Laffer

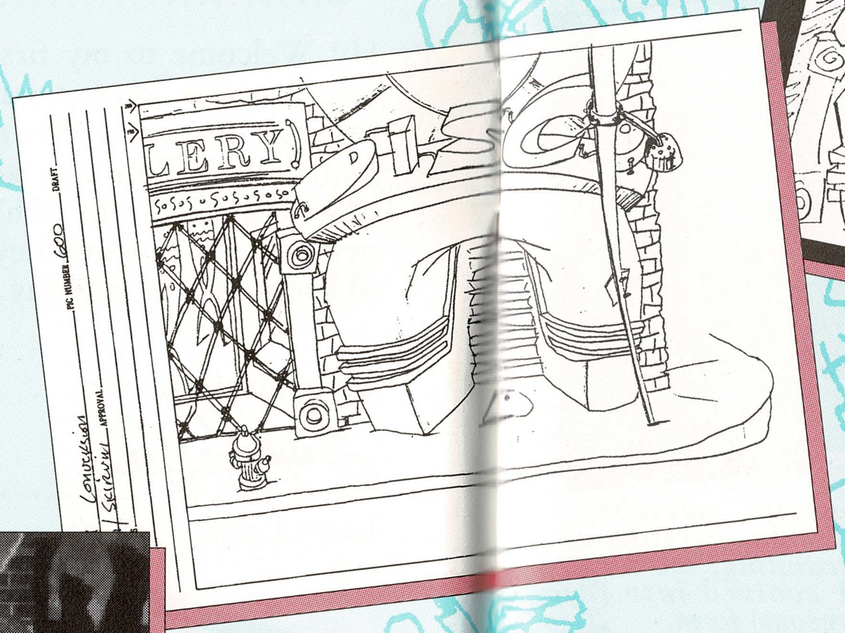


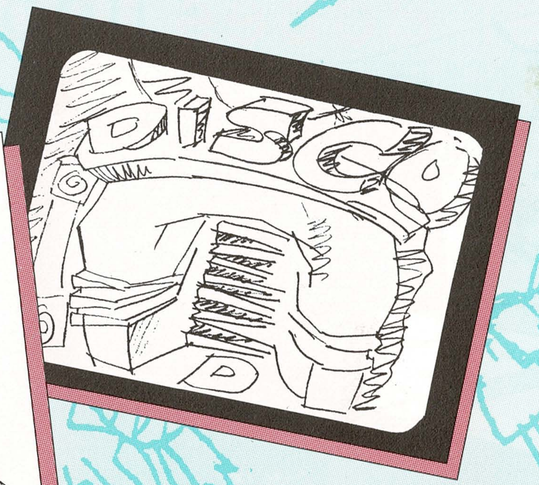
Every scene in Larry 1 began with a storyboard picture like this one. This storyboard is used to plan the staging and story progression of the game as it goes through the development process.

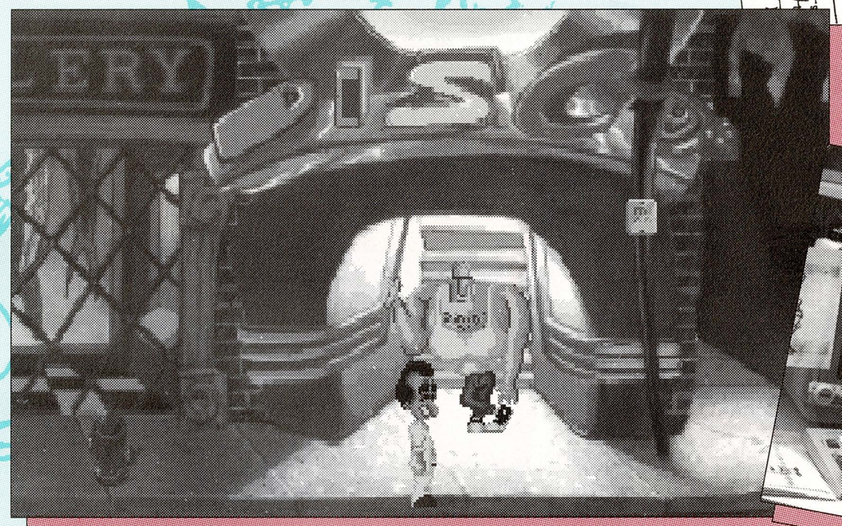


Al poses with his personal favorite of the Larry 1 game characters.

THE NEW LARRY LOOK. . .





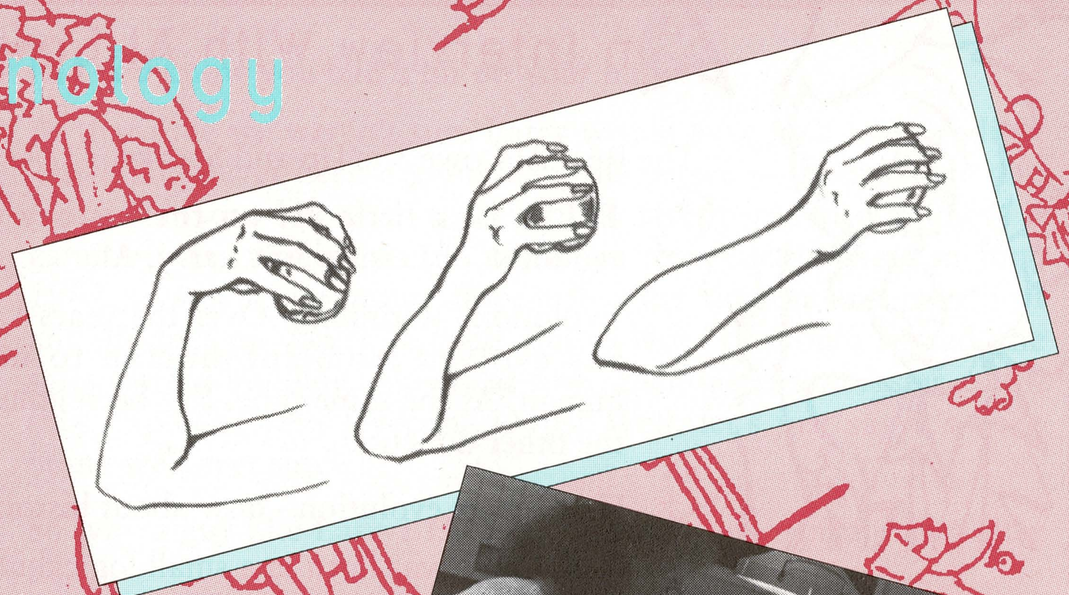


From the original 16-color art for the disco, Larry 1 artists devised a whimsical new disco concept. After a finished sketch was completed, a background painter created a full-color painting which was then scanned into a computer picture for use in the finished game.

When Sierra planned the conversion of *Leisure Suit Larry 1* to higher resolution and 256 colors, it was obvious that Larry needed an entirely new look, upgraded for the dazzling new graphic technologies currently available. After a lot of trial and error, a new look was worked out and Sierra artists went to work sketching and painting the backgrounds in the fanciful and colorful style.

Better Babes through Technology

From concept sketches, through full-color painting and computer scanning, the women of Larry 1 evolved into their present (gorgeous) form.



Larry's Women Get a Makeover

With Larry 1 being brought forward for a new generation of gameplayers, it was obvious that a new look was needed for the women in Larry's life. Sierra artists created four stunning new female characters for Larry to woo in his '90's comeback.

An Interview With Al Lowe

The Real Al Lowe Sits Up and Speaks

Fill us in a little bit on the history and evolution of Leisure Suit Larry, Al.

Evolution? (Grinning) Over the years Larry has evolved from sub-human to near-human. At the same time, I've been going in the other direction.

That covers evolution - how about history?

Well, Larry was born in a small log cabin outside of Gumbo, Missouri...

I mean, like going back to the days of *SoftPorn*.

Softporn dates from Sierra's early days. It was our first (and only) text adventure game. It had no central character. Honestly, the goal of the game was to go out and score with three 'chicks'. Back in 1982 it was a huge hit. At one time Sierra had sold 25,000 Apple II versions of the game, and there were only 100,000 Apples in the world! It was a monster best-seller.

How did *SoftPorn* evolve into Leisure Suit Larry?

Ken (Sierra President Ken Williams) wanted me to update the game by just adding graphics, but the more I looked at it, the more I knew it had to be redone from the ground up. We ended up just keeping the puzzles from the original game while developing a game character that people could relate to — well, so to speak. I wanted a guy who was really out of touch; out of date - so out of date he'd wear a leisure suit. So we started calling him Leisure Suit Larry. I got the last name from the noted economist Arthur Laffer, one of Reagan's economic advisers; the inventor of the Laffer curve - remember the trickle-down theory of economics? It seems a perfect match to me! A funny name for a funny guy.

Did you know you had a hit on your hands?

At that time we weren't sure Larry would even be a real product. There had never been a game like this before — both risque and funny. No one knew if stores would accept it. No one knew if game players would buy it. When we shipped the game in June 1987, it was a resounding flop; it had the slowest first month of any product we'd ever shipped. But as word of mouth spread, the sales started building...slowly at first...then faster and faster...until they exploded in a feverish...Oops! Well, let's just say it's been doing well ever since.

So why a guy like Larry? He's not exactly your typical hero, after all.

When I started, I didn't really know what Larry was like. I created a guy who was easy to make fun of, but would be likeable too. You couldn't enjoy seeing bad things happen to him; you had to want him to succeed. He couldn't be sleazy, just out of touch.

Is there a bit of Al Lowe lurking in Larry's personality?

Well, people often ask me if the games are autobiographical, but they're not. I'm nothing like this guy. He does things I've never done. Larry's the wild other side I never had. I guess you could call it wish fulfillment; then again, who'd wish for a life like Larry's?

Sierra's new game versions feature a no-typing point and click interface that makes game playing quite a bit different from the old typed input games. Now you're converting the original Larry game to the new interface, too. What's the advantage?

Over the years I've talked to dozens of people who bought this game and never finished it. Our old games require a specific style of typed input to make them work. Sometimes even highly intelligent people just couldn't figure out what we expected of them. They'd try our games, not understand them, get frustrated, stick them on a shelf and never play them again. This new interface is much easier to play. With point and click you don't have to figure out which word Al guessed you'd use. At the same time I've added a lot of fun things to the game; for instance, clicking one inventory item on another gives you a different message for every combination. Now characters have funny responses for any inventory items you offer them, so the new game is more fun and less frustrating.

We've seen the great 256 color graphics in the Leisure Suit Larry conversions. Wow! What a totally different look!

Yeah, Larry has improved with age. The look of the game has totally changed. Instead of realism, we went for whimsy. We wanted the look of Larry's world to match the light-hearted, silly feel of the game. At the same time we included some of the most beautiful girls you can imagine. Really beautiful girls. Really imagine!

We understand the music and sound are also something pretty special.

Oh yeah, you've got to hear this game to believe it! Tell your friends: if you don't have a sound card, go buy one! Skip buying your next game or two if you have to. Use the money you save and buy a sound card – you'll agree it's worth it (of course I know you'll buy those games later anyway!) Give up those tinny little PC speakers; there's wonderful music and sound effects in these – it's time for you to hear them!

Larry's probably as well-known around the world as any computer game character in existence. How do you view your role as the designer of such a popular game series?

It boils down to this: I'm not trying to create the great American computer game; I'm not trying to save the world; I'm not trying to convert anybody; I just want people to have a good time. The best thing I can do as a game designer is to listen to the people who play my games and give them what they enjoy. If I can make people happy, that's all I'm here for. Isn't that the whole idea?

Introduction to the Leisure Suit Larry Series

by Larry Laffer

When they asked me to write this intro to my world-famous game series, I thought — hey, who better? After all, I *am* the cult hero of some of the most popular computer adventure games ever to excite the phosphors of a million monitors around the world. I *have* been featured by Rolling Stone Magazine and Entertainment Tonight. My face *is* known and loved in fine software stores everywhere.

In case you're a newcomer to what I like to call the 'Larry Laffer Phenomenon,' let me tell you a little about my globe-spanning adventures: First I hit fabulous Lost Wages for an unforgettable night on the town in *Leisure Suit Larry in the Land of the Lounge Lizards*. And what a night it was! The girls were all over me — it was all I could do to get a few minutes to myself, but hey, when you've got something most men don't, you've got to spread it around, right?

My second game saw me win a million dollars and the vacation of my dreams. I jaunted to this great little tropical island and tried my hand at a little of that James Bond action, while wowing some lovely spyettes and wooing a gorgeous island babe.

By the third game, I was a highly paid executive for a major corporation, with a leisure suit in my closet for every day of the week. I had some minor domestic problems, which I overcame with my usual brilliance, and took off for the jungle for a fantasy escapade with a harem of amazon cannibals who won't soon forget my charms, I can promise you. I also met the woman of my dreams, Passionate Patti, and she didn't come by that nickname by accident, pal.

My latest gig was in Hollywood, interviewing the sexiest women in America. Talk about your dream job! And who'd do it better? Nobody, right? Right.

As long as I've got your attention, there's something I'd like to clear up publicly right now. I'm sick and tired of this Al Lowe character getting all the credit for the stuff I do. Did he get beaten to a pulp in a dark alley in Lost Wages in Larry 1? Did he get cut in half by a laser beam in Larry 2? Did he have to dress up like a chorus girl in Larry 3?

Well, I did look pretty fetching in that little pink outfit, but that's not the point. The point is, I do all the dangerous stuff while he sits on his keester in front of a computer and collects money. I mean, this isn't brain surgery we're talking about here, right? Sheesh! Well, Al's been pretty good to me over the years, and I guess it won't hurt to cut him a little slack. Just blowing off steam, Al, old buddy — nothing personal. You just go right on getting richer (and fatter) on my exploits, and I'll just sit back here and bask in my glowing reviews.

So people are always asking me — Larry, how do you see your future in computer adventures? Well, I'll tell you: in a word, super. Excellent. Fantastic. Amazing. Legendary. Fabulous. Okay, that's six words, but you get the idea; I just keep getting better.

Larry Laffer

Larry Laffer

Coarsegold, CA

1991

About the Game

Welcome, Larry Laffer, to fabulous Lost Wages. As a fortyish, balding traveling software salesman on the town, you've got until sunup to lose something you've managed to hold onto against your will all these years — your virginity. In this case losing is winning, and you've had plenty of practice being a loser, so this should be a piece of cake, right? Not exactly. Play on and discover how many things can get between you and the "ultimate experience."

About this Hint Book

Think of this book as your complete guide to *Leisure Suit Larry in the Land of the Lounge Lizards*. It's designed to help you out of tough spots and lead you into game areas you might not have explored thoroughly.

How to Use this book

There are basically two ways to use a hint book. The easy way is to sit down and read the whole thing and then walk through the game like a zombie picking up all the available points without having to work or even think, and ultimately losing all self-respect.

The other way is to play through the game on your own power until you're genuinely stuck, then find the hint you need and reveal one hint at a time until you're able to work out the solution, saving the last all-revealing hint for the most drastic cases of real need. You decide, pal.

After You've Finished the Game

The last section of this book contains a points list for *Leisure Suit Larry in the Land of the Lounge Lizards*. If you've played through the game and want to see what you might have missed, take a look.

Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.

2) Pay attention. Look at everything and talk to everyone. You never know where you might pick up a valuable clue.

3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first (see 1 above).

4) Last and most important: Have fun!

Adventure Window

How to use the Adventure Window for hints:

- Each hint starts with a solid circle.

Line up the circle to show through the hole in your Adventure Card.

Each paragraph reveals more of the answer to the puzzle.

* A starred hint means this paragraph contains the complete instructions for solving this puzzle. Use starred hints only as a last resort.

General questions

Larry moves: (pick one) a) too slow b) too fast. What can I do?

On your icon bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the game detail slider down until you find a speed you can live with.

Getting around in the game

Point and click pointers

How do I look at things, talk to people, and stuff like that?

Check out the icon bar at the top of the screen (press ESC or place the cursor at the very top of the screen to see the icon bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or Shift-Click the left button) to cycle through the cursors and the middle mouse button (or Ctrl-Click the left button) to toggle between the walk cursor and the last other cursor used.

Examples:

To talk to someone, click the word balloon cursor on them; to call a taxi, click the word balloon on the taxi sign, or on Larry when he's near the taxi sign.

To look at something, click the eye cursor on it.

To walk somewhere, click the walking figure cursor on that screen position.

To take action on something or someone, click the hand cursor on the person or thing. This cursor performs many different game actions. You will want to use it liberally.

Example:

To sit in a chair, click the hand cursor on the chair; to invite a girl to dance, click the hand cursor on her; to tie a knot in a piece of ribbon, click the hand cursor on it; to take off your clothes, click the hand cursor on yourself.

To smell or taste something, choose the mouth/nose icon. This icon can also be used to perform other duties.

Example:

To inflate a balloon (or whatever) click the mouth/nose cursor on it.

You're on your own with the zipper icon.

How do I get things in and out of my inventory?

To pick up an item from a game screen, click the hand cursor on it. If it's something you can take, you will now have it in your inventory.

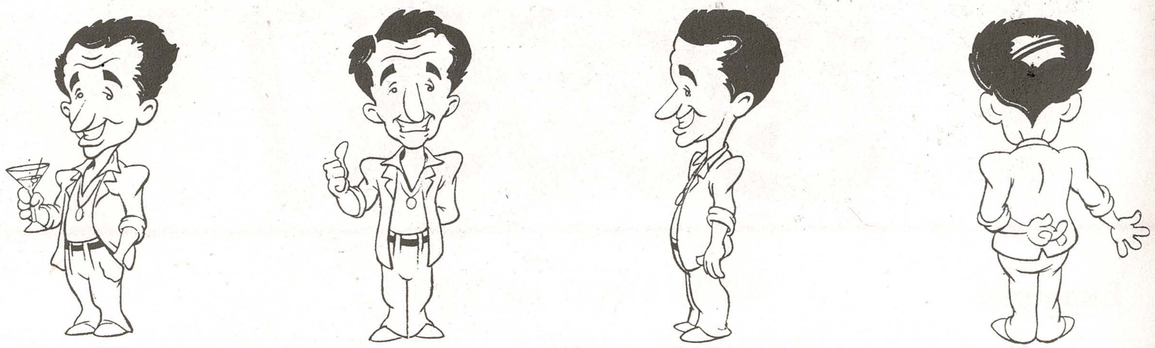
To take something out of inventory, choose the inventory icon. You will see your inventory items onscreen. To take an inventory item, click the arrow cursor on it. To look at an item, click the eye on it. To take action on an item, click the hand on it.

To give an inventory item to someone, or to use an inventory item somewhere in the game, go to the inventory screen and use the arrow cursor to choose the item. You will now have a cursor shaped like that item. Click the item cursor on the person or place of your choice.

Example:

To pay the taxi driver, take the wallet from inventory and click the wallet cursor on the driver.

To give a box of candy to the woman of your dreams, take the candy from inventory and click the candy cursor on the woman.



How can I skip the stupid trivia test?

- First, make sure the kids aren't watching.
- Now press Ctrl-Alt-X, and you're in.
- You'll still have to answer a copy protection question, though.

There's a watch in my inventory. What good is it?

- Keep an eye on the time, Larry.
- You only have until 5:00 to get the job done.
- After that, you die.
- But hey, no pressure.
- ✱ *When you want to know what time it is, use the eye cursor on the watch in inventory.*

How about the wallet?

- How about it?
- It's where you keep your money.
- ✱ *When you want to see how much money you have, use the eye cursor on your wallet in inventory.*

What's the breath spray for?

- What do you think?
- It's to make you more socially acceptable, if that's possible.
- ✱ *Every now and then you'll get a message about your breath. Use the breath spray as soon as you get the message. It will prevent whole city populations from evacuating in terror. (Click the breath spray cursor on yourself.)*

- If you run out, you can buy more at the convenience store. It's in the center aisle near the checkout counter.
- ✱ *Use the eye counter on objects in the center aisle near the checkout counter to find the breath spray. Use the hand cursor on the breath spray to take it. Use the wallet cursor on the clerk to pay him.*

A dog keeps coming up and using me for a fire plug. Yucchhh!

- He's just trying to be friendly.
- Seriously, though, maybe he thinks you're a fireplug because you aren't moving.
- Anytime you stand outside in one place for any length of time, you'll get the fireplug treatment. Keep moving. If you're standing still and see the dog coming, walk to another position on the screen, and he'll go away again.
- ✱ *Use the walk cursor on another screen position to walk.*

Every time I try to step out in the street, I get run down by a car. What's wrong?

- Are you looking both ways?
- Just kidding. There's no "across the street" in the game, so Al put that in because he thought getting turned into road pizza was more fun than a message saying you can't cross the street.
- Yeah, that Al's a real hoot.

Lefty's - Outside

Every time I go in the alley to the west of Lefty's, a big ugly guy beats me to a pulp. How can I avoid this?

- Didn't anyone ever tell you to stay out of dark alleys?
- Sorry about that. Actually, there's no way to avoid this guy, except not to go West from Lefty's.
- While you're at it, don't go West from the convenience store or the casino, or east from the wedding chapel or the disco, either.

In Lefty's East Side Alley

Is there anything in the trash bin I'll need for the game?

- Yes.
- There are only two things in here: trash and a hammer.
- This game already has all the trash it needs.
- Take the hammer.
- * *Use the hand cursor on the trash to take the hammer.*

I can see a bottle of pills on a window ledge. Do I need them?

- I don't know. How are you feeling?
- You do need the pills, but you can't get them from down here.
- And you don't need them until after you marry Fawn.
- You'll have to visit the hooker upstairs at Lefty's to get the pills.
- So go check out the clues about "upstairs" and "the hooker" - do I have to tell you everything?

I climbed over the fence at the end of the alley and found the strip joint. Now what?

- You did no such thing!
- You can't climb that fence because there's no game over there. Stop looking at clues you don't need.

Lefty's - Inside

The people at this bar are really stuck up. How can I get them to talk to me?

- Why would you want to?
- The only person you need to talk to at the bar is the bartender.
- * *Use the talk cursor on the bartender to talk to him.*

I've been sitting at the bar, but the bartender is ignoring me.

- You'll have to talk to him first.
- Order a drink. It will come in handy later.

- When he gives you a choice, order whiskey. You'll think of something useful to do with it later.
- Couldn't think of anything, huh? Okay, go into the back hallway by the bathroom, and give the whiskey to the drunk. He'll give you something you'll need.
- * *Use the talk cursor on the bartender to talk to him. Use the whiskey cursor on the drunk to give him the whiskey.*

A guy at the bar is telling jokes, but all I can understand is the punchlines!

- Aren't those bad enough?
- I mean, they're pretty raunchy jokes.
- And not all that funny, when you come right down to it.
- Well, okay. If you absolutely insist. Don't say I didn't warn you.

Punchline: ..."Cause Thursday's your night in the barrel!"

- Joke: A lumberjack recently arrived in the North Woods was bemoaning the lack of female companionship. Finally he worked up enough courage to ask the foreman what the other men did when they got desperate. "Well," said the foreman, "out behind the shed there's an old barrel with a knothole in the side. Most of the guys just go out there at night and use that." "That's disgusting!" said the new lumberjack. "I could never get that hard up!" He did, however, and one night he sneaked out of the bunkhouse and used the barrel. The next morning he remarked to the foreman, "I was wrong about that barrel thing — it's actually not half-bad. Can I just go out there any night and use it?" "Any night but Thursday," the foreman replied. "Why not Thursday?" asked the lumberjack.

Punchline: ...and there stood the pig and the cow!"

- Joke: The following is one of those classic three-kinds-of-people jokes where you fill in the blanks to offend the university, profession or ethnic group of your choice. It can be a Texan, a Californian and an Oklahoman; a priest, a rabbi and a minister, or whatever. For our purposes, we'll call the variables A, B and C.

An A, a B and a C were driving on a country road late at night when their car broke down. They walked to the nearest farmhouse and asked if they could spend the night. The farmer said "Sure, but I've only got room in the house for two of you. One of you'll have to sleep in the barn with the pig and the cow." So the A went out to the barn. A few minutes later there was a knock on the back door. The farmer answered the door, and there stood the A saying "I can't sleep out there — that cow smells terrible!" So the B went out to the barn, but again there was a knock on the door and the B was standing there, saying "I can't sleep out there — that pig smells awful!" So the C went out to the barn and a few minutes later the farmer heard another knock. He opened the door...

Punchline: "Dammit Liza, doncha know ya own reflection?"

- Joke: Liza and her boyfriend Ernie were out driving, and Liza really needed to find a restroom. They drove for miles and there were no gas stations or other signs of civilization. As they were passing over a bumpy bridge Liza finally said "Ernie, you have to pull over right now, or I'm going to wet myself." So Ernie pulled over and Liza proceeded to hang it out over the bridge railing. When she was through she glanced down at the water and screamed. Ernie said, "What's wrong?" Liza said, "I'm so embarrassed — I just peed into somebody's canoe!" Ernie said...

Punchline: "You idiot! I said POSSE!"

- Joke: The lone ranger was captured by outlaws who tried him in a kangaroo court and sentenced him to hang at dawn. "Don't I get a last wish?" he asked, and the outlaws admitted as how that was only reasonable. "I'd like to say goodbye to my beloved horse, Silver. In private." He was allowed his wish, and when he got Silver alone, he whispered an urgent request in his ear, slapped him on the rear and sent him galloping away. At dawn the next day, the Lone Ranger was standing on a crate with a noose around his neck when he spotted Silver coming back over the horizon with a beautiful naked woman on his back. The Lone Ranger screamed...

Punchline: "...What's the matter, honey? Ain't you got a vase?"

- Joke: Rosanna and her friend Angela were sitting at the kitchen table one afternoon when Rosanna spied her husband Tony coming up the walk. "Oh, no!" she wailed, "Here comes Tony and he's carrying a dozen red roses. I'll have my legs spread for a week!" to which Angela replied...

Punchline: "...Nobody can eat that much ice cream!"

- Joke: Ernie had too much to drink and went out to the car to sleep it off, leaving Liza alone in the bar. A guy walked by her on his way to the can and said "I'd sure like to fondle those gorgeous knees of yours." Liza ignored him and had another drink. The next time the guy came by, Liza's skirt was hitched up a little higher, and the guy said "I'd sure like to get some vegetable oil and rub it all over those beautiful thighs." Liza continued to drink. A while later the guy came by again and Liza's skirt was really riding high. "Wow!" the guy said, "I'd like to fill that thing full of ice cream and eat it all out!" Liza was outraged. She stormed out to the car and demanded Ernie go back in there and defend her honor. When she told him why, Ernie exclaimed "Aw hell, Liza...

Punchline: "...25 bucks, same as in town."

- Joke: One Saturday evening Father Smith realized there was no wine for Sunday mass, so made a quick trip into town in his jeans and sweatshirt to pick some up. The first liquor store he saw was in a rather questionable neighborhood, but he was only going to be there for a minute, so he parked and went in. As he was coming out, a lady of the evening saw him and shouted "Hey, buddy! Want a quickie? Twenty-five bucks." Puzzled, he got in his car and drove back to the church. When he got there, he saw the Mother Superior. "Just out of curiosity, Mother," he asked her, "What's a quickie?" She replied...

Punchline: "...A lot of guys just leave her hanging in a tree somewhere."

- Joke: A young man went to pick up his blind date and discovered she was a beautiful, young, wheelchair-bound double-amputee.

He suggested a drive-in movie, and she agreed. During the movie they began necking and soon became quite passionate. She suggested they take a drive out into the country where they could be alone, and they resumed getting to know one another, but what with her handicap and the limited space in his car, it soon became apparent they could go no further. "If you'd carry me to one of those trees," she said, you could wedge me between a couple of branches and we could get on with it." He did so, and they consummated their passion, and it was pretty terrific. He took her home and as he was wheeling her up to her door, her father came out to greet them. "What a courteous young man!" the father exclaimed. "It seemed the least I could do to see her to the door," the young man replied modestly. "Yeah, but you know how rude most men are these days," the father replied..

Don't say I didn't warn you.

Punchline: "...Just think of the money he saved."

- Joke: Sorry, but we had to draw the line somewhere. This is the tag line to an exceptionally filthy limerick we picked up somewhere. If you want to know the rest, you'll have to go around repeating this line to strangers on the street and asking them to fill it in for you. Hey, it's a hobby.

I went in the bathroom, but there didn't seem to be anything to do!

- It's pretty obvious you haven't been housebroken, buddy.
- See that porcelain throne? It's there for your convenience. The sink looks pretty interesting too, and hey, check out the graffiti on those walls!
- Look at the walls (several times) and the sink. Take anything you find. Use the toilet for a cheap point, but whatever you do, never, ever flush unless you've just saved your game and want to get in over your head.
- * *Use the eye cursor on the wall to read graffiti. Use the eye cursor on the sink to see what's there. Use the hand cursor on the sink to take what you find. Use the hand cursor on the toilet to use it. Use the walk cursor anywhere in the room to get up from the toilet. Use the hand cursor on the toilet again to flush. Use the hand on top of the sink to get the ring.*

Is the rose on the hallway table good for anything?

- Yes, it's probably the best-smelling thing in the game, including you.
- And some lovely lady would probably be thrilled to receive it, don't you think?
- Take the rose. You'll find the lovely lady later.
- * *Use the hand cursor on the rose to take it.*

I've been knocking on the Naugahyde door, but I can't get in without the password.

- The password is written somewhere in Lefty's Bar.
- Try looking in the bathroom.
- On the wall, where else? The password is written on the bathroom wall, but you'll have to look several times to see it.
- * *Use the eye cursor on the bathroom wall several times to read the password. Use the password cursor on the naugahyde door to give the password.*

I talked to a drunk in the hallway by the bathroom, but he doesn't have much to say. Should I be trying something else?

- You could try giving him something.
- Now, what might there be in a bar that a guy this sloshed might like to have? A barf bag? No, that isn't it...
- Give the drunk a shot of whiskey. He'll be your "besht" friend.
- Get a shot of whiskey from the bartender and take it to the drunk. When you give it to him, he'll give you something in return.
- * *Use the whiskey cursor on the drunk to give him the whiskey.*

I gave the password, but now the guy won't let me go up the stairs!

- Sure he will! Just give him two hundred dollars!
- What? You don't have two hundred dollars? Maybe you could distract him somehow.
- This looks like the kind of guy who might be intellectually stimulated by television.

- The button on the T.V. is broken. You'll need a remote control.
- You don't have a remote control either? You get it from the drunk in the bathroom hallway, so go scope out that clue and then come back. I'll just wait right here for you.
- Use the remote control to change channels on the T.V. One of the channels will be right up this guy's alley. Of course if you really want to give him money, see the hint about gambling at the casino.
- * *Use the remote control cursor on the T.V. to change channels.*

I'm in the hooker's room. Is there anything I need here?

- Is this a trick question?
- With the possible exception of the obvious, you're going to need the box of candy from the table.
- You're also going to need the pills you can see from the fire escape, but you can't get them now.
- Oh, *when* can you get them? Well, not until after you've married Fawn, been tied up, cut yourself loose and come back here.
- Then you go out on the fire escape, tie yourself to the railing, break the window with the hammer, climb back onto the fire escape, untie yourself and go back in the window.
- * *Use the hand cursor on the box of candy to take it. When you come back for the pills, use the hand cursor on the window to open it and again to climb out. Use the ribbon cursor on yourself and again on the railing to tie yourself on. Use the hand cursor on the bathroom window to reach for it, then the hammer cursor on the bathroom window to break it, then the hand icon on the window to get the pills. Use the hand cursor on the fire escape to climb back down, then the hand cursor on the railing and on yourself to untie the ribbon. Use the hand cursor on the window to climb back inside.*

How do I open the window next to the fire escape?

- You don't open it, exactly.
- You break it.
- As luck would have it, someone in this game has thrown away a hammer.

- It's currently in Lefty's trash bin.
- The trash bin is in the alley on the East side of Lefty's.
- You'll have to climb into the trash bin to get it. If you prefer, you can fall into it from the left front corner of the fire escape outside the hooker's room. If you order a drink from Lefty when you don't have enough money to pay for it, he'll put you in there himself.
- * *Use the hand cursor on the trash bin to climb in. Use the hand cursor on the trash to take the hammer.*

So do I get to get it on with the hooker, or is this just another tease?

- No problem. Go for it.
- Stand on the south side of the bed and remove your clothes.
- Still waiting for instructions? It figures. Go to bed, already.
- You should know, though, that this doesn't let you off the hook. Anybody can pay for it. To finish the game, you have to find a woman who'll *give* it to you. Good luck.
- * *Use the hand cursor on yourself to remove your clothes. Use the zipper cursor on the hooker to accomplish your objective.*

What good is getting laid if you also get dead?

- So did you sleep through the '80's, or what?
- Didn't Surgeon General Koop manage to teach you *anything*?
- Smart guys don't get into these situations without some protection.
- They sell condoms at the convenience store.
- * *Don't forget to use it. While in the hooker's bedroom, after undressing, use the condom cursor on yourself to wear it. Afterwards, use the hand cursor on yourself to remove it.*

Okay, I've finished everything at Lefty's, but now I'm stuck out in front of the bar. How do I get anywhere else?

- In a taxi.
- All transportation hereabouts is by taxi. You can hail one outside Lefty's, the casino, the wedding chapel, the disco, and the convenience store.

- Outside every location where you can call a cab is a little yellow sign on a post somewhere. It's a taxi sign.
- ✱ *Use the talk cursor or the hand cursor on it to call a cab. You can also use the hand cursor on the sign or the talk cursor on yourself while standing outside on any sidewalk.*

The driver keeps asking where I want to go.

- Talk to him.
  He'll offer you a choice of places to go.
- ✱ *Use the talk cursor on the driver to talk to him.*

That idiot cabbie drank my wine and crashed the cab!

- Don't ever get into a cab in this town with a bottle of wine.
- You were right to buy the wine, but wrong to take it with you.
- It would be nice of you to give the wine to the wino who wanders around outside the convenience store.
  Not only that, but it's worth points and a much-needed item.
- ✱ *Use the wine cursor on the wino to give him the wine.*

When I didn't have enough money to pay him, the Taxi driver beat me up and ran me over!

- Don't you hate it when that happens?
- Taxi fares are ~~senseless~~ random in this game, but a good rule of thumb is: don't get into a cab with less than $50 to cover a round trip.
- Here's a free money-saving tip: The convenience store and the disco are next door to one another, and so are the casino and the wedding chapel.
- By the way, Al claims you can finish this game with no more than five taxi rides.

Casino Hotel

I'm at the Casino Hotel. What can I do here?

- For one thing, you can gamble at a casino. That's what they're for. For another thing, you could explore the hotel or drop by the cabaret.
- Besides money, there are things you need at the casino hotel, and places you need to visit.
- The first time you go, you'll need to find an I.D. card that will get you into the disco. It's in the ashtray near the elevators North of the casino.
- After you marry Fawn, you'll be coming back to the Honeymoon Suite. If you run into problems there, see the hint about the Honeymoon Suite.
- After you get the pills at Lefty's, you'll be coming back to the eighth floor to take the elevator up to the Penthouse Suite. See the hint about the Security Babe.
- Talk to the guy selling apples outside. You never know when an apple will come in handy.

There's a guy in a barrel outside the hotel trying to sell me an apple.

- Don't you like apples?
- Hey, what can it hurt? Do the guy a favor and buy a lousy apple.
- You'll be glad you did.
- ✱ *Use the wallet cursor on the man to buy an apple.*

I'd like to make some money gambling, but I don't know what to do.

- The games of choice around here seem to be slots and blackjack.
- Find an empty slot or blackjack machine and play.
- For best results, save your game when you make money, and restore that game if you start losing. Eventually you'll win enough to cover expenses. Select **cash out** to stop gambling.

* *Use the hand cursor on a slot or blackjack machine to see a closeup picture of the machine. Use the hand cursor on any of the machine buttons to operate it. Use the hand cursor on the cash out button to stop gambling.*

How do I handle the Security Babe on the eighth floor?

- With your usual charm and grace, pal.
- You just might have something she wants.
- Not *that*, genius! Something you saw at Lefty's.
- Faith is the kind of woman who would really appreciate what's in the pill bottle on the window ledge at Lefty's.
- If you give Faith the pills from the window ledge at Lefty's, she'll be so grateful, she'll give you a chance at the private elevator to the penthouse.
- When Faith leaves, look at the counter she was standing by. When you see the buzzer, press it. Now you can get into the private elevator.
* *Use the eye cursor on Faith to look at her. Use the talk cursor on her to talk to her. Use the pill bottle cursor on her to give her the pills. Use the hand cursor on the elevator to get in.*

How do I get into the private elevator on the eighth floor?

- See the clue about the Security Babe, above.
- Get in the elevator and go.
* *Use the hand cursor on the elevator to get in. It operates automatically.*

What's with the room on the fourth floor with the tacky plastic heart on the door?

- It's the Honeymoon Suite.
- You won't be able to get in there until you marry Fawn.
- After you marry Fawn, she'll tell you to meet her on the fourth floor. She'll be waiting for you in the room.
* *Use the hand cursor on the door to knock and open the door.*

The desk clerk won't let me rent the Honeymoon Suite, even though I have enough money.

- Stop that!
- You're reading fake clues again. There's no desk clerk in this game!
- I've given your name to the Hint Book Police. They'll be paying a little call on you later, chum.

How can I get a bottle of wine to the Honeymoon Suite — quickly?

- Maybe you can find a place that makes deliveries.
- The Ajax Liquor Company advertises on the radio. See a radio anywhere nearby?
- Turn the radio on. Listen to the radio and write down the phone number of the Ajax Liquor Company. Find a phone and give them a call.

The phone in the lobby's out of order? Bummer! Isn't there a phone out front of the convenience store?

- Take a taxi to the convenience store and call the phone number you heard on the radio (enter the number with no spaces or hyphens). The friendly folks at Ajax will take care of everything.
* *Use the hand cursor on the radio to turn it on. When you get to the convenience store, use the eye cursor on the phone to get a closeup view. Use the hand cursor on the phone buttons to operate them.*

What am I supposed to do in the Cabaret?

- Check out the chairs.
- I'm serious! Al put a game point in here somewhere — I'm sure of it.
- Sit on the chairs until you find the one with the whoopee cushion.
- Stay and listen to the lame jokes as long as you like — maybe you'll hear something funny.
- Go into the cabaret more than once -you might be able to catch a different act.
* *Use the hand cursor on the chair to sit.*

Fawn keeps tying me up!

- You lucky dog.
- You mean you don't want her to?
- Might as well relax and enjoy it, pal. You see, crazy as it sounds, this is actually part of a solution to a game puzzle at another location. You'll understand everything in time.
- You're going to need the ribbon she's using to get the pills from Lefty's.

So how do I get un-giftwrapped?

- There might be something sharp in your inventory.
- No luck, huh? I'm guessing you didn't give the cheap wine to the wino outside the convenience store.
- If you had given this poor unfortunate the wine, he would have given you his pocket knife in return. You could then cut yourself free.
- And don't forget to take the ribbon with you.
- * *Use the knife cursor on the ribbon to cut it. Use the hand cursor on the ribbon to take it.*

The Disco

How do I get past the goon at the door to the disco?

- His job is to check for disco passes. No pass, no disco.
- Just your luck, a pass has been carelessly discarded at the casino hotel.
- It's in the ashtray near the elevators.
- * *Use the hand cursor on the ashtray to take the pass. When you get to the Disco, use the disco pass cursor on the bouncer to show it to him.*

There's a cute blonde sitting all by herself. How should I handle this?

- Sit down next to her.
- Look at her. Look again. Talk to her.
- This is the kind of girl you want to give presents to.
- Like...flowers and candy.
- A dance might make things go smoother.

- Maybe a diamond ring would impress her.
- You'd better have two hundred dollars handy, too.

How do I get the two hundred dollars to loan Fawn?

- Now let's see...how would you go about getting money in Lost Wages?
- You might want to try *gambling*.
- Don't just sit there -- go look at the hint about gambling!

Wedding Chapel

Outside the Wedding Chapel, there's a strange guy in a trenchcoat.

- You think he's strange?
- Go ahead and say hi. Live a little.
- He has little to offer you but a game point.
- * *Use the eye cursor on the flasher to look at him. Use the talk cursor on him to talk to him.*

I went into the Wedding Chapel, but there's no one here.

- So leave.
- There won't be anyone here until you've met Fawn at the Disco and won her heart with your generosity.
- After you give Fawn the rose, the candy, the diamond ring and $200, she'll meet you here to get married.

I tried to marry Fawn, but I didn't have enough money to pay the preacher.

- Go back to the casino.
- See the hint about gambling.
- When you have enough money, Fawn will still be waiting at the Wedding Chapel.

Convenience Store

I tried talking to the clerk, but I can't understand a word he says!

- Me neither.
- Apparently this fellow can only speak coherently on one subject.

- The subject is condoms. Once he understands that's what you want, he'll be extremely helpful.

I want to buy some condoms, but I can't get any cooperation from this guy.

- Take note of the sign to the left of the cash register. It advertises "lubbers" for sale.
- If you point it out to him, it may help.
- ✱ *Use the hand cursor on the sign to let the clerk know what you need. Use the wallet cursor on him to pay.*

Do I need anything else while I'm here?

- You're going to want some wine.
- And maybe a magazine. Something with lots of class.
- If you run out of breath spray, you can buy more here.
- ✱ *Use the eye cursor on various items in the store to find the wine, candy and magazine. The wine is in the back on the left. The magazine is on the magazine rack up front. The breath spray is on the center aisle near the checkout counter. Use the eye cursor on the item to see it, and the hand cursor on it to take it. Use the wallet cursor on the clerk to pay him.*

When I walked out the door, that jerk blew me away!

- Check your pockets (if you can find the pieces).
- Apparently you tried to walk out without paying for something.
- ✱ *When you've found everything you need at the store, use the wallet cursor on the clerk to pay him.*

Call me stupid, but I'm not sure how to call the Ajax Liquor Company.

- Okay, you're stupid.
- Look at the phone to get a closeup of the keypad.
- Now enter the number you heard on the radio commercial in the Honeymoon Suite (without any spaces or hyphens). Ajax will deliver the wine.
- ✱ *Use the eye cursor on the phone to see a closeup view. Use the hand cursor on the phone buttons to operate them.*

The Penthouse

How do I get up to the Penthouse?

- From the private elevator on the eighth floor.
- First, though, you have to get past Faith, the Security Babe.
- See the hint about the Security Babe.

I looked in the bedroom closet and saw this really strange-looking girl.

- I take it you've led a fairly sheltered life.
- It's a blow-up doll.
- No, that doesn't mean she's explosive.
- Inflate the doll and see if it gives you any ideas about what to do next.
- Go ahead. What have you got to lose — your self-respect?
- When she leaves the room, follow her.
- ✱ *Use the hand cursor on the closet door to open it. Use the eye cursor on the doll to get a closeup view. Use the mouth/nose cursor on the doll to inflate it. Use the zipper cursor on the doll to use it.*

There's a beautiful woman in the hot tub out on the balcony. *Now* what do I do?

- Are you serious?
- Okay, gaze into her eyes. Now give her something.
- No, not that. Slow down, flash. What do you have in your inventory that would be just perfect for a girl named Eve?
- If you don't have anything that fits the bill, it could be that you didn't buy an apple from the guy wandering around outside the hotel wearing a barrel. See that clue, then come back and make me proud.
- ✱ *Use the talk cursor on Eve several times. When she invites you into the hot tub use the hand or zipper cursor on yourself to take of your clothes. Use the eye cursor on Eve to look at her. Use the apple cursor on Eve to give her the apple.*

OBJECTS

CAUTION: *Read the rest of the Hint Book only if you have actually finished the game and seen the end. Promise? Okay.*

Object	Where Found	Where Used
Wallet	Always have	Throughout game
Breath Spray	Always have	Throughout game
Watch	Always have	Throughout game
Glass of whiskey	Lefty's bar	Lefty's hallway
Remote control	Lefty's hallway	Behind naugahyde door
Rose	Lefty's hallway	Give to Fawn
Diamond ring	Lefty's bathroom	Give to Fawn
Password	Lefty's bathroom	Use on naugahyde door
Box of Candy	Hooker's room at Lefty's	Give to Fawn
Hammer	Trash bin East of Lefty's	Break window at Lefty's
Disco card	Casino ashtray	Use to get in Disco
"Jugs" Magazine	Convenience Store	Read to get clue
Rubber	Convenience Store	Use in hooker's room
Cheap Wine	Convenience Store	Give to wino outside
Pocket Knife	Wino outside store	Cut ribbon in Honeymoon Suite
Ribbon	Honeymoon Suite	Tie to Lefty's fire escape
Pills	Upstairs at Lefty's	8th floor of Casino Hotel
Apple	In front of casino	Give to girl in Penthouse

POINTS

If you ended the game with 222 points, congratulations — you earned every possible point! If you had fewer points, you may want to look below to discover what you missed.

Lefty's	
Order whiskey	1
Give whiskey to drunk	2
Get rose from hallway table	1
Get diamond ring from bathroom wall	3
Sit on toilet	1
Get password from bathroom wall	2
Use remote control to turn on TV	3
Change channels until pimp watches TV	8
Get hammer from trash bin	3
Taxicab	
First successful taxi ride	1
Casino	
Buy apple from man outside	3
Get Disco Pass from ashtray	1
Sit down in cabaret	1
Disco	
Show Disco Pass to bouncer	5
Sit with Fawn	1
Talk to Fawn	1
Give Fawn rose	5
Give Fawn candy	5
Dance with Fawn	5
Give Fawn diamond ring	5
Loan Fawn two hundred dollars	7
Convenience Store	
Read side of telephone	1

Dial National Sex Survey	2
Dial Sierra On-Line (209-683-8989)	5
Get magazine from rack	1
Read magazine	1
Get cheap wine	1
Buy condom	4
Answer ringing phone	5
Give wine to wino	5
Order wine from Ajax	5
Wedding Chapel	
Talk to flasher	1
Marry Fawn	12
Casino Hotel Honeymoon Suite	
Turn on radio	1
Hear commercial	1
Use knife to cut ribbon	10
Take ribbon	3
Upstairs at Lefty's	
Put on condom	10
Go to bed with hooker	11
Remove condom	1
Get pills from window sill	8
Get box of candy from hooker's table	2
Casino Hotel - 8th floor	
Give pills to Security Babe	5
Use penthouse elevator	5
Casino Hotel - Penthouse	
Open closet door - see doll	5
Inflate doll	5
Use doll	8
Give apple to Eve	15
Go to bed with Eve	25

Things You May Have Missed

Leisure Suit Larry in the Land of the Lounge Lizards is full of silly responses you might have missed while playing the game. After you've played through once, you might find it amusing to try some of the things you missed the first time around, just for fun. Remember, though — some of these things are fatal, so save your game!

Trivia Quiz

Give your age as 75, under 18, or over 100.

Everywhere

Read the notes in your wallet.

Look at the credit cards in your wallet.

After you get the bottle of pills, eat the pills yourself.

Play the game until your watch says it's after 6:00a.m., then walk outside.

Lefty's Bar

Look at the doormat.

Look at the moosehead.

Play the Jukebox.

While sitting on the stool, order a light beer.

While sitting on the stool, order champagne.

While sitting on the stool, tip Lefty.

While sitting on the stool, look at Lefty.

Order a drink when you don't have enough money to pay for it.

Walk very close to the drunk.

Sit on the toilet.

Flush the toilet.

Look in the bathroom mirror.

Look in the sink after you take the ring.

Look at the pimp. Look at the T.V.

Talk to the hooker, before and after.

Inside the hooker's room, smell.

Try to take the hooker's underwear off the line.
Try to break the window in front of the pills when you don't have the hammer.
Walk out on the street in front of Lefty's while still wearing the 'lubber.'

Taxicab

Look at the cab before you get in.
Look at the cabbie. Twice.
Take the bottle of wine into the taxicab.
Pay for your ride when you don't have enough money.
Leave the cab without paying the driver.
Read the license plate in the mirror.
Did you offer the cabbie every item in your inventory?

Convenience Store

Look at the side of the telephone outside.
Dial the number written there.
Next time you enter the scene, answer the phone.
Give the wino a dollar.
Search the wino.

Disco

Bribe the bouncer outside the disco.
Look at the fire hydrant.
Look at Fawn's lips.
Try to dance with Fawn twice.
Don't give Fawn the two hundred dollars. You can take a cab somewhere and come back later with the money.
Try giving Fawn money when you have less than a hundred dollars.

Casino Hotel

Look at the apple seller while close to him. Twice.
Look inside the Apple Man's barrel.
Enter the Cabaret several times.
Look at the dancers in the Cabaret.

Look at the candles on the tables.
Look at the plants by the elevator.
In the elevator, before pushing a button, look, listen, and look at the plants again.
On any floor but the eighth, knock on a guest room door several times.
Press the elevator button for the floor you're already on.
While tied to the bed in the Honeymoon Suite, yell.
Look at Faith's pistols.
Talk to Faith several times.
Look at Faith's lips. Look at other parts.

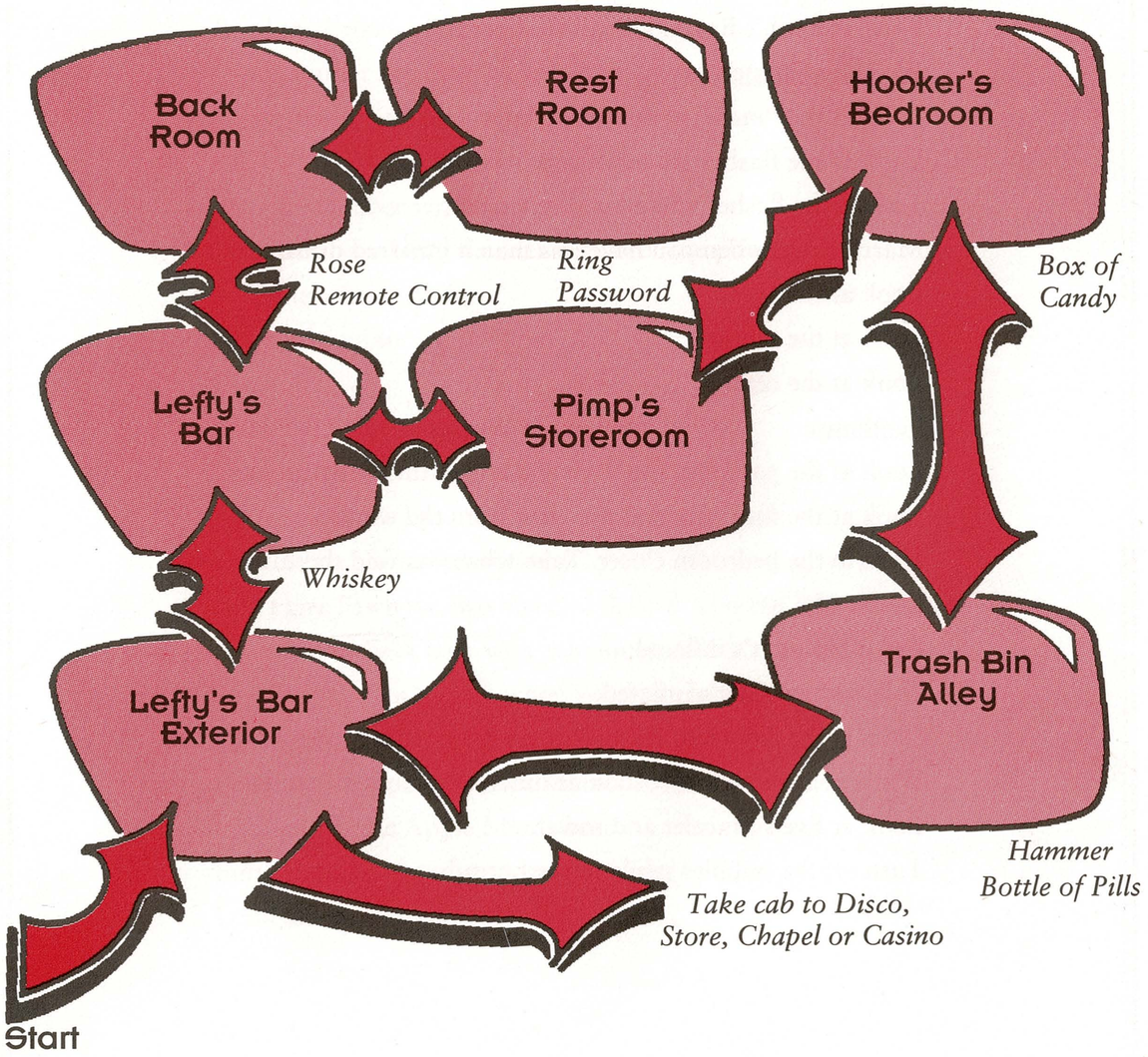
Wedding Chapel

Look at the "man" in the trench coat.
Look at the flasher while his coat's open.
Talk to the flasher while his coat's open.
Marry Fawn when you have less than a hundred dollars.
Look at the seats.
Look at the minister.
Look at the ceiling.

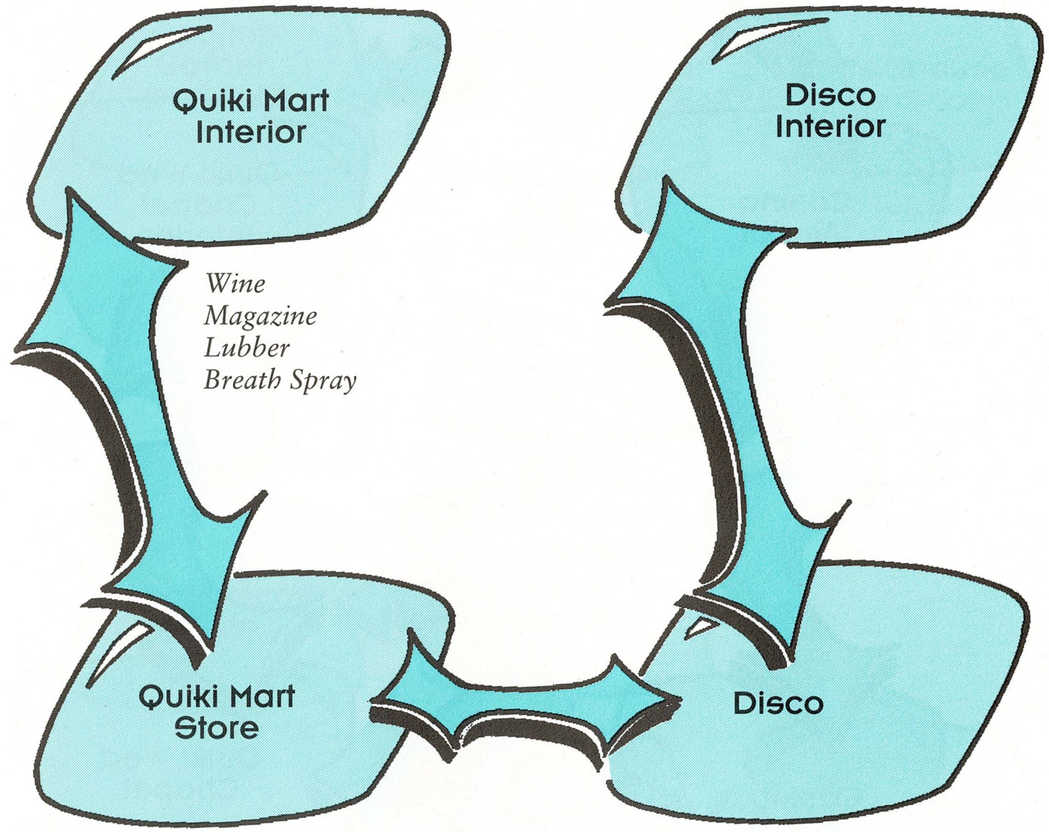
Penthouse

Look at the painting, fireplace and rug in the living room.
Look at the furniture and the view from the window.
Look in the bedroom closet. Take what you find there. Inflate it.
Use it.
Use it before it's inflated.
Talk to it while it's inflated.
Look at the city from the balcony before getting into the hot tub.
While near the hot tub, look at the hotel across the street.
Look at Eve's bracelet and towel.
Turn off the bubbles while in the hot tub.

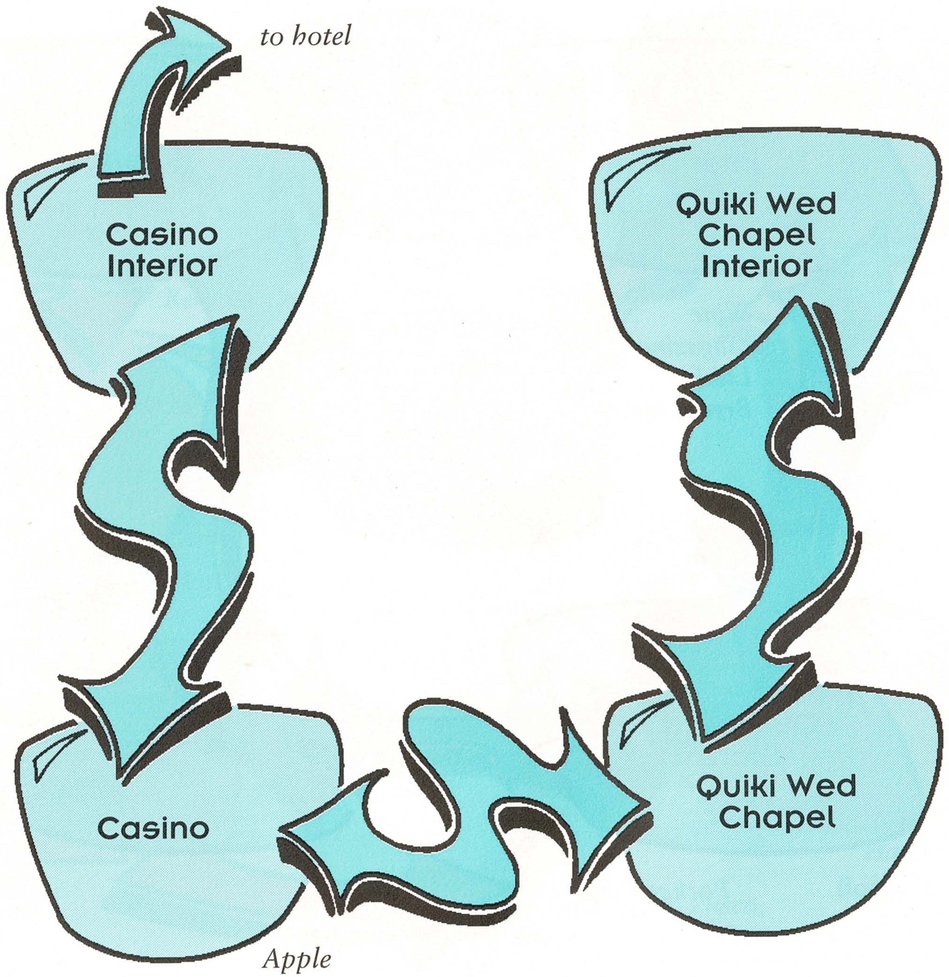
Lefty


Back Room
Rest Room
Hooker's Bedroom
Rose
Remote Control
Ring
Password
Box of Candy
Lefty's Bar
Pimp's Storeroom
Whiskey
Lefty's Bar Exterior
Trash Bin Alley
Hammer
Bottle of Pills
Take cab to Disco, Store, Chapel or Casino
Start

Disco

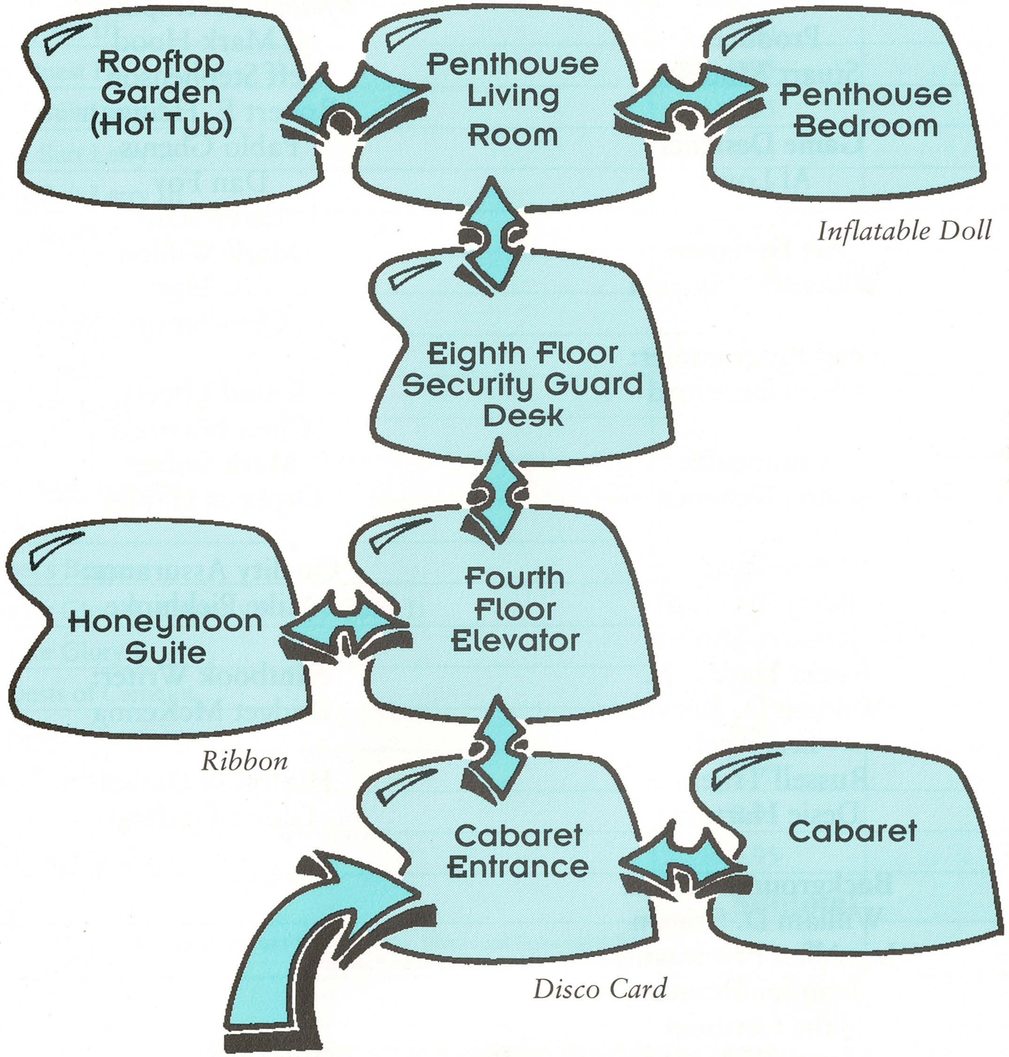

Quiki Mart Interior
Disco Interior
Wine
Magazine
Lubber
Breath Spray
Quiki Mart Store
Disco
Pocket Knife

CASINO



Apple

HOTEL



Inflatable Doll

Ribbon

Disco Card

CREDITS

Executive Producer:
Ken Williams

Creative Director:
Bill Davis

Director:
Al Lowe

Producer:
Stuart Moulder

Game Designer:
Al Lowe

Art Designer:
William D. Skirvin

Lead Programmer:
Oliver Brelsford

Composer:
Chris Braymen

Animators:
Barry T. Smith
Jennifer Shontz
Roger Hardy, Jr.
William D. Skirvin
Eric Apel
Russell Truelove
Desie Hartman

Background Artists:
William D. Skirvin
Jay Allan Friedmann
Jennifer Shontz
Jane Cardinal
Maurice Morgan

Programmers:
Oliver Brelsford
Mike Larsen
Al Lowe

Music Director:
Mark Seibert

System Development:
J. Mark Hood
Jeff Stephenson
Robert E. Heitman
Pablo Ghenis
Dan Foy
Larry Scott
Mark Wilden
Eric Hart
Chris Smith

Sound Effects:
Chris Braymen
Mark Seibert
Orpheus Hanley

Quality Assurance:
Mike Pickhinke

Hintbook Writer:
Bridget McKenna

Hintbook Design:
Gloria Garland

HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
King's Quest II	9.95	
King's Quest III	9.95	
King's Quest IV	9.95	
King's Quest V	9.95	
Space Quest I	9.95	
Space Quest II	9.95	
Space Quest III	9.95	
Space Quest IV	9.95	
Leisure Suit Larry I	9.95	
Leisure Suit Larry II	9.95	
Leisure Suit Larry III	9.95	
Leisure Suit Larry V	9.95	
Police Quest I	9.95	
Police Quest II	9.95	
Police Quest III	9.95	
Manhunter I	9.95	
Manhunter II	9.95	
Code Name: Iceman	9.95	
Gold Rush!	9.95	
Colonel's Bequest	9.95	
Quest for Glory I (formerly Hero's Quest I)	9.95	
Quest for Glory II	9.95	
Conquests of Camelot	9.95	
Conquests of Longbow	9.95	
Heart of China	9.95	
Rise of the Dragon	9.95	
The Black Cauldron	9.95	
	Subtotal	
California residents add 7.75% sales tax. Illinois and Texas add 6.25% Massachusetts residents add 5% sales tax.	**Tax**	
	Total	

More ordering information on the following page.

HINT BOOK ORDER FORM

Please Print

Name _____

Address _____

City/State/Zip _____

Phone (_____) _____

Requested for credit card orders; desired for all orders.

Check method of payment (*PLEASE DO NOT SEND CASH*)

☐ Master Card ☐ Visa ☐ American Express
☐ Discover Card ☐ Check Enclosed

Card Number _____

Expiration Date _____/_____

Authorizing Signature _____

Required for credit card orders.

Please allow two weeks for delivery. All prices include shipping and handling.

Make checks payable to

SIERRA ON-LINE, INC.

Mail payment with this order form to:

Hint Books
Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614

SIERRA®

SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-8989

™ designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.

© 1991 Sierra On-Line, Inc. Printed in the U.S.A.

002231800