LEISURE SUIT LARRY™ 2

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 ANIMATED ADVENTURE GAMES

HINT BOOK
LEISURE SUIT LARRY™ 2

HINT BOOK
Welcome to the World of Leisure Suit Larry! I hope you are having as much fun playing this game as all of us had creating it. *Leisure Suit Larry goes Looking for Love (in Several Wrong Places)* is a linear adventure game; in order to proceed you must solve most of the puzzles in the current region. Thus, this book is divided into chapters that correspond to the major regions of the game.

There are many puzzles in *Looking for Love* and not all of them may be answered here. If you have a problem that I’ve omitted, feel free to contact Sierra’s Customer Support Department at (209) 683-6858.

Before you proceed, 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 goes Looking for Love (in Several Wrong Places)* 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.

When you get stumped, look through this book to find the region in which you are playing. Then hunt for a question close to your problem. Use your answer card by placing the red window over the answer you wish to read. Hints progress from “mildly helpful” to “strong” to “here’s the answer!” It is best to read them individually and in sequence instead of reading all the answers immediately. Be sure to read only those hints you really need.

**HOW NOT TO USE A HINT BOOK**

It is not fair just to scan through the book coloring away all the answers! Read only those hints absolutely necessary, and as few of those as you can. Type words in “quotation marks” into the game exactly as shown. Beware, you may find one or more fake questions hidden here or there.

**IF YOU HAVE FINISHED THE GAME**

After you have won *Looking for Love*, we invite you to check out the final chapter of this book. It contains several “potent” sections you will enjoy. But be very cautious using this section! Do not look at it until you have actually seen the end of the game.

Thanks

...for purchasing *Leisure Suit Larry goes Looking for Love (in Several Wrong Places)* and this hint book. I hope you have found the game humorous and challenging. If so, I encourage you to look into Sierra’s other 3-D graphic, animated adventure games!

*Al Lowe*
GENERAL QUESTIONS

How come my score went down?

The computer may have been able to make a new move or find a better path earlier in the game.

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

You can increase the speed by pressing the space bar quickly, which will make the game faster.

What is the point of this game anyway?

The point of the game is to explore and solve puzzles, gaining experience and progressing through the levels.

What good is the "Boss Key"?

The "Boss Key" is necessary to access the final level and complete the game.

How can I see objects I've collected?

The game automatically tracks collected objects, which you can view in the inventory.

AROUND LOS ANGELES

I want to move around Los Angeles by car. Where can I find information about directions and routes?

The game will provide directions and routes when you interact with the in-game map.

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

If you are tired of dying, you can try to increase your score by finding better paths or using special items in the game.

I don't have any money, yet every clerk in Los Angeles seems to expect it. I've heard it takes money to make money, but how does one make money?

You can make money by completing quests, finding treasure, and selling items.
Read the documentation that came with the game.
Search carefully through every place you find.
Especially search Eve's garage.

You are Larry Laffer, a 40-year old, balding, a-romantic jerk. You hope
to find true love someday, especially since you are having little luck
finding any other kind of love!
There are many steps you must follow to achieve this goal, but (as in
real life) you have no idea what they are, let alone how to solve them.
To help you get started, follow these three easy steps to adventure
gaming:
"Look at" everything, everyone, everywhere.
"Talk to" everyone you meet.
"Take" anything that is not nailed down. It will probably have some use
later.

Be sure to use complete English sentences, especially the word "THE"
wherever it should be, i.e. "put THE salami in THE bun." "THE"s are
not ignored in Looking for Love, but are needed so the game under-
stands your sentences better. While the game will understand some
"pidgeon" English, don't count on it by habitually typing "put salami in
bun."
Of course, it could just be that what you are trying is a good idea, but
should really be tried later in the game, or 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 over again at the beginning just because you made a mistake.

Simple. If your score drops, you have made a mistake.
Better restore a previous saved game, and try something else.

Read the reference card 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!

Just say "look at" 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 TAB
key) and press enter (or click with your mouse).

Since the game begins at Eve's house, look carefully there.
Look inside Eve's garage.
If you still have not found anything, explore inside the garage until you
are completely hidden. Then "look at the garage" and you will find a
pair of Eve's slacks. "Take the dollar bill from Eve's pants" and spend
it.
You should have followed the "Walk Thru" in the documentation that
came with your game. It introduces you to adventure gaming, and gives
you some ideas with which to begin.
I bought a lottery ticket; why am I never notified of the week's results? How can I find out if I am a lottery winner?

I don't have a chance of winning, so you probably just want my money. Maybe if I could find a paper bag in the store, I could win the lottery. But I really don't have a chance of winning, so why bother?

I have a cruise ticket, but where is the Love Tub?

If you really want to go on a cruise, you should take it. It's a great way to see the world. I've been on a few cruises myself, and I always have a great time. But if you really want to go on a cruise, you should take it.

How come that music store is always closed?

I'm thirsty. I bought a soda but the results blew me away!

Quick! How do I get lots of money?

Take the cash out of your bank account and go to the lottery. I heard you won the lottery on TV. It's not that hard, you just have to be lucky. You can win a million dollars, you know.

I was thirsty. I bought a soda but the results blew me away!

I'm not sure if I should have bought the soda or not. I think I should have bought a ticket.

I am inside the TV studio but nothing happens. How long am I supposed to stand around here?

I am standing around in the TV studio and nothing is happening. I think I should leave.

I'm rich! But I can't seem to spend it anywhere.

I own a boat but I don't have anywhere to dock it. My friend has a boat, but he doesn't want to share it with me. I think I should spend my money on a boat, but I don't have anywhere to dock it.
You don't have a house or television set, so you cannot just wait and watch the “Lucky Life Lottery” show on TV. Take the initiative. “Look” at everything you can find. You need to find a place involved in the lottery besides the Quiki-Mart store.

Go west from the Quiki-Mart to KROD television studios.

Enter the lobby, walk to the receptionist sitting behind the counter. “Show the lottery ticket to the receptionist.” She will tell you this week’s winning numbers.

Of course, you may have to lie (unless you selected exactly the same six numbers back at the Quiki-Mart).

Write down the numbers she tells you. When asked, type in those numbers (NOT the numbers you entered at the Quiki-Mart).

Do not buy a Grotesque Gulp unless you have money with which to pay for it. You can get one later.

Take the dollar bill from Eve’s pants inside her garage.

Walk to the Quiki-Mart store and purchase a lottery ticket.

Walk to KROD TV studios, enter and show your lottery ticket to the girl. When she tells you the six winning numbers, tell them back to her. She will think you won the lottery and get you on the TV show for a chance at the big money!

“Standing around” is your problem.

There is a bench along the rear wall. Take a load off your feet.

You will be summoned to the show only after you’ve sat on the bench for at least thirty seconds.

Cruise over to Rodeo Drive.

Enter Molto Lira and look carefully at the back wall. It recently changed. They are having a sale.

Walk to the center of the back wall. “Take the swimsuit from the rack.” Walk to the front of the counter. “Pay the clerk for the swimsuit.” She’ll take your million and give you change — plus you will have a swimsuit that will come in handy later.

Did you notice any stores that were closed during your travels through Los Angeles? Double-check them while waiting for your ship to come in.

You must get a haircut at the barber shop before Ye Olde Ethno-Musicology Shoppe will open.

Visit the music shop. “Talk to the clerk.” You’ll be amazed at the merry, madcap mixups that follow.

It will open, but only when you are ready for it.

You must have enough money.

You can’t have the million dollar bill.

Walk near the barber’s chair at the rear of the shop and “sit in the chair.”

Remember, you moved in with Eve before this game began. She threw you out.

Check around her house.

Not inside. Think what a woman would do if she wanted to get rid of all reminders of you. Where would she put your stuff?

Things change. It doesn’t hurt to re-visit places you’ve been before.

This is such a trashy problem I hesitate to continue.

Wait until Eve puts out her rubbish, then search through it.

Not the trash bin outside the Quiki-Mart, but the garbage cans outside Eve’s house.
ON THE GOOD SHIP LOVE TUB

How do I keep that Mother from killing me?

I'd like to take a swim in the pool, but I can't find a suitable spot to change clothes.

If I dive into the pool, I drown.

I order lots of drinks at the revolving bar, but regardless of what I order, I end up with the same thing.

I am trapped on the Love Tub, have found the lifeboat, but can not find a way to deploy it.

The lifeboats keep leaving without me! The PA announcement says I'm too late.

I have been to the bridge, but the captain has this nasty habit of dying, resulting in a Love Tub disaster.

There must be some point to that swimming pool.

I'd like to go through Momma's drawers, but she keeps catching me in the act!

Whenever I enter my cabin, I find myself "loved to death!"

I don't want to your name each time you come through the door, to show you my love.

Dad (0823 Momma Sue, 1979)

I'd rather you name each time you come through the door, to show you my love.

Dad (0823 Momma Sue, 1979)
There are several ways the horny Mrs. Bimbo will attack...
Don't get too close to her when she's on the bed!
Don't mess with her stuff — when she's watching. Don't wait for her to
leave. She won't as long as you remain in the room with her. But
remember: she left the door between your staterooms unlocked, so feel
free check out her room when she's not around.
Don't let her catch you napping in your room. If you peeked inside her
closet, you know she's got plans for you! She's just waiting for you to
go beddy-bye!
Don't return to your cabin after dark, as you will always be sleepy, lie
down and... (see previous Momma rule, above).

Save your game while you are in your room, then enter Momma's room.
If she catches you, restore your game, because you're dead meat!
Momma won't catch you if you enter her room while wearing your
swimsuit.

Move quickly on the boat to accomplish what you must. Momma will
always come once night has fallen, and from then on you cannot return
to your room without dying from severe Momma flattening! You may
need to restore an earlier game and play the entire ship area more
efficiently.
Do the things you need to do in your cabin first. If you never return, you
won't get caught.

There is. Have you tried swimming in it?
Of course, you must wear your swimming suit first.

You're modest, Larry! Find your stateroom and change there.
Remember what the purser told you before you boarded the ship: your
room is all the way to the bottom rear of the Love Tub.

You can't just float there.
If you do not "swim" after you jump in, you will drown.

Saxophone reeds under your fingernails, eh?
Simple: just don't order anything at the bar. It is just there for atmos-
phere. Ignore it.

Have you gone to the bridge? There's something on the panel behind
the Captain that will help you.
Look carefully. Examine everything you see there.
"Look at the console" then "look at the lights." You'll find a switch.
"Look at the switch." "Throw the lifeboat switch."
You have only a few minutes to get aboard the lifeboat before the boats
are lowered to the water.

You must make the lifeboat switch your final action aboard the ship.
After you "throw the lifeboat switch," go directly to the lifeboat area.
"Jump into the lifeboat."

Be extremely careful where you walk.
It is possible to walk forward just enough to reach the lifeboat control
panel without attracting the attention of the KGB agent lying in wait
outside the bridge.
I cut down the lifeboat with the knife, but where can I find a paddle?

I am in the lifeboat and away from the Love Tub, but I'm getting a heck of a dose of ultraviolet! Where is the sunscreen hidden on the ship?

I have the sunscreen and applied it at the swimming pool before I laid down to catch some rays. How come I die here on the lifeboat?

The sunscreen has protected me, but my scalp is now cooked "Sunnyside Soft!"

I think I'm supposed to wear something on the lifeboat. I have it, but every time I try to put it on, the game responds "Not now!" If "not now," when? If "not here," where?

I'm so thirsty. I'm as dry as dust. In fact, I AM dust!

I'm green with envy. Others get past this lifeboat, but I am just sick of trying.

I pitched the spinach dip and now I starve to death on the lifeboat!

AT THE TROPICAL RESORT

After wandering forever through a jungle I found, I finally emerged into a "lovely restaurant." Is there anything I can do here?
This is an example of a fake question. And this is an example of a fake hint. Stop reading these. You're really a glutton for punishment.

It's not. But there is some fo: ile back in Los Angeles. It's in Swab's Drugstore. "Look at the shelves" from different places in the drugstore until you find it. Larry doesn't have x-ray vision and cannot see around corners! It is behind the bank of shelves to the left. You must be near it to be able to see it. Unfortunately, you will have to restore back to Los Angeles to do this.

Did you go swimming after you applied it? Perhaps it just wore off. Regardless, you must apply the sunscreen before you get to the lifeboat scene. Do it while the lifeboat is drifting away from the Love Tub, but before you see the closeup of Larry's face.

Find a place aboard the Love Tub that looks familiar. The ship's barber will sell you something to shield your brain pan from those wacky tanning rays. Wear the wig after you've left the Love Tub. Do it while the lifeboat is drifting away from the Love Tub, but before you see the closeup of Larry's face.

You can't put it on while still on the Love Tub (it's too embarrassing). Your window of opportunity begins when your lifeboat clears the side of the Love Tub and lasts until you drift off screen.

You must bring along something to drink. Remember the Quiki-Mart store in Los Angeles? Yep. That's where it is. "Look at the soda machine" near the front of the store. "Buy a Grotesque Gulp." That will give you enough soda to last a 10-day ocean journey. Unfortunately, you will have to restore back to Los Angeles to do this.

Brought along a little spinach dip, eh? You should know better than to leave mayonnaise out in the sun for five days! Get rid of it. Do it while the lifeboat is drifting away from the Love Tub, but before you see the closeup of Larry's face.

In your stateroom, beneath the porthole, is a basket of fruit, a thoughtful gift from Momma Bimbo. Or, if you can obtain it, Momma has something that will earn more points. It is in the drawer of the nightstand in her stateroom.

You could talk to the maitre 'd, sit down, and wait for a table. That's the only way you will get inside.
I am at my table in the restaurant, but every time I eat the food I die. Is there something here that I'm missing?

The people at the next reserved table:
- "There is a little cat in my cheese plate."
- "Drink it. You will never live when you are not eating around!"

These KGB guys won't let me use their beach! In fact, they're quite adamant about it. I can't even walk across it in order to escape this place!

It appears I should change out of this leisure suit, but I only have half a bikini! Plus, I lost my swimsuit in the lifeboat crash.

How do I find some other clothes to buy? If you have any, I can take the ones you're not so strict.

A woman in the bus looks at me with a look that says she wants to talk to me. I wave and smile.

It's on the wall where Mr. Moneypenny's mustache was surfacing.

Ok, I give up! Where's the bikini top?

You took it off the beach.

You must have a dress to find it.

You are missing something in the ship's seasoning: "Sigh" or a new barber's shaving...

I am now a blonde in a bikini, but the KGB thinks I'm too flat-chested. Please don't tell me I have to visit the barber shop for THIS sort of help!

No way do I want to "shave so hot!"

Now I say "graving something that could be used in the war zone!"

No there's something resembling your. There is also something in the area that is not safe. Better if you're not here.

The girl is the place your must put "the" character would be in a bar situation.

You might use the bathroom there and leave the room in the room.

Or, you can save the money in the bank.

It's easy for you, Al; I have seen your picture on the back of the box. You have no trouble with "excess body hair!"

You won't either. I'll put you back like the barber again. He has the ability to keep up with problems and again.

Maria seems like such a nice maid. How do I get her to give me the magic flying dust?

Wrong bank.

And you.

Yes what?

This is a tricky question. Why are you rotating these answers?

Is there any way to get quickly through this jungle scene?

Yes. Al can use his remote control. It's never at times in our game.

Money, money. I need you here with the boxer. But the less among the less.

And between us, that was no way of giving you a chance to lose a line or the war, while at the same time. Notice that, yes as it is, are about to take this place. I rather come up here for our first. This will you have a week, we're the rarer, the correct answer to the last one which you will answer.
Walk forward until you are near the picture window on the far wall. Then walk to the right until you are completely hidden. Change clothes there.

No, but you do need to stick out a bit. Aren't you carrying something that could be used to fill out your character?
You have something resembling tissue. There is also something in the guest room's bathroom. Either of them will work.
This is one of the places where you must use "THE" wherever you'd use it in a real sentence.
Return to the guest room's dressing area and "put the soap in the bikini top."
Or, you can "put the money in the bikini top."

You won't either if you will just visit your friend the barber again. He has the ability to clear up your problem once again.

Wrong game.
Bad hint.
Say what?
This is a phony question. Why are you reading these answers?

Yes. As soon as you visit the resort barber, the scene shortens to only three entrances.
Actually, every time you visit, it shortens by one "schtick," but it still takes a long time.
Just between us, this was my way of giving you a chance to take a break from the game, while letting the game continue. Notice that, just as you are about to leave this scene, a message pops up telling you what you've found. This is so you can take a break, leave the room, then return later to find out where you've arrived.

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Yes.
And it is at the hors d'ouerves table.
There is a knife next to the cheese plate.
Take it. You will need it later when you are just hanging around.

You must fool them.
Disguise yourself so they will not recognize you.
Read their messages carefully. They are telling you exactly how to proceed.

You need both a top and a bottom to your bikini. If you have one and not the other you can not proceed.
A bikini bottom will appear at the nude beach after the resort barber bleaches your hair.
It's on the rock where Dr. Nonookee's henchette was sunbathing.

Look for the top at the bottom.
You must take a dive to find it.
While you're swimming in the ship's swimming pool, "dive" for a little sunken treasure.
Swim out to the center of the pool, "dive" underwater, swim straight down and you will find a bikini top stuck in the pool drain. "Take" it. Quickly swim to the surface again, or you will run out of air.

This is similar to the Love Tub swimsuit problem. Remember you are a modest little lounge lizard.
Change in that empty guest room.
Find a private spot.
AT THE AEROPORTO

So exactly what is wrong with me attempting to enter the Aeroporto dressed in long, flowing blonde hair and a bikini?

Regardless, you will have in clucking back to your suitcase and the, and then change back to your normal, your proper, proper you. Feel free to say anything you dare, or say anything you dare to say.

I can't seem to get past those robed flower children at the Aeroporto.

Where could I obtain a botanical sample suitable for exchange purposes?

ON THE AIRPLANE

I am trying to survive my airplane flight, but keep getting killed by that bore sitting beside me. How do I get past those drink carts?

How come I can't eat the "Blue Plate Special" or even take it with me? I bought it, didn't I?

There is not enough time to get to Gate #1 while shopping all along the way.

How did you know what to do? How did you know what to do?
Perhaps the airport guards find you exciting. Regardless, you will have to change back to your leisure suit. No, you can't change here in full view of the guards. Your modesty prevents you. Where have you recently been completely out of sight? At the end of the cliff scene, you pause to catch your breath. "Change into the leisure suit" at that time. But hurry, your break doesn't last long.

Have you ever actually been approached in an airport? Do you know what those people sometimes offer you? If you offered one to them, you might throw them off balance. Where were you in the sixties? These are flower children KGB kids. Turn the tables on them and offer them a flower.

Remember how dense the landscaping was back at the resort? Remember how you kept getting lost? Evidently, that sequence lulled you to inactivity. If you "look," it mentions beautiful landscaping and flowers. If you "look at the flowers," you see something interesting. Unfortunately, you will have to restore back to the jungle to do this.

You must get to the front of the line at the ticket counter.

This is a personal tribute to all those lines I have waited on that never moved, while all around me people zip right through.

Never mind which line, the answer here is to not do the obvious. Walk east past that customs agent and snoop around the rest of the airport. You will find some things of interest. Let none of them pass you by. Take everything as it comes. Check out the luggage on the conveyor belt. You will never know what people might try to ship from here. "Take the bag from the conveyor belt" until you find a suitcase with "that special something!"

By the way, that's a blue PATE special, not blue PLATE. Just another dig at poor Larry's lack of hair style. Since you can't eat it or take it, what else could you do with it? Search the gravy and extract the cause of your trouble. "Take the bobby pin from the gravy."

Play more efficiently. Avoid Faster speeds as time also speeds up. Do your shopping first, before you take the suitcase. You will keep your possessions through the explosion and will not have to stop on your way to the gate.

You can't get past the carts, but you can distract the bore. What do people do in planes to kill time?
No, not "stewardess fondling!"
No, not "bore your neighbor!" (Ken's already doing that!) Give him something distracting, something that will hold his attention while you slip away. Something to read.
I got away from my seat on the plane, escaped the treacherous carts and can now roam the airplane at will. Unfortunately, when the plane lands I get caught by the KGB.

I'd love to use my flight insurance, Monte, but I can't find door number three!

I have found the emergency exit, but it is locked with a padlock. Where is the key?

I can make the emergency exit shiny clean, but I blow everything up — including me!

I have entered the restroom at the back of the airplane, but can't defuse the bomb without blowing up the plane.

Does this game get more difficult as it progresses, or am I getting more dense?

ON NONTONYT ISLAND

Here I hang, twisting slowly in the wind! How do you get down from a tree?

You can't fly your jet from a plane.

You must get your key to freedom. Good adventurers always pack a knife.

It's in the restroom, look at the reason.

Yes, it's 'Restroom' in a restroom!
Did you try the waiting room?  
You were in such a hurry to board the airplane, you forgot to be a good adventurer! Better return there, and “look at” everything you see.  
“Look at the ticket counter.”  
“Take a religious pamphlet from the desk.”  
Do it before you show your ticket to the agent.

Perhaps you should not be there when it lands.  
Did you buy flight insurance before your trip? It should clue you in as to how to avoid the end of the flight.  
You’ve got to “D. B. Cooper” your way out of this one!  
If you did not buy insurance, there is a machine near the airport snack bar.

The front exit is securely fastened.  
There are three doors at the rear of the aircraft. The two you can see are restrooms, another is not.  
The emergency escape exit is in the near wall of the rear of the aircraft. You can’t see it unless you are close enough.

If there’s a key, I don’t know where it is!  
You will just have to pick your own way out of this problem.  
Did you notice what did not agree with you in the “Blue Plate Special”?  
Ladies often use them for purposes other than their original intent.

Did you taste the “Blue Plate Special” at the airport snack bar? Don’t “choke” up, just remove the offending ingredient.  
You will find it useful here.

Why are you reading this hint book? You must be playing Police Quest II! Go buy Jim Wall’s hint book!  
It’s impossible for you to enter this restroom. Those other guys are always too fast.

You’re getting more dense.  
Nah! Just kidding. You’re right; it does get harder.  
I suckered you in with a super-easy, fun-filled Los Angeles, then turned on the heat. By the time you realized it was a tough game, you were hooked!

You don’t. You get down from a duck!  
(drump fill) Sorry.  
You must cut your way to freedom. Good adventurers always pack a knife.  
It’s in the restaurant, back at the resort.  
Yep, it’s “Restore” time again!
I must be missing something, as I seem to have lost most of my inventory when I landed in the jungle. Was there a more gentle method of leaving the parachute?

My friends from the Bush party keep sweeping me off my feet. I love being romanced, but not like this. What's a poor Larry to do?

I am tired of playing Jonah and the Python. Just my luck: one snake in the entire jungle and he relishes the taste of polyester!

I HATE quicksand!

Those piranha really tickle my fancy.

I "Tarzan" my way to the first vine, but I have trouble "keeping it up."

How do I get across that chasm after meeting the lady of my dreams? I keep taking a dive.
If you've ever broken your onklunk, you know how painful that can be! That line doesn't make any sense here, but it was left over from the game and I didn't want it to go to waste!
No, there's not. But, remember: you were trying to keep your onklunk's superconductor research secrets from the clutches of the evil Dr. Nonookee, and you've accomplished that. You landed with all you could.

Stay as radical as you can until you're well past Bush. Go to the lower left corner of the scene, just before you brush the bush containing the Killer Bees. Then, genuflect to Bush. "Crawl under the bush."

Use the Teddy Roosevelt approach. Walk softly and carry a big stick. You are not approaching this puzzle "prop-erly."
There was a stick near your landing spot under the parachute. Grab it and use it here. Use the stick to prop open the snake's mouth so he cannot swallow you. After the snake begins his descent from the tree, but before you are all wrapped up, "put the stick into the snake's mouth."

Watch the monkey. He is there to guide you. You cannot go around the swamp. You must walk across the middle. No, the vines will not help you. At least, not here! Look carefully at the ground here.

There is a definite pattern in the surface of the swamp. The monkey follows it out of the scene. You should follow it, too. There's no trick answer here, you must just walk carefully. I'd recommend saving your game every few steps. If you have a mouse, use it. It makes this scene easier. If not, slow down the game using the "slower" key.

Your fancy what? Never touch the piranha-infested water. Think high thoughts. "Tarzan" your way across. Walk as far east as possible without touching water. "Swing on the vines."

This seems tricky at first, but it is quite easy once you get the hang of it. As soon as you see Larry on the first vine, "swing on the next vine. Likewise, "swing on the next vine" as soon as you see him transferred to vine number two. You didn't forget to "release the vine," did you? Do not try to cross the stream using all three vines in just one command. It just will not work!

You've already solved this puzzle and don't realize it. And you thought your swinging days were over back there at the river! Of course, here you will have to "throw the vine" until it hooks on that limb across the chasm. What vine? You did take a souvenir from the piranha river, didn't you? As soon as you dismounted from the vines, "look at the vines" says one of the vines looks solid, but is attached by only a thread. Need I say more?
What's with this native guy chopping wood? Will he show me how to cross that chasm? May I borrow his axe? Will he ever slow down enough to stop?

I am at the base of a gigantic glacier (and, by the way, what is a glacier doing on a tropical island, anyway?), trying to climb an ice ramp. I thought this might be like the whale's tongue in *King's Quest IV*, but I'm unable to find a path.

I am at the top of the crater near the elevator and cannot seem to get anything done. I just wanna ease on down the ol' Otis!

I have something that would make a suitable bomb, but I have nothing with which to light it.

Every time I light the hair rejuvenator, it explodes in my face.
He won't help you at all.
Neither will his axe.
He's just a big, fat, red herring.
No matter how long you wait, he'll just keep on chopping—slower and slower.

Don't light it.
You need a fuse.
You missed something on the airplane. Wouldn't it just make you SICK to restore all the way back there?
While in your seat, "look" around the airplane.
"Take the airsick bag" from the seatback pocket and use it for a fuse.

As you enter the crater, walk straight forward, pass the elevator, and stand beside the large crevice.
Stand very near the edge, but be careful not fall in!

If you are having trouble getting the game to accept your instructions, be sure to use "the" in your instructions where applicable.
"Put ______ in ______" will not work. "Put THE ______ in THE ______" will.
"Put the airsick bag in the rejuvenator."
"Light the airsick bag with the matches."
"Drop the bottle into the crevice."

This is a non-Californian puzzle.
Snow-country people should solve this easily.
Look carefully around the native village. What do people carry in their car trunks in the winter to help them get traction?
"Take the ashes from the campfire." Or, grab some sand from the beach.
Then, "spread the ashes on the glacier."

You can't. It's locked from inside.
You've got to be a little explosive here.
Build a bomb.
But don't bomb the elevator door. That won't do you any good.
Drop your bomb into that large crevice at the center rear of the scene.

Oh, oh! You're not going to like this answer!
Matches are available in this game. You must have missed them.
Where could you find complimentary matchbooks?
How about a hotel room?
Unfortunately, you will have to restore back to the resort to do this.
AFTER THE END OF THE GAME

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>
</tr>
</thead>
<tbody>
<tr>
<td>Multi Top</td>
<td>Lea's bathroom</td>
<td>must guard it</td>
</tr>
<tr>
<td>Skim Rocks</td>
<td>Tacos</td>
<td>must guard it</td>
</tr>
<tr>
<td>Gumbo Pasta</td>
<td>room</td>
<td>in the kitchen</td>
</tr>
<tr>
<td>Soap of Hope</td>
<td>master guest room</td>
<td>in the storage</td>
</tr>
<tr>
<td>Book of Wonders</td>
<td>master guest room</td>
<td>in the fireplace</td>
</tr>
<tr>
<td>Flower</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Hair山县冠军</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Bicycle</td>
<td>exit</td>
<td>in the garage</td>
</tr>
<tr>
<td>Weapons</td>
<td>exit</td>
<td>in the garage</td>
</tr>
<tr>
<td>Bag of Tricks</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Secrets</td>
<td>exit</td>
<td>in the garage</td>
</tr>
<tr>
<td>Basket</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Comic Strip</td>
<td>exit</td>
<td>in the garage</td>
</tr>
<tr>
<td>Trophy</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Bike</td>
<td>exit</td>
<td>in the garage</td>
</tr>
<tr>
<td>Religious Magazine</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Guide Bag</td>
<td>anywhere</td>
<td>in the backpack pocket</td>
</tr>
<tr>
<td>Scan Stick</td>
<td>under the picture over Lea's mouth</td>
<td>in the backpack pocket</td>
</tr>
<tr>
<td>Gun</td>
<td>exit</td>
<td>in the garage</td>
</tr>
<tr>
<td>Hand of Power</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Magic Spell</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Bag of Tricks</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Tissue Paper</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Charms</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Pizza</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Book</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Money</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Cookies</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Fountain</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Lamp</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Guitar</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Piano</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Piano Keys</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Violin</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
<tr>
<td>Photographs</td>
<td>room with vases</td>
<td>in the bedroom</td>
</tr>
</tbody>
</table>

21  22
Dollar Bill | Eve's garage | Quiki-Mart store
Lottery Ticket | Quiki-Mart store | KROD tv studio
Cruise Ticket | after tv show | Los Angeles docks
Million Dollar Bill | after tv show | Molto Lira clothing store
Swimsuit | Molto Lira, Rodeo Drive | Love Tub swimming pool
Wad O Dough | Molto Lira, Rodeo Drive | everywhere
Passport | Eve's garbage can | Los Angeles docks
Grotesque Gulp | Quiki-Mart store | lifeboat
Sunscreen | Swab's Drugstore | ship's pool and lifeboat
Onklunk | Ethno-Musicology Shoppe | not used; just defended
Basket of Fruit | Love Tub stateroom | lifeboat
Sewing Kit | Mother's stateroom | lifeboat
Spinach Dip | Love Tub revolving bar | don't! toss it overboard
Televangelist Wig | Love Tub barber shop | lifeboat

Bikini Top | Love Tub swimming pool
Bikini Bottom | resort nude beach
Cheese Knife | resort restaurant
Bars of Soap | resort guest room
Book of Matches | resort guest room
Flower | resort landscape maze
Hair Rejuvenator | airport barber shop
Suitcase | airport security
Airline Ticket | airport waiting room
Parachute | airport snack bar
Bobby Pin | airport snack bar
Religious Pamphlet | airport waiting room
Airsick Bag | airplane seatback pocket
Stout Stick | under the parachute tree
Vine | after crossing river
Handful of Ashes | village campfire
Handful of Sand | village beach

resort guest room
top of Nontoony Volcano
airport entrance
top of Nontoony Volcano
airport waiting room
airport Gate #1
escape from airplane
escape from airplane
escape from airplane bore
top of Nontoony Volcano
snake's mouth
crossing chasm
Nontoony glacier
Nontoony glacier
**POINTS**

**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># of Points</th>
<th>Where</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AROUND LOS ANGELES</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td>Inside Joe's garage</td>
<td>Can he deliver the old man?</td>
</tr>
<tr>
<td>3.</td>
<td>Drive near Gold Reef</td>
<td>Look through the bronze in front of the man.</td>
</tr>
<tr>
<td>4.</td>
<td>Drive near the same place</td>
<td>But a little later. Leave the road.</td>
</tr>
<tr>
<td>5.</td>
<td>Drive near another place</td>
<td>Remember, if you don't succeed, try again.</td>
</tr>
<tr>
<td>6.</td>
<td>Break open a green lamp</td>
<td>Sit here. Use the keys to produce</td>
</tr>
<tr>
<td>7.</td>
<td>Driving Competition at LA</td>
<td>Be chosen by the lovely secretary</td>
</tr>
<tr>
<td>8.</td>
<td>Head west</td>
<td>Close the door from the X-ray machine</td>
</tr>
<tr>
<td>9.</td>
<td>Los Angeles, CA</td>
<td>Leave the wheel again on a 4:00 A.M.</td>
</tr>
<tr>
<td>10.</td>
<td>Los Angeles County Fair</td>
<td>Go to the $100,000 bid.</td>
</tr>
<tr>
<td>11.</td>
<td>Movie</td>
<td>Get the ticket, exit from next.</td>
</tr>
<tr>
<td>12.</td>
<td>Hotel</td>
<td>Pay for the carpet.</td>
</tr>
<tr>
<td>15.</td>
<td>Near the pool by the mall</td>
<td>Look in the boxes to the park.</td>
</tr>
<tr>
<td>16.</td>
<td>Football stadium</td>
<td>Do it before it rains, get into fighting.</td>
</tr>
<tr>
<td>17.</td>
<td>To his house</td>
<td>Get the password from the lady cans.</td>
</tr>
<tr>
<td>18.</td>
<td>Tropicana Movie</td>
<td>Talk to the man here click</td>
</tr>
<tr>
<td>19.</td>
<td>Cheese shop</td>
<td>Show the password to the exit.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th># of Points</th>
<th>Where</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ON THE GOOD SHIP LOVE TUB</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1.</td>
<td>Love boat</td>
<td>Get off the ship. From the sheep.</td>
</tr>
<tr>
<td>2.</td>
<td>Nightmare</td>
<td>Get the key on the floor in the room.</td>
</tr>
<tr>
<td>3.</td>
<td>Start</td>
<td>Return, you'll have to fight again.</td>
</tr>
<tr>
<td>4.</td>
<td>Head west</td>
<td>Get the key from the broken window.</td>
</tr>
<tr>
<td>5.</td>
<td>Room</td>
<td>Get the code to the drake's.</td>
</tr>
<tr>
<td>6.</td>
<td>Behind the door</td>
<td>Get the code to the drake's.</td>
</tr>
<tr>
<td>7.</td>
<td>East</td>
<td>Get the code to the drake's.</td>
</tr>
<tr>
<td>8.</td>
<td>Eat</td>
<td>Get the code to the drake's.</td>
</tr>
<tr>
<td>9.</td>
<td>Addy</td>
<td>Dance the ballroom style</td>
</tr>
<tr>
<td>10.</td>
<td>West of the US</td>
<td>Get in the elevator.</td>
</tr>
<tr>
<td>11.</td>
<td>To the bottom</td>
<td>Boxes are launched.</td>
</tr>
<tr>
<td>12.</td>
<td>Tipping area from the right</td>
<td>Toss the 1,000,000 bid.</td>
</tr>
<tr>
<td>13.</td>
<td>Drifting away from the ocean</td>
<td>Toss the ship somewhere.</td>
</tr>
<tr>
<td>14.</td>
<td>Drifting in the middle</td>
<td>Toss the ship somewhere.</td>
</tr>
<tr>
<td>15.</td>
<td>Drifting to the left</td>
<td>Toss the ship somewhere.</td>
</tr>
<tr>
<td>16.</td>
<td>Drifting to the right</td>
<td>Toss the ship somewhere.</td>
</tr>
<tr>
<td>17.</td>
<td>Los Angeles</td>
<td>Locating run with the saving hit.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th># of Points</th>
<th>Where</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AT THE TROPICAL RESORT</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1.</td>
<td>In the landscape near</td>
<td>Pick the flower.</td>
</tr>
<tr>
<td>2.</td>
<td>Restaurant</td>
<td>Eat dinner or else you can't write.</td>
</tr>
<tr>
<td>3.</td>
<td>Restaurant</td>
<td>Be afraid, eat out.</td>
</tr>
<tr>
<td>1</td>
<td>Alley near Quiki-Mart</td>
<td>Get the fruit from the nightstand</td>
</tr>
<tr>
<td>2</td>
<td>Quiki-Mart store</td>
<td>Get the sewing kit from the drawer</td>
</tr>
<tr>
<td>3</td>
<td>KROD tv studios lobby</td>
<td>Use the sunscreen</td>
</tr>
<tr>
<td>10</td>
<td>Bench at rear of green room</td>
<td>Lie down on the chaise lounge</td>
</tr>
<tr>
<td>20</td>
<td>Dating Connection studio</td>
<td>Get the bikini top from the drain</td>
</tr>
<tr>
<td>20</td>
<td>Dating Connection studio</td>
<td>Use the sunscreen again</td>
</tr>
<tr>
<td>6</td>
<td>Green room</td>
<td>Get the wig from the barber</td>
</tr>
<tr>
<td>12</td>
<td>Lucky Life Lottery tv studio</td>
<td>Get the spinach dip from the bar</td>
</tr>
<tr>
<td>7</td>
<td>Lucky Life Lottery tv studio</td>
<td>Throw the lifeboat switch</td>
</tr>
<tr>
<td>5</td>
<td>Molto Lira clothing store</td>
<td>Get in the lifeboat</td>
</tr>
<tr>
<td>3</td>
<td>Molto Lira clothing store</td>
<td>Boats are launched</td>
</tr>
<tr>
<td>9</td>
<td>Swab’s Drugstore</td>
<td>Wear the televangelist wig</td>
</tr>
<tr>
<td>5</td>
<td>Quiki-Mart store</td>
<td>Throw the dip overboard</td>
</tr>
<tr>
<td>3</td>
<td>Quiki-Mart store</td>
<td>Wear the sunscreen</td>
</tr>
<tr>
<td>1</td>
<td>Near the park by the hotel</td>
<td>Wearing the televangelist wig</td>
</tr>
<tr>
<td>3</td>
<td>Hairy Reams’ barber shop</td>
<td>Drinking the grotesque gulp</td>
</tr>
<tr>
<td>5</td>
<td>Eve’s house</td>
<td>Catching fish with the sewing kit</td>
</tr>
<tr>
<td>7</td>
<td>Ethno-Musicology Shoppe</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Cruise lines dock</td>
<td></td>
</tr>
<tr>
<td>113</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**cumulative points**

| 3  | In the landscape maze                     | Pick the flower                                  |
| 1  | Restaurant                                | Sit down in the restaurant waiting area          |
| 1  | Restaurant                                | Be shown your seat                               |

**cumulative points**

| 3  | Your room                                 | Get the dollar bill from Eve’s pants             |
| 6  | Nightstand by Momma’s bed                 | Look through the knothole in fence              |
| 3  | Anywhere while in swimsuit                | Buy a lottery ticket from the clerk             |
| 3  | Pool                                      | Show lottery ticket to receptionist             |
| 7  | Bottom of swimming pool                   | Sit down; wait for tv producer                  |
| 3  | After swimming                            | Be chosen by the lovely bachelorette            |
| 3  | Barber shop                              | Get cruise ticket from DC producer              |
| 2  | Bar                                       | Lottery wheel stops on $1,000,000               |
| 8  | Bridge                                    | Receive the $1,000,000 bill                     |
| 2  | Near the lifeboat                         | Get blue bikini swimsuit from rack              |
| 5  | In the lifeboat                           | Pay for the swimsuit                            |
| 5  | Drifting away from the ship               | Pay for the bottle of sunscreen                 |
| 2  | Drifting away from the ship               | Get Grotesque Gulp (soda machine)              |
| 5  | Drifting in the lifeboat                  | Pay for the Grotesque Gulp                      |
| 5  | Drifting in the lifeboat                  | Look at the jogger in the park                  |
| 5  | Drifting in the lifeboat                  | Sit in barber’s chair; get hair styling         |
| 10 | Drifting in the lifeboat                  | Get the passport from the trash cans            |
| 190| **cumulative points**                     | Talk to the music store clerk                   |
| 113|                                      | Show the passport to the purser                  |
# of Points | Where | Action
---|---|---
1 | Restaurant | Take the butterknife from the table
2 | Cruise ship | Take the real last name right now
3 | Guest room | Turn the shower on
4 | Shower room | Turn the water on
5 | Beker room | Beaker a thorax of the horror shop
6 | Pipe touch | Take the book between from man
7 | Underman | Wear the warm
8 | Chest touch | Put the chest on the hotel tap
9 | Master shop | One six book v a tool
10 | K.O. touch | Get past the K.O. agent
11 | Art touch | Wear the best one

---

AT THE AEROPORTE

1 | Check the airplane | Get the notice to the 10. Drain
2 | Teenage shop | Look at the mirror
3 | Master shop | Get new "ponton" by Ponce the
4 | Rudder shop | Say how " liters" by Ponce the

---

ON THE AIRPLANE

1 | First seat | Take the airport one from the two
2 | First seat | Get the right one from the two
3 | Reading water | Wear the passenger
4 | Emergency seat | Use the little pie to slick the back
5 | Emergency exit | Chose the door
6 | Emergency exit | Chose the door

---

ON NONTOONYT ISLAND

1 | Swimming from the passenger | Use the cheese that to cut the
2 | Immediately after | Get the card from the single ice
3 | First tell them why | Cricket under the table for ice
4 | After make money you | Point the play with the water
5 | The arm | Spoon another into the canton
6 | Pirate rest | Flying with the ice
7 | Pirate rest | Flying with the ice
8 | Turkish hair | Take the own from the mirror
9 | Oh the boat | Pretend marriage to Kelvin
10 | Chose an | Take from Kelvin's father
11 | Travel speed | Take the more from the 南
12 | Oh the boat | Take the seat from the beach
13 | Chose
14 | Chose
15 | Chose
16 | Chose

---

25 | 26
Restaurant
Take the cheese knife from the table
Take the matches from nightstand
Take soap from the bathroom sink
Become a blonde at the barber shop
Take the bikini bottom from rock
Wear the bikini
Put the soap in the bikini top
Get your body waxed
Get past the KGB agents
Wear the leisure suit

247 cumulative points

Outside the airport
Give the flower to the KGBishnas
Look at the barber
Get hair “poofed” by Rosie the Barber
Show the passport to customs agent
Take the bobby pin from the gravy
Buy flight insurance from machine
Get the suitcase from conveyor belt
Bomb explodes, clearing ticket line
Buy an airline ticket from the clerk
Take the pamphlet from the counter
Show airline ticket to the attendant

74 cumulative points

Snowboard
Take the air sickness bag from the seat pocket
Give the religious pamphlet to the man
Wear the parachute
Use the bobby pin to pick the lock
Open the door

8 Hanging from the parachute
Use the cheese knife to cut the harness
Get the stick from the jungle floor
Crawl under the killer bee bush
Insert the stout stick into snake’s mouth
Successfully cross the swamp
Swing on the vine
Take the vine from the tree
Propose marriage to Kalalau
Talk with Kalalau’s father
Take the ashes from the campfire
Take the sand from the beach
Throw the sand from the beach
Spread the vine across the limb
Spread the ashes (or sand) on the glacier
# of Points | Where | Action
---|---|---
1 | Trip to Atlanta | For the first time in the bath
2 | Trip to Atlanta | Light the bag with the matches
5 | Trip to Atlanta | Drop the house and the rear
10 | Trip to Atlanta | Kill 15 house cats through your own negligence
15 | Accumulate points

**NEGATIVE POINTS**

<table>
<thead>
<tr>
<th>#</th>
<th>Action</th>
</tr>
</thead>
</table>
| 1 | Anywhere around Los Angeles | Scratch the historic toilet
| 2 | Die in a lift | Die in a lift
| 3 | Kill a cat | Pick up a live cat
| 5 | Arry up a cat | Light the matches
| 6 | Anywhere | Pour on the hot water bottle
| 7 | Anywhere except college | Use the Jews & try
| 8 | In the airplane | Open the parachute
| 9 | Airplane emergency exit | Pour the last passenger on the floor
| 10 | Chicago | Pour the last passenger on the plane

**DID YOU TRY THIS?**

Look at the package in the paper, by the left, (a very simple, almost visual)

Look at the pedestrian in front of Malls Corp on Pacific Drive

Look through the brochure in the house & in the stores near the Quik-Mini store in Los Angeles.

Search for the animal that occasionally appears at that bookstore 

Believe yourself to be some sort of You must be exactly that name also. (Walk so close as you can get to the fire side of the nearest thing)

Do not eat until you Trust the Quik-Mini

Buy a Champion & Drug in the Other man when you have no money

Bring to leave the store

Stop by the clock in Steel's Drugstore and give the price

Look at the best in all the stores in Los Angeles

Look at the mother when she is sitting on the bath in her basement

Tell the Lord Judy's swimming pool while diving to the bottom

Think on O'Neal that appears just so, you wish

Stop the engine in the Lake that's cracking and hot instead (with the smoke box), the first everything, but she presses her hard away

Set the mind on the mother, lowest most then in the room, so (unbelieving). (This causes others to wait in this situation.)
5 Top of volcano
5 Top of volcano
10 Top of volcano
30 Inside the fortress

500 cumulative points

-2 Anywhere around Los Angeles
-2 On the ship
-5 Ship's bar
-2 Anywhere
-2 Anywhere
-2 Anywhere except volcano
-3 In the airplane
-5 Airplane emergency exit
-5 Glacier

Put the airsick bag in the bottle
Light the bag with the matches
Drop the bottle into the crevice
Kill Dr. Nonookee through your sheer ineptitude

Scratch the lottery ticket
Eat the fruit
Eat the spinach dip
Light the matches
Pour out the hair rejuvenator
Use the airsick bag
Open the parachute
Pour the hair rejuvenator on the lock
Pour the hair rejuvenator on the glacier

"Look at the jogger in the park" by the Los Angeles airport hotel.
"Look at the sidewalk" in front of Molto Lira on Rodeo Drive.
"Look through the knothole in the fence" in the alley near the Quiki-Mart store in Los Angeles.

Watch for the eyeball that occasionally appears at that knothole. (It is entirely random, and doesn't happen often.)

Relieve yourself in that same alley. You must find exactly the right spot. (Walk as close as you can get to the far side of the trash bin, then go east until you touch the Quiki-Mart.)

"Buy a Grotesque Gulp" in the Quiki-Mart when you have no money. Attempt to leave the store.

Watch the clerk in Swab's Drugstore pick his nose.

"Look at the clerk" in all the stores in Los Angeles.

"Look at the Mother" when she's sitting on the bed in her stateroom on the Love Tub.

Pollute the Love Tub's swimming pool while diving to the bottom. (There's an "Oops" that appears just as you finish.)

Watch the couple in the Love Tub's revolving bar seated near the spinach dip. (He tries something, but she pushes his hand away.)

Get the maid at the tropical resort guest room to be more "accommodating." (Rudeness works quite well in this situation.)
Who are all those people on "The Dating Connection?"

They represent the dead bodies who refused the dating game.

Who is the Scurvy Dog named for?

The ship's coat design and the ship, "Scurvy Dog," derive from.

Why is "Bird" capitalized when the KGB make you "zing like ze Bird?"

Because, Charlie "Yakima" Parker was the KGB's favorite alto saxophonist and it was a big hit. Not the idea of Cleo Eastwood's "scream bird" to find out more.

Why is that spinach dip in this game? It has no purpose, does it?

It's in the game because when I was designing this game, I wanted a party. Someone brought spinach dip. At the time, I didn't realize the following week everyone who ate it was sick. Did you find out why? Because I made all my friends at work sick.
Gather lots of extra points at the perilous cliffs following the KGB beach.

"Look at the barber" in the airport barber shop.

"Light a match" while carrying the hair rejuvenator.

Watch the waitress in the Aeroporto snack bar adjust her underwear.

"Look at the huts" in the native village.

Write your name in the glacier. (Enter the opening at the lower left corner of the screen until you are completely hidden. Walk north as far as possible, then head east. As you walk out, you will automatically stop and do your duty.) Too bad Larry only has enough ammo for the first three letters.

"For Your Thighs Only"

Yep. Gumbo, Missouri. (No, I'm not kidding! You think that's funny?)

They represent the beta testers who helped me debug the game.

Barbara Baser, David Blair, Guruka Singh Khalsa, and Neil Rubenking (whose name was changed to "A. P. Wire" to protect what's left of his reputation!).

The game's head graphics artist, Bill "Scurvy Dog" Skirvin, of course.

My wife and I are both alto saxophone players. We have lots of reeds around the house.

Because, Charlie "Yardbird" Parker was bebop's greatest alto saxophonist and I'm a big fan. Rent the video of Clint Eastwood's movie "Bird" to find out more.

It's in the game because while I was designing this game, we hosted a party. Someone brought spinach dip. As it sat out all evening, it spoiled! For the following week, everyone who ate it was sick. So, you had to figure out that silly puzzle just because I made all my friends at Sierra sick!
Why is there a shark in the jungle?

Nearly all of Don's & Gail's games have a shark. They're very "beach" oriented, although I thought it was cute to put my shark in the ocean. Hence, a KIDD agent in a "shark" form.

What's the name of the song that drummer plays when Larry proves he's worthy of Kalalau's hand in marriage?

"Why, it's that classic rock tune, "Comptue Like a Man (I am so you Gonna)" of course. (Vilandra gand.)"

Whose idea was it to put a glacier in a jungle that would be melted by ashes?

Peter B. Napier, "You may Rakit him for me."
Nearly all of Sierra's latest games have a shark. I didn't want to break tradition, although I thought it too trite to put my shark in the ocean. Hence, a KGB agent in a "land shark" hat!

Why, it's that classic rock tune, "Compute Like a Man (Fast as you Can!)" of course. (Villagers groan.)

Robert E. Heitman. You may thank him for me!

Begin by following the Walk Thru in the "Tips for Beginning Adventurers" section of your documentation. We'll start again here after you've completed that.

Done? Ok. Leave the Quiki-Mart and walk west until you reach KROD studios. Go up the stairs and through the glass doors. Walk to the receptionist's desk. "Show the lottery ticket to the receptionist." Write down the six numbers she gives you, then enter THOSE six numbers when she asks for YOUR six numbers. (Do not enter the numbers you gave the lottery machine in the Quiki-Mart. You want to win the lottery, remember!)

Enter the Green Room. Walk to the north wall. "Sit down on the green room's bench." Wait 30 seconds for The Dating Connection's Assistant Producer to enter. "Stand up." Follow him into the studio. Watch the show. Enter your two best lines when asked. (Don't take it personally, Barbara hates whatever you type!) Take the cruise ship ticket following the show. "Sit down" on the bench again. Wait for the Lucky Life Lottery's Assistant Producer to enter. "Stand." Follow her into the studio. Win again.
ON THE LOVE TUB

When you arrive at the tub you see the blue shack in the lower right corner of the space outside the tub. Walk east to select your seating area. Walk forward to the porthole. Take the basket of fruits. Walk to the hose on the east wall. "Open the door!"

Enter Marina's cabin. When she finished her plan for a better cabin, return to your demolished. Change out at the other end. Return to Mache's lawn. She'll be ready. "In the highland, please move there. Take the clothing from the hangout. Return to your place."

Walk to the east side of the court. Leave. Go west to the court. Take the blue catalog for the bath. Leave. Go west to the court. Take the blue catalog for the bath. Leave.

Walk east to the court. Leave. Go west to the court. Take the blue catalog for the bath. Leave. Go west to the court. Take the blue catalog for the bath. Leave.

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Walk west to the court. Leave. Go west to the court. Take the blue catalog for the bath. Leave. Go west to the court. Take the blue catalog for the bath. Leave.
Leave the studio. Leave the lobby. Walk down the stairs. Go east until you see the Hollywood hills. Walk south to Molto Lira. Enter and walk around the counter to the north wall. "Take the blue bikini job from the rack." Walk to the south side of the counter. "Pay the Italian woman for the swimsuit." Leave.

Head east to Swab's Drugstore. Walk to the east side of the west aisle. "Look at the shelves" until you see the sunscreen. "Take the sunscreen from the shelf." Walk to the counter. "Pay the clerk for the sunscreen." Leave.

Walk north to the Quiki-Mart. Stand in front of the soda machine, and "get a Grotesque Gulp from the machine." Walk to the counter and "pay the cute, blond clerk for the soda." Leave. Go west to the alley, then south past the Brown Derby to downtown. Walk west to the hotel. Wait until the airplane has flown past. A jogger will appear in the park. "Look at the jogger in the park."

Walk east to downtown, then south to Hairy Reams' Barber Shop. Walk near the barber's chair and "sit down in the barber's chair." Get your macrobiotic hair styling. Leave.

Walk west past Unreversal Studios to Eve's house. Stand near the trash cans and "search through Eve's can." Press the spacebar to say the same phrase again. (It takes two tries.) "Take my passport from the garbage." Walk north past Disneyland to the Ethno-Musicology Shoppe. It is now open. Enter through the west door. "Talk to the music store clerk." Eventually, you will wind up downtown again. Walk south to Hairy Reams' then east to the cruise ship dock. Walk near the man and "show the cruise ship ticket to the man."

When you arrive on the ship, you are the tiny shape in the lower right corner of the ship's cutaway map. Walk east to enter your stateroom. Walk forward to the porthole. "Take the basket of fruit." Walk to the door on the east wall. "Open the door."

Enter Mamma Bimbo's stateroom. When she finishes her plot exposition speech, return to your stateroom. "Change out of my leisure suit." Return to Mamma's room. She will be away. Walk to the nightstand beside Momma's bed. "Open the nightstand drawer." "Take the sewing kit from the nightstand." Return to your room.

"Apply the sunscreen to my body." Walk out the south door to the ship's hallway. Walk west, climb the stairs, walk west, climb the stairs, walk east to the swimming pool. Walk to the empty chaise lounge. "Lie down on the chaise lounge." Ignore the henchette that approaches you. When she leaves, "stand up." Walk into the pool. After you begin to thrash around, "swim." Move to the center of the pool. "Dive." Swim to the bottom of swimming pool. "Get the bikini top." Quickly swim back to the surface. Swim to the side and "climb out of the swimming pool."

"Rub the sunscreen on my body" again after swimming. Return to your room. "Change into my leisure suit." Leave your room. Walk west, climb the stairs, walk west, climb the stairs, walk west as far as possible. Enter the ship's barber shop. "Sit down in the barber's chair." Buy the televangelist wig from the barber. Leave.

Walk east, climb the stairs all the way to the revolving bar. Walk to the west end of the bar and "take the spinach dip from the bar." Leave the bar, walk down the stairs, go west, climb the stairs to the bridge. Enter the bridge.
AT THE TROPICAL RESORT

At the tropical resort, seek shade. When you are near the large flower in the center of the more, move slowly beneath the petals in the dim light. Pick the flower under the petals. You will find it arrives at a restaurant. Talk to the people in. "I'm down to the floor. Wait while everyone else moves their feet to the floor. After you are done, return to the seat, don't disturb it! Do not walk. Walk to the bar, information tab up in the southwest corner of the room and take up the nearest chair on the table. Leave.

When wandering through the landscape route again, you will arrive at an empty square room. Walk to the north right. “Take the flower from the high stone.” Talk to the two men who are sitting by the high stone. Ignore the talk. Leave.

Wander through the landscape route again. You will arrive at a bar. “Sit down in the barber’s chair.” Become a blonde. Leave.

Now the landscape route becomes much shorter. When you arrive at the beach, walk west to the nude beach. "Take the hiker from the rock." Return to the landscape route. You will appear at the restaurant. Ignore it and leave.

AT THE AIRPORT

Inside the airport, walk over to the counter and hand the lower hand. "Take the drink from the tomato bar. "Sit in the barber’s chair." Go out past the ticket counter to the Colosseum explainer. Talk to the man at the counter and "I'm going to see the airplane. Wait to the woman on the right. a person will open the door. Go through the door and get out. Take the ticket out of the machine. GO out to the hotel and take the elevator to the "London". Return to the "London". waiting room. Walk to the Colosseum. Watch the TV screen until the suitcase containing a man guess. Take the number. Take the suitcase from the woman. I will walk away the bus at the hotel terminal.

Walk to the exit, remaining agent at the counter. "Purchase an airplane ticket from this desk. "Show my passport at the passport counter." Return to the airport and take the bus straight down the road. Walk straight forward to the end and of the counter. Take the..."
Walk north until you are standing near the large switch. "Throw the lifeboat switch." Leave. Climb down the stairs, go east, climb the stairs to the lifeboat deck. Walk near the chained opening in the railing. "Jump into the lifeboat."

After the lifeboats are lowered into the ocean, yours will drift away from the "Love Tub." Before you leave this scene, "wear the wig," "throw the spinach dip overboard," and "apply the sunscreen to my body." Drift at sea for 10 days.

Arrive at the tropical resort. Head south. When you are near the large flower in the center of the scene (directly beneath the parrot in the palm tree), "pick the flower under the parrot." You will soon (?) arrive at a restaurant. "Talk to the maitre 'd." "Sit down in the chair." Wait while everyone with more status than you is seated. After you are shown to your seat, don't bother to sit down. Walk to the hors d'ouerves table in the southwest corner of the room and "pick up the cheese knife from the table." Leave.

After wandering through the landscape maze again, you will arrive at an empty guest room. Walk to the south nightstand. "Take the matches from the nightstand." Walk to the bathroom sink. "Take the soap from the bathroom sink." Ignore the maid. Leave.

Wander through the landscape maze again. You will arrive at a barber shop. "Sit down in the barber's chair." Become a blonde. Leave.

Now the landscape maze becomes much shorter. When you arrive at the beach, walk west to the nude beach. "Take the bikini bottom from the rock." Return to the landscape maze. You will appear at the restaurant. Ignore it and leave.

Landscape your way to the guest room. Walk north to the window. Walk east until you are completely hidden behind the bathroom wall. "Wear the bikini top and bikini bottom." "Put the soap in the bikini top." Leave.


Outside the airport, walk near the KGBishnas and "hand the flower to the men." Enter the airport, walk west to the barber shop. "Look at the woman barber." "Sit in the barber's chair."

Walk east past the ticket counter to the Customs Inspection station. Walk to the man at the counter and "give my passport to the customs agent." Walk to the low wall on the right; a gate will open. Walk past the baggage conveyors to the snack bar.

"Order the blue plate special." Do not eat it, but "take the bobby pin from the gravy." Walk to the vending machines on the east wall. Stand near the northern machine. "Buy flight insurance from the machine." Return to the baggage handling area. Walk near the conveyor belt. Watch the X-ray screen until the suitcase containing a bomb goes past. (It's bag number ten.) "Take the suitcase from the conveyor belt." It will clear away the line at the ticket counter.

Walk to the sole remaining agent at the counter. "Purchase an airline ticket from the clerk." "Show my passport to the customs agent." Return to the snack bar and take the "sidewalk" on the right. Walk straight forward to the left end of the counter. "Take the
ON THE AIRPLANE

When you hit the shelf and the seatback and fasten your seatbelt, the flight attendant gives you religious literature to read. Then, when the plane takes off, the stewardess turns on the TVs. Walk past the first couple rows of seats. The row opposite yours is empty." If you want a window seat, try the aisle seat on the left side of the plane. Leave the aisle seat if there's someone sitting there. When the small light above is on, it's time to put the covers over the windows. Turn off the reading light. And in a few minutes...

ON NANTUCKET ISLAND

When hanging from a branch, the bear attacked barely with his mouth. Tell your mother, "Tell me the story of the snapdragon. Yes, such an incredible story as it makes people say, "I saw two eyes in the sea, too."" Walk south.

Walk across the beach, a pass between the large rocks in the center of the cove. As the tide retired, the ship's hole into the water's mouth. I saw a whale diving into the water. Walk back to the top of the hill.

Walk through the path, the walking hole stopping now over the stone wall of the "House of the Sea," the house with a rock in the hill, until the sharp point of the hill. The crossbar will be girder around the wooden frame of the hill. Diving through the sea, the stone walls of the hill. And in a few minutes...
religion pamphlet from the desk." "Show the airline ticket to the
ticket agent." Board the airplane.

Once you are airborne and the bore beside you has finished his
first speech, "give the religious pamphlet to the bore." Then "take
the airsick bag from the seatback." "Stand up." Walk east to the
rear compartment. "Wear the parachute." Walk south until you are
nearly hidden. "Use the bobby pin to pick the padlock." "Move the
large red handle." "Open the emergency exit door." While the small
airplane is at the top of the picture, "pull the ripcord." Drift to the
Nontoonyt Island. Land in a tree.

While hanging from parachute, "cut the parachute harness with
the knife." Fall. Walk northeast. "Pick up the stout stick from the
ground." Walk south as far as possible, then west as far as possible.
"Crawl under the killer bee bush." Walk south.

Walk southeast until you pass between the large rocks in the center
of the picture. As the snake notices you, "insert the stick into the
snake's mouth." After the snake crawls away, walk east.

Look carefully at this scene. There is a faint pattern in the soil that
shows you the areas upon which to walk. It goes from where you
stand, to a large rock, south slightly, east to the monkey's starting
rock, then east to the edge of the scene. Walk across the swamp,
saving your game repeatedly (just in case you are wrong).

Walk near the river, stopping beside the large gray rock on the
northwest shore. "Swing on the vine." As soon as you see Larry
on the first vine, "swing on the next vine." Ditto for vine three. As
soon as you see Larry on vine three, "release the vine" and drop to
safety. "Pull the vine from the tree branch." Walk northeast to the
beach.

Meet the girl of your dreams. Fall in love. Propose marriage. Talk
with her father. Prove you're a man. (Learn she's a virgin.) When
Chief Keneewauwau leaves, return to the village and "take the
ashes from the campfire." Walk back to the beach and "take some
sand from the beach." Return to the chasm. "Throw the vine across
the limb" and swing across. Walk north to the glacier.

Stand near the center of the base of the glacier. Either "spread the
ashes on the glacier" or "spread the sand on the glacier." Walk
north to the top of the volcano.

Walk straight north past the elevator door stopping very near the
crevase (east of the plume of smoke). "Put the airsick bag in the
rejuvenator." "Light the airsick bag with the matches." "Throw the
rejuvenator into the crevice." The elevator will be forced open.
Enter the elevator. Finish off the evil Dr. Nonooke through your
ineptitude. Marry the girl of your dreams. Live happily ever after!
Or, keep an eye out for Leisure Suit Larry III!!
FOR YOUR INFORMATION

Leisure Suit Larry goes Looking for Love (in Several Wrong Places) consists of:

1,816,316  bytes of source code, which compiles down to
428,258   bytes of object code
1,145,469  bytes of animation
375,861    bytes of background pictures
123,690    bytes of sounds and music
126,020    bytes of programs, drivers and interpreter

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4,015,614

Data totaling 2,292,748 bytes were compressed by a proprietary program down to 1,552,699 bytes of resources, which are 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 programmers, it allows specialists like artists, musicians, designers and high-level programmers to create every aspect of three-dimensional, animated, graphic adventure games. Picture, view, 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 [] 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 graphics tablets. Thus was born Mystery House and a new genre of computer games.

Robertta 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, 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...
To reveal the HIDDEN clue, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.