

LEISURE SUIT LARRY - IN THE LAND OF THE LOUNGE LIZARDS!!!!

Good evening, Swinging Singles. It's 10 o'clock, and you're without a date, as usual. But here in Lost Wages, you need not be alone... not if you've got plenty of cash, elementary social skills, a good supply of breath spray, and a willingness to try anything once. As LEISURE SUIT LARRY, you've determined to make this the last lonely night of your life.

This walkthru offers only one particular way to play LEISURE SUIT LARRY. There is a great deal of flexibility in the game, however, and the game can be completed with many fewer points than you will earn using this walkthru, although you may miss some very funny and "ahem" unusual experiences.

A few necessary conventions. First of all, the game occasionally requires you to perform some basic human functions. For the purposes of this walkthru, we'll say "USE" where another less delicate word will work just as well. Also, for women playing LEISURE SUIT LARRY, you're going to have to learn to think like a man. For the most part, that means forget the subtlety. In this game, outright deviousness and persistence gets the girl.

Inventory control is a cinch in LEISURE SUIT LARRY. You can hold everything, and only rarely will the game let you drop or otherwise misuse something before you've used it for the correct purpose. The game designers have also apparently learned where elephants go to die... your mouth. Thus, you have a large (but not bottomless) supply of breath spray. You'll want to USE SPRAY whenever somebody begins to make snide comments regarding your oral hygiene. Never walk out into the middle of the street, despite their seeming desertion. And NEVER linger in a dark alley.

Before you start, you'll have to take a little exam to prove your age. No help with this one, you'll have to prove your age on your own. And you won't find the answers in any encyclopedia.

You begin your evening in the Land of the Lounge Lizards in front of Lefty's, sleazy bar nonpareil. You'll find you've got (in addition to your breath spray) \$ 94 in your wallet, as well as some notes and business cards you won't need, and credit cards (which won't work in this game). You've also got a working Bolex watch. This game spends a lot of time tipping the hat to Infocom, so you've got the requisite lint. OPEN DOOR and go in.

What atmosphere! Notice the fine velvet art and the refined clientele. I was in a place like this in Upper Sandusky, Ohio once, but that was decades ago, and it's a long story. SIT on the empty stool at the bar. You can order all the beer and wine you like, but make sure you ORDER WHISKEY. You're wise enough not to drink it, but around here, it's not tough to find somebody who will. The young lady at the bar just isn't very

responsive (unless you pinch her), and the only other person talking is the guy with the ancient punchlines. So head through the doorway at the top of your screen.

Somebody's left a perfectly good rose sitting on the table. Might be a perfect gift for a lady (if you can find one), so pedal over and take it. TALK TO THE DRUNK, but watch where you step: too near his groin and he gets crotchety. Perhaps doing a good deed might get you one in return, so GIVE THE WHISKEY TO THE DRUNK. In boozy, sodden gratitude, he'll give you a remote control. That's all you'll get out of him, so head for the bathroom to the right.

Now, this is quite obviously not the men's room, for a couple reasons, but you wouldn't know it from reading the walls. EXAMINE them enough times and you'll get a cryptic "password." Remember it. And as long as you're there, USE THE TOILET. No doubt some of Larry's best thinking gets done that way. When you're done, don't flush the toilet unless you've saved the game first.

EXAMINE THE SINK, too. More evidence that this is the ladies' room (or perhaps it's co-ed). TAKE THE RING, and wash your hands if you like, for all the good it will do you. You'll probably need to WIPE HANDS on something since there's nothing here that's "sanitized for your protection." Leave the bathroom and head for that lovely red naugahyde door in the bar. KNOCK ON THE DOOR and somebody peers out at you. Give him the password and go on in.

Friendly looking fellow. He's guarding the goods upstairs, but he can be distracted. Since you can't turn on the television by hand, you'll need to USE REMOTE CONTROL to turn it on, and if you hunt long enough for a program that appeals to the pimp's intellectual instincts, you'll surely find one. Once a program's caught his eye, you can wind your way upstairs.

Just LOOK at her. She IS a mess, isn't she? Think carefully about this! Remember, it's the Eighties, and going unprotected in this situation can (and is!) deadly. We don't want your first time to be your last, so let's go get some protection. Before leaving, you might want to grab that box that's sitting on the table by the window. It's as easy as taking candy from a bimbo. OPEN THE WINDOW and climb out. You can leave the old-fashioned way, too, but this way's shorter and will net you an important tool.

Once you're on the fire escape, notice that little object in the other window. You won't be able to get it till much later, though, so don't worry about it. Walk to the left end of the fire escape, and you'll find the shortcut to the ground floor. And while you're sitting in that bin, reflect on all the wonderful, useful things non-playing characters tend to throw out in adventure games... rotten cloves of garlic, bones, notebooks, and so on. So EXAMINE GARBAGE and take what you find. EXIT the bin and walk to the cab stand in front of the bar.

There are three marked cab stands in LEISURE SUIT LARRY, but you can call a cab from any screen. The cabby is impatient, so try to position yourself in the center of the screen, right by the curb, when you CALL CAB. ENTER CAB and you're on your way. TALK TO THE CABBY and he'll give you the rundown on Lost Wages hot spots. At the moment, you want to hit the Convenience Store, so tell the cabby. When you arrive, PAY CABBY. For a startling bit of realism, remember to TIP CABBY as well.

Go straight into the store, don't stop to talk with questionable characters. Besides, you don't have what he wants... yet. In the store, the first thing that'll probably catch your eye is the magazine rack. TAKE a magazine, and be sure to READ it. It's a well-disguised clue. Then wander over to the back aisle of the store, on the left, and LOOK AT THE SHELF. That wine is a worthwhile investment (vintage pending). At last, you may nonchalantly wander over to the counter and discreetly ASK CLERK ABOUT CONDOM. It's like trying to order a burger in some fast food joints you've visited.

This clerk is used to shady characters like yourself, so don't try to leave without paying. Once you're back outside, the sailor will accost you again. When he asks you for spare change, type GIVE CHANGE TO BUM and the program will tell you that you don't have any. Wait a second, and he'll hit you up for wine. G'wan, be a sport. Hand over that Mad Dog 20/20, and you'll get some advice (and a useful souvenir). Remember that advice; this guy's obviously been around.

Before you head back to Lefty's, EXAMINE THE PHONE on the sidewalk. Jot down that number. Maybe it'll lead to a meaningful relationship. Call now, before midnight tonight. DIAL PHONE and give it your best shot. Good thing you're used to rejection.

Just for the heck of it, walk off to the right, to the next screen. The disco looks like a potential "meet market," but you'll find you're not up to their standards. At the moment, anyway. So call a cab, there's nowhere else around here to go.

But after all, the night is still young. Let's drop by that Casino the driver mentioned before going back to Lefty's. When you get out of the cab, there may be a gentleman decked out in a pickle barrel. He may not show up till later, but at any rate, you're well-heeled enough to purchase one of his apples. So do it. Then go on into the Casino.

SIT at the Blackjack table or PLAY SLOTS, whichever's your speed. Either way, you're going to want to break the bank here. The odds are much more favorable at the BLACKJACK table, if you know how to play (This is a great time to learn!), but the payoffs are greater at SLOTS. You need to use the SAVE function often here. SAVE the game right before you make your first bet, and name the save after the amount of money you have. Then keep playing, and SAVE the game each time your total funds exceed the amount you had in the last saved game. For easy reference,

keep changing the name of the save to reflect your total cash. The game will end when you hit \$ 250.

Now head "north," to the top of your screen, into the adjoining room. You've got no pride, Larry, you're a desperate man. So dig around in the ashtray. You'll find the all-important Disco Pass. Take it and head into the Cabaret to the right. Sorry, Uncle Lar', no foxes cruising here. Perhaps if you wait a bit. Take a seat at the bottom right-hand table. Sitting on the comic's whoopee cushion's worth a point. The comic may be performing, or perhaps it's the chorus line, but either way, nobody shows up, so don't linger. Leave the casino, call a cab, and head for the Disco.

When the bouncer gets in your way, SHOW PASS to him, and he'll let you through. Once upstairs, you spot her...the woman of your dreams! She's sitting all alone. Stop licking your chops, get over there and sit with her. LOOK at her. What's the gentlemanly thing to do? ASK HER TO DANCE. Hurry out onto the dance floor and do your stuff. John Travolta, eat your heart out (actually, this number seems to owe a bit to the Disco scene in AIRPLANE).

Go back to the table when the dance is over and SIT again. LOOK at her again and TALK. Be persistent. Keep TALKing, and eventually you'll find some common ground. Wish it were that easy in real life!

Fawn is a 100% Certified Golddigger, but you found all these nifty presents at Lefty's, so it's not really costing you anything. GIVE her the rose (or the candy, or the ring... the order doesn't matter). Oooh, I just LOVE shallow women! Actually, the hooker's shallow, too, but Fawn is blonde. Give FAWN another present. She still doesn't seem too turned on, so go for broke. Give her the last present.

Well, it looks like you're going have to do some serious forking over if you want this relationship to work. And you're going to have to make a lifetime commitment. Well, you're only playing a game; and no guts, no glory. Besides, you can afford it. So give Fawn what she wants. Don't worry, she's not going to run off: She really IS going to rent the Honeymoon Suite for the two of you. Leave the Disco and take a cab to the Chapel.

Once you're outside the Chapel, you may notice a quiet, unassuming gentleman lurking by the cab stand. Just for giggles, go over to him. Hmmm. At least he doesn't want to sell you anything. TALK to him for a point.

Now go into the Chapel, and take that last long walk down the aisle. Look around all you like, but they're waiting for you to MARRY FAWN. She likes to build up the anticipation, doesn't she? Too bad you're not carrying around "No Tease." Leave the chapel and head left to the Casino.

Enter the Casino, go straight back to the Great Glass Elevator. PRESS FOUR. The Honeymoon Suite is the room with the heart on. Knock on the door, and Fawn will let you in. But first, a little mood music. Turn on the radio. Unfortunately, the commercial (remember the phone number) gives Fawn an idea, and you'll have to make a little trip before you consummate the relationship.

Go back down to the first floor (PRESS ONE). There's a phone, but somebody's gummed up the works. At this point, check your finances; you're probably down to just a few bucks. You're going to need about \$40 for the next bit, so stop at the Casino and build up your cash supply to \$40 or \$50, but don't bother with more than that yet.

There's one phone that works, and that's the one outside the Convenience Store. So take a cab back there. Be sure to ANSWER THE PHONE. What goes around comes around, right? (Guy's note: Also call Sierra On-Line for another five points.)

Call Ajax Liquors and order WINE. When they ask where you want to have it delivered to, be specific: HONEYMOON SUITE AT THE CASINO HOTEL. If you just say Casino Hotel, it won't get there. And whatever you do, don't even THINK about getting the wine yourself at the Convenience Store. Try it if you like, but save the game first, and get ready for a hairy ride back to the Casino.

Head back to the Casino, and go back up to the Honeymoon Suite. Fawn will want you to pour the wine, first... and now comes the big payoff. Get undressed, or kiss her, or whatever you care to.

Sorry, Larry, I guess it's just not your night. The woman of your dreams turned out to be a nightmare. Fortunately, you're not too stuck. You got some great advice from the bum outside the Convenience Store. So USE KNIFE and TAKE ROPE. Then go downstairs, and using the same technique as before, build your finances back up to at least \$ 45.

Larry, maybe you're better off sticking to a sure thing. After you've got some bucks again, take a cab back to Lefty's. You're going to lose your District Three Virgin's Card if it's the last thing you do. Again, knock on the naugahyde door, give the password (the pimp remains transfixed in front of the television... just look at those glazed eyes), and head upstairs. Go around to the front of the bed and UNDRESS. Now, USE THE CONDOM. SAVE GAME just in case. And now, Larry, you're not going to be the same "Larry" anymore. Find a verb you're comfortable with and go to it. Pick a traditional action, though, a kinky one may end the game quickly.

A little anti-climactic, eh, Larry? (rim shot) One more thing, before you leave her with that glow of apathy, be sure to REMOVE CONDOM. Otherwise the cops'll getcha for indecent exposure. Why don't they go bother the guy outside the Chapel instead?

Exit via the window, but don't go to the left yet. You're now equipped to get the pills in the other window, thanks to the hint in "Jugs" magazine. Go to the right end of the fire escape and TIE ROPE TO RAILING. Then TIE ROPE TO ME. GET PILLS. You'll have to open that window somehow. Check your inventory. One of the few unused articles is ideal for breaking and entering. BREAK WINDOW WITH HAMMER. Now GET PILLS. Examine them. That thing after the "F" isn't a one, by the way.

To get down, you'll have to GO TO FIRE ESCAPE and UNTIE ROPE. Now you can take the express to the dumpster and EXIT it again. Go out front.

Where haven't we looked for female companionship? Well, the casino hotel's got eight floors. Maybe we can scare up a date there. Take a cab to the casino, get in the elevator, and start knocking on doors.

Eventually, you'll find yourself up on the eighth floor, the penthouse. There's a beautiful brunette sitting by herself at the desk. (Aren't there any REDHEADS in this game?) Be sure to check her out carefully, so you know what you're getting into, and turn on the charm. TALK to her (and again, you'll have to be persistent if you want to learn about her). At some point, she'll stop being communicative and the program will urge you to find a medical stimulant.

By now, you should have figured out that the pills are Spanish Fly. Give them to Faith. Maybe this is what you've been waiting for, Larry. But as it turns out, Faith has incredible will power, so it's not to be. But now that she's gone, check out her desk. Once you've noticed the button, you'll want to do the obvious.

That means PUSH BUTTON, Larry. Geez, some people....

Go into that elevator. You emerge in the penthouse, tastefully decorated with Mark Crowe's finest efforts. Before you go hunting for the gurgling sound, go back and to the right around the partition. You'll find yourself in the bedroom. Open the closet door and go inside. The screen won't change, but LOOK while you're in there, and TAKE anything that looks interesting, that inflatable love doll, for example.

"I'm gonna buy a rubber doll that I can call my own...." EXAMINE it. It's doubtful that you'll find a meaningful relationship with Olga (I'm just guessing that's her name), but you'll never know unless you try. BLOW UP DOLL. And there she is, in all her vinyl splendor. Time once again to explore nature's glorious mysteries, so USE DOLL (or whatever). The machine will balk at the idea, but answer YES to the question.

Well, Larry, perhaps you should have been gentler. Follow Olga out to the terrace. And meet the REAL woman of your dreams! Look carefully, and you can find her name (it's on the towel, and it's a clue). TALK to her, and

she'll invite you in for a dip. Take her up on it. UNDRESS, and you'll dive right in.

LOOK at her. She won't want to talk, mere words cannot express what she's got in mind for the two of you. Notice the "come hither" look, none of this coy "wink wink nudge nudge" business. She's trying to seduce you, but you need to give her a particular item. Think of her name and look at your inventory.

C'mon, you know what she really wants, don't you? GIVE APPLE TO EVE. Then lie back and enjoy, Larry. You've earned it.