

**Leisure Suit Larry 7:**

**“Love For Sail!”**

**Game Design Document**

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## Design Goals

What has made the Larry games successful?

- comedy; funny, outrageous, silly, slapstick, bawdy, titillating
- Babes; saucy, sassy, sexy, but they usually come out “on top”
- puzzles; fair but not difficult
- appeal to males’ prurient interest, sense of humor, and feelings of superiority over Larry
- appeal to women? They’ve all dated a jerk like Larry.
- initial purchase may be for the babes, but people return for the humor

What haven’t the games been?

- Pornographic.
- Technological breakthroughs.
- Large.

Topics to consider:

- The marketplace is crowded. No room for another “okay” game. Needs “wow!” factor. Needs new look.
- women 25% of past sales; we’ll lose them if there’s too much video or realistic women or graphic sex
- it’s a parody, not a simulation. Can we afford actresses with great bodies who can also do comedy?
- the writing, situations, characters have all been cartoony. Live video must be handled differently.
- there’s no way to produce a GK2 or Phantas-style full-video game by October

Therefore, Leisure Suit Larry 7 should:

- be animated, but with more and better animation than any game done yet
- have a new background style of art mixing photos & paint & 3-D; not photo-realism, but photo-surrealism
- keep Larry himself animated, but with great animation and lots of close-ups, reaction shots, etc.
- keep the girls animated, but sexier, more detailed, better-animation and much more action

## **New Ideas, Features List**

*first Larry game with a cameo appearance by the gamer*

We provide a template & tools; you see yourself in the game.

*first game with user-recorded dialogue*

We provide a “suggested” script & instructions on how to record and save your own .WAV files. (Of course, we’ll provide default lines in case they don’t want to.)

*first graphic adventure with “Scratch & Sniff” puzzles*

We include a CD-sized card in every game box with 9 different smells. Some are used for puzzles, the rest just for laughs.

*typed input*

We accept one-word “topics” of conversation and recognize at least “some” of them.

*no more “walking around”*

a map of the ship lets you move directly from location to location

*hotter sexual content*

but the emphasis is still on humor, not porn.

*first game to update your Windows wallpaper as you progress*

Every time you “finish” a women, your wallpaper changes to her picture.

*more cinematic*

multiple camera angles of each scene, more full-screen shots, more cinematic “cuts” and “camera angles”

*more interactive*

All characters have a greater variety of topics to discuss

*better-than-humanly-possible women*

hand-drawn, cel-animated women (with better-than-humanly-possible “features”) and great animation

*“full frontal nudity”*

of course, it’s a fake “magic eye” screen that merely claims “full frontal nudity” but no matter what you do, you can never make it focus into anything

*full-screen format*

no more letterbox, everything is full-screen

*invisible interface*

left click to look, left click and hold and a Win95-like menu bar appears with multiple, variable verbs

*first game to include a real condom in every box*

Of course, it’s Larry-sized (i.e., pencil diameter)

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## The Story

### The Plot

What plot?

“Anyone wishing to spend next week humping the Captain, please report to the Lido Deck!”

Who needs plot? Or justification? Or motivation? Let’s get on with it!

Leisure Suit Larry finds himself booked on the world’s gaudiest cruise ship, where he discovers (surprise!) a shipload of beautiful women, all of them smarter, stronger, cooler, hipper, more interesting than he. But the ship’s real knock-out is Captain Thygh, who blatantly offers the winner of her (admittedly arbitrary) “Thygh’s Man Trophy” competition the chance to spend the following week “on me,” that is, as her personal guest. Larry (and the player) can only imagine what goes on inside her cabin (because nothing is ever shown).

Larry vows, “This time things will be different.”

And for once, he’s right...but also wrong.

Right, because this time he actually has sex (or at least he thinks he does). Wrong, because he’s still the same goofy out-of-touch loser, with heart of gold (and chains to match). Wrong, because he’s still humiliated, put-down, discarded; still the butt of every joke. Wrong, because he still thinks disco got a bum rap.

Each woman provides him with the means to win one of Thygh’s contests, thus enabling him to reach his ultimate goal: to sail off into the sunset with the gorgeous Swedish skipper, Captain Thygh.

### The Setting

The World’s Gaudiest Cruise Ship, the PMS Bouncy, with its gorgeous captain. A cruise ship is a controllable, tight little world in which to stage the women, excuses for lots of outdoor activities with women in skimpy swimsuits, saunas, spas, relaxed atmosphere, etc.

By using a rendered map of the ship, “walking around” is minimized. Simply swing the ship’s model around and click on the deck where you want to be. You then fly inside the ship via a short (2-second) movie until that deck’s floor plan appears. Click on a room on that floor plan and we immediately “teleport” to that location and see Larry enter the scene. Of course, additional hot spots and details appear on the maps as you explore the ship and discover new areas.

### The Overall Structure

The structure features the best parts of Larry6’s game play with new ideas:

- the game is very non-linear
- you can pursue multiple paths simultaneously
- you can get to most of the women as soon as game play begins
- you can solve the women in almost any order
- there’s one “goal girl” at the end of the game whose satisfaction requires you to finish all the other girls
- new Win95 interface combines point-and-click with pop-up word menus (no icons) and restores typing (occasionally, as desired) thereby adding to game play and creativity
- voice-over announcements from the ship’s PA gives opportunity for easy gags

### The Babes

Each woman on the ship is just a target for Larry’s amorous intentions. Often, he succeeds in getting them alone, but often not in the way he’d like. Every time, he ends up naked, sneaking back to his cabin, holding a tiny something from the babe’s cabin in front and in back, sidling through the ship. Every time, he

almost gets inside his cabin when a little old lady comes out of her cabin across the hall and says something expressing her disgust at his behavior.

### **Larry 7 = 8 Babes**

...but only 7 encounters. They are:

1. *Captain Thygh*
2. *Jamie Lee Coitus*
3. *Annette Boning*
4. *Dewmi Moore*
5. *Drew Baringmore*
6. *Victorian Principles*
7. *Wydoncha & Nailmi Jugg*

### **“Thygh’s Man Trophy” Competition**

All the contests are on-going. Larry may enter multiple times and keep his best score, but will always lose. Only through clever manipulation (AKA “cheating”), can he win. At the opening meeting, he receives a scorecard listing the activities he must win. It becomes an Inventory object. When you Look at it, we go to a separate screen with a detailed layout of the requirements.

1. *Craps Tournament*
2. *Best Dressed Hand*
3. *Tail Deck Bowling*
4. *Horseshoe Toss*
5. *Gourmet Cook-Off*
6. *Sexual Technique Simulator*

## The Interface

The following list merely defines changes from the Torin's Passage interface. Anything not mentioned is just like Torin's. This should enable us to get up and running quickly, using a known SCI system and code.

### Cursor & Pop-Up Menus

- Active cursor. Still changes over hot spots. A quick click on a hot spot is Look, clicking on a non-hot spot is Walk.
- Click and hold pops up a Verbs menu consisting of a variable vertical stack of text words on a translucent plane. The list of verbs changes based on the feature clicked. The menu behaves like Win95's right-click menus. There are no icons anywhere anytime.

Button	Action	on Hot Spot?	Action
left	click	no	Walk to nearest legal spot
left	click & hold	no	Walk to nearest legal spot
left	click	yes	Look at feature
left	click & hold	yes	Menu: Look (default), Do, Take, Use, Lick, Eat, others
right	click	doesn't matter	Immediately pop up game menu

- All lists have a Title Bar that displays the name of the object you clicked on. Titles are displayed in a contrasting shade and centered within the Title Bar.
- All Verb menus include Look, Use  and Other.... Look is always the default choice and is highlighted by the cursor when the list appears. (That way, a slightly slow click remains a Look.) Most people have Talk. If something can be taken, include Get. Include obvious functions (buttons have Push; food, Eat; closed things, Open, open things, Close). Unlocked doors have exit features. Locked or blocked doors have a menu until unlocked, then an exit feature. Additional choices may be more creative: Take, Feel, Taste, Caress, etc.
- Examples: a screwdriver, a button on the wall, and a Purser:

Screwdriver
Look
Take
Use <input type="checkbox"/>
Other <input type="checkbox"/>

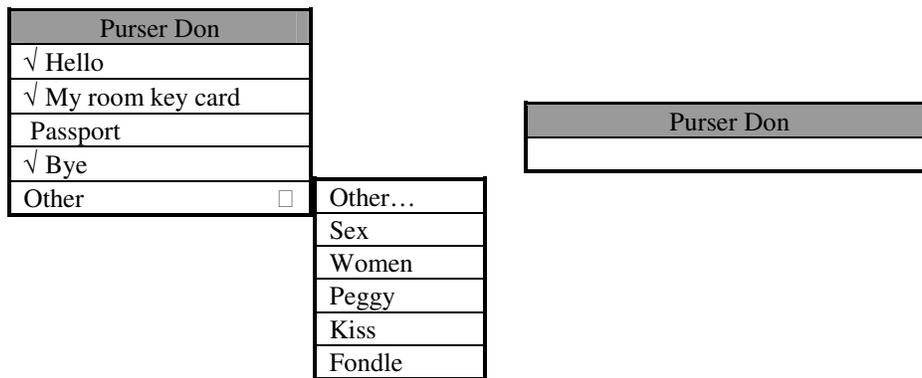
Button
Look
Push
Use <input type="checkbox"/>
Other <input type="checkbox"/>

PurserDon
Look
Kiss
Talk
Use <input type="checkbox"/>
Other <input type="checkbox"/>

- Moving over Use  pops up a hierarchical sub-menu listing your Inventory objects. You may slide over and select one. This is equivalent to the old click Inventory object on visible object.
- Moving over Talk always takes you to a Close-up of that person. See Talking, below.
- Moving over Other  pops up a hierarchical sub-menu listing your recently entered verbs that were recognized by the game. This sub-list begins with Other.... Selecting either of the Others brings up a dialog box for you to type in a word yourself. The Title Bar contains the object's name. Type in Kill, Smack, Kiss, Aggravate, or whatever you wish. Words we recognize are added to the Other... sub-menu so you can use it again without retyping.
- Right clicking anywhere immediately brings up a menu of common game-related actions, just like Windows 95. These duplicate the pull-down menus. The right button is just another, faster way to do what you do often. The default includes at least: Inventory, Map, Score, Save, Boss, and Quit.

### Talk

- Clicking Talk in the L. S. always takes you to a C. U. and automatically plays one of Larry's self-introductions or optionally, the other person asking, "Now what, Laffer?" The interface and pop-up menus function just the same. You can Look at lips, Get hair, Give lipstick, type in verbs, etc.
- But Close-ups also have a special (floating, repositionable) Topics menu in (some unused, variable) corner of the screen. The Topics menu has a Title Bar with the person's name, and a list of topics, including Bye and Other.... Goodbye closes the Topics menu, plays the closing conversation, and returns you to the L. S. from which you came. Alternatively, you can use the Exit features which are all around the perimeter of the C. U., but which skip the Goodbye conversation.
- Just as on the Verbs menu, Other... allows you to type in a one-word topic of conversation. We'll prepare lines to cover the logical topics. This takes us back to open-ended feel of the old parser games, but without the constant typing and frustration.



- Once you've heard a topic, a check mark indicates it's done. Selecting a topic again just replays it. If a topic has to be re-used, remove its check mark to indicate there something new to hear. As topics reveal other topics, those new topics are added to the list. When (if?) we recognize a typed topic, it too is added to the list. Topics, once added, never go away so you can return and replay any topic any time.

### Save/Restore

- Just like Torin's, after the patch: save and restore anywhere, anytime.

### Pull down menus

- same as Torin's, but with "Filth Level."

### Play field

- When the game runs in 640x480 mode, there is no title bar, and our menu bar appears when you are above 20x. But if you run Windows in a screen mode >640x480, you can choose between full-screen or window mode. Window mode has the standard Windows title bar. But either way we store the setting so the next time you play we return you to that mode. (Check out the Microsoft Plus Pack's pinball game.)
- Repeat after me: "We will never again force players into 256-color mode." (On the other hand, it would be nice to switch to 256-color on the fly in Win95....)
- ToolTips are only active on the Inventory screen.
- The Minimize button reduces the game to an icon on the user's desktop. This is also listed on the pull-down Game menu as "Boss Coming! Ctrl-B." The Resize button changes the game from full-screen to windowed mode. It would be nice if we could include a phony, minimized, Excel rip-off icon saying "Next Year's Budget" or something.

### Center well

- gone, along with all the rest of the on-screen, always visible, interface

### *Inventory*

- now reached either via a text item on the right mouse click game play menu or from the pull-down menus. A translucent Inventory screen covers much of the play screen and freezes play. Click an object to bring up its verb list, which includes Use  so you can use one object on another. If those two don't work together, you hear a small "wrong" tone.
- The name of the objects are provided by ToolTips, as well the title bar on each item's verb menu.

### *Pause*

- Now a menu item; selecting it brings up a dialog box that stops the game until you click "Continue."

### *Transcript*

- Now a menu bar item; selecting it brings up a translucent transcript screen covering the center of the play screen and freezes play. Functions just like Torin's.
- Closed-captioning still available via a pull-down menu item.

### *Filth Level*

- Displays dialog with three buttons: "Decrease," "Increase" and "Done." "Decrease" is always grayed-out. "Increase" produces a fabricated on-the-fly message beginning with "Now entering dirty mode." Every "Increase" we add another adjective before "dirty" like "really, totally, wholly, completely," etc. Of course, it has absolutely no affect on the game.

### *Death Dialog*

- No death. (I wonder if anyone will notice.)

### *Score*

- Now reached via the menu bar. Selecting it brings up a dialog box with your score and a random insult about your lack of progress.

### *VCR Controls, Fast Forward, Clicking during hands-off*

- Clicking during handsOff brings up a menu with "Pause (the default), Fast Forward, Continue"
- Forget about the Rewind button; in spite of all the work, no one seemed to care

---

## Walk Through

\*Asterisks indicate optional actions, merely informational, never required.  
Talk menu selections are “inside quotes.”  
Required typing is specified by “Type” and the expected string inside “quotes.”  
*Indented italics like this indicate a hands off sequence.*

A border like this indicates further progress is dependent upon another puzzle.

---

*Board ship, meet captain, cut to Purser C. U., receive room key, lose all La Costa Lotta Inventory. Game then starts (and re-starts) in the lobby L. S.*

*see Dewmi slip orgasmic powder into Larry's drink; he orgasms, blacks out, awakens groggy and alone in her hot tub. Returns to his room wearing nothing but dice cups.*

### Victorian Principles

\*go to library  
\*talk to Vicki  
go to clothing optional pool  
find Drew  
talk to Drew about “book” (or just take it, if she's not there)  
go to library  
talk to Vicki, type in any string; she turns around to look it up  
while Vicki is not facing you, take her book from her desk  
in Inventory, click on one book, select “remove dust jacket”  
in Inventory, use dust jacket on other book  
place newly created combo book back on her desk  
exit library  
go to library  
talk to Vicki about “weather” (new topic)  
*have wild sex (Easter egg!). Return to your room wearing nothing but a (dust) “jacket”*

### LuvMaster 2000

\*go to LuvMaster competition area  
\*use scorecard on machine  
*\*use machine; finish in seconds, get score of 2*  
go to library  
talk to post-coital, libidinous Vicki; type in “LuvMaster”  
*she agrees to “bet,” uses LuvMaster with your scorecard, scores 999*

### Dewmi Moore

must have won Craps Tournament before Dewmi notices you even exist.

go to Dewmi's room  
play Liar's Dice and win

### Cook-off

go to kitchen  
\*find fish wrapped in pages from Professional Hash Slinger magazine  
\*look magazine; find recipe for quiche including cheese recipe  
\*smell magazine (tuna)  
take pot

must have finished Xqwzts to have key to beaver hold (GLOW)

go to beaver hold  
find shipping container of Venezuelan beavers  
click on beavers, type in “milk” Get beaver milk  
*see beavers lying back smoking, while Larry cries “next!”*

must have finished Drew for mold to appear.

go to Larry's room  
scrape mold off shower wall  
go to lounge  
talk to bartender, type in “Lime Juice”  
*Larry does Easy Rider with bartender to get lime juice*

go to promenade deck  
get kumquats from the kumquat tree  
go to kitchen  
take salt  
use any ingredient on any other  
*see Larry humorously create Venezuelan Beaver Cheese And Kumquat quiche*

must have finished Dewmi to get powder.

go to Dewmi's room  
take orgasmic powder from dresser  
go to Cook-Off competition area  
\*use scorecard on judge; receive worst score ever  
add orgasmic powder to pre-prepared quiche to make Quiche d'Larry  
\*use scorecard on judge

*watch judges repeatedly orgasm until they can barely keypunch their "10.0" on the scorepads*

## Annette Boning

must have finished Xqwzts to meet Annette

*Annette appears in your room, leaves her hanky on the floor, invites you to her room*

take hanky

go to blind desert tasting (now deserted)

find Annette's chair

smell her chair's area (perfume); see C. U.

\*in C. U., smell chair (tuna)

in C. U., take life insurance policy

\*look policy to learn her name

go to purser

talk to purser, type in "Boning" (homosexual references)

use lobby phone, select "Call"

talk to purser on phone, type in "Boning"

*old man answers. "Are you Boning?" "We were 'til this phone rang!"*

talk to purser about your account; he leaves to check files

look at upside-down phone

press redial; learn number of Boning suite

go to Boning suite

*get into bed with old man; kill him, Annette enters, sees husband dead, throws Larry's clothes out porthole, shoves him into hallway. Larry returns to room naked except for a Pamper*

## Drew Baringmore

go to pool-side changing cabana

\*talk to pool attendant

attempt to enter pool area

*pool attendant forces you to change into provided CodMaster swimsuit*

walk over to Drew

*first time only, Larry drops his towel on the CodMaster 2000, Drew grabs towel to wipe hands*

\*talk to Drew about any topic

\*hear Drew order "gigantic erection"

\*go to library

\*find book on Fokker by Baringmore

go to pool

talk to Drew; type in "Fokker"

\*find Peggy (somewhere up on deck)

\*talk to Peggy about "cabin boy," learn about Xqwzts's hidden room behind the locker bay

\*talk to Peggy again, this time about "locker number" to learn which locker to open.

\*talk to Peggy again, this time about "combination" to learn the combination to open the locker

go to locker bay

click on correct locker, select Open.

When prompted for combination, type in "38-24-36"

talk to Xqwzts; type in "Drew"

\*find Peggy (somewhere up on deck)

\*talk to Peggy about Xqwzts, learn he wants into US with passport

go to Purser's desk

talk to Purser, type in "passport," learn you need photo ID to get passport

must have had sex with at least one other woman or Xqwzts has no pictures...of you

\*go to Xqwzts

\*talk to Xqwzts, buy photograph of you (if you've been laid)

get mucilage from library desk

glue photo to room key card

go to Purser's desk

talk about passport,

*show photo ID, receive passport*

go to Xqwzts

give Xqwzts the passport, get master key; Xqwzts leaves forever

go to luggage storage compartment door

use master key on door (first time only)

*enter luggage hold, Drew's suitcase falls on your head, so you automatically take it*

go to pool

*leave luggage with pool attendant*

go to Drew

talk to Drew about suitcase

*she follows you across pool deck but Larry blocks our view of her (Easter egg?); she dresses in tunnel, exits dressed, cut to Larry's room, she enters shower*

go to promenade deck

open fire hose storage cabinet

take hose

go to your room

use fire hose with either pipe or toilet

*we see Larry connect hose to both overhead pipe and toilet*

flush toilet

*Drew screams, hangs from ceiling, then runs out of room*

## The Juggs

\*go to horseshoe competition area to find Juggs

\*talk to Juggs about their show

\*go to pool L. S.

\*read Persons magazine

go to your room  
take silicone lubricant  
go to lounge  
talk to Johnson; type in "gigantic erection"  
while Johnson is occupied mixing, enter Juggs' dressing room  
take deodorant from dressing table  
click dressing table, Use silicone lubricant  
return to bar; Johnson just finished fixing your "gigantic erection" (drink it or leave it)  
go to restaurant  
talk to Wang (ask for s'Pork) or take s'Pork  
*eat it at carving table*  
talk to Wang (ask for more s'Pork) or take s'Pork  
*eat it at carving table*  
talk to Wang (ask for even more s'Pork) or take s'Pork  
*Wang exits for more s'Pork*  
take bulb from heat lamp ("Ow!")  
go to lounge  
use bulb on pin spot  
leave lounge  
go to lounge  
*Juggs perform, get hot, jump Larry. Larry returns to room wearing nothing but a Country Music Awards Show belt buckle*

## Horseshoes

\*go to horseshoe competition area  
\*look at iron horseshoe stake  
\*look at map; notice horseshoe area is directly above casino  
\*use scorecard on machine; play horseshoes  
*Larry misses; badly; always*  
go to lounge stage  

must have finished Juggs to get chase lights
--

  
take chase lights  
take remote control  
go to casino lobby  
take dice from sculpture  
*the statue collapses off-screen*  
leave casino lobby  
\*go to library  
\*read Fun with Electromagnetism  
go back to casino lobby  
climb scaffold  
use chase lights on iron stake  
*see Larry wrap wires around stake*  
\*descend scaffold  
\*use remote control  
*\*chase lights come on, metal objects come flying*  
go to horseshoe contest  
use scorecard on machine

use remote control  
throw horseshoes  
*Larry gets ringer, always*

## Craps Tournament

\*go to employees' break room  
\*read notice on wall about shaved dice  
go to your room  
get toilet paper  
go to casino lobby  
take souvenir dice from Venus sculpture  
*sculpture collapses off-screen*  
use toilet paper on souvenir dice (but not in casino)  
go to buffet  
eat bean dip  
go to casino  
stand near lucky shooter  
click on Larry, select verb "Fart"  
*watch the place clear*  
use scorecard on craps table, select "Play"  
*see Larry get \$100 in chips and bet it all on "Come"*  
take dice offered by croupier  
\*roll croupier's dice and lose  
roll shaved dice  
*roll and win several times. Dewmi sees you win big, falls all over you, takes you to her room*

## Jamie Lee Coitus

### Best-Dressed Man

\*go to best dressed competition area  
\*use scorecard on machine; receive bad score  
\*go on deck  
\*look at sails  
go to ballroom  
\*talk to Jamie  
talk to Jamie, type in "leisure suit"  
*she flips; now she needs polyester*  
go to buffet  
eat s'Pork  
eat more s'Pork, Wang heads off for more  
take Wang's knife  
go to casino lobby  
climb scaffold  
take screwdriver  
go to employees' break room  
take jumper wire from bulletin board  
\*go to bridge interior  
\*look at sail switch  
go to bridge exterior  
\*look at junction box

use screwdriver to open junction box  
use jumper wire on junction box  
go to sails  
wait for a PA announcement to unfurl sails  
use knife on unfurled sails  
*cut fabric, get fabric, spend night wrapped up,  
tumble to deck*  
go to Jamie  
give polyester to Jamie  
*she takes your leisure suit for pattern; return to  
room hiding behind a thread bobbin*  
\*return to locked, silent ballroom door  
\*read Jamie's note  
enter stage door  
*appear at fashion show; return to room wear-  
ing camera with zoom and flash*  
go to best dressed competition area  
use scorecard on machine  
*win best dressed guy competition*

## Bowling

\*go to bowling competition area  
\*watch contestants wipe their balls (insert your joke  
here)  
\*use scorecard on machine  
\*get bowling ball; bowl badly  
\*find Peggy (somewhere on deck)  
\*talk to Peggy about "leg," learn about contact explo-  
sives

must have finished Xqwzts for vent access

enter Xqwzts's closet  
use screwdriver on air vent  
*enter vent; go to blind tasting room; get naked  
before room full of people, return to room  
wearing an éclair. Annette waits in your room,*

*gives you blow job and her hanky, invites you  
to her room*  
go to employees' break room  
take KZ Jelly  
use KZ Jelly on hanky anywhere other than bowling  
competition area (because people would see you  
cheating if you wait until then)  
go to lounge  
talk to Johnson; type in "gigantic erection"  
while Johnson is occupied mixing, enter Juggs' dressing  
room  
take deodorant from dressing table  
go to aft hold  
use Xqwzts's master key on bulkhead door  
spray deodorant on pallets of ten-pins  
go to bowling competition area  
use scorecard on machine  
*take bowling ball, rub ball with "lubricated"  
hanky, bowl, see pins literally explode, get per-  
fect 300 score*

## Captain Thygh

must finish all 6 competitions before gaining admittance to  
Thygh's cabin

go to Thygh's cabin  
\*talk to Thygh; learn she wants more  
go to Annette Boning's suite; she keeps you outside  
use insurance policy on Annette in doorway (using sub-  
titles)  
*she presumes blackmail, gives you oil company  
stock certificate*  
go to Thygh  
use stock certificate on Thygh  
*talk to Thygh about her "new position" with  
your shipping company; "Give me those hand-  
cuffs, will ya honey?"*

## The Characters

### Victorian Principles

The ship's librarian, she's scholarly, erudite, and totally repressed sexually. Like all librarians, Vicki is a closet nymphomaniac. Her enticing eyes suppressed behind scholarly horn-rimmed glasses, her long luxurious raven hair trapped in a stifling bun, her ample bosoms pinned beneath a stout corset, her creamy thighs lurking within a conservative business suit, Vicki is a smoldering cauldron of pent-up sexuality...until she encounters Larry. Then, her pot bubbles over, her corset becomes a bustier, and she transforms into an over-sexed sex maniac, horny and aggressive. Why? You ask. Larry slips her a romance novel!

Scholarly, erudite but sexually repressed, her enticing eyes suppressed behind scholarly horn-rimmed glasses, her long luxurious raven hair trapped in a stifling bun, her ample bosoms pinned beneath a stout corset, her creamy thighs lurking within a conservative business suit, Vicki is a smoldering cauldron of pent-up sexuality.

Like all librarians, Vicki is a closet nymphomaniac. In her entire life, she's only read great literature, so when you hide a steamy bodice ripper inside the dust jacket of her tome of classic literature, she gets so excited, she finally slips off those glasses, lets down that hair and opens more than her dust jacket.

Larry murmurs Dewey decimal numbers in her ear. She asks Larry to "finger my card catalog."

Eventually, you make a bet with her about who knows the most about sexuality...using the LuvMaster 2000 to prove it. She gets a high score, but since she used your scorecard, you get the credit.

*The voice needs a large range to contrast the quiet, intelligent, tightly-wound, inhibited, soft-spoken, tight-kneed librarian with the blatant, breathy, aggressive, totally non-subtle, steamy slut.*

### Dewmi Moore

A beautiful, provocative, stereotypical James Bond casino fly who takes these cruises only for the chance to meet men with money – and extract it. She hangs out at the casino waiting for a winner. She's never met a rich man she didn't like. And that includes Larry.

A Jessica Rabbit-bodied, beautiful, provocative, stereotypical James Bond casino fly who takes these cruises only for the chance to meet men with money –

and extract it from them. She hangs out at the casino. If you have money, she wants it!

Eat the bean dip, then fart near the current roller to "open up a spot" at the craps table. Cheat. Win big. Dewmi is suddenly attracted to you. She whispers in your ear, "Have you ever played strip dice, Larry?"

You go to her cabin and play strip liar's dice with her. Eventually, you win back all of your money, plus all of her money...and all her clothing. When she's finally naked (and pissed), she offers to take you to bed, but instead slips Orgasmic Powder into your drink. All you get is a humorous psychedelic display of thinly-veiled sexual references. The morning after, you awake in her hot tub all alone, without clothes or money, (Larry thinks, "although I think I may have gotten laid.")

*Sultry, sexy, slinky, but also furtive, sneaky, clandestine, underhanded, crooked. Already cast for demo: Sheryl Bernstein*

### Annette Boning

A mysterious, dark-haired, film noire woman of the night gold-digger who married old Mr. Boning never realizing his name referred to his sexual appetite. She's dressed in a classy 40's black suit, with a large black floppy hat. Larry assumes she is Old Man Boning's nurse. She's looking for someone willing (or stupid enough) to commit murder...and she'll do anything for him.

She's our mysterious, dark-haired, film noire gold-digger who married old Mr. Boning without realizing his name referred to his sexual appetite. She's dressed in a classy 40's black suit, with a large black floppy hat, a mysterious woman of the night, whom Larry assumes is Boning's nurse since she's always pushing around the old boy's wheelchair. They meet when Larry stands naked in the middle of the table at the Blind Dessert Tasting. Annette follows Larry back to his room, and does her own little "taste test" on Larry!

Annette got married assuming the old coot would quickly die off so she could inherit his considerable wealth. Instead, "he's started shopping for real estate in a quiet neighborhood near an elementary school to build a home for me and the kids I'm supposed to bear him!" She wants him dead but can't do it herself. "If only I could find someone who would bump off the old boy for me," she thinks, just as Larry pops into view.

She continually hints at murder, mentioning many different ways to do it, suggesting things, but never explicitly asking. Of course, Larry misses her drift entirely. However, players won't since sub-titles reveal both Annette's and Larry's true meaning. (Annette's is usually the opposite of what she says; Larry's is always the same.)

Later in the game, you can return to Annette's cabin, but only to talk at the front door. You think Annette still wants out of her job. ("Is everything still okay with the old man?") She thinks you're reneging and want more.

Topics: weather (whether what?), life (how life is fleeting, fragile), I'm sorry about the other night, do you often lose your patients? (lose my patience?),

I always say, Life is what happens while you are making other plans.

That was John Lennon. He said that.

No, he was with The Beatles. Anyway...

If you give her the insurance policy, she says thanks.

Finally, after Captain Thygh gives you the game's ultimate challenge, you again return to Annette's cabin and more sub-titles. Larry says nothing alarming but she hears "blackmail" in every line. She gives you ownership of Boning Shipping Lines "out of gratitude for helping me earn my freedom."

*Very soft-spoken, sultry, deep, breathy voice.  
Needs someone who can underplay, but with high octane sex content.*

### **Drew Baringmore**

Beautiful, young, intelligent, perpetually-naked aeronautical industry leader biographer nudist, Drew spends the entire cruise lying naked near the pool, wearing nothing but her laptop. She's completely comfortable with her body, her nudity, and her abilities. The twist? Larry actually has to talk her into her clothes!

Beautiful, young, attractive, intelligent, perpetually-naked writer, Drew is permanently planted beside the clothing-optional swimming pool. She loves nudism so much she rids herself of all her clothing immediately upon boarding the ship by making her cabin boy lock up her suitcase for the duration of the trip. She eats, sleeps, suns, swims the entire cruise, heavily slathering SPF-300 all over her naked body, with only her laptop computer for protection. As you talk with her, the screen slowly drifts downward, until she interrupts just before

you see anything with, "Excuse me! Could you look me in the eyes?" (Find the earplugs beside the backstage soundboard in the lounge and wear 'em for the show-all Easter egg!)

"Most men just bore me." (Larry: "I could see that.") But once you find her book in the ship's library, learn she's interested in aviation history (particularly the airplanes of Anton Fokker), and type in "Fokker" as a Talk topic, she agrees to go back to your room...to discuss Fokker, of course. Drew: "I could Fokker all night." Larry thinker: "Funny; that's exactly what I was thinking!" Drew: "But I can't because I had the cabin boy lock up my clothing for the duration of the cruise. You know I can't walk through the clothing-required parts of the ship like this." Somehow you must get her dressed! (Larry: "I can't believe I'm trying to get a totally naked woman INTO her clothing!")

Get the key to the luggage hold, find her suitcase and bring it to her. She really does go to your room, but as soon as she's there, she heads straight into the shower. The only way to get her out of the shower is to connect the fire hose to the water standpipe in the corner and then to your broken toilet. Flush your toilet, water shoots out, her shower has only hot water, and scalds her.

Unfortunately, Drew gets pissed as well as scalded! She storms out of your room, returning to the nude pool, but leaving mold growing on the walls of your shower, which you need to create the beaver cheese.

*Younger voice, articulate, light, fast talker, with a perfectly innocent quality that contrasts her on-screen appearance.*

### **Wydoncha and Nailmi Jugg**

Two hot country western singing babes, Wydoncha and Nailmi Jugg ("Ya know, there's only a few years difference in our ages!") are our mother-daughter combo. They wrote that country classic, "Tangled Limbs and Big Hair." Big red teased hair. Big jugs.

At the beginning of the game, they hang out in the ship's champagne hot tub, wearing their country western swimsuits. Later, they're on-stage in the ship's lounge to present their "musical revue featuring both kinds of music - country and western!"

You read a story in Persons magazine about a prison gig where they had a roadie sprayed them with silicone lubricant to slide them into their too-tight latex outfits. The heat, silicone, latex, and perspiration all interacted to create an aphrodisiac effect. So you substi-

tute silicone lubricant for their deodorant and replace their spotlight bulb with a heat lamp.

During that night's performance, the heat lamp causes the silicone, latex, and perspiration to interact again. They get sexually stimulated and jump you on-stage, only this time Larry has mother-daughter-Larry threesome sex!. You later take their remote-controlled battery-powered electrically-lit country-western costumes and use them as electromagnets to win the horse-shoe competition.

### *Nailmi Jugg*

The mother half of that famous mother-daughter country-western singing duet, The Juggs. ("Ya know, Honey, we're almost the same age!") Nailmi Jugg wrote that country classic, I've Got My Panties 'Round My Ankles (And Pain Around My Heart).

*Nailmi has big red teased hair, a loud mouth, a severe country accent, but her voice is deeper, more whiskey-soaked than Wydoncha's. Needs to be a good enough singer to do harmony with Wydoncha without sounding good.*

### *Wydoncha Jugg*

The daughter half of that hot mother-daughter country-western singing duet, The Juggs. ("Ya know, I'm already older than Momma was when she had me!") Wydoncha wrote that country music classic, He's Got His Daddy's Eyes (And His Other Daddy's Smile).

*Wydoncha has big red teased hair, a loud mouth, a severe country accent, but her voice is lighter and higher than Momma Nailmi's. Needs to be a good enough singer to do harmony with Nailmi without sounding good.*

### **Jamie Lee Coitus**

Twenty years ago, Jamie Lee Coitus was a Bayonne prom queen beautiful enough to become a Paris runway model. Now she's a leading haute couture designer. She's still gorgeous and desirable...until you hear her voice: she's an aggressive, forceful, successful East Coast businesswoman with too much gold jewelry, not too bright, but able to work her way around anything. She looks great, but sounds like a high-pitched Fran Dresher, only more so!

Beautiful, slender, former leggy super-model, Jamie Lee Coitus is a Paris haute couture fashion designer with "a sinus infection." She has bottles and jars everywhere filled with white powder, all with innocuous names like "flour," "baking soda," "sugar," "perfectly legal powder," etc. We never mention her habit, nor does she. She looks a lot like Jamie Lee Curtis.

Jamie is using this cruise to show her new line of spring fashions ("Visions of Spring") and invited along the world's fashion press. But she just learned her arch-rival, Calvin Klown, has scooped her by pirating her entire spring line-up and announcing it to the press as his "Newer Visions of Spring" line. Fortunately, Ms. Coitus brought her best seamstresses along on the cruise for the show. Unfortunately, after creating an entire line of new creations that will now be seen as derivative, she's all out of inspiration!

Talk to Jamie, type in "leisure suit," and she devises a diabolical scheme: she'll one-up Calvin Klown by remaking her entire spring collection into a 70's retro look, i.e., the white leisure suit! But now she has a new problem. "What about fabric? Where can I get hundreds of yards of white polyester? On such short notice? In the middle of the ocean?" Larry obliges by cutting up the ship's sails and bringing the white polyester to Jamie Lee.

Larry changes the course of world fashion by making leisure suits the rage of the international fashion press. Leisure suits are in. Suddenly Larry is the crown prince of world fashion. And, best of all, Larry can now win Captain Thygh's "Best Dressed Man" competition. "Remember, girls: my suit's authentic!"

*While she's achieved great success as a designer, she hasn't done as well with her voice. Even with that Paris detour, her Bayonne roots still shine through. She slips back and forth, in and out of an incredibly-broad, fake French accent. She has a small, high, brassy, whiny voice, the ultimate woman "you don't want to get trapped in an elevator with."*

### **Captain Thygh**

She's Swedish, blond, forceful, powerful, and demanding. She expects utmost discipline, instant response to her every order, and utter loyalty. She runs a weekly contest for her male passengers. The winner gets to spend the following week "cruising on her!" Not many lines, but the game's ultimate goal. Her attitude is more Germanic, but her accent is Swedish.

Every week she runs a "Thygh's Man Trophy" contest. The winner spends the following week cruising free "on the Captain." At the beginning of each cruise, the Purser distributes a randomized list of wacky challenges to any and all "comers," male or female. Thus, the goal of the game is obvious: win Captain Upya Thygh's contest.

She's Swedish, blond, forceful, powerful, and demanding. She expects utmost discipline, instant response to her every order, and utter loyalty. She never grants an audience to mere passengers, merely glancing out her cabin door's porthole. However, she compensates by filling the ship with cheesecake boudoir photos of herself.

Since the entire game revolves around the "Thygh's Man Trophy" plot device, when Larry is finally declared the winner, you think the game is over. But, after reporting to Thygh's cabin, you discover there's yet another twist. After seeing Larry, Captain Thygh demands more.

Talking to her reveals her secret desire is to return to her old occupation: supertanker pilot! Fortunately you've done a favor for someone who can now help you. Return to Annette Boning's cabin to "discuss our little problem." Annette trades you the life insurance policy you found for stock ownership of the crude oil shipping company she just inherited, instantly turning you into "Larry Laffer, shipping magnate!"

You return to Thygh's suite to offer her "a position working closely under me!" As we cut to a shot of the PMS Bouncy bouncing its way into the sunset, we hear her order, "Toss me those handcuffs, will ya, Larry?"

*Deep Swedish accent, barks orders, militaristic, her sadomasochism only slightly submerged.*

### **Shamara Payne**

Picking up where Larry6 left off. Heard mostly in the dark. Dumps Larry at the beginning of the game. Bit part.

The goal character in the previous game, in this game she's mostly heard in the dark. She dumps Larry at the beginning of the game. Bit part.

*Use same actress as Larry6? Julie Amado*

### **Peggy**

Peggy is the peg-legged fowl-mouthed deckhand. She's a stereotypical pirate movie's nasty old salt, a swashbuckler with a surly attitude, foul mouth, except she's not a he. She even has a peg leg, but hers comes complete with interchangeable janitorial attachments. When you first meet her, she's wearing the peg; it makes a conspicuous noise as she walks on the wooden deck. But after that, every time you encounter her, she has a different Rube Goldberg cleaning apparatus installed on her peg, beginning with a mop, then a sweep broom, followed by a push broom, electric welder, electric vacuum cleaner, electric disc sander, electric waxer and an

electric floor polisher (or whatever's funny). She hangs out on the Promenade Deck.

Peggy curses up a storm, which we liberally (and literally) bleep. Gives us a way to get away with truly vulgar profanity and yet not really say anything. "I can see why they call you Peggy..." "Cause my mother named me Margaret, you stupid f---ing bastard!" "Hello, Peggy." "Hello, s---head!"

Peggy is the ship's peg-legged fowl-mouthed deckhand, a stereotypical pirate movie's nasty old salt, a swashbuckler with a surly attitude and foul mouth, except she's not a he. Peggy curses up a storm, which we liberally (and literally) bleep. She even has a peg leg, but hers has interchangeable janitorial attachments: mop, broom, toilet bowl plunger, weed whacker, arc welder.

*Needs to be comfortable with profanity, as we'll record everything to get the timing right, then bleep her later. Should be the woman with the best comic attitude, as she'll get the laughs.*

### **Peter**

The Ship's Purser is a paranoid, ultra-suspicious, conspiracy theory expounding, over-the-top, gay bureaucrat. Gives the game setup speech in the Ship's Lounge soon after you arrive aboard ship, explaining Captain Thygh's "Thygh's Man Trophy" competition to Larry and all the other contestants. But mostly, he's stationed at the Purser's Desk off the main lobby. You must get back your Passport from him.

The ship's Purser is a paranoid, ultra-suspicious, conspiracy-theory-expounding, way over-the-top, gay bureaucrat who uses the system he hates to get even with the ship's customers.

*Nathan Lane's Birdcage character, Living Color's "two snaps" boys, huge broad over-the-top attitude.*

### **Dick**

The Pool Attendant stands guard at the swimming pool entrance. Keeps you from entering the pool area in your clothes. Requires you to change into the CodMaster 2000. Keeps you from taking Drew's suitcase directly to her, forcing her to prance across screen nude. Has a deep masculine voice, with a surfer-dude accent.

*Has a deep masculine voice, with a surfer-dude accent.*

## **Wang**

Our carving boy is Half-Chinese and half-Irish, he mixes both accents, each for part of each sentence. Half of each sentence sounds like Hop Singh, the other half, Peter O'Toole. Responsible for the s'Pork serving line.

The ship's carving boy, he's half-Chinese and half-Irish. He mixes both accents, each for part of each sentence.

*Needs to be good with accents, change back and forth easily. How about Michael Gough? (He did this for me as Salvatore O'Hannahan in Freddy Pharkas, Frontier Pharmacist).*

## **Johnson**

The Lounge Bartender works the lounge where the Juggs perform (later the Comedy Club). He's a redneck with an attitude, trained in the Deep South, with the sensitivity of Andrew Dice Clay but none of the subtlety. Probably dated Brett Butler at a trailer park outside Macon.

*An aggressive redneck with a lazy, White Trash attitude. Surly to bed, surly to rise.*

## **John Thomas**

The Game Owner's part. Plays the off-screen role of the nude pool's waiter. Never seen on-screen. Al's voice ships with the game, but the player can record his own WAV files to replace them. Only has a few lines, but he should get laughs.

## **Schvantz**

Another part for the Game's Owner. Plays the off-screen role of last week's "Thygh's Man Trophy" competition winner. Never seen on-screen. Al's voice ships with the game, but the player can record his own WAV files to replace them. Only has a few lines, but he should get laughs.

## **Willy**

Our Audioanimatronic Karaoke Stand-Up Comedian works the Lounge after the Juggs are gone. Hosts "Great Moments With Mr. Clinton." The premise is the audience records jokes, with the automaton then plays back, with typical (albeit mechanical) stand-up gestures.

Picture an audioanimatronic Bill Clinton hosting "Great Moments With Mr. Clinton." He's also the karaoke stand-up comedian working the Lounge once The Juggs' act is over.

*Need a Bill Clinton impersonator.*

## **Bob Bitt**

Get it? Bobbit? Bit part. Looks and sounds like Bob Ross, the soft-spoken, deceased PBS painting teacher. Only in the game until you ruin the nearly-completed 20-foot-tall sculpture of Venus de Milo he's making in the casino lobby. No interaction. We see him only on top of a tall scaffold. Before, he's working. After you destroy Venus, he's sobbing over a massive pile of dice. Subsequent times, he's gone.

*Need a Bob Ross impersonator.*

## **Jacques**

Our Croupier is so French, and so Continental, with a strong, bad, fake French accent and matching body odor, but with a real French attitude. "Yes, but of course, you are pond scum, Sir." You can purchase \$100 in chips from him at any time, just so long as you give him you "Thygh's Man Trophy" scorecard first. ("Just charge that to my room, Garçon." "Wee wee on you too.")

Jacques has only a few lines. He's the casino's croupier, so French, and oh, so Continental. His accent is strong, bad, and authentic French and so is his body odor. He's the embodiment of the wonderful French attitude, "Yes, but of course, you are pond scum, Sir."

*French accent, probably prissy.*

## **Old Mr. Boning**

Annette's soon-to-be-late husband is old, white, pale, surly, frail, with IV's, catheter bags & oxygen hoses attached to his wheelchair, he's Grampa Simpson, only more so. He loves to quote the morning paper...but it's always some morning in 1917. Speaks only in incongruities. If Annette doesn't kill him, you'll want to yourself before the game is over! The joke is: he's actually an animal in bed, saving up all his energy all day to terrorize her all night. "I've been waiting 50 years for this!" he says with a cackle. "So how are things back home?"

*Grampa Simpson, only more so.*

## **Xqwzts**

Our multi-cultural cabin boy's name is right there on his name tag, but Larry pronounces it differently every time he says it. Xqwzts wants into the United States. He'll do anything to get in. You give him your passport and he leaves immediately, leaving his master key to all the storage facilities on the ship hanging in his hidden compartment. You take it. Mark calls him Exquisite-s. Al calls him Xerxes. You can call him Ray.

The only cabin boy on the whole ship, you can read his name right there on his name tag, but you pronounce it differently every time you say it. Has an eclectic mix of cultures in his chamber, so every line could have a different national accent.

*Whoever does the most accents and is the best comedian will be fine. This guy is very flexible; whatever sounds funny.*

### **Rod**

We hear the off-screen Fire Chief as voice-over only, through his bullhorn, yelling up at Larry in Shamara's room at La Costa Lotta. Gives interface instruction in game opening scene.

### **Judge Julia**

One of the judges in the cooking competition. Looks and sounds exactly like Julia Childs. Bit part. Performs in the 3-way simultaneous orgasm scene.

Looks exactly like Julia Childs. Bit part. Performs in the 3-way simultaneous orgasm scene. Picture the deli scene from When Harry Met Sally times three.

*All we need is someone who can do a believable Julia Childs orgasming!*

### **Judge Paul**

One of the judges in the cooking competition. Looks and sounds exactly like Paul Prudomme. Bit part. Performs in the 3-way simultaneous orgasm scene.

Looks exactly like Paul Prudomme. Bit part. Performs in the 3-way simultaneous orgasm scene. Picture the deli scene from When Harry Met Sally times three.

*All I need is someone who can do a believable Paul Prudomme orgasming!*

### **Judge Graham**

One of the judges in the cooking competition. Looks and sounds exactly like Graham Kerr. Bit part. Performs in the 3-way simultaneous orgasm scene.

Looks exactly like Graham Kerr. Bit part. Performs in the 3-way simultaneous orgasm scene. Picture the deli scene from When Harry Met Sally times three.

*All I need is someone who can do a believable Graham Kerr orgasming!*

### **Announcer**

Voice-over only, through ship's PA system. Lots of wacky lines, stupid shipboard announcements.

*Probably Jan Rabson, since he'll have lots of sessions as Larry.*

### **Fire Chief**

Voice-over only, through bullhorn. Gives interface instruction in game opening scene. Authoritarian, stern, deep voice.

*Probably Neil Ross, since he'll have lots of sessions as narrator.*

### **The Bonds**

*Need as many men who already have a part to also do a few lines as one or more of the movie James Bonds. "Shaken, not stirred."*

### **Kenny**

Makes myriad shapes of balloon animals, but all of them look.

### **Waitress**

Bit part. Only a couple of lines. Almost anyone will do.

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## Inventory Objects

### **Complimentary Hotel Lil' Hair Weave Kit**

Take from the table to right of Shamara's bed at La Costa Lotta. Open it in Inventory and you find a needle inside.

### **Vice Grips**

Take from the table to left of Shamara's bed at La Costa Lotta. If you use them on the handcuffs, nothing happens because the cuffs are too strong. But, you can Use them in Inventory to bend the...

### **Needle**

Get by Opening the Lil' Hair Weave Kit. Use it on the handcuffs and nothing happens because the needle is still straight. Bend the needle in Inventory with the Vice Grips to create...

### **Lock Pick**

Make in Inventory from the needle and the Vice Grips. Use on your handcuffs to release yourself from a certain fiery death.

### **Cruise Ticket**

Get on Shamara's balcony. Give to Purser in ship's lobby to get your room key.

### **TMT Scorecard**

TMT stands for Thygh's Man Trophy. As soon as you enter the Lounge for the competitors' meeting, it begins. There's a funny speech by the Purser. Each contestant receives a scorecard. Look at it Inventory and you get a special C. U. screen showing your progress through the game and your score.

### **Key Card**

Automatically given you when you board the ship in the opening cartoon. Combine in Inventory with the Mucilage and the Lewd Photo to create a Photo ID to satisfy the Purser's weird demands.

### **Lewd Photo**

Once you've been with any other woman (or women for that matter) you can go to Xqwzts and he will sell you lewd photos of yourself having sex. "Just charge it to my room." "Okay," and he pulls out a credit card imprinter. Combine in Inventory with...

### **Mucilage**

Combine in Inventory with the Lewd Photo to create...

### **Sticky Photo**

Combine in Inventory with the Key Card to create...

### **Photo ID**

Created in Inventory by combining the Lewd Photo with the Mucilage, then combining your room's Key Card with the Sticky Picture. Use on the Purser to obtain your...

### **Passport**

Evidently you had it on you at La Costa Lotta because you automatically give it to the Purser when you get your room key. Retrieve it from the Purser by showing him your fake Photo ID, then give it to Xqwzts to get his master key.

### **Master Key**

Get from Xqwzts in exchange for the Passport. Use to gain first access to the ship's beaver hold, pin-setting hold and luggage storage compartment hold.

### **Drew's Suitcase**

Once you have the Master Key, you have access to the ship's hold. As soon as you enter the hold, the suitcase falls on your head, so you Take it. Give it to Drew to get her to go back to your room with you.

### **Earplugs**

Find the earplugs lying near the soundboard, backstage in the lounge. Their only use is to get a look at Drew's naked body in her C. U. by the pool.

### **Prudish and Proud**

Swipe from Vicki's whenever her back is turned. Must return before leaving library. While in Inventory you can remove...

### **Prudish and Proud Dust Jacket**

Get in Inventory by manipulating above book. Use in Inventory on...

### **The Erotic Adventures of Hercules**

Obtain from Drew Baringmore, either by asking her about it while she's sunbathing, or by just taking it from her table after she's been to your room. Use to loosen up Vicki by slipping inside Prudish and Proud Dust Jacket to create...

### ***Erotic and Proud***

Create in Inventory, place on Vicki's desk to stimulate her inner woman. Next time you return to the library she'll be a new woman. Literally.

### ***Fire Hose***

Take from the box on the wall of the Promenade deck near the Bonings. In your room, Use on either the water pipes or the toilet (we see you connect both ends). If Drew is in your shower, Flush.

### ***Silicone Lubricant***

Take from the workbench cabinet in your room. Use it in the Juggs' dressing room on their make-up table to replace...

### ***Deodorant***

Take from the Juggs' dressing room. Use in the aft hold to spray on the pallets of ten-pins.

### ***Infrared Heat Lamp Bulbs***

Take from the Heat Lamp above the carving table. Use on the lounge's pin-spot to "over-heat" the Juggs.

### ***Chase Lights***

Take from the stage after the Juggs have had their way with you. Use on the base of the horseshoe stake at the top of the scaffold in the casino lobby to turn the horseshoe stake into a giant, powerful electromagnet.

### ***Electric Clothing Remote Control***

Take from the on-stage soundboard of the lounge anytime after the Juggs are finished with you. Use at the horseshoe competition to turn on and off the horseshoe stake's electromagnet. Throughout the game you can Turn On the remote control. It automatically turns itself off after 20?? seconds. If you're in a scene that can handle it, shortly after you turn it on, some metal object goes flying past with appropriate sound effects.

### ***Toilet Paper***

It's really rough. If you Feel it, Larry says, "It feels like sandpaper...I'd say about 100 grit." Take it from your room where it hangs near the toilet. Use in Inventory on the...

### ***Dice, Souvenir***

Get from the toe of the sculpture of Venus de Milo in the Casino lobby. Use the Toilet Paper on them (anywhere but in the casino area) to convert them into...

### ***Dice, Shaved***

Create by using the Toilet Paper on the Souvenir Dice in Inventory. Use at the Craps Table to win instead of using...

### ***Dice, Legal***

Get from the croupier at the Craps Table. Be sure to never use. But be sure to give them back to the croupier before you leave the craps table.

### ***Money***

Get by winning at the Craps Table. Use in Dewmi's room to win at Liar's Dice. Once you win, she recoups by offering you the chance to spend the night with her. But, once again, Larry snatches defeat from the jaws of victory.

### ***Professional Hash Slinger Magazine Pages***

You can Read it ("Oh, good. This must be the issue I missed when my subscription ran out.") to learn the recipe to Venezuelan Beaver Cheese and the Kumquats Quiche.

### ***Pot***

Not to smoke, to cook in. Get it in the kitchen. Take it to beaver hold. You must have the pot in order to milk the beavers. Type "milk beavers" while the pot is in Inventory.

### ***Salt***

Get in kitchen. Combine in the kitchen with the other ingredients to make cheese.

### ***Venezuelan Beaver Milk***

Take from those little beavers down in the hold. Combine in the kitchen with the other ingredients to make cheese.

### ***Lime Juice***

Take from the bar. Use as a substitute for rennet to curdle the beaver milk to make cheese. Combine in the kitchen with the other ingredients to make cheese.

Rennet (rèn'it) noun A dried extract made from the stomach lining of a ruminant, used in cheese-making to curdle milk.

### ***Mold***

Take from the walls of your shower after Drew has left. Combine in the kitchen with the other ingredients to make cheese.

### ***Venezuelan Beaver Cheese***

Make from the Venezuelan Beaver Milk, the Lime Juice, the Mold and the Salt. Use to make the Quiche by combining it with the...

Cheese consists of the curd of milk separated from the whey. Although milk from various animals has been used for making cheese, today milk from cows, sheep, and goats is more common than beaver. In making cheese, casein, the chief milk protein, is coagulated by enzyme action, by lactic acid, or by both. The many

kinds of cheeses depend for their distinctive qualities on the kind and condition of the milk, the processes used, and the method and extent of curing. Soft cheeses may be fresh (unripened), e.g., cream and cottage cheeses, or may be softened by microorganisms in a ripening process that develops flavor.

### **Kumquats**

Pick from the kumquat tree on the Promenade deck. Combine with the Beaver Cheese while in the kitchen to produce...

### **Venezuelan Beaver Cheese and Kumquat Quiche**

Make from the Venezuelan Beaver Cheese and the Kumquats in the kitchen. Cook in a moderate oven for 3 to 5 seconds. Give to the judges as your entry in the Cook-Off. Lose the Cook-Off unless you added to it the...

### **Orgasmic Powder**

Return to Dewmi Moore's room after you've "had her." Find it on the Liar's Dice table where she left it. Use on the Quiche to create...

### **Quiche d'Larry**

The piece d' resistance at the Cook-Off. Make by combining the Orgasmic Powder to the Venezuelan Beaver Cheese and Kumquat Quiche. Make three old ladies very happy. Makes you win the Cook-Off.

### **Screwdriver**

Take from the sculptor's toolbox at the top of the scaffold in the Casino Lobby. Use to open the Electrical Junction box near the bridge. Also, Use to open the air vents in Xqwzts's locker to get to the blind tasting room.

### **Carving Knife**

Take from Wang's s'Pork table. Use on the unfurled sails to obtain hundreds of yards of white polyester fabric for Jamie Lee Coitus's spring leisure suits.

### **Jumper Wire**

Take from the employees' break room bulletin board. Use in the Electrical Junction box just outside the bridge to jury-rig the sail controls to the PA system so every time there's a PA announcement, the sails open or close.

### **Bolts Of White Polyester**

Get by using the knife on the unfurled sails. Give to Jamie. Get nothing but disappointment and heartbreak in return.

### **KZ Jelly**

("KZ! Not just a Sexual Lubricant any more. It's a Roulette Wheel Polish!") Take from employees' break room. In Inventory, smear it liberally on the...

### **Hanky**

Take from the floor of your room after Annette leaves. Combine with the KZ Jelly in Inventory to create...

### **"Lubricated" Hanky**

Created in Inventory by combining the KZ jelly and Annette's hanky. Use it on the...

### **Bowling Ball**

Take from the ball dispenser at the bowling competition area. Use it as is and lose. Or, Use this "Lubricated" Hanky on it before bowling and win.

### **Life Insurance Policy**

Find in the (once embarrassing, but now deserted) blind desert tasting room in the C. U. of Annette's chair. If you Look at the policy, you learn Annette's name. Go to Annette's suite where she keeps you waiting outside. Use the life insurance policy on Annette. She presumes blackmail and gives you her...

### **Oil Company Stock Certificate**

Get from Annette after bumping off her old man. Use on Captain Thygh at end of game to show her you're a new man with a "new position" and your very own oil shipping company. Ride her on home. "Give me those handcuffs, will ya honey?"

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## Scene by Scene Description

### ● - Everywhere

#### 11. *Inventory*

This message file contains all the strings the text displayed in the Use... pop-up sub-menu throughout the game plus the Inventory messages per se. Every Inventory item must be defined in VERBS.SH with suffix \_T, and referenced in this file with Noun ALL and Case ALL and with sequence 1 as the text to be displayed, plus additional sequence numbers for any synonyms.

#### 12. *Talk Topic Strings*

This file contains all the talk topics used throughout the game. Every talk topic must be defined in VERBS.SH with SUFFIX \_T and referenced in this file with Noun ALL and Case ALL and with sequence 1 as the text to be displayed, plus additional sequence numbers for any synonyms. The topics are also defined in VERBS.SH, but as TOPIC\_T.

#### 13. *Verb Strings*

This file contains the text displayed in the pop-up verb menus throughout the game. Every verb must be defined in VERBS.SH with suffix \_V, and referenced in this file with Noun ALL and Case ALL and with sequence 1 as the text to be displayed.

#### 14. *System Message Strings*

This file contains the strings for all the global strings, menu bar entries, buttons' text, help, hints, etc.

#### 15. *Credits*

#### 16. *Default message strings*

#### 60. *Larry's Fidget Loops*

All these are subtle, and begin only when the player has done nothing for 15-30 seconds.

1. picks nose
2. cleans ear
3. picks teeth
4. sticks hands in pockets, rocks back & forth
5. "adjusts" his crotch
6. folds arms, looks around, whistles
7. folds arms, looks around, taps foot
8. hitches up pants
9. yawns, loudly
10. blows his nose, then examines it
11. blows on his medallion, then buffs it on coat

#### 70. *Miscellaneous Animation*

Occasionally, upon entering a scene, we see some man doing something insane, without warning or reason: i.e., bodies flying past the camera, someone dives overboard, etc. The more outlandish, the better. If you use the remote control after constructing the electromagnet and you're in a public area, we see a metal object fly past behind Larry after a random delay. Make up several common shipboard objects and use them interchangeably, randomly

#### 80. *Fake PA Announcements*

"Your attention, please! Anyone wishing to spend next week humping the Captain, please report to the Lounge immediately." Why bother with plot? Or justifications? Or motivation? Get right on with it! These announcements are selected randomly, except when we need a specific one for some (so far undetermined) puzzle. The ship is filled

with identical PA speakers (so we can reuse animation). If a screen has speakers and an announcement goes off, the speakers randomly flap during the announcement.

## 90. The Teleport Map

This interactive screen minimizes players' walking around. Just click on a hot spot and you're immediately "teleported" to that location to see Larry enter the scene. As you move the mouse over the various decks of this "exploded floor plan," the name of your potential destination appears in the lower-right corner of the screen. New areas are added during the game as you discover new areas and learn information.

This table lists the decks from top to bottom and the rooms on each deck from left to right (fore to aft). Any room not mentioned is inaccessible from the map. The Deck and Map descriptions are the actual on-screen text.

Deck Description	Map Description	TP to	Our Room Name	Appears after...
Bridge Deck	Bridge	210	Bridge	
	Captain's Quarters	220	Captain's Suite	
	Captain's Quarters	222	Thygh's Interior	been in 222
Promenade Deck	Fo'c's'le	262	Fo'c's'le	
	Promenade Deck	260	Promenade	
	The Heaving Ho'	240	The Lounge	
	Aft Deck	230	Boarding Deck	
Lido Deck	Swimming Pool	301	Changing Cabana	
	Owner's Suite	311	Boning Exterior	learned her room
	Kitchen	540	Kitchen	been in 540
	Dining Room	330	Restaurant	
	Purser's Desk	341	Purser's Desk M. S.	
	Das Grande Atriumo	340	Lobby (upper level)	
	Library	430	Library	
	Horseshoes Competition	250	Horseshoe Comp Area	been in 240
Casino Deck	Poop Deck	255	Poop Deck	
	Queeg's Ballroom	402	Ballroom Ext	
	Sexual Prowess Competition	410	LuvMaster 2000	been in 240
	Cooking Competition	420	Cook-Off Competition Area	been in 240
	Best Dressed Competition	440	Best Dressed Competition Area	been in 240
	Das Grande Atriumo	340	Lobby (lower level)	
	El Replicant Sculpture Garden	360	Casino Lobby	
	Bluebeard's Treasure	370	Casino	
	Employees Only	381	Break Room Door	been in 381
	Employees Only	380	Employees' Break Room	been in 380
Bowling Competition	390	Bowling Competition Area	been in 240	
Below Decks	Forward Hold	531	Luggage Bulkhead Door	
	Forward Hold	530	Luggage Storage Hold	been in 530
	Cabin 510	510	Dewmi Moore's Cabin	invited by Dewmi
	Cabin 0	551	Larry's Hallway	
	Cabin 0	550	Larry's Area	been in 550
	Aft Hold	501	Pin-Setter Bulkhead Door	
	Aft Hold	500	Pin-Setter Hold	been in 500
	Lower Aft Hold	521	Beaver Bulkhead Door	
	Lower Aft Hold	520	Beaver Hold	been in 520

Figure 1 – The Teleport Map

## **1 - Prologue/Epilogue**

### **100. MGM Sierra Opening**

Straight from the demo. Larry carries the Sierra logo on his back. Following this, fade to black. No title screen or theme song...yet. Go directly to 101 La Costa Lotta [below]. Menu bars become active immediately.

### **110. La Costa Lotta Bedroom**

We begin in darkness, hearing only Larry's voice, happily moaning in ecstasy. "Baby, you're the greatest! This is the happiest moment of my life!" Shamara says, "I need more, Larry; something new. Here, slip into these." We hear handcuffs clack closed. She turns on a light.

We see Larry standing on Shamara's bed at La Costa Lotta, his arms spread far and high, his wrists handcuffed to the very high bedposts, wearing only his jockeys. Shamara stands beside the bed, lighting a cigarette. "God, Shamara, is there anything we haven't done?" "There's lots I haven't done, Laffer. That's why I'm leaving." "Leaving? Now? But..."

She takes his wallet from his pants. "Hey!" "Don't leave me here like this!" "You're right," she says, and sticks her cigarette in his mouth. He coughs, "Hey, come back! I don't smoke!" She exits, leaving Larry dangling...literally. "At least things couldn't get worse!" as he coughs more violently, dropping the cigarette onto the bed, which immediately catches fire. "Oops." Soon flames are lapping at his feet. "Ouch. Ow!"

This is the game's Larry5-style interface instructional scene, where we give the player a few simple puzzles to make sure he understands the interface and game play before starting the game. If he doesn't react reasonably quickly, the narrator (or in this case, the fire chief) instructs him how to use the interface.

Searching the room for hot spots, the player finds one on each of the two night stands on either side of the bed: a pair of Vice Grips ("It's good thing Shamara needed those Vice Grips last night!") and your complimentary Hotel Hair Weave Kit. You can pluck a needle from the kit with your toes. If you use it on the handcuffs, nothing happens because the needle is still straight. You can not bend it in Inventory. But if you use the Vice Grips on the needle in Inventory, you bend it into a lock pick. A close-up looks shows a beautiful rake pick.

You can then pick the lock to escape the burning bed just as the flames leap up and over the headboard. We hear sirens in the distance. You exit here to get away from the flames and move into 120. Shamara's Front Room.

Here's how the hint system works:

- there is a ordered list of actions a player must perform (the order is set outside the message file)
- when the opening handsOff scene ends and the player gets control, start a timer running
- when the timer expires, find the next unperformed action in the action list and play its hint
- restart the timer every time a hint is played or the player performs an action on the action list
- if an action has more than one hint, repeat the sequence's final message until the action is performed

### **120. Shamara's Front Room**

We can see through the patio doors to the balcony outside. There is a sturdy-looking hotel chair here. The way back to the bedroom is blocked by flames. Click on the obvious exit feature and it bursts into flame. "The balcony!" you cry. You click on the balcony's glass patio door to get a verb list, choose Open, and we see you try, but the handle is too hot to hold. ("Our passionate love-making must have overheated this handle!") There's a hot spot on the chair. Click on the chair to get a verb list, select "Throw," and we see you throw it at the glass patio door. The door doesn't budge, but the chair shatters into tiny splinters. ("Hotel furniture must not be as good as it looks!") There's a floor lamp made from barbells that seems the obvious thing to throw through glass doors. But it's too heavy for you to lift. "Why, that must weigh 30 pounds!"

You hear the fire chief's bullhorn from outside say, "Jump. Jump!" After 20 seconds the bullhorn bellows, "Break the window!" After another 20 seconds he shouts, "For God sakes, man; you're not limited to the standard

Sierra verbs! Use the “Other...” command!” If you’re still inside after another 20 seconds he cries, “Click on the door and hold! Scroll down the resulting menu to ‘Other...’ type in the word ‘Break!’”

Finally you click on the glass door, choose “Other...” and type in “Break.” We cut to...

### **121. Reverse angle of doors**

...a low right angle to the patio doors as Larry throws himself through the plate glass door, shattering it. He tumbles forward, his bare back rolling across the shards of broken glass a la Die Hard, turning his back into a bloody mess. He ends up on his knees, where we cut to...

### **122. Over-the-shoulder C. U.**

We cut to a POV over Larry’s shoulder looking down past his bloody back riddled with shards of glass. We see him spy a paper folder. He reaches for it, and cries out in pain! “I HATE paper cuts!” He quickly stuffs the folder into his underwear as we cut back to...

### **123. Over Shamara’s Balcony**

We look down on Larry from above, seeing the fire trucks, firemen, and landing pad far, far below. The bullhorn orders, “Jump!” You click on Larry and the almost only verb is “Jump.” So you do. We see Larry back up and start to run for the railing when we cut to...

### **124. Just Below Balcony**

This angle shows the balcony from below as Larry throws himself over the railing and off the side in slow motion, a la Die Hard.

### **125. Ground L. S.**

We see the firemen with the safety net. There are several awnings and patios visible above and off to the side of the net. No, he doesn’t miss the net, he bounces off it, slamming into a balcony ceiling above (“Ow!”), then hits the flag pole (“Doh!”), then a patio ceiling (“Yow!”), breasts, diving board, etc. moving left and out of the frame as the Homer Simpson sfx follow, then cut to...

### **126. Larry in the Cactus C. U.**

...a close-up of Larry lying spread eagle in cactus. Harsh camera-mounted video camera lights illuminate his face. The lower part of the screen carries a typical CNN graphic with “Larry Laffer,” the horizontal red line, the CNN logo on the right (except make it U&C), and below Larry’s name, “Lucky bastard.” Larry glances down nervously at his underpants, digs inside them, removing the giant bulge, and looks at the cruise ship ticket. A microphone protrudes into the frame and a voice-over news-type says, “Leisure Suit Larry, you just jumped from the 40th floor of a burning building! Now what are you going to do?” Larry looks up, says, “I’m goin’ to...” pushes the ticket to the camera filling the frame before finishing with, “...take a cruise!” (Boat whistle!)

## **Title & Credits**

### **130. Boat Sailing L. S.**

The ticket shows Shamara’s name in the corner and a color picture of a ship in the middle. The ship picture on the ticket turns into a real ship, just pulling away from the dock under steam, segueing us to...

### **131. Title Screen**

As the throbbing ship steams past the camera.

### **132. Credits**

Each team member gets an individual creative title that best fits his contribution while various vignettes of cruise ship stuff goes by: luggage, gangplanks, leis, confetti, smoke from the stack, sails unfurling, flags in the wind, looking out the bridge windshield, looking down on the ship with its wake trailing behind, dice rolling across a craps table, sails unfurling, paddles rowing, hamsters running in little wheels, etc.

### **133. "Welcome Aboard, Laffer"**

Run entire scene exactly as in the demo. Add the Purser so he can take your Passport and give you your room key. From here, we go directly to Larry's room where game play actually begins.

## **150. Bouncing Into The Sunset**

### **Epilogue**

A L. S. of the PMS Bouncy bouncing its way into the distant sunset, we hear Captain Thygh order, "Toss me those handcuffs, will ya, Larry?" The ship shrinks away into the sunset as the credits appear and we cycle through the best music from the game.

### **151. "It Was All A Dream"**

Only if we have lots of spare time come this summer!

## **2 - Upper Decks**

### **200. Up Her Mizzenmast**

A extreme long shot showing nearly the entire ship, with a tiny Larry climbing a mast. You must get here from 211. Bridge Exterior, below. Turn down the volume on the PA announcements and the music, so it feels like we're a long way above the ship. Turn up the wind noise. There are two exit features: one leads back to 211. Bridge Exterior, the other leads up to...

### **201. The Yardarm**

A normal, 100% Larry walker scene, beginning with Larry still on the mast's ladder and the sails furled. When you click anywhere on the yardarm, Larry leaves the ladder and moves onto the furled sail, its rolled-up fabric wrapped tightly around the yardarm like a window shade on a giant roller. A Look reveals, "They're made from white polyester, just like your Leisure Suit, Larry." ("Leisure Suit Larry? Hey, that's me!")

Turn down the volume on the PA announcements and the music, so it feels like we're a long way above the ship. Turn up the wind noise. If you haven't futzed with the PA system/sail junction box, nothing much happens here. You can go out on the yardarm and back, but accomplish nothing.

But the paragraphs below assume you have (futzed, that is). There are no random PA announcements here. Instead, this scene controls the PA announcements.

If you go out on the yardarm before the sails unfurl, a quick PA announcement unrolls the fabric, causing Larry to act like a drunk lumberjack in a log rolling contest. He quickly loses his balance and falls off. We cut to 210. Bridge Exterior below where you're none the worse for wear, but of course you have to re-climb the mast.

But, if instead, you wait a random few seconds for a PA announcement, the motorized yardarm conveniently unfurls the fabric for you. You may then walk out on the yardarm safely. There are no further announcements until you either use the knife on the sails or exit the yardarm.

Once you're on the yardarm, if you use the knife on the sail, we see Larry slice off yards of fabric, gathering it up as he crosses the screen, going completely off the right side of the screen, although the sounds of knife cutting cloth continue until a second PA announcement causes the sails to quickly wrap back up again. We pan right, out the yardarm to...

### **202. All Wrapped Up**

Larry is trapped inside the rolled-up sail like a pig in a snake. "Oh, no!" "This will be the last announcement of the evening. Good Night!" Larry spouts a muffled, "Doh!" from within the cloth. We fade to black, then fade in on...

### **203. Sunrise**

A beautiful sunrise showing Larry still bundled inside the sail. Same camera angle, shot, pose, everything, except the background is now morning, looking East. We hear William Tell's dawn breaking music, a cock crows, and the PA announcer shouts, "Good Morning, lil' cruise buddies..." (Larry: "Uh, oh."), pause a beat, then the sail quickly unfurls, tumbling Larry out of the frame and off-screen. We cut to 210. Bridge Exterior below where you follow the same routine as falling off from 201. The Yardarm above.

### **210. The Bridge Exterior**

This is a L. S. showing just a tiny part of the sails flying overhead. There's a ladder leading up to the mast, an open doorway labeled "Bridge," plus an electrical junction box here.

If the previous room was 201. The Yardarm above, we begin this scene with you splatted on the deck. You get up, brush off your leisure suit, and return to your normal stop-walker as if nothing happened.

If you Use the screwdriver on the electrical junction box, we cut to 212. Junction Box C. U. below.

If you exit up the ladder, we show you reach up as if you're going to climb the ladder, then cut to 200. Up Her Mizzenmast above.

If you click on the open doorway, we cut to...

### **211. Bridge Interior**

Captain Thygh never actually hangs out here. Instead, she has people who do this stuff for her! You can see inside, but you can't enter. There is a control just inside the doorway, within easy reach, labeled "Sails." An obvious conduit leads from the switch to the outside (where you stand).

When you exit here, you return to the Bridge Exterior, above.

### **212. Fuse Box C. U.**

This shows just the interior of the Fuse Box. Two simple fuses, nearly filling the screen, run horizontally, labeled "PA System" and "Sails." If you Use the jumper wire from the employees' break room to connect the two fuses together, you get some points, but nothing obvious happens. However, from now on, whenever you hear a PA announcement anywhere, you hear the sails' motor noise softly in the background.

### **220. Captain's Suite**

This room is just aft of 210. The Bridge Exterior. Thygh's cabin door is here. Beside it is the left edge of a whiteboard with some Greeked writing representing the names of the contestants. If you Look at the whiteboard, we cut to 221. Scoreboard C. U. below.

Captain Thygh spends the entire week "behind closed doors," practicing her own unique form of "hands on management." If you Knock on her door, after a few moments, her hand appears behind the porthole wiping the steam off the inside of the glass. Her head then appears. This is as much of a C. U. as you get until you get inside this door.

When she's not visible in the porthole, we hear the soft moans of the previous winner in the background.

After hearing the PA announce you as this week's "Thygh's Man Trophy" contest winner, when you Knock, you hear, "It's open" and you go inside. We cut to 222. Thygh's Interior below.

### **221. Scoreboard C. U.**

This is a C. U. of the whiteboard beside Thygh's door, displaying the current standings in the "Thygh's Man Trophy" contest. On it, we display the relative progress of each contestant (each of whom is named after a Team Larry member). Let's make the names by literally writing with a felt pen on paper, then scanning it in. A bar graph beside each name shows his or her current status.

The only programming here concerns the player's progress through the game. At first, it's obvious from the relative rankings that Larry's losing, but later on, as you complete more and more puzzles, you pull ahead. After the PA announcement to report to Captain Thygh's suite, all the names are erased, with just Larry's name and perfect score remaining.

## 222. *Thygh's Interior*

Her cabin's interior, that is. When at last, you've finally completed (that is, "cheated on") every single contest, a PA announcement summons you to Thygh's cabin. You knock on the door and hear her order you in, which you obey.

She takes one long look at you and reacts like Jon Lovitz, "Why, no...that wasn't part of the offer." "Sure, you've won the week-long complimentary cruise." "Yeah, I know I said the winner would get to spend a week with me...but I'm filled with ennui." "Aw, hell! It's gonna take a lot more than just a mere contest to get me to sleep with you!"

en-nui (ən-wêl, ɒn'wê) noun Listlessness and dissatisfaction resulting from lack of interest; boredom: "The servants relieved their ennui with gambling and gossip about their masters" (John Barth). French, from Old French enui, from *ennuier*, to annoy, bore, from Vulgar Latin.

Thygh demands more: "I expect a man to give before he gets." If you Talk to her, we go to...

## 223. *Captain Thygh C. U.*

Talk to her and learn her secret desire is to return to her old occupation as "first mate" on the Boning Valdez supertanker. "I just can't understand why I lost my assistant supertanker pilot's job...just 'cause we ran aground. Like it's my fault Captain Hazelton would rather spend the night in my cabin instead of on that drafty old bridge!" "I'd do anything to 'steam with some real mass' under me again!"

If you Use the stock certificate on Thygh, you tell her about your new position with Boning Shipping, and offer her a "new position" with the company too. You offer Thygh "a lifelong position working closely under me!" Cut to the Epilogue, 150. Bouncing Into The Sunset above.

## 230. **Boarding Deck**

This exterior is just aft of 260. Promenade Deck, below, and shows the Lounge entrance. It looks similar to 133. "Welcome Aboard, Laffer" above, but is a walker scene. The first time you enter, the CyberSniff 2000 logo flashes the "ocean breezes" smell, smell #1.

## 240. **The Lounge**

This scene is truly multi-purpose: there are 5 different conditions which affect the graphics displayed as well as game play:

1. The first time you enter this scene, you are in the Purser's "Thygh's Man Trophy" organizational meeting handsOff cartoon. See 241. "Thygh's Man Trophy" Meeting below. Not all the seats are filled. It's nearly all male. You enter, watch the cartoon, then following a C. U. find yourself in condition #5, below.
2. The first time you reenter this scene after you've installed the heat lamp in the pin spot and substituted the silicone lubricant for the Juggs' deodorant, you are in the Juggs' musical revue handsOff cartoon. See 242. Show Time! below. This time the lounge is filled with couples, except for one empty seat at a table for one at the far side of the stage. You enter, watch the cartoon, then find yourself outside naked your room again.
3. If the Juggs' show is over but you haven't taken both the chase lights and the remote control from the stage, the lounge is totally empty, the stage is a mess, and no one is around except Johnson the bartender. You are free to roam and explore the area. This is the only time you can get to 243. Lounge Stage M. S. below to explore the on-stage wreckage.
4. Every time you enter after you've seen the Juggs' show and you've taken both the chase lights and the remote control from the stage (the earplugs don't matter), the stage is not a mess and an audioanimatronic Bill Clinton comedian is on stage hosting "Great Moments With Mr. Clinton." See 244. Comedy Club below. Again, the

lounge is filled with painted patrons, except for that same empty seat at a table for one at the far side of the stage. (Re-use Juggs' pic?)

5. Otherwise (before and after the Juggs' show), we have the behavior described here. The lounge is totally empty, except for Johnson. You are free to roam and explore the area.

The Stage must be low enough for Larry to hop right up from the floor; no stairs, back entrances, etc. There are guitar amplifiers and speaker cabinets on stage but no drum set since the Juggs use a karaoke background for their vocals (damn 'em!). The bar is near the door to the Juggs' dressing room. A soundboard is barely visible at stage right but inaccessible until you are allowed on stage.

You can Talk to Johnson, the bartender. If you type in "Lime Juice," Larry and he replay Jack Nicholson's Five Easy Pieces bit "just to get some lousy lime juice." Johnson needs a C. U., and we'll reuse other Larry C. U.'s from elsewhere in the game.

You can type in other drink names; Johnson will respond to as many as we can recognize. We then cut back to the L. S. and see Johnson whip something up nearly instantaneously and slap it on the bar. He volunteers to just "charge it to your room." Larry takes the drink from the bar, slams it back, and never gets drunk. ("Boy are these drinks watered down!")

### *Pre-Juggs*

The door to the Juggs' dressing room is somewhere near the bar. It's never locked nor occupied (well, for an Easter egg it's occupied, but more on that below). Whenever you try to enter, Johnson notices you and orders you to halt, which you do. But, if you Talk to Johnson and type in "gigantic erection," he warns you that "a drink like that takes a long time to prepare. You'll have to give me a while." Then, he turns his back on you and commences some sort of busy loop facing away from Larry and the dressing room door. While he's mixing (30" perhaps?), you can enter the Juggs dressing room. Go to 245. Juggs' Dressing Room below. After 30 seconds, if you're still here, he serves you, you drink it, ("Doesn't seem to work for me.") and once again you can't sneak into the dressing room.

When you return here from the dressing room (no matter how long you spend), Johnson is still working on your drink. But when you get near the bar (as the entrance script ends?), he turns around, announces he has just completed your "gigantic erection," and serves it to you proudly. You behave exactly as with all the other drinks above.

Any time you have the heat lamp, you can use it on the pin spot here. This time, we see Larry reach up, futz with the lighting instrument, open and close it.

You can not go on stage ('cause there's no feature there!).

### *Post-Juggs*

Following the Juggs encounter, the stage is obviously a mess. The stage now has an exit feature. Click it to go to 243. Lounge Stage M. S., see below. You can't see much or take anything from the stage in this view.

The earplugs are backstage here, near the sound mixing board.

## **241. "Thygh's Man Trophy" Meeting**

This is the same pic as in 240. The Lounge above, except the pic isn't empty, but filled with men (and a few suspiciously masculine women). Coincidentally, just as you enter, the Purser starts his meeting explaining the "Thygh's Man Trophy" competition. You wait near the door. We need a Purser C. U., but can re-use the Larry C. U.'s for his reactions.

"...be seated and we'll get started. There are still a few chairs there in the back. Oh, never mind. If you're not seated by now, just remain standing! (BEGIN) I'm sure Captain Thygh will be pleased to see such a good turnout this week. As I'm sure you know, each week the good Captain runs a little competition for her male (SOTTO VOCE) (or male-like) (NORMAL) passengers, which I tend to call "The Thygh's Man Trophy" contest. Of course, there's no actual trophy involved. What you win is better than hardware: one lucky man will spend all next week "Cruising on the Captain." (CLEAR THROAT) That is, she treats you to a one-week cruise in her cabin, with her, where your (A LITTLE DISGUST) every need will be met. Each participant is randomly assigned a limited number of events from the dozens taking place continuously, everywhere aboard ship. On your way in, each of you received your scorecard,

listing the events the computer assigned to you. Enter each event at your leisure and the “man” with the highest cumulative score will win. Are there any questions?”

At the end, the Purser asks “Are there any questions?” To which the crowd responds in unison, “Are there any answers?” Purser: “You may begin.” During a Larry C. U., we hear the other audience members scurry out while Larry asks, “What this item listed here: chastity?” “It’s a joke, pal! Waddaya a government infiltrator?” Then, instead of returning to the 241 L. S., we go to 240. The Lounge above under player control. Everyone, including the purser, has left, leaving you alone to talk to Johnson and explore.

## **242. Show Time!**

This is a 30-second, handsOff cartoon showing the Juggs on-stage, performing their lil’ ol’ country hearts out, (i.e., we hear the last four bars of some bad tune). Their clothes are lit and flashing gaudily. As the applause starts, Larry walks across the room heading for the only empty chair. He passes the front center of the stage just as the applause ends and Wydoncha says, “Now we need a volunteer for the ‘Unplugged’ part of our set. Who wants to play with our jugs?” Larry leaps for the stage, hands outstretched in the universal “feel” position.

### *Juggs + Larry MS*

“Why, here’s one,” Nailmi says, “Howdy, buckaroo!” slapping down his hands (at the italics). Wydoncha: “Pardon us, while we whip these out...” Audience: “(gasp!)” We see both women pull moonshine jugs out of their blouses and hand them to Larry as Nailmi yells, “Hey, Johnson? How ‘bout some special lighting?” Cut to black screen, the music begins, then...

### *Spotlight C. U.*

We see your “specially configured” spotlight turn on.

### *Red Lit Juggs + Larry M. S.*

Larry cradles a jug in each arm, waits a couple bars, then alternately blows into each jug. The girls wait to sing while the music vamps.

### *Spotlight C. U.*

We see the spotlight overheat as the music continues.

### *Nailmi C. U.*

Nailmi: “Whew, is it hot in here!”

### *Wydoncha C. U.*

“Oh, Mom. I’m gettin’ that feeling again!”

### *Larry With 6 Jugs C. U.*

Larry does an eye take, first left, then right, then straight at camera, then cracks a big, lucky grin.

### *Red Lit Juggs + Larry M. S., lower camera angle*

During the cut back to this shot, we hear both girls shout, “Get him!” They grab Larry, throw him down beside the amplifier stacks while their karaoke background track continues without them, in full view of the audience, although not the player. We see white polyester clothes fly. The crowd cheers. Electrical flashes and sparks fly. The crowd yee-haws. We cut to a black pic, lit only by the continuing sparks. Electrically flashing clothes fly. The crowd goes, “Oooh.” Strobe light tableaux ensue. The crowd goes, “Aah.” The sexual moaning, music and crowd noises all fade together to silence and total blackness. We then fade back in on the hallway outside Larry’s room, where we see him cowering behind a large Country Music Awards Show belt buckle.

The Juggs leave their battery-powered chase light wardrobe lying all over the stage (turned off), and its remote control lying by the soundboard.

## **243. Lounge Stage M. S.**

After the Juggs cartoon, an exit feature appears on the stage in 240. The Lounge which brings you to this M. S. The camera angle is from the POV of the sound engineer, i.e., the soundboard looms large in the near foreground

making the remote control lying beside it easier to find. The clothing with the chase lights lies clearly visible, scattered around the stage.

You can walk into the foreground and Take the remote control. You can Take the chase lights by clicking on the clothing. The clothing remains visible, but without the lights.

There are some ear plugs lying hidden behind the soundboard which you can't see. You must Type in "Look Behind" the soundboard to find them.

#### **244. Comedy Club**

Once you've taken the battery-powered chase lights and the remote control, the Lounge becomes a Comedy Club for the rest of the game. On stage is Willy, an audioanimatronic karaoke stand-up comedian, hosting "Great Moments With Mr. Clinton." He looks exactly like President Clinton. The premise is: the audience records jokes, with the automaton then plays back, with typical (albeit mechanical) stand-up gestures.

The audience fills every chair but one (conveniently the same one as during the Juggs show). Whether you sit or stand, you get to hear jokes picked at random from WAV files in a special sub-directory. (Larry Scott alert!) We'll ship a Bill Clinton impersonator telling a bunch of jokes, but you'll be able to upload your own jokes in the form of WAV files and/or download joke WAV files from our Web site. Put the files in the correct sub-directory, and you get to hear new jokes every time!

You may still need the Lime Juice, so Johnson still works the bar.

#### **245. Juggs' Dressing Room**

Their unglamorous dressing room that looks like a reject from the country-western roadhouse, with country crap everywhere. A shelf along one wall serves as their make-up table and a clothes rack made from pipe hanging on wires from the ceiling. A can of spray deodorant sits near the make-up mirror, which has the typical bare bulbs all around it. They have a mechanical bull and an 8-track player with a rack of karaoke tapes of their songs, including:

- Big Hair An' Tangled Limbs
- Just A Cheap Pickup In A Cheap Pickup
- Thinking With My Panties Again
- You Got Into My Bra (But Not Into My Heart)
- Get Along, Long John
- White Trash Or No Trash
- I've Got Panties 'Round My Ankles (And Pain Around My Heart)
- Felt Up And Feelin' Blue
- Hair Spray Cain't Hold My Love For You
- Even Your Old Dog Blew
- Child Support And Support Hose
- (Stop Talkin' And) Put That Tongue Where It'll Do Some Good
- Glove Compartment Panties
- It Takes More Than Cognitive Reasoning
- Thinking Ain't Your Strong Suit
- He's Got His Daddy's Eyes (And His Other Daddy's Smile)

The Juggs' CD player is the game's juke box, i.e., a list of all the music in the game so the player can listen to any music whenever he wants just by coming here.

You can take their can of spray deodorant from their dressing table. You can leave the silicone lubricant from the engine room on their dressing table in exactly the same spot.

For an Easter egg, if you TBA, you can enter this room and catch just a brief glimpse of the Juggs totally naked applying hair spray from a Wagner power painter.

## **250. Horseshoe Competition Area**

This area is adjacent to the Promenade Deck. It has several deck chairs, all of which are always empty. The scoring machine here looks like a centaur, with the horse's ass made of fiberglass while the man's torso and head are made of topiary. It works like the others, but with a perverse twist: when you Use the "Thygh's Man Trophy" score-card on the machine we see Larry lift the horse's tail and insert the card into its ass. The CyberSniff 2000□ logo starts flashing the "fart" smell, smell #5. The "horse" raises a mechanical rear leg. You must then Take the horseshoe. It enters Inventory. If you try to exit the area while the horseshoe is in Inventory, we hear that airport voice-over announcer's voice say, "Horseshoes may not be removed from the horseshoe area."

A Look at the iron horseshoe stake driven through the deck gives you a clue. Another clue is the Map screen layout: the horseshoe area is directly above the casino lobby. And climbing the scaffold is a dead give-away, as the stake is right there by your head.

When you finally click on the lane and select Toss, or Use the Horseshoe, we cut to 251. Horseshoe Stake C. U. below. You either hit or miss the stake, but either way, when you return here, you hear your score reported by a synthesized voice inside the horse's asshole. You cannot leave without taking your card. When you do, Larry raises the horse's tail and shoves his whole arm up the horse's ass. The horse whinnies gratefully.

If you've wired the bottom of the horseshoe stake and press the remote control within 20 seconds (or whatever we determine the "universal" remote control's off-timer to be) before you Use the card on the machine, when you get to 251. Horseshoe Stake C. U. below, you get the winning cartoon.

### **251. Horseshoe Stake C. U.**

This quick cut scene shows the results of the toss you started above. In the foreground we see the horseshoe stake in all its phallic glory, in the far distance is a tiny Larry, and in the lower right corner of the screen the flashing "StakeCam 2000□" logo. We see Larry wind up and throw the 'shoe toward the camera.

If you didn't cheat, the 'shoe goes far astray, completely off-screen, and we hear an off-screen splash. The stake remains empty. We immediately cut back to 250. Horseshoe Competition Area above.

But if you did cheat, we see you throw first one ringer, then another and another. In the process, you create a weird, abstract, and obscene sculpture of horseshoes and stake. Each additional throw takes slightly less time, for an accelerando of horseshoes. We then cut back to 250. Horseshoe Competition Area above.

## **255. Poop Deck**

The rear of the Promenade Deck. Deck chairs. The Juggs. Look over the rear deck to see the rear-deck bowling, below. Not much more.

The Juggs hang out here at the beginning of the game. If you Talk to them, we go to 256. Juggs C. U. below. They remain here until you've finished "preparing their dressing room" for them (i.e., until you've replaced their deodorant with the silicone lubricant). After that, they're never seen here again.

### **256. Juggs C. U.**

They're wearing grotesque country western swimsuits, spike heels, microphones, and lots of hair spray. You can Talk to them about their show. You learn they're going to begin performing tonight in the Lounge. There are intimations of trouble with hair spray, Latex, spandex, heat. They recognize and accept, but refuse to answer, questions about the Persons Magazine article.

## **260. Promenade Deck**

The Promenade Deck connects the Fo'c's'le, the Boarding Deck and the Horseshoe Competition area, forming the middle of a long (non-scrolling) set of pix. Peggy hangs out somewhere in these four pictures.

There is an unlocked fire hose storage cabinet on the wall here. You can open the cabinet. You can Take the fire hose.

## 261. **Peggy M. S.**

Peggy hangs out in either the Fo'c's'le, Boarding Deck, Promenade Deck or Horseshoe Competition area. If you Talk to her in any of those places, we come to this M. S. showing Peggy cut off at the waist (so we don't need shots of all her miscellaneous attachments).

“This god damn salt air is rusting my f---king leg sockets!”

If you type in “cabin boy,” Peggy tells you about Xqwzts's hidden room behind the locker bay in the employees' break room.

If you type in “locker number,” she tells you which locker to open to find Xqwzts.

If you type in “combination,” she tells you the combination to open Xqwzts's locker.

If you type in “Xqwzts,” she tells you Xqwzts wants into the US but he has no passport. “Cheap f---king bastard wants in so he can take away jobs from us Americans?” “When's the last time you were in America, Peggy?” “19 f---king 73, d---head! Who asked ya?”

You can type in “leg,” she tells you how she lost her leg in a freak accident: by inadvertently combining KZ Jelly with deodorant spray, forming a powerful contact explosive. “Deodorant spray? Near your leg?” “Let's just say I wasn't spraying it on my f---king arm pits, okay a--hole?”

## 262. **Fo'c's'le**

[forecastle (fok'sel, fôr'kàs'el, for'-) also fo'c's'le (fok'sel) noun. Nautical. 1. The section of the upper deck of a ship located at the bow forward of the foremast.]

A L. S. forward of the Promenade Deck, featuring Ken, the balloon-animal-making deckhand. It lets us see more of the ship, confirming where you are above decks. Nothing but an exit feature to walk back out. Also gives us a chance to say “fox-sell.”

There is a kumquat tree here. You can get kumquats from the tree.

If Peggy isn't here, Ken could be. If you Talk to him, he offers to make you a “balloon animal.” He goes through a loop of inflating the balloon and shaping it. But every time, his “animal” looks like a penis. He chooses one of three loops to “explain” which animal it is. The three loops are “bird attacking from above,” “bunny rabbit hopping along medium,” and “crocodile attacking from below.” Each of those three loops has about five random lines of explanation, i.e., “It's a pterodactyl!” “It's a bald eagle!” “It's Hootie the owl!” etc.

If Ken isn't here, Peggy could be. If you Talk to her, we go to the same old C. U. as always. She can also be anywhere along this deck: the Boarding Deck, the horseshoes area, the Promenade, the Poop Deck, etc..

Larry can walk to the far rail and Look over to the Nude Sports Deck below his feet. If we have time in August, we'll show a rather blank playing field with naked people doing weird things. If not (and for now), we'll at least hear the narrator say, “Nude Volleyball,” “Nude Roller Derby,” “Nude Lawn Darts,” “Nude Curling,” “Nude Caber Tossing,” “Nude Ferret Legging,” and “Nude Gerbil Colonics.”

# 3 - Public Decks

## 300. **Swimming Pool**

To enter this scene you must go through 301. Changing Cabana below. When you emerge from the cabana, you enter this pic, a longer shot showing much of the pool, with many naked bodies on the other side, not much on this side, and Drew Baringmore at the left edge of the scene, strategically covered by palm fronds. This entire area is filled with gratuitous T&A, although cleverly placed branches, waiters' trays, balloons, etc. block total frontal nudity. The horizon is below the bow of the ship, so we don't have to update the entire screen to make the ship move up and down.

Larry needs 2 special walkers for this scene as he must be wearing the CodMaster 2000 to be here. Since he can only walk on the near side of the pool, a one-loop mirrored view will suffice for the walker. However, the first time here, we use a special loop beginning about halfway across the pic. The CodMaster 2000 looks like a miniature elephant's face on a G-string; the dumber, the better.

The first time here, we prevent the player from knowing about the suit by another special "sneaking around/looking around" handsOff sideways walker that shows Larry from the front, holding his towel in front of his groin. The implication must be his swimsuit is so small, he's exposed. When Larry gets close to Drew, he finally turns to see her rubbing her naked body with sunscreen. The first time you see this, the CyberSniff 2000 logo flashes the "coconut" smell, smell #2.

He's so stunned ("Omigawd! Look at that!") he drops the towel, it hangs in front of him as if on a towel rack. He then turns toward Drew, displaying the towel hanging on his "rack." At the same time, she needs to wipe off the sunscreen on her hands. She cries, "Oh, boy. Towel, please!" reaches out, feels your towel, and whips it away, exposing not Larry's giant erection, but a weird swimsuit that looks like a miniature elephant's face on a G-string. Always the young historian, Drew comments on your selection of the built-in codpiece. We then cut to 302. Drew Baringmore M. S. below.

A copy of Persons magazine lies here on a table. You can Read it, but not Take it. ("Once you read it, you no longer want to take it!") A Read command tells you about the Juggs' unfortunate incident at the women's prison gig last year.

There's not much else to do. Any time you walk near Drew, we go to 302. Drew Baringmore M. S. below.

When you come back from 302. Drew Baringmore M. S. after telling her you found her suitcase, you are both standing near her chaise, facing the cabana. You walk together under handsOff to the cabana, with Larry carefully staying between Drew's naked body and the camera.

You don't want to enter the pool, as "you're afraid of shrinkage."

You can order a drink yourself from the off-screen waiter (even if Drew is in your shower). You order "what the lady ordered...a gigantic orgasm." Which prompts the response, "Oh, that'll take a while." Of course the waiter never brings it to you.

### **301. Changing Cabana**

The only entrance to 300. Swimming Pool is a small, covered, shaded tunnel of latticework (Wood slats? Vines? Flowering vines? Potted palms? Hanging clothing?) that reveals almost nothing. It's completely open at top and bottom so we can just see the top of Larry's head and his feet (or whatever angle is funniest). We can see partially into one end or through a side, just enough so we can tell it's lined with hooks that hold people's clothing. Everyone changes in here on their way into the pool. The walls need to be just solid enough we can't see enough of Dick, the pool attendant's face to require a talker, we can't see exactly what Larry's wearing until he walks out, and we can't see much of Drew when she walks through.

Dick, the surfer pool attendant, stands guard, preventing guests from wearing clothing into the pool area for "safety reasons." ("That fabric could ignite in this tropical sun!") Stage the walls so we never see his face. Then no talker will be necessary either. He forces you to either enter the pool area naked or change into a swimsuit. "I don't think I should enter naked; everyone would be in awe of my physical attributes!" "Yeah, they would stare, that's for sure!" But, like restaurants that require a tie, he can provide you with a "courtesy loaner. I'd say this suit here is exactly what you need!" "But, it's so, so..." you protest, ineffectually. "Yes, it is. But, it's the largest I've got!" "But isn't it..." We see Larry exit the opposite end carefully holding a towel hiding his swimsuit region, the implication being the loaner is minuscule.

Every time you enter or leave the pool, Dick has an insult for you (well, at least five) as he issues or takes back your "special suit."

When you enter this scene with Drew's luggage in Inventory, Dick makes you set down the suitcase. "No clothes out there, dude!" ("But that means she'll have to walk all the way across the pool deck stark naked!" "Oh, well!")

You automatically leave it there. The suitcase appears inside the tunnel (but visible through the wall) and remains there until Drew goes to your room with you. We see her cross the pool deck, then cut to Larry's room.

Exiting the cabana to the left always takes you to 300. Swimming Pool while wearing the Codmaster. Exiting to the right always takes you to the map.

### **302. Drew Baringmore M. S.**

In this shot we can see the full length of Drew lying in her chaise lounge, her nipples hidden by the smallest of palm fronds, her crotch by her laptop computer. Since she's permanently planted here, she has every comfort imaginable. A table holds a book, her drink, sunscreen, etc. If you Look at it, you learn the book is *The Erotic Adventures of Hercules*. If you Talk to her, we cut to 304. Drew Baringmore C. U. below.

If she's in your shower, you can just Take her book. If she is here and hasn't been in your room, Take is not an option. Instead, you must Talk to her about it in the C. U. below; when you do, you get it and it enters Inventory that way. If she is here and has been in your room, the book is lying there, she's asleep, and ("I'd hate to disturb her!") you just Take it.

When you get to this scene immediately after having left Drew's suitcase with Dick, we don't go to her C. U., but instead, we hear you announce your success. She answers during the pic change, so when we return to the Pool L. S. she's already standing.

### **303. Drew Baringmore C. U.**

Immediately after your first conversation, Drew orders a drink. If the game owner recorded the files properly, he gets to hear his own voice playing the waiter. Drew orders, "Oh, waiter! Over here...I want a gigantic erection!" Game owner's voice answers, "Looks like your buddy's got you covered!" Drew, "What? I said, 'bring me a gigantic erection!'" GO, "Well, okay, baby. I'm your man!" Drew, "Well, where is it?" GO, "I'm working on it. Would you mind moving that computer?!" Drew says, "Look. I want a drink! A cocktail! You know: lime juice, 151-proof rum, vodka, triple sec, and mayonnaise. A gigantic erection." GO: "Oh. Right away. That'll take a while, you know."

"I just love nudism. I always get rid of all my clothing as soon as I board ship." "I make the cabin boy lock up my suitcase for the duration of the trip so there's no way I can be tempted to leave here." "I eat, sleep, sun, and swim the entire cruise." "Aren't you worried about over-exposure?" "No, I just rub this SPF-300 all over my naked body." Larry moans. "And, of course, my laptop computer offers some protection, although I hate that peculiar tan line." "I hope I'm not making this hard for you..." "No, it's been hard since I got here!" "I could see that!"

"Most men bore me." But once you find her book in the ship's library, you realize she must be interested in aviation history, since she literally "wrote the book" on the Fokker aircraft company. If you Type in "Fokker," you get a lot of new conversation topics. ("Yes, Anton was wonderful...but his mother really ran that company. She was a tyrant who ruled with an iron fist!" Larry says, "You mean..." Drew replies, "Yes, she was one mean mother Fokker!")

Now she's slightly interested in you. ("You know, I could Fokker all night long!" Larry: "Funny. That's exactly what I was thinking!") She agrees to go back to your room with you...to discuss Fokker, of course. "I would, but I had the cabin boy lock up my clothing for the duration of the cruise. You know I can't walk naked through the clothing-required parts of the ship. So I guess I'll just have to stay here."

Your problem is obvious: you must get her dressed. (Larry thinks, "I can't believe I'm trying to get a totally naked woman into her clothing!")

As you stand here, the screen slowly drifts downward (literally a pixel at a time), until (just before you see anything) she interrupts your stare with, "Excuse me! Do you mind looking me in the eyes?" (Wear the earplugs during this scene for the show-all Easter egg!)

If you Talk to Drew about Book, you ask about *The Erotic Adventures of Hercules*, lying on the table beside her. She says she's finished it, you can have it. ("It just doesn't have enough sex for me, Larry.")

When Drew says something provocative, Larry's codpiece rears its elephant trunk into the bottom of the frame while we hear an elephant trumpet.

### **304. Drew Baringmore Reverse Angle**

Used to provide interest during conversations. A different camera angle shows another side of her body, and Larry standing there in his CodMaster 2000.

### **310. The Boning Suite**

You only get here by coming through the Boning Exterior, below.

Your first time here, the room is pitch black, lit only by the moonlit sea outside the nearly all-glass far wall, rising and falling as the ship heaves to and fro. Between it and the camera we watch a black Larry silhouette. As Larry moves around, he randomly bumps into (unseen) things, causing cartoon animations of pain, lightning bolts, etc. to appear. A glass door leads to the large balcony overlooking the nude pool.

A suggestive shape lies on the bed; it must look like Annette, but it's really old man Boning. You stumble around, bumping into things, but eventually you must choose "undress." When you first approach the bed, the CyberSniff 2000 logo flashes the "gardenia" smell, smell #4.

We see a silhouette of Larry undressing, then a flash of bedclothes whipping open and closed as Larry climbs into bed. We then hear audio only: some funny Larry cooing sounds, some heavy breathing, then some very heavy breathing, wheezing, and coughing. At some point we realize the person in bed is not Annette, but old Mr. Boning instead. Larry, of course, thinks the sound of the respirator is just Annette's heavy breathing. We hear Boning's heart monitor kick in, accelerate, and finally flat line. Only then does Annette enter from the living room, clad in only a filmy nightgown. She turns on the light, and we cut to Boning Suite, Lit below.

### **311. Boning Exterior**

If you don't know Annette's cabin number, you can't get here. Once you learn her cabin number, clicking her room number on your Map brings you here.

A luxurious set of ornate double French doors is surrounded by fancy molding, sculptures, plants, a doorbell button, and tiki torches. Through the outer glass doors, you can see another private bank-vault door.

Your first time here, before showing the room, we display a black screen with the text, "Late that evening..." when we you arrive at night to find the doors unlocked. Whenever you leave the Boning Suite (whether you solve the puzzles or not), we display "The Next Day..." upon your arrival in your room.

If you try to Ring the doorbell, "She said she'd leave the door unlocked..." If you try the door, it is, in fact, unlocked. We see you slip inside, then cut to the Boning Suite above.

Once the old man's dead, you can return here (to the exterior only) at any time to "discuss our little problem." If you try the door, it's locked. You must ring the doorbell. Annette comes to the outer door but she keeps you standing outside. When you talk to her, we cut back and forth between 312. Widow Boning C. U., and 313. Larry Boning C. U. below.

### **312. Widow Boning C. U.**

As this scene begins, the CyberSniff 2000 logo flashes the "gardenia" smell, smell #4. If you Use Annette's billion-dollar life insurance policy on her, we hear you and her negotiate (using this C. U. and the Larry C. U. below (plus sub-titles) until they reach a decision. She presumes blackmail, you never mention it. You "just want to discuss our little problem." Larry is just confused. Eventually, Annette gives you a stock certificate for the oil shipping company she just inherited ("What the hell? It's not these thirty other companies won't be enough!") instantly turning you into "Larry Laffer, shipping magnate!"

It's clear what she's thinking (and you're not!) because of the sub-titles beneath your respective sides of the screen. Be sure to leave plenty of room on these pictures for sub-titles.

### **313. Larry Boning C. U.**

Reverse angle from Annette's POV of Larry standing in the hallway outside the Boning Suite.

### **314. *Boning Suite, Lit***

This is all handsOff. This is the bedroom scene after Annette turns on the lights. Now we can see it was old Mr. Boning lying in bed beside Larry. Larry spies Annette at the door, does a take at Mr. B., then leaps from the bed. "I thought you were..." "Next door? Yes."

She quickly assesses the situation and assumes Larry must be one cool character, lying down with the man he killed. Larry assumes she thinks he's homosexual. "Nice going, Larry. Let me shut this off before it 'wakes the dead!'" she says coldly. Larry responds, "I hope you don't think..." "It doesn't matter what I think. What matters is we get rid of all the evidence," she says as she throws Larry's clothes out the porthole. "These clothes probably have fingerprints on them!" "Well, I don't know that that was necessary." "You are the cool one, aren't you?" "But how will I get back to my room?" "Oh, we'll find you something around here..."

We next see Larry returning to his room stark naked again, his privates hidden inside a Depends undergarment.

### **320. *Blind Dessert Tasting***

Larry enters this room through Xqwzts's hidden tunnels. In keeping with the Annette, darkness, lady-in-black, film noir theme, this scene is dark, the only thing visible is the rising and falling of the moon-lit ocean outside the porthole. But you can hear extremely erotic sounds coming from what's obviously a large group of people. "Oh, God!" "Yes!" "Oh, that's great!" "Perfect." "More!"

Larry thinks, "What a ship! They even have orgies!" You stumble around, bumping into things, but eventually you must choose "undress." "I'd better take off all my clothes!" He does, still in complete blackness. "Okay girls! Which one of you wants to be first to meet the meat man?!" The room turns deadly silent! A man's voice says gruffly, "What did you say?" as we hear someone turn on the light. Go to 324. Blind Dessert Tasting Interior, Lit, below.

### **322. *Blind Dessert Tasting Interior, lit***

This is a continuation of 320, above, with the lights on. Now we can finally see a room full of clothed people nibbling at desserts. Annette Boning sits in a prominent position with old Mr. Boning beside her in his wheelchair. She's wearing a dramatic black 40's woman's suit trimmed in white with a white hanky in her breast pocket, her face nearly hidden behind a large-brimmed black and white floppy straw hat.

Larry stands in the middle of the dessert table, naked as a jay bird, facing us, his genitals hidden by a corner of the chocolate moose's antler. Horrified, he holds his hands in front of himself, covering his genitals. Then he spies a small sign on the far wall and we hear him think, "Blind Dessert Taste Test? Whew! That was close." He says out loud, "It's nice to see you blind people having a good time!" Upon which, one man flings open the door, while two large men grab Larry and heave him out into the hallway, naked once again. "Idiot!" "Fool!" "Miniaturist!"

Once again he has to sneak back to his room naked. When he gets there, he finds Annette waiting for him.

### **323. *Blind Dessert Tasting, deserted***

Once you've been thrown out, the crowd disperses and the room is empty from now on. You can just walk back in any time. Whenever you enter this scene, the CyberSniff 2000 logo flashes the "chocolate" smell, smell #9.

But, of course it smells like chocolate in here; that's what they were taste-testing! But as you near the chair in which Annette Boning sat (there's an opening beside it that formerly contained old Mr. Boning), the CyberSniff 2000 logo flashes the "gardenia" smell, smell #4. If you Look at that chair, we go to 323. Annette's Chair C. U. below.

This pic is the same as pic 324, but without people, with lots of melted chocolate stains on the carpet, etc. The place is a mess. You can Smell chocolate throughout the room. Annette's chair is in the same position it was, with a small slip of paper visible beside it. If you Look at her chair, we go to 323. Annette's Chair C. U.

### **324. Annette's Chair C. U.**

Beside the chair, a piece of folded paper lies on the floor. If you notice it, you can Take it. It's the billion-dollar life insurance policy Annette took out on old Mr. Boning. You'll need it later to make your "attempted blackmail" a success.

### **330. Restaurant**

The ship's restaurant contains dining tables stretching off into the distance, a buffet line, and a locked door leading to a private dining room.

The locked door protects the Blind Dessert Tasting room. You can't get inside unless you've already been inside. Signs on the door (which are too far away to be read except by a Look) discourage admittance: "Closed to the public – Members only!" "Do not enter!" "18 and Older Only!" Impressive, movie poster-sized promotional announcements on either side of the door (which can also only be read with a Look) contain chocolate reviewers' quotes with sexual implications: "Totally decadent...I was stunned!" "I found myself in a sensuous frenzy!" "an erotic ecstasy..." "Better than Cats!"

But of course you want in, don't you? But there's no way to open this door. The door may as well be one-cell and non-animated, since it's either locked and closed, or standing wide open (after you've crawled inside through X's vent). But once you've been inside, when you return here the door is wide open and you can just walk right in. There is no sound then, of course, as the party's over. As you walk around the restaurant, if the door is locked, the volume of the sexual frenzy sounds emanating from within the Dessert Tasting varies directly with your distance to the door (like Backstage in Tenebrous in Torin's Passage).

If you click the hors d'oeuvre table and select Eat, Larry turns his back to the camera, muses, "I love bean dip!" Now you can fart in several opportune places. Whenever you do, the CyberSniff 2000 logo flashes the "fart" smell, smell #5. You can always return here for more.

If you click the buffet line and select Eat, we cut to 331. Buffet Line M. S. below. Wang is always visible behind his carving station, unless you've driven him off via your incessant s'Porking. He returns as soon as you leave the restaurant and re-enter.

### **331. Buffet Line M. S.**

This is where you get the heat lamps for the Juggs' performance and the carving knife for cutting the sails. Larry gets plenty of s'Pork to eat ("It's like Spam, only not so expensive!" Larry: "This stuff is great!").

You can either Talk to Wang (asking him for "a serving of your delicious s'Pork") or click on the metal pig-with-apple-shaped chafing dish and select Take. Either way, you stand in place as Wang lifts the top half of the pig, removes one of the two metal ham-shaped tin cans within, twists its screw to open it, tosses away the lid, holds the can over your plate while a five-pound gelatinous glob of s'Pork slowly slides out of the can and plops onto your plate. You down it right then and there, never moving.

You can then Talk to Wang again (and ask for more s'Pork) or Take the s'Pork again. You still eat it right there. But it's now easy to see that Wang has no more s'Pork left inside his warming pig. Wang excuses himself to "fetch more s'Pork from to the kitchen." He then exits the frame never to return, until you leave the restaurant. If you re-enter the restaurant later, he's there once again, with a full load of s'Pork.

While Wang is gone, you can Take the bulb from the heat lamp over the s'Pork carving table. ("Ow! Hot.")

While Wang is gone, you can Take his carving knife.

Whether Wang is here or not, you can always use an exit feature to return to 330. Restaurant above.

If you leave this C. U., Wang is still not visible in the 330 L. S. He only returns when you re-enter the restaurant.

### **340. Lobby**

The ship's lobby should be incredibly huge, overblown, over-the-top, out of proportion...you get the idea. Gaudy, outlandish decor. This room uses the smallest Larry of the game. The purser's desk is a small area in one corner. Other doors lead to the ballroom, the casino lobby, the restaurant, etc.

There is a hotel telephone here. If you Use it, we see tiny Larry pick up the phone, hear a ringing sound, see the Purser pick up his phone, and hear him answer. We get a new Talk interface, consisting of mostly bad grade-school phone pranks, "Prince Albert," "Seymour Butts," etc. plus Other.... The Purser thwarts all the pranks, but Larry goes ahead with the punch line anyway. The puzzle is: select Other, type in "Boning" get connected to the Boning suite, the old man answers, Larry says, "Are you Boning?" Old man replies, "I was 'til this damn phone rang!" You hang up and go to the Purser's Desk.

If you talk to the Purser we go to 341. Purser's Desk M. S.

### **341. Purser's Desk M. S.**

This is not nearly as close up as most of the other talk screens. We need room to show him dialing the telephone and leaving this pic to check on "other information." Behind the Purser's Desk sits the woman with the airport voice-over announcer's voice. She's reading a magazine, but periodically leans over a microphone and says in a soft voice, "Bowling balls may not be removed from the bowling competition area." Or, "Dice may not be removed from the craps table." Or, "Horseshoes may not be removed from the horseshoe competition area." Or, "The white courtesy zones are for loading and unloading only."

You must get back your Passport from him. He's a paranoid, ultra-suspicious, conspiracy theorist, over-the-top bureaucrat. If you type in the talk topic, "passport," he tells you must produce a photo ID to get your passport back. The joke here is: all his bureaucratic wrangling is for naught. "You must have a photo ID to get a photo ID." "Don't bother me with details." "What are you up to?" "Are you trying something?"

If you offer him the home-made photo ID, he leaves this M. S. for a few seconds, then returns with your passport and gives it to you. It enters Inventory.

If you type in "Boning," he makes homosexual inferences. If you type in "room number," he refuses to give out the room numbers of the guests. If you type in "telephone," he tells you to use the telephone across the lobby.

If you select "my account," he leaves this M. S. for a few seconds to check your files. While he's gone, if you Look at the telephone, we go to 342. Purser's Telephone C. U.

Ways to determine if your neighbors are in a secret militia:

- They respond to "Good morning" with "That's what the government wants you to think."
- Seem to buy an awful lot of fertilizer for people with desert landscaping.
- They offer you their group discount at Frank's Friendly Firearms.
- When you visit and pick up their remote control, they scream, "Don't touch that!!!"
- Each time a car backfires, they barricade themselves and demand to see a negotiating team.
- The toy guns their kids are playing with aren't toys.
- They ask to borrow a cup of nitro.
- Their last garage sale attracted Libyan arms dealers.
- They don't mow their lawn, they just blow it up every other week.

### **342. Purser's Telephone C. U.**

Just the standard buttons, plus a 1-line LCD display, plus a "redial" button, all clearly labeled, but upside-down to the player. Look at the upside-down telephone, you can see a key marked Redial. If you press redial, you can read the last number the purser dialed displayed on the phone's LCD screen. Draw this so the programmers can easily position the font in the LCD display. Work it out together.

After you phone the Boning suite, go to the Purser's Desk, talk to him about "Room charges" to get him to leave his post (and the pic), Look at the phone and you come to this pic. Once here, press Redial and read (upside-down,

of course) the number on the LCD display. This is the Bonings' suite number. Larry says, "GO OIL? Yeah, that's real helpful! What good does that do me?" Narrator replies, "That's 71009, Larry! It's upside-down!" "Oh. I knew that." "7 indicates a guest room on this ship; 1009 is the actual room number." "Oh. Yeah. Okay." This is how you learn the Bonings' room number. Once you've seen their number on the LCD display, room 1009 shows up on the Map.

### **360. Casino Lobby**

The ceiling here is about two stories high, giving the casino a spacious feel, but not as large as the main lobby. Larry is fairly small here. This room is the site of the world's largest (and only) Venus de Milo replica made entirely from old casino dice and a similar-sized replica of Michelangelo's David made entirely from old playing cards. Mostly this room is a walk thru to get from the lobby to the casino proper.

Ca-ra-vag-gio (kär'e-väl'jo, kä'ra-väd'jô), Michelangelo Merisi da, 1573-1610. Italian painter of the baroque whose influential works are marked by intense realism and revolutionary use of light.

A sculptor applies the finishing touches to Venus from atop a large elaborate scaffold that completely surrounds the statue. He's nearly done so we can tell what it is he's trying to make. Greeked signs on the scaffold read (if you Look at them), "Pardon Our Dice!" "Progress Rolls On!" "Grow We Must!"

You can Look at the sculpture to learn what it's made from.

If you click the sculpture and choose Take, we cut to 362. Venus's Toe C. U.

You can not sand the dice anywhere in the casino area, although anywhere else on the ship is fine.

### **361. Lobby with Rubble**

Same basic pic as 360, but with a huge pile of dice on the floor where once a giant proud sculpture stood.

When we first come back here from 362. Venus's Toe C. U., the sculptor sits atop the scaffold crying. He remains there until you leave the room. Subsequent times in here, he's gone. When the sculptor is on the scaffold, you can't climb the scaffold. After he's gone, you can. The animation shows Larry begin his climb, but we quickly cut to 363. Top of the Scaffold C. U.

If you're returning here after climbing down from 363. Top of the Scaffold C. U., we see only the last few frames as you get off the scaffold.

If you made the electromagnet and use the remote control in this pic (after descending), we see the chase lights come on up near the ceiling and humorous metal objects (slot machine, safe, anvil, wheelchair) come flying to it from all around. You quickly (and automatically) turn off the lights to "save the batteries for later!" All the metal objects fall on the top platform of the scaffold, conveniently out of sight.

### **362. Venus's Toe C. U.**

This is a handsOff cut scene showing Larry reach in to pull out two dice from Venus's toe. As soon as his hand clears the pic, we cut to 364. Larry Reacts to Crash C. U.

### **363. Top of the Scaffold C. U.**

After climbing the scaffold in 361. Lobby with Rubble, we arrive at this C. U. We see the final few frames of Larry completing his climb over the edge to get here. The sculptor's tools are lying around. The steel stake from the horseshoe competition sticks obviously (and ominously) through the ceiling from above. You can Look at the stake, Feel it, etc.

You can Take the sculptor's screwdriver from his tool kit. ("The only tool you need is the screwdriver!" "I remember back at La Costa Lotta I needed two tools!" "You don't here." "How do you know?" "I read ahead in the script" "Oh...So tell me: do I get laid?" "Not that much!")

As you learned by reading the Fun with Electromagnetism book in the library, you can use the chase lights on the iron stake. We see Larry wrap the Christmas light-like wires around and around the iron stake. After wrapping the

lights around the stake but before descending the scaffold, if you use the remote control we see the chase lights come on and attract Larry's iron medallion, pulling him almost off his toes (but not throwing him to his death on the dice pile below). You automatically turn off the lights to "save the batteries for later!" and Larry drops back to normal view stop walker.

If you descend the scaffold, we return to 361. Lobby with Rubble.

### **364. Larry Reacts to Crash C. U.**

A C. U. of Larry's facial reactions to a giant collapsing dice Venus de Milo (instead of animating that!). Larry smiles, thinks "Nobody will ever miss these!", but as soon as that line is over, we hear a loud off-screen roar of the collapsing dice sculpture while we see Larry react. When the roar is over, we cut back to 361. Lobby with Rubble, where we see the pile of dice rubble.

### **365. David's Toe C. U.**

This is a handsOff cut scene showing Larry reach in to pull out a card from David's toe, but can't. As soon as his hand clears the pic, we cut to 364. Larry Reacts to Crash C. U.

## **370. Casino**

This pic is more of a L. S. so we can show lots of different gambling going on, using lots of (small, repetitive) animation, waitresses bustling around, etc. But its only real features are the craps table, plus an exit to the casino lobby and another to the employees' break room.

The craps table is in the foreground and has the most animation: a croupier, what appears to be all the James Bond actors and some of the major Bond babes cheering them on. A waitress walks by, we hear, "Cocktails, anyone?" following by all of them simultaneously, "Martini: shaken, not stirred."

There are also several blackjack tables where the only movement is the dealer. Keep them consistent so we can use one set of animation for all the tables. There are also a couple of roulette tables: show the spinning wheel and the dealer reaching for chips. Keep them consistent so we can use one set of animation for all the tables. There's a wheel of fortune with an operator and the spinning wheel. There are banks of slot machines in far distance. All we really need there is some gaudy light animation, but no people. Access to those other games is blocked.

In the rear of the casino, an exit feature leads you to a hallway outside the employees' break room. Click it and we see Larry walk off the pic behind a wall before we cut to 381. Break Room Door.

Another exit feature takes you to 360. Casino Lobby.

When you click on the craps table and select Play, you get one of the following responses, "It's too crowded now." "That guy's been winning a long time." "There's no room for you there." "No one leaves a craps table while the shooter's hot!" and you don't get to enter the game.

The only way to enter the craps game is to go to the restaurant, eat the bean dip, stand near the current hot roller, click on Larry and select Fart. We then cut to 374. Larry Cuts the Cheese,

When we return, the table has cleared out and Larry is able to play. Click the table, select Play, and we cut to 371. Craps Table.

Once you leave the area while the table's empty, it fills back up again (conveniently with the same people) so you must go through the entire fart process again.

### **371. Craps Table**

This is a M. S. showing the table from Larry through the Croupier. If you Use your scorecard on the Croupier, we see you purchase \$100 in chips ("Just charge that to my room, Garçon."). There's a little table chatter, then we see the croupier push the dice toward you. When you Take the dice, they enter your Inventory as "Dice, Legal."

If you try to exit the area while the dice are in Inventory, we hear that airport voice-over announcer's voice say, "Dice may not be removed from the craps table."

You can then Use any of the various dice on the table. As soon as you do, we cut to 372. Larry Rolls for the actual roll and results. After you lose everything, we return here. If you win, we go to 373. Hello, Dewmi! instead.

If you try to Save (or Restore?) your game during this sequence, we hear the croupier say, "What? Save your game, Mr. Laffer? Are you trying to cheat?" Larry responds: "Uh, no, I'm not."

When you try to leave this scene, the croupier demands his dice back. You must then Use the proper dice on the table in order to get away. If you try to return the shaved dice, we cover for you by having Larry say, "Just a minute. I've got your dice...right...here...someplace!" putting the dice on the table (only one set of animation needed for all these possibilities) and we remove the Legal Dice from Inventory instead.

### **372. Larry Rolls**

This is a simple M. S. showing Larry speak (expectant, then resigned, then confident), shake the dice (needs a talker for several different lines like, "Bet it all on Come. Heh, heh." Then we hear Larry think, "With a name like that, it's gotta do good!" "Baby needs platform shoes!"), roll (same animation every time), and then react to the results of the roll (happy, mostly sad or "Doh!").

If you used the "Dice, Legal" in 371. Craps Table, you always lose everything. ("I guess don't come is more my speed.") You don't die. Instead you just continue to charge \$100 worth of chips to your room forever until you realize that's not the solution.

If you used the "Dice, Souvenir" in 371. Craps Table, then before rolling we hear Larry ask, "Is it okay if I use these dice I picked up from the lobby floor?" And of course the croupier answers, "No!"

If you used the "Dice, Shaved" in 371. Craps Table, you roll and win. Instead of returning to 371, we remain here. Larry cries, "Let it ride!" and rolls again. After a few times of that (probably 3?), we cut to 373. Hello, Dewmi!

### **373. Hello, Dewmi!**

Dewmi arrives, sees you're winning big, hangs all over you for a roll or two, (she needs at least a couple of suggestive talkers, and Larry needs one that says, in effect, "Is this really happening to me?"). She then invites you to her room, and tells you her room number. We playback the sequence from the Demo ("I'll get the dice..." "...wear a cup?")

From then on, 510. Dewmi Moore's Cabin appears on the map. Clicking there takes you inside her room.

### **374. Larry Cuts the Cheese C. U.**

Just a quick cut scene showing a C. U. of Larry's face. He goes through three distinct stages: first, straining to lay the big bomb; then second, smiling at his success; and finally third, grimacing as he realizes just how foul it really is. When he smiles, the CyberSniff 2000 logo flashes the "fart" smell, smell #5. At the same time, we hear the off-screen craps table crowd moan, groan, and scurry away. We then automatically cut back to 370 to find the craps table empty.

## **380. Employees' Break Room**

Inside this room are buried several things the player needs as well as some information he may need to finish the game.

There is a locker bay on one wall. If you click on the correct locker (TBA) and select Open, you are prompted for the combination. If you type in "38 24 36" (ignore punctuation, hyphens, commas, etc.), we cut to 386. Locker Bay Rising below.

If you are returning here from any of the Xqwzts scenes below, during the pic change, we hear the sounds of hydraulics and compressed air as the massive locker bay returns to its "fully-upright and vertical position." We don't actually see it close, but when you get here you are once again standing before a closed set of lockers.

There is a bulletin board on one wall. If you Look at it, we cut to 382. Bulletin Board C. U. below.

There is a bowl sitting on the cabinet under the bulletin board. If you Look at it, we hear the Narrator say, “No dice!” To which Larry says, “Doh!”

There is a cabinet under the bulletin board. If you Look at it, you learn there’s a bottle of KZ Jelly. (“KZ! It’s not just a Sexual Lubricant, it makes an excellent Roulette Wheel Polish too!”) You can take it.

### **381. Break Room Hallway**

Signs on the door read, “Authorized Personnel Only,” there’s a laser bar-code scanner, a Tongue Reader, and a 10-key pad. Surrounding the door is an array of security devices, including following cameras, a giant concrete ball, sword points extending from the walls, machine guns emplacements, etc. If you select Open, “What? You think you can just ignore all these defense mechanisms and waltz right in just by pushing the door open?” But if you type “Push,” Larry (in a blatant violation of adventure game protocol) just pushes the door open and walks right in! Why? Because (just like our office door at SNW) latch doesn’t work properly.

### **382. Bulletin Board C. U.**

A typical office bulletin board, but with some humorous announcements, each of which you can hear Larry read out loud if you click on them and select Read. All the signs are Greeked. You can’t read any of them without a Look. “Dealing from the bottom of the deck seminar.” “If they can’t take a joke, bar ‘em!” “My kid can beat your kid at craps!” “Fleecing the Chump lecture series” “Widows? Orphans? Fools!”

However, you can recognize a wire hanging near a sign. It has an alligator clip on each end. The sign by it says, “Attention Pit Bosses: Attach this to slots to prevent jackpots.” You can Take the Jumper Wire.

The board also contains a nicely lettered Greeked sign. If you Look at it, Larry reads it aloud: “Attention Croupiers: It has come to the attention of management that cheaters have been using shaved dice. These dice look completely innocent, except one face has been shaved with sandpaper, making them win every time. This is bad for business! Even worse: these dice are undetectable to the naked eye. So as soon as you see them, confiscate them. Deposit them in the bowl below.”

### **386. Locker Bay Rising**

The entire locker bay is hinged at the top rear, and when opened, quickly raises up, slamming a powerful uppercut to Larry’s jaw. This happens every time Larry opens the locker to talk to Xqwzts, even though Larry makes comments about dodging, stepping back, etc. How come he never does? He’s just dumb.

Since this is merely a cut scene and it plays exactly the same every time, draw it from the angle that makes the joke look best. Go for the laugh since there’s no game play.

If Xqwzts is still around, we go to 387. Xqwzts’s Stall below. If not, go to 388. Post-Xqwzts’s Stall below.

### **387. Xqwzts’s Stall**

Inside sits Xqwzts, as if in a casbah stall, waiting for you. Here you talk and negotiate with him. We see a vent on the wall behind Xqwzts, plus the hook where he hangs his keys, and the credit card imprinter.

If you’ve had sex with at least one other woman, he’ll sell you lewd photos of yourself having sex. “Just charge it to my room.” “Okay,” and he pulls out a credit card imprinter. He accepts your room card as payment and runs it through his credit card scanner.

If you haven’t had sex with at least one other woman, his photos are of some other passenger. You choose not to buy.

If you type in “Drew,” he’ll tell you about her suitcase, but he won’t get it for you.

He never tells you what he wants. You must learn that from Peggy.

If you give him the passport, he hangs his keys on a hook inside the closet and splits for the United States.

### **388. Post-Xqwzts’s Stall**

This is the same pic as 387. Xqwzts’s Stall above, except Xqwzts is missing.

Once Xqwzts is gone, he leaves his key ring hanging up inside his area. You can take it, and the Master Key enters Inventory. You use it to gain access to the lower regions of the ship.

Once Xqwzts is gone, you can Look at the back wall and discover a vent that provides access to the hidden passageways throughout the ship that Xqwzts formerly traveled, photographing passengers.

If you Use the screwdriver on the vent, you enter the passageway. We see you crawl out of this scene and we cut to 389. Up Xqwzts's Vent

### **389. Up Xqwzts's Vent**

This is a completely black screen, with just audio. We hear the sounds of you crawling through an air duct. Soon the same porno soundtrack from the Blind Dessert Tasting scene fades in. Soon, it's full volume. You can either use the Screwdriver anywhere on the black screen, or use the Exit feature to take you back where you came from. You go on and you are in 320. Blind Dessert Tasting Interior. (Of course, it's all black too, so you can't really tell the difference graphically.)

### **390. Bowling Competition Area**

Alleys stretch completely across the aft end of the ship, but fortunately, the nearest lane is always open. You can always see other contestants bowling in the background, stretching off into the distance. Each is a Greek god hunk in a tiny Speedo, muscular, fit, gorgeous, everything a woman might want in a man (in other words, everything Larry is not!). Each follows the same routine: he gets a ball (from somewhere not necessarily visible), wipes it with a cloth, inserts the cloth in the front of his tiny Speedo, then bowls.

This area has another card-reading ball-dispensing ATM-style automated machine for entrants in the "Thygh's Man Trophy" contest, similar to the Centaur horseshoe machine, only this one is a giant topiary rabbit dispensing bowling balls out its ass like rabbit pellets. If you Use the scorecard on the rabbit, it doesn't keep your card and pinches off one bowling ball turd. You must then Take the ball. It enters Inventory. If you try to exit the area while the bowling ball is in Inventory, we hear that airport voice-over announcer's voice say, "Bowling balls may not be removed from the bowling area." Looking at the bowling ball reveals, "You know, the other contestants wiped their balls first." While the ball is in Inventory, you may treat it with "Annette's specially lubricated hanky."

When you finally click on the alley and select Bowl, or Use the Bowling Ball, we cut to 391 Up Your Alley below to see the results. Upon returning here, a voice synthesizer inside the rabbit's ass announces your success. If you missed, you hear, "The ship's movements cause your balls to careen madly." Larry: "Yeah, I know; but how could you tell?"

If you treated the bowling pins, and you've treated the hanky with the KZ Jelly, and you insert your card into the bunny, you get the following handsOff sequence: you take the bowling ball, automatically rub your ball with and bowl. We cut to 391 Up Your Alley below, to see the results.

### **391. Up Your Alley**

In the lower left corner flashes the CyberAlleyCam 2000 logo. This shot looks down the alley towards the pins and the rear of the ship, from the center of the alley, from a height of one inch. The pins are not too large, just large enough to make it obvious what they are and that the balls and pins fall right off the back of the ship. Leave plenty of headroom for the explosions that will occur later when Larry finds the right combination of ingredients.

There are 4 loops needed here: Larry's left-gutter ball, right-gutter ball, the pins being reset, and the explosion. We cut to this shot just as Larry's ball passes the camera, so it begins huge, rolls away from us down the alley to the pins, stirs them up, then clearly rolls off the back of the deck. We hear a distant splash, then the whine of motors (the same sound as in the 500. Pin-Setter Hold below, only softer) lifting a new set of pins into position. We then cut back to 390. Bowling Competition Area above.

If you've Used the treated hanky on your ball, we see the dripping ball roll down the alley, throwing off globs of KZ Jelly everywhere. When it reaches the pins, they literally explode in a small mushroom cloud, leaving no trace of anything ever. We then cut back to 390. Bowling Competition Area above.

## **4 - Competition Deck**

### **400. Jamie's Ballroom**

This is an extreme L. S. showing the bowl-shaped glass bottom of the nude swimming pool protruding down from the ceiling. This provides for fun background animations of the nude swimmers, volleyball players, etc. Larry is extremely small here (10% perhaps?) Other than the ceiling pool bottom, this is just a large convention hall, set up with a runway, theatrical lights, foot lights, stage curtains, bunting, rows of chairs facing the stage, tables and chairs behind, etc. There's nothing much to do but look at the naked swimmers or walk over to Jamie. When you do, we cut to...

### **401. Jamie M. S.**

This shows more of Jamie Lee than just her face, as it's the only good pic we have of her. Talk to Jamie and learn her problem. Type in "leisure suit" and Larry suggests she go retro. She flips, thinks Larry's a genius, but now she has a bigger problem: she needs white polyester and lots of it!

If you Use the polyester fabric on Jamie, she responds, "Quick! Take off all your clothes!" "Well, okay!" "There's no time to waste. I need your leisure suit for a pattern, Larry!" "I want your underwear, too." "Why?" "No time to explain!" So again, you return to your room wearing nothing but a thread bobbin this time...and you didn't even get laid!

### **402. Ballroom Exterior**

A simple hallway showing a pair of doors leading into 400. Jamie's Ballroom above, and another smaller door leading backstage, resulting in the cartoon, 403. Leisure Suits Are Back!, below.

If Larry has given Jamie the fabric and hasn't been in 403 yet, there's a note on the ballroom door, the door to the ballroom (400) is locked and the back stage door (403) is unlocked. Otherwise (usually), the opposite is true: 403 is locked and 400 is unlocked. Look at the note and hear a Jamie-thinker beg, "Larry—meet me backstage."

Once Larry's been in 403, both doors are locked for the rest of the cruise.

### **403. Leisure Suits Are Back!**

When Larry opens the Back Stage Door, we cut to a black screen first, hear Larry's footsteps, hear him whisper "Jamie? Jamie Lee?" Suddenly, we hear the first strains of Stayin' Alive begin, we cut to a camera angle out in the ballroom looking back at a M. S. of the now flood-lit stage, see the curtains fly open revealing our Larry standing there with a deer-in-the-headlights, shocked, embarrassed expression. But as the music continues, we can see the music move through his body, starting subtly, continuing until he's completely Travolta-ed.

We cut to a longer shot, straight down the runway this time, and Larry dances his way at the camera, completely uninhibited now. The crowd goes wild. When he's close enough to the camera to fill the screen from the groin up, a couple of arms reach into the frame, grab his clothes, leaving him wearing just his hearts-covered boxers. We fade to black and a pair of boxers goes flying across the screen. So again, you return to your room wearing nothing but a camera with flash and zoom lens this time...and again, you didn't get laid!

### **410. LuvMaster 2000**

It's the LuvMaster 2000. Dig it!

The simulator looks like a row of dressing rooms or voting booths, with half doors revealing legs inside all but one of them. We hear properly-panned, pornographic sounds coming from each occupied booth, along with a few appropriate foot and leg movements. The booths are drawn flat, straight-on from the front so we can use the same set of LED numerals for each booth's score display. The scores go up slowly above each occupied booth.

Larry can enter the competition at any time just by Using his scorecard on the one unoccupied booth's scorecard reader. We go into handsOff and see Larry open the curtains, pausing briefly before going inside. He does a small take when he sees what's inside: a robotic-looking, tarted-up, stainless-steel, female mannequin frozen in an awk-

ward position. He's in and out in a flash (around 3 seconds?), receiving a score of 3. ("Wow! I bet I was in there an hour!") Upon leaving, we can once again see the mannequin; she's unchanged.

The correct answer is to get Vicki to take this test for you. In the library, after having sex with her, you talk her into a bet that you could outscore her on a sex quiz. She agrees to use your scorecard to take the test ("just to prove who's the expert around here!"). We return here from the library in handsOff to see Vicki open the curtains, pausing briefly before going inside so we can see the mannequin is unchanged. Vicki sets the score display spinning, aces the test, sets a new high score, and leaves the curtains open so we can see the metallic mannequin inside the booth is now kicked back, relaxed, satisfied and smoking a cigarette.

## 420. Cook-Off Competition Area

Three female judges sit near the back of this scene, taking small bites of food from plates, passing the plates back and forth, then between tastes, entering their scores into their laptop computers. The scores are then processed and displayed on a large overhead LCD panel, along with the contestant's name. Between entries, the LCD shows humorous scrolling messages regarding other contestants' entries.

You can wander about this area at any time, but you must present your scorecard to the head judge (the one in the middle) in order to enter the Cook-Off. There's a standard scorecard reading machine here, but this time it's on the table near the center judge.

Present your scorecard and the judge requests your entree. You can then give the judge various Inventory objects with humorous results, but you get zero points and an embarrassing scrolling message about your "assholiness" appears overhead.

Once you give your scorecard to the judge, you can't leave without taking back. If you click the exit cursor, you automatically walk over and get your scorecard back before leaving the screen.

You must find the recipe for Venezuelan Beaver Cheese And Kumquat Quiche, obtain all the ingredients, go to the kitchen and prepare it. When you return, you give your scorecard to the middle judge, then wait. You then click the quiche on her, we see her take it from you, taste it gingerly, then make a terrible face and sounds. She doesn't even bother passing it along to the other judges ("Trust me. You don't want any of this one!"). You get a score of 3 points and a rating of "terrible." Horrible insults get displayed on the overhead scrolling screen.

But if you first add the Orgasmic Powder to the Quiche to make Quiche d'Larry, when you give it to the first judge she tastes it and becomes excited. It's like "Harry Met Sally" only times three. ("My God, she's orgasming." "No, it's multiple orgasms!" "No, it's multiple simultaneous orgasms!" "No, it's multiple simultaneous on-stage orgasms!") They're barely able to type a perfect "10" into their laptops, ("My laptop is melting!" "That's nothing. My lap is melting!") before they fall into a deep psychedelic trance. The CyberSniff 2000 logo flashes the "Limburger cheese" smell, smell #8. Thus, Larry gets the first perfect score in Cook-Off history.

## 430. Library

We see a very small library with many shelves that could hold hundreds of books, all of which are checked out except for the few titles we need. The book titles are all funny, except for the following, placed there merely to hold clues:

- **Fun with Electromagnetism**  
English physicist William Sturgeon, 40, devises the first electromagnet. He varnishes an iron bar to insulate it, wraps the bar with copper wire, connects the wire to the terminals of a voltaic pile, and creates a crude device that can lift a few pounds of iron (see VOLTA, 1800; FARADAY, 1821; HENRY, 1827).
- **Drew Baringmore's book Fokker: More Than Just An Airplane!**  
Fokker, Anton Herman Gerard (fôk'er), 1890–1939, Dutch-born German-American aircraft designer and aircraft manufacturer; b. Java. His factories in Germany produced triplanes and biplanes used in World War I. He revolutionized aerial warfare by synchronizing a front-mounted machine gun to fire through the propeller of a plane without intercepting the blades (1915). He later turned to developing commercial aircraft and came to the U.S. in 1922.

If you Look at the desk in the corner of the room, we go to 432. Vicki M. S., Before Transformation below.

### **432. Vicki M. S., Before**

From Larry's POV. Victorian Principles, the repressed librarian, sits behind a desk with a big stack of books to her left (our right). She is reading a book, but puts it down as Larry approaches. Other library desk-type stuff (mucilage, rubber stamps, desk calendar, etc.) is arranged pathologically neatly.

You can take the mucilage from her counter as long as she's not watching you, i.e., she's turned around to look up some information you asked about. We work the word "mucilage" into as many sentences as possible. You can't replace the mucilage. And Vicki doesn't miss it.

You can read the titles on the books; they are all prudish, especially the top book, the one Vicki was reading until you interrupted her: Prudish and Proud.

You can take Prudish and Proud from the pile of books whenever her back is turned. You must return it before leaving this M. S. If you don't she tells you to and you do automatically.

However, while Prudish and Proud is in Inventory, you can "remove dust jacket" and Use the dust jacket on The Erotic Adventures of Hercules to place the erotic book inside the Prudish dust jacket, and even switch her bookmark to a particularly saucy passage. Place this newly devised combo on Vicki's desk to "stimulate her inner woman." The next time you return to the library, instead of this scene you get Librarian M. S., After (see below). Vicki will be a new woman. Literally!

You can Talk to Vicki about any typed-in topic ("I don't know much about that, but I could look it up for you."), she turns her back on you for about 15 seconds. She then turns back around and faces you but doesn't touch her book (either the newly-altered or the old, if you haven't yet replaced it).

"Aren't you going to read your book?" "No. Later." Which means you must leave the library, and when you return instead of this scene, you see...

### **433. Vicki M. S., After**

After her transformation. Same basic picture as above, same angle, same Larry POV.

But now, Vicki has drastically changed her look and her reading material. Now stuff is strewn all over her desk, not just the stuff that was there, but much more. She has several messy piles of books, and the titles are all licentious. Her hair is down, her blouse is unbuttoned down to there. She looks good...damned good!

The next time you return she's a burning hot babe, surrounded by saucy books! You're the first man she's seen since her transformation. If you talk to Vicki about the "weather" (a new topic that appears on her verbs menu), she somehow turns the conversation into "Let's screw." She pulls you across the counter and has wild sex with you. She rips your clothes off your body; shreds of white polyester clothing fly everywhere. However, she's finished in just a few seconds, after which she raises up, straightening her hair, and resumes reading. Larry, of course, is now naked, and must sneak back to his cabin with nothing but a pair of books to cower behind. "Hey! What do I do now? You've wrecked my clothes!" "Oh, don't worry, Larry. I can loan you a jacket." You return to your room wearing nothing but a (dust) jacket.

The Easter egg here appears if you type in just the right phrase during the sex act, we change camera angles and actually see her ride you – but not for long.

#### *After sex*

You can return here again later, only to find Vicki has grown past you sexually and is unwilling to repeat your previous encounter. In fact she says, "Since you were here, I've done nothing but read about sex. I feel certain I'm now most sexually-knowledgeable person on this ship." You doubt her and ask her to prove it. "I'm not going to prove it with you. You weren't that good the last time." You must type in "LuvMaster 2000" as a topic. "I know an objective way." "But I can't; I'm an employee." "I could give you my Scorecard." "Okay."

## **440. Best Dressed Competition Area**

A small room with a circular platform for Larry to stand on, a monitor in the foreground, a large ENIAC-style 50's computer console covered with flashing lights covering the back wall, and another card-reading automated machine for entrants in the "Thygh's Man Trophy" contest, similar to the LuvMaster 2000□, only this one is a shiny metallic male humanoid who scans your card via a hand laser bar-code reader that comes out of his fly.

Use your scorecard on the mannequin and get the following handsOff sequence: Larry reaches in the mannequin's fly, pulls out the bar-code scanner, scans his card, returns it (while the mannequin turns to the camera and breaks out into a smile), then climbs up on the circular platform, stands still while the base lights up under him with an unearthly glow. Inside the base a green light slowly revolves like a sweep second hand, flooding Larry with an unearthly glow as the video display in the foreground shows our ugly, revolving, Duracell SGI-Larry created for the January milestone meeting. After the light makes one complete revolution, it blinks out, Larry steps down, the ENIAC continues to flash its lights and whir its tape drives, and the foreground monitor goes black. When the processing is done, a voice synthesizer inside the mannequin announces your score.

If you haven't satisfied Jamie's needs for polyester, Larry receives a score of 2. But if you have, Larry receives a perfect score of 100, making Leisure Suit Larry the world's best dressed guy! Through Jamie Lee Coitus, you've altered the course of world fashion, though you've changed not a wit. And thus ends our little social commentary on the capriciousness of haute couture!

This console contains the ship's powerful neural-net fashion computer, using state-of-the-art massively-parallel processing to determine a person's stylishness quotient. Its 3-D scanning synthesizes an image of whomever stands on its circular scanning platform while the high-resolution, 2048x2048, 32-bit color monitor displays the resulting image. The CPU then compares the scanned image with the terabytes of data stored on the giant tape drives in the background. After computing an accurate stylishness quotient, it transmits the score to the ship's central competition computer and reports it here in the Fashion Competition Chamber through a 44k, 32-bit, 128x-oversampled, THX-certified voice synthesis system. Hard to believe it all runs off of one floppy disk!

## **5 - Below Decks**

### **500. Pin-Setter Hold**

This hold has to be at the aft end of the ship, directly below the bowling competition. It should be fairly large, using a 50% Larry to make the goofy-looking machine look even bigger and sillier. A Rube Goldberg contraption that doesn't make mechanical sense, but just looks funny. It periodically spurts steam and compressed air, robotic arms swing around randomly, pins move on conveyor belts and in hoppers, contraptions rise up, wheels spin, belts fly, and eventually somehow, ten little bowling pins are properly positioned in the correct 1-2-3-4 formation just under the deck above, then with a little fanfare, shoved upwards through ten holes, ostensibly making them appear in 390. Bowling Competition Area. The pins are clearly visible and recognizable through the mechanism. There should be no mystery about what this thing does, only why anyone would waste this much energy and money building it!

About all you can do here is to Use the deodorant on the machine. We see you spray the ten-pins. That's it.

### **501. Pin-Setter Hold Bulkhead Door**

If you click here from the map, this is where you arrive. The hold door is locked and you can't get in. But once you have obtained the master key from Xqwzts you can unlock it and go inside. After that we skip this scene and go straight into 500. from the map.

### **510. Dewmi Moore's Cabin**

An establishing shot from near the entrance (reverse of 511, below). The only exit leads down and off-screen to the hallway (actually to the map).

Upon entering for the first time (under handsOff), we see Larry and Dewmi standing near the table. Dewmi offers you a drink, you accept and we cut to 511. Dewmi C. U. – liar’s dice.

Later on (post-Dewmi), you can return here and explore the room. If you Look at the table where you played dice, you notice the half-used bottle of Orgasmic Powder. You can Take it.

Note: while you are in this area after winning the dice game, there’s no walking around and you can not Take the powder, as that entire sequence is handsOff.

### **511. Dewmi C. U. – Liar’s Dice**

Ripped off straight from the demo. You can talk to Dewmi about anything, but she’s got only one thing on her mind – your money! You must spend the money you won at the Craps Table here and win at Liar’s Dice in order to get her to offer to spend the night with you. We cut to...

### **512. Dewmi Spikes Your Drink C. U.**

A short C. U. showing her pour part of the bottle of Orgasmic Powder into your drink before we cut to...

### **513. Larry Drinks Acid C. U.**

We see Larry drink. In a moment, his eyes roll back in his head, he starts to pant, then to orgasm repeatedly. We then cut to...

### **514. Horny Acid Trip**

A humorous psychedelic first-person display of thinly-veiled sexual references, all done with constant palette cycling. (Oh, no! 256-colors!!) Remove the dice from Inventory during this sequence before cutting to...

### **515. Dewmi’s Spa – The Morning After**

We see Larry awaken in Dewmi’s hot tub, groggy, wet, water-soaked, cold, alone and, of course, naked. Once again, Larry snatches defeat from the jaws of victory and must sneak back to his cabin naked, this time wearing nothing but dice cups.

## **520. Beaver Hold**

“Warning: Beaver Hold may be a □ of GLOW, the Glamorous Ladies of Wrasslin’.”

You find a large shipping container containing a passel of squirming, wriggling Venezuelan beavers, pacing around in their cage. The container holds many cages and each cage holds several beavers. The containers stretch off into the far distance. This shot should be extreme perspective, but blocked off so we keep Larry in the foreground. The first time you enter, the CyberSniff 2000 □ logo flashes the “musk” smell, smell #3.

If you click on the container and type in “milk” and you have the pot in Inventory, we cut to 522. Beaver C. U. If you don’t have the pot, you can’t milk. Give clue if Use Pot on Beaver.

Upon returning here from 522, we see Larry close the door of the last cage. The beaver milk is now in your Inventory.

### **521. Beaver Hold Bulkhead Door**

If you click here from the map, this is where you arrive. The hold door is locked and you can’t get in. But once you have obtained the master key from Xqwzts you can unlock it and go inside. After that we skip this scene and go straight into 520. from the map.

### **522. Contented Beavers’ C. U.**

A quick cut scene showing several beavers lying back, smoking cigarettes, while off-screen we hear Larry cry, “Next!” We only stay here a few seconds, then go right back to 520. Beaver Hold.

### **530. Luggage Storage Hold**

A short cut scene, mostly handsOff. This is the room from the end of Indiana Jones 3, a gargantuan warehouse stretching back to the horizon, disappearing into the atmosphere in the distance, filled to the brim with millions of suitcases. Give the player a few seconds to let the picture sink in, then Larry says, “Oh, no! How will I ever find Drew’s suitcase among all these? It’d be like finding a needle in a haystack!” As soon as he finishes that line, a suitcase tumbles into the frame, hitting Larry on the head.

You can take the suitcase. If you’re a total dork and leave without taking it, you can always come back here and try again. The suitcase remains on the floor. CyberSniff 2000□ displays “musk” smell, smell #3 here.

### **531. Luggage Storage Hold Bulkhead Door**

Always on the map, but you can’t open the door until you get the master key from Xqwzts. This door has an obvious keyed lock, a large watertight gasket, those heavy hinges, plus a big metal wheel to seal it shut tight. Once you’ve used Xqwzts’s master key on this door and gained access to 530. Luggage Storage Hold, above, we skip this scene and you never have to see this door again.

### **540. Kitchen**

No one is ever around here. Evidently, they order out for s’Pork and bean dip. Every time you enter this scene, if you haven’t taken the fish and its magazine wrapper, the CyberSniff 2000□ logo flashes the “fish” smell, smell #7.

There is a magazine and a large pot sitting out on the counter. A large, commercial salt shaker sits hidden behind the pot.

If you Smell the magazine, you get CyberSniff 2000□ logo flashes the “fish” smell, smell #7. You can find a fish lying on the counter wrapped in pages torn from a recent issue of Professional Hash Slinger magazine. “Sorry, Charlie!”

If you Take the fish, we see you toss the fish into the nearby garbage can (“Smells like it’s turned.”), but the pages of Professional Hash Slinger magazine in which it is wrapped enter Inventory.

In Inventory, you can Read the magazine pages. We hear Larry recite out loud the recipe for Venezuelan Beaver Cheese. On another page, you learn how to make Venezuelan Beaver Cheese And Kumquat Quiche. Thank God, or the game would never end!

You can Take the pot. (Narrator, “This would be good if you need to ‘pass the pot,’ Larry.” Larry, “That’s nice; I was so poor growing up, I never had a pot to pass in!”)

Once you take the pot, you can now see a large, commercial-looking salt shaker sitting here. You can Take the salt. (Narrator, “Pass the salt.” Larry, “That’s not funny.” Narrator, “Okay, you make the joke!”)

To make the cheese or the quiche, you must be in this room. If you use any ingredient on any other in any other scene, the game suggests the kitchen is the place for food preparation.

But if you’re here and use any ingredient on any other, we check for all the ingredients. If you’re missing anything, the game tells you (Narrator, “Better double-check your recipe, Larry; once again, you’re missing something.” Larry, “I wish I had a dollar...”)

But if you’re here and use any ingredient on any other and you have everything in Inventory needed to prepare the quiche, we then see a short handsOff sequence in which Larry starts to mix up a storm and mess up the kitchen. We fade to black, then immediately fade back in on 541. Kitchen after quiche below.

### **541. Kitchen, After Quiche**

We fade in from 540 above to see Larry finish making the quiche. The CyberSniff 2000□ logo flashes the “Limburger cheese” smell, smell #8. The quiche is in Inventory. You can then sprinkle the Orgasmic Powder over the finished quiche to make the Cook-Off-winning concoction, Quiche d’Larry. This can be done anywhere in the game in Inventory.

You can return here later, but nothing happens. The kitchen stays messed up like this throughout the rest of the cruise.

## 550. Larry's Area

A long straight staircase leads down into this room from the entrance hatch above. After seeing the entrance once, you just appear here, in the main area of the room.

Make this is the worst stateroom imaginable, the most uncomfortable situation possible. Larry is literally in the ship's boiler room, complete with a giant thrusting piston that passes through the wall over his head, so whenever he lies down all he can see is copulating steel. (For some reason, this room makes me feel so inadequate.) Riddled with symbolism, the engine room is filled with shapes that ostensibly might have something to do with moving the ship, but upon closer study are subtle mechanical versions of body parts. It all has an industrial feel.

There is a non-working toilet and an emergency "safety shower." The toilet has a pipe missing where it connects to the wall. The shower has a translucent plastic shower curtain that wraps around whomever is inside. Overhead there's a confusion of plumbing, pipes, steam lines, sprinkler systems, etc. There's a dripping pipe right above your bed. Because the ship is constantly rocking back and forth, the water drips into a bucket on either side of your bed, instead of on your pillow.

If you choose to Lie Down on the bed, the ship stops rocking back and forth and the water drips right on your face.

The first time you enter this scene, the CyberSniff 2000 logo flashes the "diesel fuel" smell, smell #6.

There is a can of spray silicone lubricant stuffed into the toilet that you can take.

There is a roll of toilet paper mounted somehow beside the toilet that you can take.

### *Drew Baringmore*

Drew follows you back to your room to discuss "Fokker." Once there, she says, "I need to rinse off some of that sunscreen, Larry" and hops into your shower. ("Hmm. Steam is not the only thing rising.") From then on, whenever you enter your room, she is in the shower. You can converse, but it's limited to "How'ya doin' in there?" "Okay. Just a little longer" etc.

Drew doesn't need a C. U. in this scene, as you only yell back and forth through the shower curtain.

The only way to get Drew out of the shower is to use the fire hose to connect your broken toilet to the water line running visibly across the top of your room to the shower, then flush the toilet. You accomplish this by Using the hose on either the overhead pipe or the toilet. Then we see Larry connect one end of the hose to each. (You do not have to Use hose on toilet, then Use hose on pipe. One or the other gives you both.) Then you must Flush the toilet. We see the shower water turn boiling hot and Drew turn lobster red. She leaps straight out of the top of the shower stall to the overhead pipes, where she hangs for a beat before dropping cat-like to the floor. She's pissed, storms out, leaving behind mold on your shower walls. Which, of course, is the only reason she's in the game.

Once Drew leaves the shower, you can take the mold from the shower wall. After all, that's the only reason she's in the game!

### *Annette Boning*

Annette spotted Larry at the blind dessert tasting. As he enters his room immediately thereafter, he finds her sitting here. Somehow she followed him to his room and got inside before he did! She sits on some sort of suggestive plumbing, her legs crossed, her long skirt falling open revealing just enough leg. We can't really see her face. The whole idea is she's shrouded in mystery. When you talk to her, we cut to 552. A & L B. J. M. S. below and then back and forth between it and the two close-ups, 553. Annette Boning's C. U. and 554. Larry's Boning C. U.

Any time after Annette leaves, you can take her merely slightly-soiled hanky that's still lying on the floor where she dropped it. If you Smell the hanky, the CyberSniff 2000 logo flashes the "gardenia" smell, smell #4.

### 551. Larry's Hallway

This room, immediately outside Larry's "Cabin," exists only for the purpose of embarrassing Larry when he's trying to sneak naked back to his room following "sex." Otherwise, it's just a door we go through once to establish the location of Larry's Cabin.

The first time you click on the Map screen to go to your room, we come here, show Larry standing at the door alone. He waits for you to Use the room key card on the door. Then we cut to Larry's Cabin, below. No big deal.

But often, whenever Larry loses all his clothes, we fade in from black to this hallway and see a handsOff sequence showing Larry trying to sneak back into his room while completely naked. Each time he almost gets to his door, thinks a comment like, "At least no one saw me this time!", and then some stranger appears, comments on his perversity, slaps, slams, insults and/or hits him, then walks off in a huff.

Here's what covers Larry's privates:

- after Victorian Principles: a book's dust jacket
- after Juggs: a large Country Music Awards Show belt buckle
- after Dewmi Moore: dice cups
- after Jamie Lee Coitus: large spools of thread
- after Jamie Lee stage show: camera with zoom lens and flash
- after blind dessert tasting: éclair
- after Annette Boning's room: Depends

Note: there's no Drew Baringmore because she willingly goes with you to your room

DESIGN CLARIFICATION: Five of L's encounters are sequential, that is, the first time he shows up here naked we see #1, the next #2. However, two are determined by the prevRoom. No matter when you come here from there, you get the prescribed condition. The two determined by prevRoom are: dessert tasting & Boning bedroom. The five shown in sequence are: Victorian, Juggs, Dewmi, Jamie pre-show, Jamie post-show.

We do the five encounters are in this sequence:

- a sweet little old lady
- a busload of Japanese tourists
- a nun
- a video crew from Inside Affair
- Peggy: excited first, measure Larry, then clomps off.

The two previous scene encounters are:

- after dessert: a screaming faggot wraps himself around Larry's leg "I want a bite of THAT!"
- after Boning: a Brownie troop with adult woman "Mommy, why is that man wearing a diaper?"

### 552. A & L B. J. M. S.

This begins as the normal conversational angle showing Annette's upper half from behind Larry's back. During the conversation, we cut back and forth from this pic to the following two pix as the conversation warrants.

"Who'd have thought it? He's an animal, a dynamo! Sure, he may not look it. But he conserves his energy all day so he can attack me...all night!" "I only married the old coot 'cause I figured he'd die off quickly and I'd inherit everything." Instead, "now he's shopping for real estate in a quiet neighborhood near an elementary school!" She wants him dead but can't do it herself. She makes an endless series of obvious-to-the-player, but way-over-Larry's-head, transparent murder suggestions. She continually hints at murder, mentioning many different ways to do it, suggesting things, but never explicitly asking. "If only I could find someone who would bump off the old boy for me," she thinks. "Insurance investigators follow me everywhere," she says, paranoidly. Of course, Larry misses her drift entirely. However, players won't, as sub-titles reveal the true meaning of both Annette's and Larry's sides of the conversation. (Annette's meaning is always the opposite of her words; Larry's sub-titles are always identical to his words. In other words, "no depth, no subtlety.")

As they negotiate, Annette tries to convince Larry to "do the dirty deed tonight" in her stateroom. She means murder. Larry thinks sex. To "seal the deal," Annette removes her giant hat, slips it between Larry's back and the camera, then slides it down his back as she slides down his front. We hear the sounds of fellatio, but see nothing but

Larry's bald spot as he arches his back. This only lasts a few seconds (or however long it's funny) before Larry is finished. She moves back up his body and returns the hat to head, then pulls a white hanky from the breast pocket of her suit, daintily wipes her mouth, then tosses the hanky out of the frame onto the floor.

She then leaves, telling Larry to "come to my room...tonight!" There's no way offered for Larry to learn which room that is.

## Credits

*Mary Kay Bergman*

**Wydoncha**

**Drew**

**Jamie**

*Jodie Carlisle*

**Nailmi**

**Vicki**

**Peggy**

*Sheryl Bernstein*

**Dewmi**

**Thygh**

**Judge Julia**

*Tasia Valenza*

**Annette**

**Announcer**

**A Woman**

*Julie Amato*

**Shamara**

**Waitress**

**Another Woman**

*Jan Rabson*

**Larry**

**Bond**

**Misc. Men**

*Neil Ross*

**Narrator**

**Fireman**

**Announcer**

**Kenny**

**Mr. Boning**

**Bond**

*Scott Bullock*

**Peter**

**Wang**

**Dick**

*Michael Golff*

**Xqwzts**

**Willy**

**Jacque**

*Kevin Richardson*

**Johnson**

**Judge Graham**

**Judge Julia**

Annette Boning, Tasia Valenza  
Announcer, Female, Tasia Valenza  
Announcer, Male, Neil Ross  
Bond 1, Jan Rabson  
Bond 2, Neil Ross  
Captain Thygh, Sheryl Bernstein  
Dewmi Moore, Sheryl Bernstein  
Dick, Scott Bullock  
Drew Baringmore, Mary Kay Bergman  
Fire Chief, Neil Ross  
Jacque, Michael Golff  
Jamie Lee Coitus, Mary Kay Bergman  
Johnson, Kevin Richardson  
Judge Graham, Kevin Richardson  
Judge Julia, Kevin Richardson  
Judge Julia, Sheryl Bernstein  
Kenny, Neil Ross  
Leisure Suit Larry, Jan Rabson  
Man 1, Jan Rabson  
Man 2, Jan Rabson  
Mr. Boning, Neil Ross  
Nailmi Jugg, Jodie Carlisle  
Narrator, Neil Ross  
Peggy, Jodie Carlisle  
Peter, Scott Bullock  
Shamara, Julie Amato  
Victorian Principals, Jodie Carlisle  
Waitress, Julie Amato  
Wang, Scott Bullock  
Willy, Michael Golff  
Woman 1, Tasia Valenza  
Woman 2, Julie Amato  
Wydoncha Jugg, Mary Kay Bergman  
Xqwzts , Michael Golff

## **Music**

### **70's Disco Hits**

#### **Blind Dessert Tasting**

Munsil's 70's favorite sounds of sex with rhythm section

In the Bush by Musique

Hot Sweet & Sticky by ??

#### **Craps table full of James Bonds**

James Bond Theme by Mancini

#### **Opening Credits**

Stayin' Alive by the Bee Gees (SNF)

#### **Closing Credits**

Celebration by Kool and the Gang (MHDC 7, DY 2, BBDH 1980, BB 1981)

#### **On stage dancin'**

You Make Me Feel Like Dancing by Leo Sayer

#### **Sex with Vicki**

That's the Way (uh-huh, uh-huh) I Like It by KC & the Sunshine Band (MHDC 3, DY 1)

#### **Sex with Dewmi**

Purple Haze by Jimi Hendrix

#### **Sex with LuvMaster**

Do You Think I'm Sexy? by Rod Stewart

#### **Vicki's Sex with LuvMaster**

More than a Woman by the Bee Gees (SNF)

#### **Sex with Mr. Boning**

anything by Barry White

#### **Annette Boning BJ**

Get Down Tonight by KC & the Sunshine Band (MHDC 3, GDT, BB 1975, DY 3, DF)

#### **Maybe? Possibly? Could?**

You Should Be Dancing by the Bee Gees (MHDC 10, SNF, BBDH 1976)

Macho Man by the Village People (MHDC 3, DY 3)

Shake Your Booty by KC & the Sunshine Band (MHDC 4, DY 1, DM)

Shake Your Groove Thing by Peaches and Herb (MHDC 2, DY 1, 70PS)

Play That Funky Music by Wild Cherry (MHDC 5, BB 1976, OS 4)

Boogie Nights by Heatwave (70PS, MHDC 9, DY 5, DM, BB 1977)

Jungle Boogie by Kool and the Gang (MHDC 8)

In the Navy by the Village People (MHDC 1)

Party Down by Little Beaver

Jive Talkin' by the Bee Gees (SNF)

We Are Family by Sister Sledge (MHDC 4, DY 3)

Disco Inferno by the Trammps (DY 1, 70PS, long version on SNF)

YMCA by the Village People (DY 2, 70PS, MHD 3, DM, BBDH 1978, BB 1979)

The Hustle by Van McCoy (MHDC 10, DY 1, 70PS, DM)

## **Original Music**

### **Main Theme**

Your version of the Larry theme. How about a straight-ahead jazz combo with tenor sax lead.

### **Victorian Principles**

The ship's librarian, she's scholarly and erudite but sexually repressed, her enticing eyes suppressed behind scholarly horn-rimmed glasses, her long luxurious raven hair trapped in a stifling bun, her ample bosoms pinned beneath a stout corset, her creamy thighs lurking within a conservative business suit, Vicki is a smoldering cauldron of pent-up sexuality...until she encounters Larry. Then, her pot bubbles over, her corset becomes a bustier, and she becomes an over-sexed sex maniac straight out of one of her bodice-rippers, horny and aggressive. Her voice needs a large range to contrast the quiet librarian with the blatant slut. Intelligent, tightly-wound, inhibited, soft-spoken, tight-kneed versus breathy, aggressive, non-subtle, steamy.

When you first meet her, she's prim and proper. On her desk she has the classic tea set, pictures of kittens, and she wears a very conservative, almost Victorian outfit. Larry slips a hot steamy book into her stack of reading material. When he returns, she's (barely) dressed in leather and the conservative decor has been replaced by all manner of strange suggestive items.

Seems to cry out for one piece of music, played two different ways. When she's prim and proper it could be a harpsichord/Baroque feel. Afterwards, more of a sexy jazz alto solo.

### **Dewmi Moore**

A Jessica Rabbit-bodied, beautiful, provocative, stereotypical James Bond casino fly who takes these cruises only for the chance to meet men with money – and extract it from them. She hangs out at the casino. Dewmi picks up Larry at the casino craps table and suggests they go to her room to play “strip Liar's Dice.” Of course, all she wants is his recently-won cash. Furtive, sneaky, clandestine, underhanded, surreptitious.

Dewmi's music will be heard for a long time, as it will take a while to finish the Liar's Dice game. It should be suggestive, sexy, sultry, a little nasty. Be careful; they'll hear a lot of this one.

### **Annette Boning**

Mysterious, dark-haired, film noire gold-digger who married old Mr. Boning not realizing his name referred to his sexual appetite. She's dressed in a classy 40's black suit, with a large black floppy hat, a mysterious woman of the night, whom Larry assumes is Boning's nurse. Very soft-spoken, sultry, deep-voice.

Annette is our 21-year-old drop-dead gorgeous widow-maker who recently married a 90-year-old rich guy whom she wants to bump off without incriminating herself. She has a '40's, film noire look with a large-brimmed black hat, black gloves, black dress, silk hose. She's a mysterious woman who knows what she wants, knows how to get it, and isn't afraid to do whatever it will take. Larry unwittingly kills the old guy (by accident, of course!), but she thinks he was in on the deal. Later on, when Larry talks with her, she thinks he's trying to blackmail her, but he's not; he's just so clueless he doesn't know what's going on.

Her music should be in a mystery-movie style, more serious, with elements of mystery and danger, and should reflect her dark, sinister personality.

### **Drew Baringmore**

Beautiful, young, attractive, intelligent, perpetually-naked writer. Higher voice, with a hint of Valley girl accent, young sounding. She's a writer, historian, and avid nude sunbather. She “hangs out” at the clothing-optional pool 24-hours-a-day wearing nothing but her laptop, writing and catching rays. Larry actually has to talk her into wearing clothes, so he can get her back to his room. (Now there's a twist for ya!) Once he gets her there, she enters the shower to wash off her SPF-300 and never comes out. To make a long story short, Larry never gets anywhere with Drew.

Her music is mostly around the pool. The music should be fun and light to reflect this area. Maybe a “Yellow-jackets” kind of thing. Keep it interesting as the player hears this a lot and we don't want them to tire of it.

### **Jamie Lee Coitus**

Beautiful, slender, former leggy super-model, Jamie Lee Coitus is a Paris haute couture fashion designer with “a sinus infection.” She has bottles and jars everywhere filled with white powder, all with innocuous names like “flour,” “baking soda,” “sugar,” “perfectly legal powder,” etc. We never mention her habit, nor does she. Small, petite voice, excellent elocution, but not too bright.

Cool, hip, current, with-it, sexy, beautiful, rich model. Anything that works?!

### **The Lobby**

The main lobby of the ship is a large area with waterfalls and fountains. It connects to the casino and the restaurant. It seems like the perfect spot for hip Musak. Soft passages will be drowned by the waterfalls’ downpour.

### **Captain Thygh**

She’s Swedish, blond, forceful, powerful, and demanding. She expects utmost discipline, instant response to her every order, and udder loyalty. She never grants an audience to mere passengers, merely glancing out her cabin door’s porthole. Deep Swedish accent,

You don’t get to really see this woman until you think you’ve finished the game...only to find out she’s going to lay out yet another obstacle for you to surmount. I hear a sexy alto solo that makes it clear Larry’s finally gonna get laid, if only he does this one more chore.

### **Closing Credits**

This should be the same as Captain Thygh above, but “fleshed out” (so to speak) with the implication being Larry finally is getting laid. This plays as our cruise ship sails off into the sunset, then over the closing credits. A full-out, 2-minute song with solos that can be looped if necessary.

## **Miles**

### **The Casino, not first time**

Use our three “Miles Davis” tunes randomly whenever you enter the casino after the first time.

## **Bellevue Grunts**

### **The Casino, first time**

a “007” tune to cover the scene where we see the crap table surrounded with every “James Bonds” in history

### **The Juggs**

Nailmi Jugg is the older half of the hot mother-daughter, country-western singing babes, The Juggs (“Ya know, we’re almost the same age!”). Wrote that country classic, “Tangled Limbs and Big Hair.” Big red teased hair, loud mouth, country accent, deeper whiskey-soaked voice.

Wydoncha Jugg is the younger half of the hot mother-daughter, country-western singing babes, The Juggs (“Ya know, we’re almost the same age!”). Big red teased hair, loud mouth, country accent, lighter, higher voice.

They need a theme. They also need the song Larry performs with them.

### **The Restaurant**

This can probably be covered with the elevator Musak from the lobby, but lowered in volume. However, when Larry talks with the Spam cutter we should have something special to cover that. Maybe a reference to “Spam, Spam, Spam, Spam?”

### **Larry’s Room**

Just lots of machinery noises, but with a beat they can dance to.

### ***Xqwzts***

### ***Luggage hold***

Something very ominous and big. Orchestra?

### ***Beaver Hold***

### ***Horseshoes***

Maybe a country thing?

### ***Bowling***

### ***Cook-Off***

### ***LUV Master***

### ***Best-Dressed Man***

Let's cheese this out with some really bad porno wah-wah pedal stuff. Or another 70's drop-the-needle disco tune.

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## Miscellaneous

### Puzzle Dependency Chart

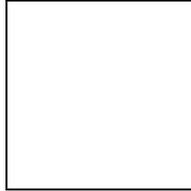


Figure 2 -- Puzzle Dependency Chart

### Ideas To Work In

If the player changes his Windows wallpaper to C:\SIERRA\LSL7\LSLARRY7.BMP. We ship a "starter" .BMP with the game. But during game play, every time he finishes a babe, we replace that file with another file hidden on the CD. The effect? His Windows wallpaper changes as he makes progress.

Use your sound card's microphone to record your favorite: expletive, trite phrase, mad libs, obscenities. Perhaps we could do the "Almost Live" gag: we record the gamer's own voice giving audio answers to a series of obvious questions. Since we know full well how most people will respond, we don't use those answers in the game to answer the questions stated. Instead, we use the player's words as the answer in some embarrassing and/or humorous ways.

Adding the player's own images to the game. We'll provide instructions in how to save files in BMP format and the filenames to use. Then, if those files exist in our patch directory, we'll display 'em in the game. Need error checking to limit size of image, palette, and who knows what else.

Audioanimatronic Bill Clinton display: "Great Moments With Mr. Clinton"

### Gags to Work In

a la Love Boat, random spurious cut-aways to pool to watch T&A walk by

Subtitles that tell not what the actors say, but what their words mean.

Easter egg for each woman to show her totally naked.

"laptop dancing"

"Does 7 nights of Boning make a whole week?"

### ***Running Gags***

- PA Announcements
- At least once per woman, Larry must return to his cabin naked except for something small over his penis
- spend as much money on the ship as you please; “charge it to my room”
- Thygh has cheesecake photos of herself hung throughout the ship
- a la Love Boat, random spurious cut-aways for gratuitous T&A pool side (“Balloon smugglers!”)
- a la Love Boat, celebrity cameos

### ***Conditions aboard ship reflect player’s earlier actions***

- headlines on newspaper rack continually changing
- restaurant has special on beaver cheese and kumquat pie
- noted dice sculptor commits suicide

### ***Larry Close-Up Expressions***

Can we create CU’s of Larry that can be used throughout the game? Like: pseudo-charming, embarrassed, surprised, pained, disappointed, confused, thinks he might score, slapped, etc.

## **Potential Box Copy**

"It's even more like Myst than Doom!"

Unrated director's cut! Contains scenes never shown in theaters!

Digitally mastered!

Dolphin safe!

CyberSniff 2000™ finally brings advanced digital Scratch 'n' Sniff technology to computer gaming. "Imagine the possibilities! Or better yet, SMELL them!" When we say this game STINKS, we mean it!

Win95 inspired our new CyberGrope 2000™ interface. Just point at anything and click. Up pops a context-sensitive menu of actions that object finds meaningful. No more icons, no more errors, just more humor!

We loved the feel of the ancient typing-based adventure games and wanted to bring back their flexibility. CyberType 2000™ combines the openness of those games without that dreaded "type 'til you bleed" parser.

Use our precedent-shattering CyberStar 2000™ to include your ugly mug in the game. Invite your friends over. Bet them that you're in the latest Leisure Suit Larry game. Win big money – FAST!

CyberVox 2000™ puts your voice in the game. And...you even get laughs!

With CyberLeer 2000™ you see the world through Larry's eyes. (Okay, so maybe this isn't such a great feature after all...)

Let our new CyberSystem 2000™ "freshen" your Windows wallpaper! Every time you "make a little progress," your wallpaper changes to a portrait of your new "conquest!"

Experience the thrill of our CyberLovemaster 2000™ Sexual Technique Adjudication Device. Tell your friends you actually took much longer!

## CyberSniff 2000™

Anytime you enter a scene where there's a smell we want you to notice, a small flashing CyberSniff 2000 icon appears in the lower right corner of the screen, flashing on and off slowly for a few seconds. It only reappears if you smell a different smell. This is your cue to Scratch & Sniff the card that came with your game.

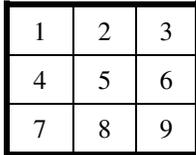


Figure 3 --  
 CyberSniff 2000 icon

The icon is a tic-tac-toe like square with nine different-colored squares inside it. We need 9 different loops, each with identical graphics, but a different numeral on the icon centered within the square you're supposed to scratch. The card itself will be match the graphics, but also include the fabulous CyberSniff 2000 icon across the center row.

For example, when entering the dessert tasting area, you should smell chocolate. We display loop 9, start it cycling slowly, and keep it there for ~10 seconds, then erase it.

Here's the CyberSniff 2000™ smells, by smell number:

Num.	Loc.	Card color	Original smell	Used for
1	UL	sky blue	salt air	ocean breezes
2	UC	cream	Coconut	Drew's sunscreen
3	UR	dark green	Musk	beaver hold
4	CL	hot pink	Gardenia	Annette Boning's perfume
5	C	brown	Fart	near the craps table + under the horseshoe dispenser's tail
6	CR	pale orange	diesel fuel	your room
7	LL	gray	Fish	the fish on the kitchen counter + Annette Boning's chair seat
8	LC	yellow	Limburger cheese	beaver cheese
9	LR	chocolate brown	chocolate	dessert tasting

Here's the CyberSniff 2000™ locations, by scene number:

Scene	Description	Smell	Smell #
11	Inventory	Fish	7
230	Boarding Deck	ocean breezes	1
250	Horseshoe Competition Area	Fart	5
300	Swimming Pool	coconut	2
310	The Boning Suite	gardenia	4
312	Widow Boning C. U.	gardenia	4
323	Blind Dessert Tasting, deserted	gardenia	4
323	Blind Dessert Tasting, deserted	chocolate	9
330	Restaurant	Fart	5
374	Larry Cuts the Cheese C. U.	Fart	5
420	Cook-Off Competition Area	Limburger cheese	8
520	Beaver Hold	musk	3
530	Luggage Storage Hold	musk	3
540	Kitchen	Fish	7
540	Kitchen, After Quiche	Limburger cheese	8
550	Larry's Area	gardenia	4
550	Larry's Area	diesel fuel	6

## Once Required Typing, but No Longer

WHO	WHAT	TRIGGER
Jamie	Leisure Suits	Look at sail
Peggy Locker Combination	Breakroom Tried 1 locker Tried correct locker "X"	Been to breakroom Met "X"
Vicki	LoveMaster Tried LoveMaster Talked "Prove it"	Had sex with Vicki (Requires all 3)
Drew	Fokker	Look at Fokker book
Johnson	Lime Juice Gigantic E	Look recipe in Inventory Ordered drink at pool
Purser & Boning	Read insurance policy	Phone
Door to BR	Push	Look latch

The gfEasy flag toggles this off if someone has a file named "GET\_HARD" in their Larry directory.

## Easter Egg List

To see the Woman on the left naked, go to the scene described in Where and complete the actions described in Action. If you do it right, you'll see a flashing Easter Egg.

Teleporting and many other cheats can also be enabled if you do certain other things which I'm not going to disclose here. But all these Easter Eggs can be seen just by playing the game. Remember: "save early, save often!"

<b>Woman</b>	<b>Where</b>	<b>Action</b>	<b>Result</b>
Vicki	433, hot Vicki	Hot Vicki's monitor shows two nude men from LSL6. Ctrl-click the left man.	Later, when you and Vicki have sex, you'll see a little more.
Juggs	430, Library	In the outer library, click on the beaver on top shelf, select Other..., type "Milk."	The next time you enter the Juggs' dressing room you'll see the Juggs in all their glory.
Jamie	400, ballroom long shot	Enter the ballroom. While still in the long shot (before you talk to Jamie), click Larry, select Other..., type "dream."	Immediate gratification. With music, even!
Drew	240, stage close-up, then 302, Drew close-up	After the Juggs' concert, return to the lounge, walk up on stage, then walk left until you see the mixer close-up. Click the mixer, select Other..., type "feel" to get the earplugs.	Later, when you talk to Drew, you won't be able to hear her tell you to look her in the eyes.
Drew 2	302, Drew close-up	Drew's gigantic erection sits on the table beside her chaise. Use the orgasmic powder on it. Then "drink" it.	Later, when you & Drew head off to your room together, Larry won't walk in front of her.
Drew 3	302, Drew close-up	Click the branch blocking your view, select Other..., type "push" to move it.	Enjoy.
Annette	311, Boning exterior	After your "scene" with Mr. Boning, but before giving Annette the insurance policy, go to the hallway outside her cabin. Find the third statue from the left. Click on his crotch, select Other..., type "unzip."	Later, when you ring Annette's doorbell, you'll see her enjoying her new inheritance.
Ending	152	Get all 1000 points, and get all 32 Dildos, and see all the Easter Eggs. Or, teleport to 152 (which is what I do!).	After the credits, you'll see one second of Larry actually having sex.

## **Dildo List**

1. Ballroom--on stage (do these before finishing Jamie or you lose the opportunity)
2. Ballroom--behind statue on right side near bottom
3. Ballroom--behind table on bottom right
4. Atrium--behind right column
5. Atrium--over library entrance
6. Atrium--upper deck on left side
7. Cabin--behind bucket
8. Cabin--behind toilet
9. Cabin--behind pipes on bottom
10. Poolside Cabana--behind bushes on left side
11. Poolside Cabana--behind bushes on right side
12. Bridge--plain sight
13. Aft deck--behind topiary dildo
14. Forward deck--beside topiary sheep
15. Promenade--up the topiary's butt
16. Li'l Seaman Lounge--Behind third seat
17. Johnson's Bar--in wood knot on left side of bar
18. Horseshoes Competition--across courtyard in opposite horseshoe range
19. Kitchen--one of the sausage links
20. Heavin' Ho--in the salad
21. Meat Carver--in the sausage links
22. Library--beside grandfather clock
23. LoveMaster2000--in booth #4
24. Best Dressed Competition--next to terminal
25. Replica Statue room--next to David's foot
26. Casino--sitting at blackjack tables
27. Employees only room--behind the table
28. Bowling Competition--behind the rhino
29. Jugs room--behind the bales of hay
30. Vicky's cubicle--behind pineapple (post transformation)
31. Luggage hold--lower left side of screen
32. Help/About screen--one of the designers of course