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LSD-100



**LEISURE SUIT LARRY
IN THE LAND OF THE LOUNGE LIZARDS™**

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



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

The "old" Larry 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 curling up with a good book (his favorite, "Know Your RS-232 Serial Port") and listening to his record collection, which absolutely reeked of Air Supply and Barry Manilow records.

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



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

Now Larry 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 game, the main character is "Leisure Suit" Larry Laffer, a would be man-about-town and exceptionally mild and lazy guy. The "movie" takes place in the fictional town of Lost Wages.

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

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

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

TIPS FOR NEW ADVENTURE PLAYERS

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

1. HOW TO MOVE AROUND

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

2. IT PAYS TO USE PROTECTION

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

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

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

3. LOOK AT EVERYTHING

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

4. PLAY WITH A FRIEND

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

5. A FEW CHOICE WORDS

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

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

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

6. YOU'VE GOT TO BE OPEN MINDED

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

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

7. IF YOU STILL CAN'T FINISH

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

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

For this reason, hint books for all of the 3-D Animated Adventures are available. You can order the hint book for this game using the order form in this package. Don't be embarrassed, it happens to us all sometimes. If you just want to talk about your problem, call the Sierra Customer Support Line at (209) 683-6858 or the Sierra Bulletin Board Service at (209) 683-4463. (We promise to be discreet.)

WARNING! THE FOLLOWING DOCUMENTATION IS FOR BEGINNING ADVENTURE GAME PLAYERS ONLY. THE CONTENTS INCLUDE ANSWERS TO SOME OF THE GAME'S PUZZLES AND HINTS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY GETTING STARTED WITH LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS.

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

You start in front of Lefty's Lounge.

Type:

►INVENTORY (This command gives you a listing of all your possessions.)

►LOOK AT THE SIGN (To abbreviate commands simply type:

►LOOK SIGN)

►LOOK AT THE STREET

►LOOK AT THE SIDEWALK

►LOOK AT THE WINDOW

►LOOK AT THE MAT

►LOOK AT THE DOG (This is good for a few laughs.)

Walk up to the door. Type:

►LOOK AT THE DOOR

►OPEN THE DOOR

The screen will change.

Walk inside the bar. Type:

►LOOK AT THE PEOPLE

►LOOK AT THE PICTURE

►LOOK AT THE MOOSE

►LOOK AT THE FAN

►LOOK AT THE BAR

►LOOK AT THE WALL

Walk to the vacant stool. Type:

►SIT DOWN

►TALK TO THE BARTENDER

►ORDER A BEER

►ORDER A WINE

►ORDER A WHISKEY

►STAND UP

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

►LOOK AT THE GIRL

►TALK TO THE GIRL

Walk over to the jukebox. Type:

►LOOK AT THE JUKEBOX

►PLAY THE JUKEBOX

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

►OPEN THE DOOR

►KNOCK ON THE DOOR

►OPEN SESAME (OR ANY WORD WHICH COMES TO MIND)

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

The screen will change. Type:

►LOOK AT THE ROOM

►LOOK AT THE WALL

Walk over to the table. Type:

►LOOK AT THE TABLE

►TAKE THE ROSE

►LOOK AT THE ROSE

►LOOK AT THE DRUNK

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

►TALK TO THE DRUNK

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

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

►USE THE BREATH SPRAY

Walk to the door on the right. Type:

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

TAKE NOTE OF THE PASSWORD FOR FUTURE USE.

Walk over to the toilet. Type:

►LOOK AT THE TOILET

►LOOK AT THE TOILET PAPER

►GO TO THE BATHROOM (Wait for the computer to respond. It will make a couple of tasteless remarks.)

►STAND UP

Walk over to the sink. Type:

►LOOK IN THE MIRROR

►LOOK AT THE SINK

►TAKE THE RING

►LOOK AT THE RING

►WASH HANDS

You are now ready to leave this room and continue on your adventure.

By the way, type:

►FLUSH THE TOILET

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

Happy adventuring!

**OTHER 3-D ANIMATED
ADVENTURE GAMES BY SIERRA:**

KING'S QUEST®

by Roberta Williams

The first-ever 3-D animated adventure game, and a bestseller. Join Sir Graham as he strives to save the kingdom of Daventry and win a crown through glorious deeds.

KING'S QUEST® II: ROMANCING THE THRONE

by Roberta Williams

The long-awaited sequel, and another bestseller. Join King Graham on his quest to rescue a beautiful maiden imprisoned in a faraway land.

KING'S QUEST® III: TO HEIR IS HUMAN

Help Gwydion, slave to an evil wizard, overcome his servitude to perform brave deeds and receive a royal reward. First in the series to include magical spells. Advanced level, 256k required.

SPACE QUEST™

From the programmers of the King's Quest series comes a humorous tale of action and adventure set in deep space. Space Quest introduces Roger Wilco, sanitation engineer turned space-age swashbuckler. His quest - save his home planet of Earnon from the evil Sariens. It's the most fun you can have in zero gravity!

THE BLACK CAULDRON

**by Walt Disney Personal Computer
Software and Roberta Williams**

Based on the classic children's books by Lloyd Alexander, and the feature film by Walt Disney Productions. A bestseller, designed specifically for younger or first-time adventurers. Join the boy Taran in his efforts to defeat the evil Horned King and free Prydain from his reign of terror. The Walt Disney Company

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

AMENDMENTS TO APPLE IIGS

3-D ANIMATED ADVENTURE GAME REFERENCE CARD

Making back-ups of your original. You may make back-up copies of your original disks. The steps are as follows:

1. Boot system.
2. Run System Utilities.
3. Highlight "Duplicate a disk." Press RETURN.
4. Use a blank 3.5" disk and follow the on-screen prompts to format and copy your disk. (Make sure your original game disk is protected.)
5. At the end of the disk copy you may receive a bad block read error. Disregard this message and press RETURN. Your back-up is now complete.
6. Repeat steps 3-5 for each disk.

Amendment to hard disk installation instructions. Each data folder must be combined into one data folder on the hard disk.

Accessing the control panel. While running the game you may access the control panel by pressing CTRL/OPENAPPLE/ESC. The control panel will allow you to adjust features such as sound, volume, etc.

Having difficulty running your program? It may be that your computer has an older version of ROM. Make sure your system has ROM 2.0 (B). If your system has ROM 1.0 (A) you can exchange it for 2.0 (B) at your Apple dealer (contact dealer for details).

Since the introduction of the Apple IIGS several versions of the System Disk have been released. It is recommended that this game is operated with System 2.0 or newer.

WARNING!

You *cannot* save a game to your program disk (as listed on your reference card). Saving games to the program disk may result in disk failure.

To prevent possible disk damage, save all of your games to a formatted "save game" disk.

**LEISURE SUIT LARRY
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REFERENCE CARD**

HOW TO PLAY SLOTS

1. Walk to the machine. Type "PLAY SLOTS".
2. When you are finished, type "EXIT SLOTS".

HOW TO PLAY BLACKJACK

The object is to get as close to 21 points as possible without going over. Face cards count 10 points each, and aces count as 1 or 11 points, whichever is to your advantage. You are dealt 2 cards to begin with.

HOW TO BET

Sit down at the table. Type "BET". You will be asked to specify an amount. (This house only accepts bets in \$2 increments.)

INSURANCE

When the house dealer shows an "Ace Up," you will be asked if you want insurance. Insurance equals half of your wager. Use insurance cautiously. If the dealer has blackjack (21) you will be paid off at 2 to 1 odds.

SURRENDER

If you do not like the odds after reviewing your initial two cards, you may "SURRENDER." Half of your wager will be refunded to you.

TAKING CARDS

After receiving your first two cards, you must decide if you want to take more or to "STAND" on what you've got. Type the appropriate option.

DOUBLING DOWN

You are allowed to "double down" if your cards show a value of 10 or 11. Your bet is doubled and you are dealt one more card.

SPLITS

If the house deals you a pair (any two like cards, i.e. two tens) you may "SPLIT" them. This move allows you to play two hands and double your bet.

TO QUIT PLAYING

Type "STAND UP" at the end of a hand.

TALKING TO WOMEN

Learning this will be your number one priority while in Lost Wages. When you want to talk to a woman, type "TALK TO THE WOMAN". If you happen to get her name, type "TALK TO (NAME)".

Women can be loads of fun. They are great to "LOOK" at. They are fun to "DANCE" with. You could even try to "KISS" them. Nothing is off-limits if you "PLAY YOUR CARDS RIGHT".

Women are also fickle. Do not take 'no' for an answer. Be persistent. With a little sweat and a lot of luck you could wind up being a happy guy.

TRANSPORTING YOURSELF

Getting from place to place is very crucial. To walk somewhere, simply use the direction keys, your joystick, or a mouse. You can move Larry practically anywhere.

TAXI SERVICE

Catching cabs is a convenient way to get around Lost Wages. Look for taxi stand signs near the curb at most major establishments. Please note that you should not keep a taxi waiting. When the cab pulls up, walk directly to the rear door and type "ENTER CAB".

ELEVATORS

You can use elevators anywhere they are accessible. The Lost Wages Casino is a full nine stories tall - a trip up the stairs could waste your whole night. Just walk into the elevator car and type "PRESS ONE" (or whichever floor you choose). Note that some elevators are restricted in use.