Leisure Suit Larry 3:
Passionate Patti in Pursuit
of the Pulsating Pectorals

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY
Leisure Suit Larry 3:
Passionate Patti in Pursuit of the
Pulsating Pectorals

HINT BOOK
by Al Lowe
Introduction

Welcome back to Nontoonyt Island!

I hope you are having as much fun playing this game as we had creating it. Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals is a linear adventure game; in order to proceed you must solve most of the puzzles in the order they are presented. Thus, this book is divided into chapters by women you “encounter.”

Before proceeding, take a moment right now to read the reference card that came with your game and experiment with all the items in the menu bar.

The whole point of playing Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden or so obtuse that you do not know where to begin. Or, this may be your first experience with an adventure game. Don’t feel bad if you are occasionally stuck.

How to use a hint book

When you get stumped, look through this book to find your current flame. Then hunt for a question close to your problem. Since hints progress from “mildly helpful” to “strong” to “here’s the answer!” It is best to read them individually and in sequence. Place your “Adventure Window Card” over each answer to read it. Throughout this book directions assume that North is towards the top of your screen, South to the bottom, West to the left, and East to the right. Words within “quotation marks” are to be typed into the program exactly as shown.

How NOT to use a hint book

It is no fun to just scan through the book reading all the answers! Read only those hints absolutely necessary, and as few of those as you can. Beware, you may find one or more fake questions hidden here or there throughout this book.

If you have finished the game...

Only after you have completed Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals, do we invite you to read the final chapter of this book. It contains several “potent” sections you will enjoy. But be very cautious! Do not look at it until you have actually seen “The End.”

Thank you...

...for purchasing Larry 3 and this hint book. I hope you have found it humorous and challenging. If so, I encourage you to look into Sierra’s other 3-D graphic, animated adventure games!

Al Lowe
General Questions

All I do is wander about! What sort of fun is this?

What is the point of this game anyway?

I am having trouble making the game understand me.

I'm tired of dying and starting over again from the beginning.

How come my score went down?

Larry walks too slow. Is there any way of speeding up this game?

What good is the “Boss Key?”

Do I have to pass that trivia test every time I play?

I'm having trouble reading the text messages in the darker areas of the game.
Read the documentation that came with your game.
Search carefully through every place you find.
Things change in this game.
Return to your (former) home and explore there.
"Open the mailbox."
"Look in the mailbox."

What is the point of this game anyway?

You are Larry Lafer, a balding, 43-year old, a-romantic jerk who thought he was a swinging single until he found true love. He was mistaken. You’ve given up on commitment and now are out just to have a good time!

There are many ways to achieve your goal, but (as in real life) you have no idea what they are. To help you get started, here are three easy steps to adventure gaming:
"Look at" everything, everyone, everywhere.
"Talk to" everyone you meet.
"Take" anything that is not nailed down. If you can, it will probably be useful later.

Use complete English sentences, in the form of a command, such as "stick my salami in the bun," "look at her legs." "give the gold to the troll." (Trust me. That’s one phrase you’ll never type in this game!)

It could just be that what you are trying is a good idea, but it should really be tried later in the game.

Or, it very well may be that it will never work at all.

Everyone fails a lot in adventure games. That’s one reason it is so satisfying when you finally finish one.

Be sure to save your game periodically as you progress. Adventure games are designed to be saved and restored, so you don’t have to start from the beginning every time you make a mistake. Refer to your manual for specific instructions for your computer.

How do I save my game down?

Simple. You did something wrong.

If this happens, restore a saved game and try something else.

Read the copy of Nontonyt Tonite magazine that came with your game. You will find instructions concerning changing speeds (on most computers the plus and minus keys make Larry go faster and slower).

On some computers, scenes with lots of animation may run at normal speed even at Fast speed.

A good way to keep from getting fired when you get caught playing games when you should be working!

No, there is no way to return to where you were, except to "Restore."

You shouldn’t be playing games at work, anyway!

Why are you reading this? You know I don’t condone enjoying yourself while working!

Do I have to run this game every time I play?

No, not if you have saved a game at the Filth level you wish to play. When the "Reality Check" window asks your age, select "13-17." The game will welcome you to the Clean level and bypass the trivia quiz. Once you’re on Vista Point, restore your saved game. Everything will be restored exactly as it was, including your Filth level.

Select "Text Color" from the menu and change the color. But better still, adjust your monitor’s contrast and brightness controls so you can see its full range of colors.
How can I see objects I've collected?

Where are those nectarines? They must be important!

Talking to Tawni

Where are the women in this game? How's a poor dorky guy like me get lucky?

Where is Natives, Inc.?

Where did you hide Fat City?

Where is Tawni? How do I find her?

What is the favorite possession of a mall-head?

It's a jungle out there!

How do I find my way around this island?

How do I find the beach?

Where is a place we'd meet and talk?
How can I see objects I've collected?

Just say "look at the" and the object's name. Be sure to refer to objects exactly as they are named on your inventory list.

Or, on the inventory list, select an object (either with the mouse or the TAB key) and press ENTER (or click with your mouse).

It's a jungle out there!

Always draw a map.

The safest way is to walk into every little opening that looks like it will hold you.

If your way is blocked, assume there's no trail that way.

Where is the bank?

From the fountain in front of the casino, simply follow the flashing fickle finger of fate!

How do I find the beach?

From the fountain in front of the casino, go directly south (down your screen).

Where did you come from, Tawi?

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Then go west from the southwest corner of the scene.

Is there anything I missed from the last island?

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Head north from the northeast corner of the scene.

You'll soon encounter the offices of Dewey, Cheatem & Howe.

What good is that information? I can't even read it with my eye.

It's only there to give you clues about your progress in the game.

You don't need it — remember: you bought this hint book!

Where are the women in this game? Enter a person she's by guy like me and get a kick out of it!

No, they're not. But they are a capital idea!

There are no nectarines anywhere in the game.

But if you have trouble getting through the bamboo maze you may use that song to help you initially.

See In Pursuit of the Pulsating Pectorals below for further bamboo maze advice.

Talking to Tawi?

You'll find no women until you've completed the entire introduction to the game.

Enter Natives, Inc. so Chairman Kenneth can fire you.

Soon thereafter, Tawi will appear on the beach.

Tawi will appear on the beach soon after you get fired.

The beach is just south of the fountain in front of the casino.

I hear Tawi is only after one thing! (I just wish I knew what it was!)

She loves to shop. Watch how she buys things from any vendor who happens to stroll along her beach.

Credit cards, of course!

What? You have no credit card? There is one waiting for you in your mailbox.

The mailbox is on the wall of your (former) home, near the gate that Kalalau always keeps locked.

"Open the mailbox." "Get the envelope." Go see Tawi. "Look at Tawi." "Talk to her."

"Give her the credit card."
There's a showroom in the casino, but I can't get in.

There's something I just have to learn.

But I'm still alive. I'm not dead yet.

I'm the only one who knows how to deal.

I'm the only one who can make money.

I'm the only one who can win.

I'm the only one who can do it.

The maître d' says there are no more seats for the show.

I'm so boring — even my ginsu knife is dull.

I'm wandering around after chasing Tawni off her towel. Now what do I do?

Charming Cherri

I've seen the show in the showroom. Now what?

I've talked to Cherri Tart, but to no avail.

Tawni recognizes me and refuses to deal.

I'd love to "go native" but I'm just not dressed for the occasion.

Charming Cherri

I've seen the show in the showroom. Now what?

I've talked to Cherri Tart, but to no avail.
Did you show the maitre d' your pass?
What do you mean, what pass?
It's in your copy of Nontoonyi Tonite magazine.
No, really! "Show my pass to the maitre d'" even though it's not in your inventory.

So... you're reading this expecting a tip?
All maitre d's say that. That's just his line.
He's expecting something else.
Yep; a tip!
"Give the money to the maitre d' ."

I don't believe you can learn more money?
You can't.
That's not to say you can't get money!
You must sell something you have to someone who loves to buy.

Remember, she lives to buy. So, sell her something.
Make it yourself from something you find lying around.
Use the granadilla wood.
"Carve the granadilla wood with the knife."

You need a disguise.
She always buys things from those native guys...
...so dress up like a native.

Somewhere on Nontoonyi Island there is a clump of tall, slender grass perfectly suited for weaving.

Look outside Chip 'n' Dale's nightclub.
Something sharp is required to cut the grass.
"Weave a skirt from the grass."
"Wear the grass skirt."
Of course, you can't change clothes just anywhere.
Find the cabana behind the casino.

Where's a guy go in always take clothes?
From the fountain in front of the casino, walk east behind the steps.
You'll find a changing cabana (which looks remarkably like a 3-holer outhouse).

Really, Larry; you must learn to hone your thinking.
You need something flat, smooth and hard to sharpen it.
You've probably stepped right over it already.
Perhaps you even staired at it!
Use the stairs leading into the casino.
Walk to the steps. "Sharpen the knife on the steps."

If you have some money, you may want to take in a show.
Go to the showroom in the casino.
It's up the stairs and down the mirrored hallway to the left.

Go back to the lobby. Hanging out around the stage door might indeed land you a chance to meet Cherri Tart.

Remember: she wants to give up show biz and move to the country.
I need $500 for my divorce. Where can I find that much money?

I'm so embarrassed! I could just die. Wait a minute — I did just die!!

Suzi refuses to be seduced. I've seen her twice, and now she's not around. Where did I go wrong?

Bopping with Bambi at Fat City

Is Fat City always closed?

I'm in the locker room. Which one is mine?
Consider what happened to you at the beginning of the game? According to ancient island tradition, all land goes to the husband when a marriage is dissolved.

Your marriage dissolved dramatically! Therefore, you have plenty of land. "Offer my land to Cherri" while looking into her eyes.

Find a lawyer.
Ask her about your land.
She'll arrange for you to receive a written, legal transference of property.
Take that deed backstage to Cherri Tart.

Just leave that scene and return again. He'll get right to work on it.
"Ask Roger about my land deed."
Be sure you've talked to Cherri about the land. Once you do, Suzi Cheatem will be In.
Enter Dewey, Cheatem & Howe and walk to the secretary's desk.
"Ask Roger about my land deed." If he's busy, just wait a few seconds. He never works very long at one time.

They're busy! They have lots of legal affairs!
One will become free, but only when you need her.
You won't need her until you progress with Cherri Tart.
See Charming Cherri above.

He's waiting until you "ask Roger about my land."

Your first meeting with Suzi Cheatem is free.
Your second meeting requires $500.

If you deal properly with Cherri Tart, you'll find the money flying to you.
Obtain the land deed. Walk to the showroom stage door and "knock on the stage door."
Cherri will, um, er, help you out backstage.

How you wish you had studied with Arthur Murray when you were younger.
After taking center-stage at the head of the runway, "dance" your legs off!

You went wrong by returning backstage too quickly.
You need not change out of your feathered costume immediately.
Wear your feathery outfit to Dewey, Cheatem & Howe. Pay Roger your $500.
Hang onto your tailfeathers!

It will be open when you have a membership card.
No, you can't just join. Just like Groucho, you wouldn't want to join any club that would have you for a member!
You can find a spa membership keycard inadvertently placed inside something.
You'll receive it after you meet with your crack attorney, Suzi Cheatem!
After leaving the attorney's office, "examine the divorce decree."

Have you carefully examined your spa membership card?
If you can't find the answer on the front of your card, then check back.
I know my locker number, but all these lockers look alike.

She complains about my fragrance!

Bambi wants something. What is it?

Bambi was in her aerobics studio, but now she's gone!

Procuring Patti

Patti wants nothing to do with me because I'm a married man.

Patti wants some gift. But what is it?

I've worked out, but am still too chunky for Bambi's tastes.

I've found my locker, but it won't open. What's the combination?

Bambi was tending to her friend. They talked about their last meeting.

Somebody stole my clothes!

Bambi was in the aerobics studio, but now she's gone!

I'm all wet! Am I destined to stay that way?

They talked about their last meeting.

I hope not to have a sex in the gym.

They really need to talk about their last meeting.

I was hoping to have a sex in the gym.

I've worked out, but am still too chunky for Bambi's tastes.
Check back means read the back side of the keycard.

"Examine the back of the keycard."

There you'll see the number to your locker.

Number 69 is in the worst possible location.

"Search for my locker" tells you when you are getting warmer.

It is as far west and north as you can walk.

Sure, I could have made it easier, but I just love to hear people complain about walking through all those angles!

Attention, whiners: use the keyboard cursor keys instead of the mouse. To walk diagonally, press the 1, 3, 7 and 9 keys.

On the back of the keycard, you'll find the names of three businesses.

"Examine the back of the spa keycard."

Each business advertises in Nontoonyt Tonite magazine.

Each on a different page.

The page numbers are your locker's combination.

You left that locker door open, didn't you?

I hope you have a recent saved game.

Once your clothes are gone, they're gone for good!

Can't dry off, eh? A towel would help.

At the beginning of the game you met a woman on a towel.

Return to Sunaffa Beach and get Tawni's towel.

You must learn perseverance, Larry.

Exercise until the game informs you how many exercises you have done.

You must see the message on each of the four exercise stations.

Three of them are in front of the machine, but one is to the right rear.

"Exercise" at each position, then "stand up."

You must shower after you exercise at Fat City.

You must "use soap" in the shower.

You must "use deodorant" while you are standing in front of your open locker.

Have you tried to "talk to Bambi?" She'll discuss her current project with you.

She's asking you for help. So, "help her with her video."

She only stays around until you leave Fat City after becoming svelte.

If you miss her, you miss her!

So? Get a divorce.

Visit good ol' Dewey, Cheatem & Howe.

"Ask Roger about my divorce."

Enter Suzi's office. "Sit." "I want a divorce."

Leave DCH. Walk outside. Turn around and walk back inside. Roger will have prepared your divorce decree rather quickly!

Return to the piano bar, sit down and "look at Patti."

"Give my divorce decree to Patti."

Remember, women love to get flowers.
Patti says my flowers are old and wilted, but I can’t get any more!
Patti claims she is interested in me. What should I do?
Patti has given me the key to her room, but I can’t find anything to drink.
I’m in Patti’s penthouse. How do I get things started?

Is there anyway to avoid watching that long scene in the penthouse?

In Pursuit of the Pulsating Pectorals

I think I should wear more than just a dress. Don’t I own any undergarments?

What’s inside Chip ‘n’ Dale’s? How do I get in?

What good is Dale? I can’t get him to tell me anything.

How do I get through that bamboo forest maze?

She complains about my fragrance!

What do you say?
You are in the islands.
Pick her some orchids.
The orchids are in a cave overlooking the beach. Enter the cave by means of a small opening in the rock wall just outside the door to Chip 'n' Dale's.
"Weave the orchids into a lei."
While looking at Patti's face, "give her the lei."

Patti says her flowers are nice and ordered, but it can't be any easier.

If you have this problem, just go ahead and "give Patti the orchids" anyway. Once you do, you may return to the orchid cave and replenish your supply.

She complained about that fragment.

You must shower after you exercise at Fat City.
You must "use soap" in the shower.
You must "use deodorant" while you are standing in front of your open locker.

Boy, you are new at this, aren't you?
"Ask Patti for a date."
Stand back!

To get a bottle of fresh wine, you may have to endure a little stale humor.
Where is the only place on the island where they serve drinks?
Yep! Head for The Comedy Hut. You'll find a bottle of wine sitting on the table in the center of the room.

Know how to get it up? I will demonstrate, don't flinch.
The only way is to "insert Patti's penthouse key in nine."
If you don't have Patti's room key, you need to spend more time sitting on that stool at the piano bar.

You did bring the bottle of wine, didn't you?

"Pour the wine."
The game will also accept many of your other, favorite, crude remarks.

Is there any way to avoid waking that long grass in the foreground?

Sure. Just press F8 to bypass the scene.

They are on the dressing table just to the right of your dressing screen.
Before leaving, wear your brassiere, panties and pantyhose.

All you need is a few dollars to please the maitre d'.
Have you returned to your place of employment?
Walk to your piano in the casino piano bar. "Look at the piano."
"Take my tips from the piano."
"Pay the maitre d'."

He's telling you the solution to the bamboo maze lies in your copy of Nontoonyt Tonite.

The maze is mappable, but that's probably not what you want to hear, is it?
What do you want to hear is a song.
The Nectarine song in Nontoonyt Tonite is a capital idea although it doesn't seem so initially.

Think about this: Some Songs Will Save Nice Exotic Singers!
Notice the first letter of every word in the Nectarine song is capitalized.
Notice those letters are only N, S, E, and W. You guessed it!
The initials tell you the correct route through the maze.
I keep dying of thirst in the bamboo.

I'm through the bamboo forest but can't get past the waterfall.

I've fallen onto a ledge and now I keep dying of thirst again!

There must be some way to cross that chasm beside the ledge with the two palm trees.

I get about halfway across the chasm and plummet to my death.

I make it across the chasm safely, but the game says I wonder what I forgot?

What did I forget?

I'm just nuts about that pig!
I keep dying of thirst in the bamboo.

Take plenty of water to drink.
You need to pack a little something to drink.
Get a drink from the sink where you obtained the bar of soap.
Fill your empty bottle with water.

Most women complain about the solution to this puzzle.
In this case, a seemingly fragile article displays amazing tensile strength.
Walk near the large rock at the edge of the cliff beside the waterfall.
"Remove my pantyhose."
"Tie the pantyhose to the rock."

Recently, you were right beside the solution to your problem.
When you left the bamboo forest you walked beside a stream leading to a waterfall.
Move close to the stream (don't fall in!) and "get a drink from the stream."

That's right, "pick some marijuana."
"Weave a rope from the hemp."
Stand near the eastern palm tree and "throw the rope across the chasm."
"Tie the rope to the palm tree."
"Use the rope to cross the canyon."

Your delicate grasp is just not that strong.
You need a safety harness to secure your body to the rope.
Your long dress was a business deduction, remember? What do you care what happens to it?
"Make a harness from my dress" before you venture onto the rope.

Nothing. The message is only there to cause you grief.
Guess it worked!

That question is close to an answer.
You require an article of clothing to pass.
The answer involves your Frederick's of Coarsegold brassiere.
"Remove my brassiere."
What? You have no brassiere? My, Patti, you are a swinger. It's back to the penthouse for you!
"Put coconuts in my bra."
What? You have no coconuts? Remember the two palm trees growing on the ledge on the other side of the canyon?
"Climb the palm tree" on the right. "Take the coconuts."
No, there's no way back. Time for a restore!
That river just kills me!

I've always hated the movie, Deliverance and now I'm in it!

I'm head over heels and not just for Larry. How do I get off the Space Quest set?

I've finally found my man but we're trapped together in a cage suspended over a cannibal crockpot. Time is running out!
Do you see anything in that river with more buoyancy than your 36C waterwings?

It's not conducive to swimming.

You need something to ride.

"Look at the river" and you'll see a log nearly hidden behind those reeds to the left.

"Pull the log into the current."

"Mount the log."

Yep, it's an arcade game sequence!

This one is easy though. Here are your helpful tips:

Do not use your mouse. Use a joystick or the keyboard during this sequence.

Press the down arrow once to move as far down the screen as possible. This will give you a few extra milliseconds to respond to the obstacles heading your way.

Save your game whenever you pass an obstacle.

Use more than one save game ("River 1" "River 2"). If you don't, you may save just as you are about to be killed. If you do, then you have no way out!

Always move to the far edges, then wait for an obstacle to appear. Immediately press an arrow key to move to the other side of the window. The obstacles mostly will go to where you were, not to where you are.

Of course, every so often this technique will kill you. (Ha, ha!) That's just so you don't think I'm too easy!

You must have a little magic in your life (and your inventory) in order to solve this one.

You shouldn't have been in such a hurry back at the piano bar. There was something there that you need here.

Look carefully at how the piano bar changes.

"Look at the menu." You'll see a magic marker. You need it here to escape from the witch doctor's magic.

You did want to play through the jungle again, didn't you? Think of all the new things you'll discover...

Notice your heart is not the only thing surging.

Look at the machine on the floor of the set.

It's plugged in.

Pull the plug.
## OBJECTS

**WARNING**: Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

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<th>Object</th>
<th>Where Found</th>
<th>Where Used</th>
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## Points

**WARNING**: Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

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### Tawni

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### Cherri Tart

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<td>Credit Card</td>
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<td>Knife</td>
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<td>Grass</td>
<td>give to Tawni on beach carve wood anywhere</td>
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<td>Grass Skirt</td>
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</tr>
<tr>
<td>Magic Marker</td>
<td>piano bar</td>
<td></td>
</tr>
<tr>
<td>Bottle of Water</td>
<td>casino cabana</td>
<td></td>
</tr>
<tr>
<td>Marijuana</td>
<td>marihuana ledge</td>
<td></td>
</tr>
<tr>
<td>Rope</td>
<td>marihuana ledge</td>
<td></td>
</tr>
<tr>
<td>Coconuts</td>
<td>marihuana ledge</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Location</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vista Point</td>
<td>Look at plaque</td>
</tr>
<tr>
<td>Vista Point</td>
<td>Look through binoculars</td>
</tr>
<tr>
<td>Casino cabana</td>
<td>drink water from sink</td>
</tr>
<tr>
<td>Sunaffa Beach</td>
<td>sunbathe</td>
</tr>
<tr>
<td>Casino</td>
<td>look in mirror</td>
</tr>
<tr>
<td>the Laffer Estate</td>
<td>take credit card from mailbox</td>
</tr>
<tr>
<td>Sunaffa Beach</td>
<td>make it with Tawni</td>
</tr>
<tr>
<td>Sunaffa Beach</td>
<td>receive ginsu knife from Tawni</td>
</tr>
<tr>
<td>Casino entrance stairs</td>
<td>sharpen knife</td>
</tr>
<tr>
<td>below Vista Point</td>
<td>take granadilla wood</td>
</tr>
<tr>
<td>anywhere</td>
<td>carve wood with knife</td>
</tr>
<tr>
<td>outside Chip 'n Dale's</td>
<td>cut grass with knife</td>
</tr>
<tr>
<td>anywhere</td>
<td>weave grass knife</td>
</tr>
<tr>
<td>Casino cabana</td>
<td>wear grass skirt</td>
</tr>
<tr>
<td>Sunaffa Beach</td>
<td>sell erotic sculpture to Tawni</td>
</tr>
<tr>
<td>The Comedy Hut</td>
<td>talk to Al in Comedy Hut</td>
</tr>
<tr>
<td>The Comedy Hut</td>
<td>stay through end of Paul Paul's routine</td>
</tr>
</tbody>
</table>

50 Casino showroom lobby tip maître d'  
5 Casino showroom lobby look at Cherri Tart  
25 Casino showroom lobby offer land deed to Cherri  
25 backstage make it with Cherri  
43 on stage dance in your feathered costume  
25 backstage wear your leisure suit after dancing
<table>
<thead>
<tr>
<th>Points</th>
<th>Where</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>Suzi Cheatem</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>Bambi</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>Patti</td>
</tr>
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### In Pursuit of the Pulsating Pectorals

<table>
<thead>
<tr>
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<th>Where</th>
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</tr>
<tr>
<td>Page</td>
<td>Location</td>
<td>Action</td>
</tr>
<tr>
<td>------</td>
<td>----------</td>
<td>--------</td>
</tr>
<tr>
<td>10</td>
<td>Dewey, Cheatem &amp; Howe</td>
<td>ask Roger about land</td>
</tr>
<tr>
<td>30</td>
<td>Suzi's office</td>
<td>ask Suzi about land</td>
</tr>
<tr>
<td>20</td>
<td>Dewey, Cheatem &amp; Howe</td>
<td>get deed from Roger</td>
</tr>
<tr>
<td>10</td>
<td>Dewey, Cheatem &amp; Howe</td>
<td>give $500 to Roger</td>
</tr>
<tr>
<td>100</td>
<td>Suzi's office</td>
<td>make it with Suzi in feathers</td>
</tr>
<tr>
<td>20</td>
<td>Dewey, Cheatem &amp; Howe</td>
<td>get divorce decree from Roger</td>
</tr>
<tr>
<td>2</td>
<td>Sunaffa Beach</td>
<td>take towel</td>
</tr>
<tr>
<td>12</td>
<td>Casino cabana sink</td>
<td>take soap-on-a-rope</td>
</tr>
<tr>
<td>100</td>
<td>anywhere</td>
<td>find keycard on your own</td>
</tr>
<tr>
<td>65</td>
<td>anywhere</td>
<td>read back of keycard</td>
</tr>
<tr>
<td>3</td>
<td>lobby</td>
<td>use keycard to enter locker room</td>
</tr>
<tr>
<td>100</td>
<td>locker room</td>
<td>open locker</td>
</tr>
<tr>
<td>4</td>
<td>locker room</td>
<td>wear sweatsuit</td>
</tr>
<tr>
<td>100</td>
<td>weight room</td>
<td>get buffed out</td>
</tr>
<tr>
<td>60</td>
<td>shower room</td>
<td>use soap in shower</td>
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<td>22</td>
<td>at locker</td>
<td>dry off</td>
</tr>
<tr>
<td>27</td>
<td>at locker</td>
<td>use deodorant</td>
</tr>
<tr>
<td>3</td>
<td>lobby</td>
<td>use keycard to enter aerobics studio</td>
</tr>
<tr>
<td>99</td>
<td>aerobics classroom</td>
<td>make it with Bambi</td>
</tr>
<tr>
<td>3</td>
<td>lobby</td>
<td>enter tanning booth</td>
</tr>
<tr>
<td>25</td>
<td>orchid cave</td>
<td>pick orchids</td>
</tr>
<tr>
<td>50</td>
<td>anywhere</td>
<td>make lei</td>
</tr>
<tr>
<td>5</td>
<td>piano bar</td>
<td>look at Patti</td>
</tr>
<tr>
<td>100</td>
<td>piano bar</td>
<td>show divorce decree to Patti</td>
</tr>
<tr>
<td>100</td>
<td>piano bar</td>
<td>give lei to Patti</td>
</tr>
<tr>
<td>100</td>
<td>piano bar</td>
<td>ask Patti for a date</td>
</tr>
<tr>
<td>25</td>
<td>piano bar</td>
<td>get key to Patti’s penthouse</td>
</tr>
<tr>
<td>15</td>
<td>The Comedy Hut</td>
<td>take bottle of wine</td>
</tr>
<tr>
<td>4</td>
<td>elevator</td>
<td>press button for 9th floor</td>
</tr>
<tr>
<td>500</td>
<td>Patti’s penthouse</td>
<td>make love to Patti</td>
</tr>
<tr>
<td>25</td>
<td>penthouse</td>
<td>take empty bottle</td>
</tr>
<tr>
<td>20</td>
<td>penthouse</td>
<td>wear panties</td>
</tr>
<tr>
<td>20</td>
<td>penthouse</td>
<td>wear bra</td>
</tr>
<tr>
<td>20</td>
<td>penthouse</td>
<td>wear pantyhose</td>
</tr>
<tr>
<td>10</td>
<td>penthouse</td>
<td>wear dress</td>
</tr>
<tr>
<td>50</td>
<td>piano bar</td>
<td>take magic marker</td>
</tr>
<tr>
<td>37</td>
<td>Casino cabana</td>
<td>fill wine bottle with water</td>
</tr>
<tr>
<td>25</td>
<td>piano bar</td>
<td>take tip jar</td>
</tr>
<tr>
<td>43</td>
<td>outside Chip ‘n Dale’s</td>
<td>give your $43 to maitre d’</td>
</tr>
<tr>
<td>100</td>
<td>Chip ‘n Dale’s</td>
<td>throw panties to Dale</td>
</tr>
<tr>
<td>1</td>
<td>Chip ‘n Dale’s</td>
<td>look at Dale</td>
</tr>
<tr>
<td>20</td>
<td>bamboo maze</td>
<td>drink water from bottle</td>
</tr>
<tr>
<td>100</td>
<td>bamboo maze</td>
<td>complete bamboo maze</td>
</tr>
<tr>
<td>42</td>
<td>beside the waterfall</td>
<td>drink water from stream</td>
</tr>
<tr>
<td>15</td>
<td>beside the waterfall</td>
<td>remove pantyhose</td>
</tr>
<tr>
<td>40</td>
<td>beside the waterfall</td>
<td>tie pantyhose to rock</td>
</tr>
<tr>
<td>10</td>
<td>on Marijuana Ledge</td>
<td>get pot</td>
</tr>
<tr>
<td>100</td>
<td>on Marijuana Ledge</td>
<td>weave a rope</td>
</tr>
<tr>
<td>25</td>
<td>on Marijuana Ledge</td>
<td>take coconuts</td>
</tr>
<tr>
<td>20</td>
<td>on Marijuana Ledge</td>
<td>throw rope across chasm</td>
</tr>
<tr>
<td>20</td>
<td>on Marijuana Ledge</td>
<td>tie rope to tree</td>
</tr>
<tr>
<td>50</td>
<td>on Marijuana Ledge</td>
<td>rip dress to make safety harness</td>
</tr>
<tr>
<td>5</td>
<td>in Porky Park</td>
<td>remove bra</td>
</tr>
<tr>
<td>45</td>
<td>in Porky Park</td>
<td>put coconuts in bra</td>
</tr>
<tr>
<td>100</td>
<td>in Porky Park</td>
<td>throw bra at feral pig</td>
</tr>
</tbody>
</table>
Did You Try This?

Together Again

1. Do you remember the last time you saw someone you hadn’t seen for a while?
   - What was the occasion?
   - How did you feel?

2. What was your favorite part of being reunited?
   - Was it catching up?
   - Was it sharing a meal?
   - Was it just being in each other’s presence?

3. How did you feel about the experience of being apart?
   - Was it difficult to be away from the person you love?
   - Did you feel a sense of loss?

4. What did you talk about during your reunion?
   - Did you catch up on recent events?
   - Did you plan a future meeting?
   - Did you discuss your feelings about the separation?

5. What was the most surprising thing about being reunited?
   - Did you notice any changes in the person you hadn’t seen in a while?
   - Did you feel any shifts in your relationship?

6. How do you want to keep the connection strong?
   - Are there regular ways you can stay in touch?
   - Are there plans to meet in the future?

7. What did you do to celebrate your reunion?
   - Was it with a special meal?
   - Was it with a shared activity?
   - Was it with a simple gesture?

8. Reflect on how being apart and then reunited has impacted your relationship.
   - Did you appreciate each other more?
   - Did you feel closer?
   - Did you gain a new perspective on your connection?

9. Share something you learned about each other during your separation.
   - Was there new information about each other’s life?
   - Was there a change in your perception of each other?

10. What would you like to do together that you haven’t done before?
    - Is there a new activity you want to try?
    - Is there a new place you want to visit?
    - Is there a new experience you want to share?
<table>
<thead>
<tr>
<th>Points</th>
<th>Action Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Beside the Raging River: pull log away from shore</td>
</tr>
<tr>
<td>20</td>
<td>Beside the Raging River: mount log</td>
</tr>
<tr>
<td>150</td>
<td>Whitewater log ride: complete ride</td>
</tr>
<tr>
<td>500</td>
<td>Above the cook pot: use magic marker</td>
</tr>
<tr>
<td>40</td>
<td>On the <em>Space Quest II</em> set: unplug anti-gravity machine</td>
</tr>
<tr>
<td>4000</td>
<td>Maximum Points Possible</td>
</tr>
</tbody>
</table>

Did You Try These?

- "Look at the plaque" up on Vista Point (the first scene of the game)?
- "Look through the binoculars" up on Vista Point?
- "Look in the hole in the floor" of the cabana stall?
- "Look in the garbage can" beside the cabana?
- "Feel behind the television set" while it is on?
- "Knock on the showroom stage door" before Cherri entered it?
- Don't dance when you are on the showroom stage?
- "Sunbathe" on Sunaffa Beach until you burned to a crisp?
- Walk into the dark area at the rear of the aerobics studio?
- "Talk to Roger Wilco" when he was sitting at Patti's piano bar?
- "Help Elvis" when he was sitting at Patti's piano bar?

Ask Patti to "play a request" while you are sitting at the piano bar? (This only works when you can see the piano, not when you look at the close-up of her face.) She plays random selections of music from throughout the game. This is particularly valuable if you have a music card and would like to demonstrate the music to your friends without playing the entire game.

Convince the *maître d' to let you enter Chip 'n' Dale's without paying him money?

- "Throw your panties at Dale" while he's dancing?
- "Smoke the marijuana" instead of using it for a rope?

Look carefully at the many unusual rock formations throughout the game?
Walk Through
WARNING: Do not read the section unless you have finished the game. It contains specific information that will spoil the game for you!

Talking to Tawni

It's a Jungle Out There

Cruising the Casino

Divorce by Dewey, Cheatem & Howe
Return to the Casino fountain, then walk south to Sunaffa Beach. Walk up the woman on the towel. “Look at the woman.” “Talk to her.” “Give Tawni the credit card.” Almost get lucky with the lovely Tawni (but not quite). Receive the ginsu knife. Leave the beach. Walk to the stairs leading into the casino. “Sharpen the ginsu knife on the sidewalk.”

“Carve the granadilla wood” into a primitive erotic sculpture. Walk northwest out of the fountain scene. Exit the next scene to the northeast. When you are in front of Chip ’n’ Dale’s exotic dancing establishment, “cut the grass with the ginsu knife.” “Weave a grass skirt from the grass.” Return to the Casino fountain. Walk east behind the casino stairs.

You are now at the Casino cabana. Enter the stall on the left. “Wear the grass skirt.” Walk back to Sunaffa Beach. Sell the erotic sculpture to Tawni for $20. Return to the cabana stall. “Wear my leisure suit.” Walk to the sink at the left end of the cabana. “Take the soap from the nail.” “Get a drink of water.”

Walk into the Casino. Walk north to the next scene, then up the stairway until you are below the large painting. Head west to the mirrored balcony. “Look in the mirror.” Continue west until you enter the Casino Showroom lobby.

“Show the pass to the maître d’.” Enter the number of the pass that is shown on the page of Nontoooyt Tonite he requests. “Tip the maître d’.” Enter the showroom. Watch the girls dance. Leave.

Walk east to leave the lobby. Before you can exit this scene, Cherri Tart will appear from backstage. Walk over to her. “Look at the woman.” “Talk to Cherri.” “Offer her my land.” Walk over to the fountain, exit the scene to the northwest. Walk to the northeast corner of the next scene, but don’t head east to Chip ’n’ Dale’s. Rather, walk north to the law offices of Dewey, Cheatem & Howe.

Leave the DCH office building. Turn around and walk back inside to Roger’s desk. “Where’s my deed?” Roger will give it to you.

Return to the stage door in the showroom lobby. “Knock on the door.” Go backstage and almost get lucky with Cherri (but not quite). Eventually you will find yourself on stage. “Dance.” Earn $500 in one-dollar bills.

Return to Dewey, Cheatem & Howe while still in your feathered showgirl costume. “Give the $500 to Roger.” Enter Suzi’s office. Almost get lucky with the beautiful and professional Suzi (but not quite). Leave DCH. Turn around and walk right back inside. “Ask Roger about my divorce.” He gives it to you.

“Examine the divorce decree” to find Suzi’s Fat City spa membership card hidden inside. Return to the backstage area and find your leisure suit lying just where you left it. “Wear my leisure suit again.” Return to Sunaffa Beach. “Take the towel.” “Lie on the towel.” Sunbathe. (What is that lizard doing?) After you score a few points, “stand up.” Head southwest through the jungle. Enter Fat City and walk to the west door in the lobby. “Insert the keycard in the slot.” Enter the locker room. “Read the back of the spa keycard” to learn Suzi’s locker number. Search through the copy of Nontonvtonie magazine until you find the advertisements for those three businesses. Write down the page number of each ad. That is the combination to Suzi’s locker. “Find locker 69.” (It’s in the northwest corner of the locker bay, at the hardest location to reach (of course!).” “Open the locker.” Enter the page numbers of the three ads

“Wear the sweatsuit.” “Close my locker.” Exit the room through the eastern door on the north wall. “Exercise” on each of the four machines in the weight room until you receive a message telling you how many repetitions you have done. Become Mr. Pulsating Pectorals!

Return to your locker and open it. “Get naked.” (Or for you conservative types, “wear the towel.”) “Close the locker door.” Exit the room through the western door on north wall. Walk to the top of the screen. “Turn on the water.” Walk to the center of the shower room. “Use the soap.” “Rinse.” Leave the shower. Return to Suzi’s locker. “Open the locker.” “Use the towel to dry my naked body.” “Use the deodorant.” “Wear my leisure suit.” “Close the locker.”

Return to the lobby. Walk to the door on the north wall. “Use the spa membership card.” Enter the aerobics classroom. Walk near the stage and “look at the woman.” “Talk to Bambi.” “Talk to Bambi.” “Talk to Bambi.” “Help her with her aerobics video.” Follow Bambi to the tanning booth. Almost get lucky for the fourth time (but not quite). (Feel yourself beginning to burst.)

Leave Fat City. Return to the exterior of Chip ‘n’ Dale’s. Exit this scene through the hole in the cliff to the west. (If you have difficulty seeing the opening, walk to the clump of grass you cut earlier, then proceed directly west.) Walk until you are near the edge of the cliff and beside either wall. “Pick some orchids from the cave wall.” “Weave a lei from the orchids.”

Return to the Casino, walk up the grand staircase, but this time head east. Walk past the mirrored balcony to the east. Enter the piano bar. Walk to the stool closest to the pianist. “Sit.”

“Look at Patti.” “Talk to her” several times. “Ask her for a date.” “Show her the divorce.” “Ask her for a date.” “Give her the lei.” “Ask her for a date.” She’ll give you her penthouse key. “Stand.”
Bamboo Maze

Streams, Cliffs, Palm Trees, and Marijuana

Passionate Patti in Pursuit of the Pulsating Pectorals

Fending off the Feral Pig

Chip 'N' Dales
Walk from the piano bar out of the casino past Chip 'n' Dale's to The Comedy Hut. Walk to the table in the center of the room. "Sit." "Take the wine bottle from the table." Listen to every single bad joke insulting your favorite ethnic groups until you see Paul Paul do his famous impression of a duck. "Stand." On your way out, stop at the table to the left of the front door. "Talk to Al." Say anything you’d like to say to me. Leave the club. Walk into the casino, but this time instead of heading north toward the staircase, walk east to the front desk.

Walk between the elevators and "press the elevator button." Enter the elevator. "Insert Patti’s penthouse key into nine." Enter Patti’s penthouse. Walk to the foot of the bed. "Pour the wine." Sit back and relax through the long scene (or press F8 to bypass it).

Finally, you get lucky. Quite!

Become heart-broken. Leave.

Become Passionate Patti.

Walk behind the dressing screen to the left. "Get my bra." "Take my panties." "Wear my pantyhose." "Put on my white dress." Walk to the table at the foot of the bed. "Take the empty wine bottle from the tray." Leave the penthouse. Inside the elevator, "Insert my key into keyhole number one." Leave the elevator and walk to your piano bar. Stop at the menu near the entrance. "Take the magic marker from the menu tray." Walk to the treble end of the piano keyboard and "take the tip jar from the piano." Leave the casino, walk to the sink on the end of the cabana. "Fill the empty wine bottle with water."

Go to Chip 'N' Dale's, "give the maître d' 43 dollars." Enter Chip 'n' Dale's. Walk directly forward (that's to your left since this is a bird’s-eye view) and "sit in the chair." As soon as Dale begins to dance, "throw my underpants at Dale."

Wait until Dale walks out from backstage. He'll sit with you. "Look at Dale." "Talk to Dale." He’ll recommend a course of action to help you later in the game. "Help me find Larry." "Leave Dale." "Stand up." Walk out of the club.

Walk east past The Comedy Hut and exit to the northeast. Walk north to the bamboo maze. Find the song in Nontooony Tenote about the nectarines. The first letter of each word of that song is the correct route through the bamboo maze. When you are thirsty enough that you are "delirious," "drink the water from the wine bottle." Finish the maze.

Emerge at the beautiful jungle stream. Walk near the water and "take a drink from the stream." Walk north to the waterfall and stand near the large rock at the edge of the cliff. "Remove my pantyhose." "Tie my pantyhose around the rock." Descend the cliff to the marijuana ledge.

Walk to the coconut tree on the right. "Climb the palm tree." "Look under the leaves of the palm tree." "Pick two coconuts from the tree." "Climb down." Walk to the bottom of the scene. "Pick some marijuana." "Make a rope from the hemp." Walk to the edge of the cliff, just beside the two palm trees, "Throw the rope across the chasm." Lasso that phallic rock on the far side of the canyon. "Tie the rope to the coconut palm." "Make a safety harness" by ripping the hem from your dress. "Use the rope to cross the chasm."

Walk carefully through the opening to the northeast and you will encounter the feral pig. "Remove my bra." "Put coconuts in my bra." "Throw the bra at the feral pig." Walk north from this scene to the river. Wade out into the water, being careful not to get out too far. Walk west until you are swimming near the log. "Pull the log into the current." "Mount the log." As you are drifting away, save your game!
FOR YOUR INFORMATION

Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals consists of:

- 2,160,222 bytes of source code, which compiles down to
- 527,103 bytes of object code
- 1,394,301 bytes of animation
- 339,162 bytes of background pictures
- 764,337 bytes of sound effects and music
- 159,356 bytes of programs, drivers and interpreter

Total: 5,344,481

Data totaling 3,326,903 bytes were compressed by a proprietary program down to the 2,242,446 bytes of resources on your disks.

SCI

SCI, Sierra's Creative Interpreter, is an in-house, third-generation, adventure game language that includes everything necessary to produce games like King's Quest and Leisure Suit Larry. Largely through the work of Jeff Stephenson, Bob Heitman and other master programmers, it allows specialists like artists, musicians, designers and high-level programmers to create every aspect of three-dimensional, animated, graphic adventure games. Background scene, animation, sound effects, font and cursor editors; graphics card drivers; MIDI device drivers; compilers, interpreters, and literally dozens of utilities are the result of millions of dollars of software development.

HISTORY

All this is descended from Roberta Williams' revolutionary idea, and Ken Williams' innovative programming, back in 1980. Roberta wanted a game similar to the mainframe game Adventure, that would also display graphics on their Apple II home computer. Ken wrote a picture editor and interpreter entirely in Assembler, since no higher level languages except BASIC existed for the Apple then. Roberta wrote the story, and drew the pictures on one of Apple's first
You must make it through the whitewater-log-ride-arcade-game-jungle-cruise on your own, but here are some tips. Use the keyboard or a joystick, not your mouse. Press one down arrow until Patti is as low as possible on screen to give you a little extra time to avoid the obstacles. Every few obstacles, save your game. Don’t use the same save game over and over, rather alternate between at least two different saves in case you inadvertently save right before you get killed.

Eventually, you will drift beneath the Amazonian, lesbian, native women who will jump down and capture you, take you to their village and place you in a bamboo cage with your Larry. You reconcile your differences. Before the witch doctorette causes you to boil, “use the magic marker” to draw a door and escape from the computer game.

Plummet out of the game to the “reality” (?) of Sierra On-Line’s back lot. After recovering from your fall through the Police Quest I map, head north (with Larry following you) to the Sierra prop room, then east to the set of Space Quest II. As you become weightless, head for the anti-gravity machine and “pull the plug.” Walk east to the set of King’s Quest IV. Meet Roberta Williams. Help Larry get a job telling his life story through computer games. Live happily ever after. (??)

FOR YOUR INFORMATION

Leroy Spitz Larry I: Passionate Patti in Pursuit of the Pulsoing Pectorals

3,403,232 bytes of source code, which compiles down to
537,103 bytes of object code
1,394,301 bytes of animation
329,462 bytes of background pictures
784,317 bytes of sound effects and music
199,356 bytes of program drivers and interpreter
2,901,481 bytes of resources

Data totaling 3,538,603 bytes were compressed by a proprietary program down to 612,400 bytes of resources on your disk.

HISTORY

All this is descended from Robert Williams’ revolutionary idea, and Ken Williams’ innovative programming, back in 1979. Robert wanted a game similar to the meanwhile game Adventure, that would also display graphics on their Apple II box computer. Ken wrote a picture editor and interpreter entirely in Assembly, since no higher level languages except BASIC existed for the Apple II. Robert wrote the story, and drew the pictures on one of Apple’s first
graphics tablets. Thus was born "Mystery House" and a new genre of computer games.

Roberta demanded color, so their next game, The Wizard and the Princess had the first color-filled pictures. Later, with the first King's Quest three-dimensionality, sound and animation were added in AGI, the second-generation Adventure Game Interpreter.

Always the games provided more, first... the first pictures, more pictures per disk, the first color-filled pictures, more colors, the first three-dimensional graphics, more animation, the first humorous adult game, more music, the first MIDI sounds, the first Hollywood sound track, etc. etc. And still Sierra presses forward: expect the future to hold CD-ROM games, with photographic-quality pictures, real-time television animation, CD-quality music, speech, and...
In Pursuit of the Pulsating Pectorals

Beside the Raging River → Whitewater Rafting

Feral Pig

Marijuana Ledge → Native Village → Captured!

Escape to the Sierra Back-lot!

cocnut

marijuana

hemp

beside the waterfall → east of the waterfall

near a stream

from the Bamboo Maze

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