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

Sierra 3-D Hint Book
Leisure Suit Larry 3:
Passionate Patti in Pursuit of the Pulsating Pectorals

HINT BOOK
by Al Lowe
Welcome back to Nontooon 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."

You are Larry Laffer, 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 try 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 "swear 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 may well 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.

Sample: You did something wrong.

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

Read the copy of Nonconformist 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!

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?

It's a jungle out there!

How do I find my way around this island?

Where is Natives, Inc.?

How do I find the beach?

Where did you hide Fat City?

Is there really a law firm on this island?

What good is that newspaper? I can't even take it with me.

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 Tawni? How do I find her?

What is the favorite possession of a mall-head?
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).

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.

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

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

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.

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.

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!

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.

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, Tawni will appear on the beach.
Tawni 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 Tawni 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 Kalahau always keeps locked.
"Open the mailbox," "Get the envelope." Go see Tawni. "Look at Tawni." "Talk to her."
"Give her the credit card."

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There's a showroom in the casino, but I can't get in.

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

I'm broke! Where can I earn some money?

I think Tawni still has some money. But how can I get it?

Tawni recognizes me and refuses to deal.

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

Where's a guy go to change his clothes?

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.
Did you show the *maître d' your pass?
What do you mean, what pass?
It's in your copy of *Nonsoanyi Tonite* magazine.
No, really! "Show my pass to the maître d" even though it's not in your inventory.

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

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 *Nontsoorent 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.

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 *home* your thinking.
You need something flat, smooth and hard to sharpen it.
You've probably *stepped* right over it already.
Perhaps you even *stared* 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.
Cherri is waiting for me backstage. What do I do?

I've talked to Suzi and she said Roger would prepare my deed. Yet he says it is not ready yet.

Seducing Suzi

Those lawyers are never in!

I've talked to Roger the receptionist until I'm blue in the face. What does he want, anyway?

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.

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

Somebody stole my clothes!

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

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

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?
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.1

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 Nantucket Tonne 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.
Patti claims she is interested in me. What should I do?

She complains about my fragrance!

Patti has given me the key to her room, but I can’t find anything to drink.

How do I get it up? (The elevator, that is!)

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’ Date’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?
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."

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

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 Hat. You'll find a bottle of wine sitting on the table in the center of the room.

The only way is to "insert Patti's penthouse key in there."

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.

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 Nonoyan's Tomite.

The maze is mappable, but that's probably not what you want to hear, is it?
What you do want to hear is a song.
The Nectarine song in Nonoyan's Tomite 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!
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 Hollywood brassiere.
"Remove my brassiere."

What? You have no brassiere? My, Pam, 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've finally found my man but we're trapped together in a cage suspended over a cannibal crockpot. Time is running out!

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

“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.

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.
**OBJECTS**

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

<table>
<thead>
<tr>
<th>Object</th>
<th>Where Found</th>
<th>Where Used</th>
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**Points**

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<table>
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<tr>
<th># of Points</th>
<th>Where</th>
<th>Action</th>
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**Tawni**

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**Cherri Tart**

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<th>Action</th>
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<td>Bambi</td>
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<tr>
<td>Patti</td>
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</tbody>
</table>
Dewey, Cheatam & Howe

ask Roger about land

ask Suzi about land

give deed from Roger

make it with Suzi in feathers

give divorce decree from Roger

Dewey, Cheatam & Howe

Sunaffia Beach
take towel

take soap-on-a-rope

find keycard on your own

read back of keycard

Casino cabana sink
use keycard to enter locker room

lobby
open locker

locker room
wear sweatsuit

weight room
get buffed out

shower room
use soap in shower

at locker
dry off

at locker
use deodorant

locker room
use keycard to enter aerobics studio

aerobics classroom
make it with Bamhi

lobby
enter timing booth

orchid cave
pick orchids

anywhere
make lei

Milano Bar
look at Patti

Milano Bar
show divorce decree to Patti

Milano Bar
give lei to Patti

Milano Bar
ask Patti for a date

25 piano bar

15 The Comedy Hut
elevator

500 Patti's penthouse

25 penthouse

20 penthouse

20 penthouse

10 penthouse

50 piano bar

37 Casino cabana

25 piano bar

outside Chip 'n Dale's

Chip 'n Dale's

Chip 'n Dale's

20 bamboo maze

100 bamboo maze

42 beside the waterfall

13 beside the waterfall

40 beside the waterfall

Marijuana Ledge

Marijuana Ledge

Marijuana Ledge

Marijuana Ledge

50 Marijuana Ledge

in Porky Park

in Porky Park

in Porky Park

get key to Patti's penthouse

take bottle of wine

press button for 9th floor

make love to Patti

take empty bottle

wear panties

wear bra

wear panties hose

wear dress

take magic marker

fill wine bottle with water

take tip jar

give your $43 to maid of

throw panties to Dale

look at Dale

drink water from bottle

complete bamboo maze

drink water from stream

remove panties hose

get put

weave a rope

take coconuts

throw rope across chasm

tie rope to tree

rip dress to make safety harness

remove bra

put coconuts in bra

throw bra at feral pig
Did You Try This?

Together Again

[Text appears to be scrambled or upside down, making it difficult to read]
beside the Raging River
pull log away from shore

beside the Raging River
mount log

whitewater log ride
complete ride

above the cook pot
use magic marker

on the Space Quest II set
unplug anti-gravity machine

500 Maximum Points Possible

"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 skiing 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 maitre 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!

It's a Jungle Out There

Talking to Tawni

Cruising the Casino

Divorce by Dewey, Cheatem & Howe
This is the shortest path through the game that will give you all 4,000 points. Begin by following the article entitled "Your Walking Tour of Nunniminy Island" that begins on Page 20 of your copy of "Nunniminy Tour" magazine. Also read "For Beginning Adventurers" on Page 20. When you are finished, return here.

Done? OK. Did you notice you were unable to perform some of the instructions in the Walking Tour? Let's finish our transformation from island man to leisure-suited swinger and then complete the Walking Tour. From Kalalau's hot tub, walk east past the granadilla tree to the next scene. Watch Larry's tribute to George Reeves. Walk west from that scene.

As soon as you re-enter the next scene, "look at the tree." While you were changing clothes, a local woodsman must have dropped a chunk of wood under the granadilla tree. Move over to the small gray tree and "take the wood" then "look at the wood." To save typing, you may press TAB to see your belongings, then TAB again until your cursor surrounds the words "Granadilla Wood." Press ENTER to look at it and ESC to clear the windows.

Return to the gate of your home. "Open the mailbox." "Look in the mailbox." "Take the envelope." Get the credit card. Walk east then southwest to Walken Park. Walk to the television set. "Turn on the TV." Walk to the park bench. "Sit." "Watch TV." "Stand." Walk east past the granadilla tree then east until you are near the spot where the telephone booth appeared.

Walk southeast from here until you reach the fountain in front of the island casino. Then exit to the southwest. Follow the famous flashing hand until you reach Natives, Inc. Before entering Natives, Inc., select "expletive" from the pull down menu and enter your favorite "expletive phrase." From now on, all the characters in the game will use your line whenever they get excited! Visit Chairman Kenneth. Get fired.

Return to the Casino fountain, then walk south to Sunaffu 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 Sunaffu 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 in 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 "Nunniminy Tour" 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 back 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, Cheatum & 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 back stage 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 Desert, Chateau & House 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 Sunaffiti Beach. "Take the towel." "Lie on the towel." "Sunbath." (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 Nontauity Times 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 to 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 Patrice." "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

Chip 'N' Dales

Fending off the Feral Pig
Walk from the piano bar out of the casino past Chip ‘n Dale’s to The Contadina 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 AI.” 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 (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.” “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.”


Walk east past The Contadina Hut and exit to the northeast. Walk north to the bamboo maze. Find the song in Nonfiction Notes 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. “Take the rope to the coconut palm.” “Make a safety harness” by ripping the hemp 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!
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

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 Pani 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.
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 soundtrack, 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 Village

Captured!

Escape to the Sierra Back-lot!

cocaine
marijuana
hemp

Beside the Waterfall

east of the Waterfall

near a stream

from the Bamboo Maze

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