
FAQ/Walkthrough for
LEISURE SUIT LARRY GOES LOOKING FOR LOVE (IN SEVERAL WRONG PLACES)

GUIDE INFORMATION

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1. Introduction

After being dumped by Eve, the woman Larry met in the hotel hot tub at the end of the last game, Larry finds his luck steadily begin to improve as he wins the lottery, a blind date contest and a vacation on a cruise ship. On his way to the ship, Larry's bad luck begins to return again as he accidentally steals a microfiche belonging to the KGB. Tracked by agents wherever he goes, Larry must try and avoid capture as he makes his way through Los Angeles, a cruise ship, a resort and an island under command of the mysterious Dr. Nonookee.

2. Walkthrough

2.1. Los Angeles



The game starts outside of Eve's house in Los Angeles. The arrow keys are used to move Larry around and commands are entered on the keyboard to interact with the environment. Start off by moving Larry into the garage and looking. Though nothing can be found in this part of the garage, move Larry right until he is out of view and then look again to see a dollar bill. This shows the importance of searching each area carefully to make sure nothing is missed. Get the dollar bill and it will be added to Larry's inventory, which can be viewed at any time in the game by pressing ctrl + I. Larry's score and rank will change with each significant action that is performed. Nothing happens when the maximum score is reached, but some sequences in the game are not seen if points are missed.

With the dollar in the inventory, walk out of the garage and travel north three screens and east two screens to arrive in an alley. Look through the hole in the fence and Larry will see a group of people playing Police Quest. There are lots of references to other Sierra games that can be found while playing this game. Another one can be found by looking at the alley: The message says that this looks exactly like the alley from the original Leisure Suit Larry game. Try walking behind the green bin as well for a different animation. Refer to the Easter Eggs and Secrets section for a full list of references and secrets.

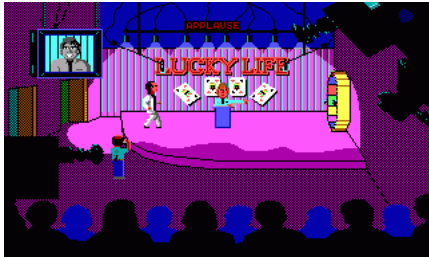
Walk east one screen from the alley and enter the Quikie Mart. Walk to the front of the counter and buy a ticket from the clerk. Larry inserts the ticket into the lottery machine and is asked to enter six numbers between 100 and 999. It doesn't matter what numbers are chosen, so just enter six random numbers to collect the completed lottery ticket. Exit the Quikie Mart, walk west three screens and go through the door at the top of the steps to enter the TV studio. Give the ticket to the receptionist. She can't read the ticket as she has lost her glasses, so she tells Larry the correct numbers so that he can check them against his ticket. Write down the numbers that she mentions and then enter them to convince the receptionist that Larry has won the lottery.



The receptionist unlocks the door at the top of the room and Larry walks into the green room. Sit on the bench. After a few seconds, a man enters the room and tells Larry that he should be on stage now. Stand up and walk through the left doorway

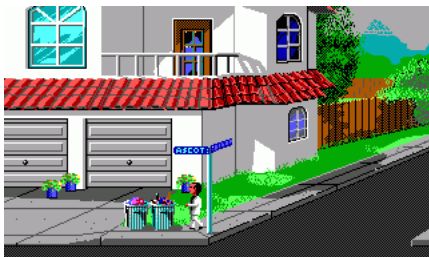
to enter the Dating Connection TV show. Larry realizes that this doesn't look at all like how a lottery show should look. He decides to sit on the empty stool between the two other contestants to see what happens. The host of the show, Biff Barf, introduces Barbara Bimbo as the bachelorette. He then introduces the other contestants and mistakes Larry as Raguka Singh Soong.

Larry tries to protest but the host ignores him and moves swiftly on. With all the contestants introduced, Barbara asks two questions to the contestants. Barbara will hate Larry no matter what response is given to the questions, so answer them however you like. With the second question answered, Biff tells Barbara to make her dating choice. Biff says that the audience seem to have made her decision, and Barbara says that she has made her decision too. Biff mistakes the word 'too' for being her choice, and despite her protests he says that she can't go back on her decision. The prize for the winners of the show is announced as being a one month cruise of the South Pacific on the U.S.S. Love Tub. Larry returns to the green room to receive his cruise ship ticket.



Sit back down on the bench. After a few seconds, a woman enters the room and tells Larry to follow her. Stand up and walk through the right doorway to enter the Lucky Life Lottery show. Larry steps up to the wheel and spins it. Spinning slower and slower, the wheel eventually lands on the highest prize. The host calls Larry over to the podium and Lanna Light presents him with a one million dollar bill. Larry returns to the studio lobby. Walk south to exit the studio Outside, walk one screen east and one screen south. Enter Molto Lira.

Even with a million dollars in his pocket, Larry can't afford some of the items in this shop. Fortunately, there is a sale on at the back of the shop and the swimsuits have been reduced to \$100,000. Get the swimsuit and then walk to the front of the counter to buy it. Larry hands over his million and after being taxed gets \$893,500 back in return. Exit the shop. Outside Molto Lira, walk south one screen and wait for the jogger to appear. Although this action is not needed to complete the game, you can look at the jogger for an extra point. Another reference can also be found here by looking at the scenery. The message that appears says that the background looks like it belongs in Space Quest IV.

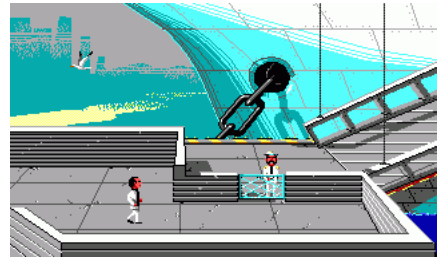


Walk west one screen and south one screen to return to Eve's house. The garbage cans outside the house are now full and the garage has been closed. Look at the garbage cans. Larry will refuse the first time, so look at the cans again and he will see a passport in the pages of a magazine. Get the passport. Walk east two screens to arrive outside the Hairy Reams barber shop. Enter the shop and sit in the chair to have a haircut. Larry ends up looking exactly the same as when he went in, but pays the hundred bucks to the barber anyway. Exit the shop and walk north two screens and east one screen. Enter the drugstore.



Walk to the left side of the shop and get the sunscreen from the shelf. Larry won't die if he tries to walk out of the shop without paying like he did in the original game, but a message will appear that stops him from leaving. Walk to the counter and pay the clerk for the sunscreen. Not having any change for the hundred dollars, Larry decides to show off his money and gives two hundred dollars to the unappreciative clerk. Exit the drugstore and walk north one screen to return to the street outside the Quikie Mart. Enter the shop.

Inside, fill the giant grotesque gulp cup and wait for it to fill. Larry wonders how he is going to fit the cup into his inventory before realizing that this is a game and puts the whole thing into his pocket. Unlike the clerk in the drugstore, the clerk here reacts violently if you try to leave without paying. She goes as far as jumping on top of the desk in a cowboy outfit and shooting Larry dead as he walks out the door. There are many death sequences in the game, so it's important to save frequently before trying anything new. Pay the woman for the grotesque gulp and then walk south to exit the Quikie Mart.

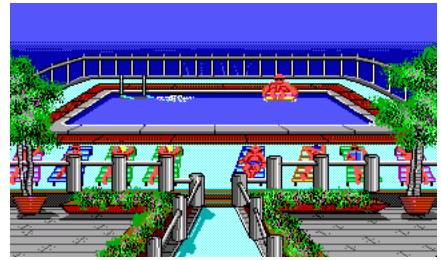
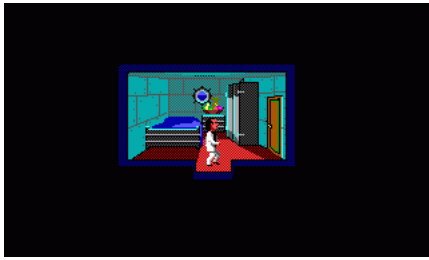


Walk west three screens and south one screen to see the music shop, which Larry notices is finally open. Enter the music shop and talk to the woman at the counter. Larry's attempts at chatting up the woman are actually misunderstood by her to be secret passwords from an agent. As Larry continues to talk to her, she is so convinced that Larry is the agent that she hands over a Peruvian onklunk with a microfiche inside, and says that it must be delivered to Dr. Nonookee. Larry takes the onklunk and exits the shop. Outside, a man at the side of the car notices Larry and starts to follow him through Los Angeles.

Seconds after Larry disappears from view, a man that looks identical to Larry enters the music shop and uses the same passwords that Larry used earlier on. When it turns out that the onklunk has already been given away to the wrong person, the man tells her to send agents out to catch Larry. We rejoin Larry on a street one screen north from the barber shop. You can try returning to the music shop, but it has already been closed with a sign announcing that there will soon be an out of business sale. From the street, walk east one screen, south one screen and east one screen to arrive at the harbor.

Before leaving Los Angeles, it is important to make sure that you have obtained three of the essential items: The swimsuit from Molto Lira, the sunscreen from the drugstore and the grotesque gulp from the Quikie Mart. Without these items, Larry will not be able to progress to the island resort. Show the ticket to the purser behind the gate and he will tell Larry that his cabin is on the bottom deck at the rear of the ship. Larry passes through the gate and moves east to the gangplank. Continue north-east to the top of the screen to board the ship.

2.2. Cruise Ship



After the cutscene where Larry stares out to sea wondering if he will ever find his true love, the scene changes to a map. Larry visits other locations on the ship by moving around this map. For now, walk east to enter the cabin on the bottom deck of the ship. Open the right door to visit the next cabin. The woman sitting on the bed explains that she is Barbara Bimbo's mother. Barbara decided not to go on the cruise with Larry after his terrible performance on the dating show, so her mother decided to borrow her ticket and go on the cruise herself. Mama is more dangerous than she appears, and it is a very good idea not to go anywhere near her unless you have saved your game first. I would also recommend making a series of saved games at this point and keep saving on a different one each time, as there are many places where Larry can die on the cruise ship.

Walk west to Larry's cabin and then walk back into Mama's cabin to see that she has left the room. She can return at any time, so Larry will need to be quick in here. Open the nightstand drawer at the side of the bed and get the sewing kit from inside. Return to Larry's cabin and get the bowl of fruit from his nightstand. Walk behind the closet and wear the swimsuit. This is one of three essential items that must have been obtained in Los Angeles, as Larry will not be able to progress further without it. Restore a previously saved game in Los Angeles if you don't have it. Exit Larry's cabin to return to the map. Climb up the first two sets of steps by pressing the Page Up key. At the top of the second set, walk east to the end of the deck to enter the swimming pool area.

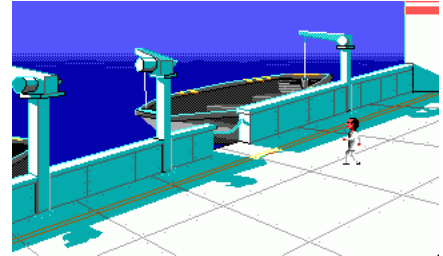
The sunscreen from Los Angeles is the second essential item that is needed on the cruise ship, and you will need to restore a Los Angeles save game if you didn't pick it up from the drugstore. Use the sunscreen on Larry and then lie on the empty deck chair. After a few seconds, a blonde will walk into the pool area to talk to Larry. The chances of a beautiful blonde woman walking up to Larry and inviting him back to her place without some other motive is very low, so decline her offer by staying on the deck chair until she leaves.



If you do decide to follow the blonde, save the game first and be prepared for a long death scene on Nontoonyt Island. Once the woman has left the area, stand up from the deck chair and walk into the pool. Larry has adapted the typical classic Sierra approach of not swimming until you tell him to, so quickly type swim before he drowns. Dive into the water and swim down to the bottom-left corner of the pool to get the bikini. Larry only has a few more seconds before he runs out of air, so quickly swim back up to the surface of the pool. Climb out of the pool and use the sunscreen again. Exit the pool area and return to Larry's cabin at the bottom-right corner of the ship.

When climbing down the stairs this time, use the End key to walk diagonally down them. Now hopefully when you return to the cabin, Larry will stand still awaiting the next command. If a message appears that nighttime has fallen, then Larry has not been quick enough since arriving on the ship and one of the many cruise ship death scenes will occur. Walk behind the closet, wear the leisure suit and then exit the cabin for the last time. This is, fortunately, the last time we will ever be at risk from Mama in the game. Providing you have got the sewing kit from her room and have already changed into the leisure suit after returning from the pool, there is now no need to return. If you haven't yet done both of these things, make sure to do them now, as the longer you leave it the more chance there is of the nighttime cabin death scene occurring.

When ready to continue, walk up the three sets of steps to the restaurant at the top of the ship. You can try sitting on the bar and talking to the woman and the bartender, but Larry gets no helpful response from either. Yet another cruise ship death scene can be seen here by buying a drink from the bartender as he is secretly a KGB agent in disguise, but as usual make sure you save the game first before trying this. Get the spinach dip from the left side of the bar and then exit the restaurant. The next location we need to travel to is the barber shop, which can be found by walking left from the bottom of the steps. Sit in the chair and wait for the barber to give Larry the \$10,000 wig. Larry only wears the wig for a few seconds before taking it off, but fortunately for him he keeps it in his inventory as it will soon become a very important item.



Back on the map screen, climb up the steps just outside the barber shop and walk left at the top to enter the bridge. The captain of the ship won't notice Larry, so walk behind his chair and move the switch on the right to start the lifeboat timer. Don't walk to the north doorway, as a KGB agent will enter the room to try and shoot Larry. He misses Larry, but his bullet hits the captain instead and the cruise ship crashes into a reef. Exit the bridge and go down the steps, then walk east along the top deck and go up the next set of steps. About quarter of the way up the steps, walk west to arrive on the upper deck of the ship near the lifeboats. Larry started the lifeboat drill by moving the lever in the bridge, which has caused the cruise ship to come to a standstill. Jump into the lifeboat and it will be lowered into the water. As soon as Larry starts to drift away from the ship, wear the wig and throw the spinach dip.

This next small section of the game shows Larry's ten days adrift on the lifeboat. You have no control over the game at this point, so Larry's survival depends on things that you have done previously. On the fourth day, a message will appear saying how hot the sun is. If you remembered to use the sunscreen on Larry after he left the pool area, the game will continue. On the fifth day the sun is even hotter, but Larry will be fine as long as he is wearing the expensive wig that he purchased from the barber shop. On the sixth day, Larry becomes thirsty and drinks the grotesque gulp that he bought from the Quikie Mart in Los Angeles. On the seventh day, Larry becomes hungry. If he has the spinach dip at this point, Larry will eat it and die. Without the dip, Larry will use a safety pin and thread from Mama's sewing kit to catch fish. Three days later, Larry survives a storm and arrives on an island resort.

2.3. Island Resort



After a long message congratulating us on having survived up to this point in the game, Larry stands up with a much smaller inventory than he had before the lifeboat ride. Luckily, he managed to keep a hold of the remaining money, and also still has the bikini top, onklunk and passport. Walk south from the beach to enter the jungle. Each time that Larry arrives in the jungle, he will spend some time exploring before eventually appearing in a set location. The order to the locations is the restaurant, guest room, barber shop and the beach. It is possible to skip the jungle exploration from the second time that Larry visits the jungle. For now, just pick up the flowers in the middle of the area and wait for Larry to explore. Larry eventually finds his way to the restaurant.

Talk to the Maitre d' and he will tell Larry to sit in the chair while he finds a place for him. Sit in the chair and wait while the Maitre d' welcomes ten other guests before returning to Larry. As all of the tables are now taken, the Maitre d' sets up a much smaller table for Larry. Larry will die if he eats the food from his own table, so have a look at the buffet toward the

bottom-left corner of the room instead. Larry can safely eat from the food at the buffet, so have a slice of cheese if you want before taking the knife and leaving the restaurant. Back in the jungle, you can now skip the long exploration sequence by typing "exit". This time, Larry travels to a guest room.



Get the book of matches from the nightstand at the bottom-left corner of the bed and the bars of soap from the bowl in the bathroom. Around this time the maid will enter the room to check with Larry if everything is alright. You can tell her that everything is not alright by saying no, but oddly you can't tell her that everything is fine as the game doesn't understand it. If Larry says no, she will ask him if he wants something that is not on the room service menu. This definitely sounds like another death scene invite, and true enough, it is. Test it out by saving the game and then laying the maid. In this case, it is not the KGB that Larry is in danger of but the maid's brother, who shoots Larry when he finds him in the bed. Providing you now have the matches and the soap, exit the room and skip the jungle to enter the barber shop.

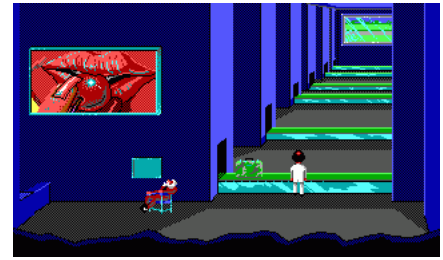
Sit in the chair and Larry will ask the barber if there is anything he can do about his receding hairline. After pouring laundry detergent over Larry's head, Larry stands up from the chair with long blonde hair. Exit the shop to return to the jungle. From this point on, Larry will spend a lot less time exploring the jungle and finds the exit after only three wrong turns. It is still a lot quicker to exit the jungle however. After returning to the beach, walk west one screen to the nudist beach and get the bikini bottom on the rock. You can talk to the sunbathers on the beach but there is nothing else to do in this area, so walk east one screen and then go south to return to the jungle. Skip to the restaurant, then go to the jungle and exit again to return to the guest room.



Walk into the dressing area at the top-right corner of the room and wear the bikini. Put the soap in the bikini to make Larry look like he has fake breasts and then exit the guest room. Skip past the jungle scene to return to the barber shop. Larry now has long blonde hair, a bikini and fake breasts, but at this point he will still be caught by the KGB agents on the beach when he tries to leave the resort. It's time to add the final addition to Larry's disguise. Sit in the chair and Larry will ask the barber to remove his body hair. After a painful waxing session, exit the barber shop and skip the jungle to return to the beach. Walk east two screens to pass by the agent and arrive at the cliff.

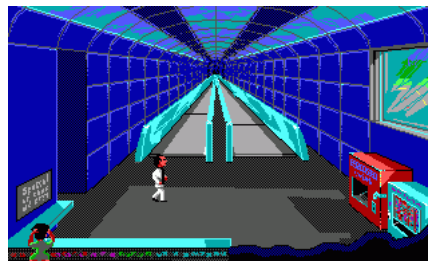
Despite the dangerous look of this area, it is not possible for Larry to die here. He will even get an extra point each time that he falls, although these will all be taken away when he arrives at the airport. Continue down to the bottom of the path and save the game when Larry is on the final section. Walk around the corner and watch the messages that appear. As soon as the second message appears saying that Larry has escaped from the wonderful tropical resort, quickly press enter and then wear the suit before the next message appears. If this is not done quickly enough, Larry will arrive outside the resort in the bikini and will not be able to return to the cliffs to change into his suit, and the guards will arrest him when he gets near.

2.4. Airport and Plane



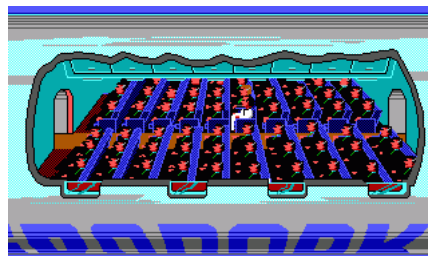
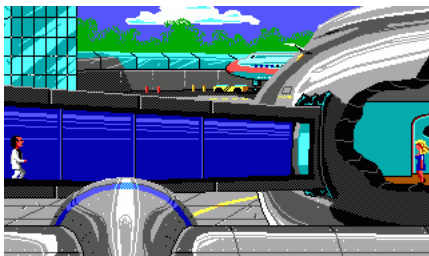
Having escaped the resort and successfully managing to avoid the guards standing by the pillars by wearing the disguise, Larry can still manage to die outside the airport by walking toward the dancing agents at the door. Stand one tile away from the agents and give them the flower from the jungle. They will be so confused by Larry's gift that they both exit the area. Walk through the doors to enter the airport, where it seems that Larry won't be buying a plane ticket in a hurry due to the large queue of people. We will find a way to shorten the queue later, but for now just walk west one screen and enter the barber shop.

Look at the woman in the shop to see Rosella from King's Quest IV. Sit in the chair and she restores Larry's hair to its original form. Larry is upset that he has lost his long golden hair, so Rosella gives him a bottle of highly flammable hair rejuvenator as a consolation. Exit the barber shop and walk east two screens to the customs inspection station. Show the passport to the customs agent behind the counter and go through the right gateway to enter the x-ray area. Watch the screen in front of the sleeping man. The contents of various cases pass by that Larry can open. When you see the green suitcase pass by, open it to find a bomb. Larry tries to run outside but only makes it to the entrance before the bomb explodes. The explosion scared off the queue of people waiting for tickets, leaving only the ticket agent behind the counter.



Buy the ticket from the agent and wait while Larry is asked lots of questions about his flight. After the agent finally gives him his ticket, walk east one screen and show the passport again to the customs agent. Pass through the gate and walk east one screen to see the snack bar. As with the cruise ship, it is very easy to miss an essential item here and continue on with the game only to find yourself completely stuck later on. You are also timed, and the game will end if you don't make it to the departure lounge before the plane leaves, so it is a good idea to save the game now in case you need to return here.

Buy the food from the waitress to order the Blue Pate Special. She returns with Larry's food, which on closer inspection has a bobby pin in it. Death scenes are still common even in the airport, so just take the bobby pin from the plate and leave the food alone. Walk to the red machine at the bottom-right corner of the room and buy a parachute from it. There is nothing else to do in this room, so walk onto the right moving walkway to make the long journey to the waiting room. Get the pamphlet from the left side of the counter and then show the ticket to the flight attendant. She tells Larry to hurry as the final call for the flight has been made. Walk along the jetway to enter the plane.



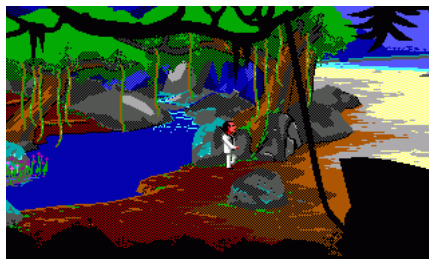
Inside the plane, the stewardess warmly welcomes Larry to the plane and asks to see his ticket. Noticing Larry's ticket, her attitude changes and she tells Larry to sit on the left side of the second compartment. As Larry walks through the plane, the seating ranges from lots of space in the first cabin to being so cramped that Larry can barely squeeze into the seat. The stewardess appears to give a safety talk and the plane then takes off. A man sitting next to Larry turns to him and says that he recognizes him from Lefty's Bar, which was a location in the original Leisure Suit Larry game. Larry refuses to listen to any of his jokes and so the man turns back to the front and sits in silence.

A quick look around will reveal that there is a crumpled airsick bag in the pocket of the seat in front of Larry. Take the bag. If Larry attempts to stand up now, a stewardess will appear on either side of the room and Larry will be unable to leave. Give the pamphlet from the airport waiting room to Ken and the stewardesses will stop serving their drinks. Stand up and walk east one screen to enter the smoking cabin. Walk to the bottom-right corner of the room and use the bobby pin on the door. You can't see the door from where Larry is standing, so you may have to move him around before he is able to interact with it. Move the handle at the side of the door but don't open it yet. Wear the parachute, and now open the door to be sucked out of the plane. While falling through the sky, use the parachute to float down to Nontoonyt Island.

2.5. Nontoonyt Island



After surviving the fall from the plane, Larry finds his parachute caught high up in the branches of a tree. Use the knife on the rope and Larry will fall to the forest floor far below, breaking the onklunk when he lands. Get the stick at the top of the area and then start walking down to the path at the bottom of the area. Save the game at this point, as Larry needs to walk down far enough to crawl under the bush, but must make sure not to go so far that he makes the swarm of killer bees aware of his presence. Walk south one screen from the other side of the bush to see a snake in the middle of the tree. Save the game again and then walk toward the tree. As soon as the snake is about to strike, use the stick to put it in the snake's mouth. Walk east one screen.

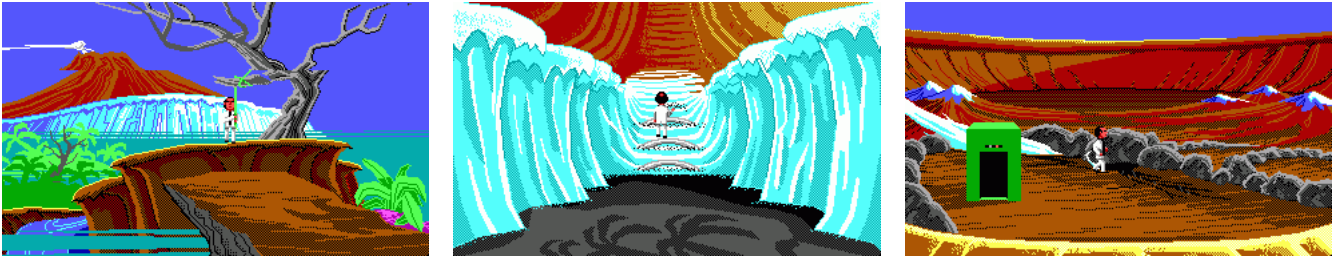


Larry enters the quicksand area just in time to see a monkey disappear off the edge of the screen. The monkey was walking on the light path through the area, which is the only safe place to cross the quicksand. Be prepared to save and restore frequently, as even though the light path is visible it is still easy to step off into the quicksand. In the next area, a brook is running below the canopy of the jungle. Though it looks peaceful, there are piranhas in the brook that will kill Larry if he stands in it. Set the speed to slow and swing on the vine in the middle of the rock. As soon as Larry starts to swing on the vine, swing for the next vine. If Larry doesn't reach quickly enough, he will fall into the brook. Swing on the next two vines and Larry will land on the ground on the other side of the brook. Get the vine and walk east to exit the area.

Larry arrives on a beach and sees a beautiful woman waving to him from a pool. She walks closer and after introducing herself as Kalalau, tells Larry that she lives in a small village near the beach and that she would love to go out on a date with him, but can't as they have to get married first. When Larry mentions that she get married tonight, she tells him that the village elders have stopped all marriages from taking place until Dr. Nonookee has left the island. According to Kalalau, Nonookee has set up in his base at the top of the volcano and has created a glacier that prevents anyone from visiting. Setting out the background for Leisure Suit Larry 3, Kalalau tells Larry that Nonookee has stopped her people from

completing a deal with a large hotel business that had planned to turn the entire island into a tourist trap. After a brief pause, Larry tells Kalalau that he will rid the island of Nonookee's presence.

Kalalau takes Larry back to her village where he is introduced to her father. Chief Keneewauwau, who seems to instantly have a passionate dislike for Larry that continues into the next game, says that Larry must prove himself to be a real man before he can marry Kalalau. Larry must first prove himself by writing a short program on a PC in assembly language. Seconds later, Larry shows his working operating system to the chief and passes the first part of the test. Keneewauwau then takes Larry to a secret path that leads to the base of the volcano. After telling Larry once more that he will allow Larry to marry his daughter if he defeats Nonookee, the chief leaves to return to the village.



After that long sequence, we are finally in control of Larry again. Walk south, east and then south to return to the beach where Kalalau was first seen. Get the sand. Walk west one screen to return to the village and get the ashes from the middle of the area. Walk west and then north to return to the chasm. Use the vine on the branch of the tree. If you didn't get the vine, you can still return to the jungle by walking south from the beach. Larry will automatically swing across this vine and jump off on the other side. Walk north one screen to see the walls of the glacier on either side. Larry can't climb up the steps as they are too slippery, so we need to melt them first. Use the ashes from the village on the ice. Walk north to arrive at the summit of the volcano.

Stand at the left side of the crevice and save the game. You now need to put the bag in the bottle of hair rejuvenator, but due to a programming error the game is extremely picky about how you type it. If you tell Larry to put the bag IN bottle, Larry will correctly put the airsick bag in the bottle and hold onto it. If you tell Larry to put the bag INTO bottle, Larry will drop the bottle into the crevice and the game will end. Use the matches on the bag and Larry will now be holding a bottle with a burning wick. If you wait too long, the bottle will explode and Larry will die, so quickly drop the bottle into the crevice. After a few seconds, the bottle will explode and the elevator door will be blasted open. Walk into the elevator to complete the game.

In the ending, Larry falls down the elevator shaft and lands in Dr. Nonookee's piano bar. In the room are four of the KGB agents that have tried to capture Larry throughout the game. Larry rolls into the room, spins around on the chandelier and accidentally presses the self-defense control panel on the wall. As Larry is about to stand up, he falls onto the auto-fire button and causes laser beams to fire around the room. One of the lasers hits a marble column and falls onto the grand piano, which causes it to launch off its base and land on Nonookee. Larry recovers the women from their hypnotic trance and quickly asks them where the phone is. Dialing for help, Larry gets in touch with a crew of people down on the Nontoonyt beach that are filming for their magazine. They agree to help Larry if he can send a signal to show them where he is.

Remembering that Nonookee used to create a cloud around the volcano, Larry presses everything he can on the fog machine and is carried off to the by the native women. Before he leaves, Larry notices one woman sitting alone on the chair where the piano used to be. She says that her name is Polyester Patti and that she will play a big part in the next game. After being dropped to the bottom of the stairs by the native women who decide to find an alternate route out of the volcano, Larry boards the helicopter and is flown to the beach where he is reunited with Kalalau. Larry returns to the village to be married. The witch doctor invites Larry into his barber shop and creates a preparation for Larry's hair that makes him look young again. In the final scene, Larry and Kalalau run along the beach while the volcano erupts in the background.

3. Command Walkthrough

Enter the garage. "Get dollar". Exit the garage. North. North. North. East. East. "Look hole". East. Enter the Quikie Mart. "Buy ticket" and choose any numbers. Exit the Quikie Mart. West. West. West. Enter the studio. "Give ticket". Enter the six numbers that were mentioned. "Sit". Wait for the man. "Stand". West. Enter any answer to Barbara's questions. "Sit". Wait for the woman. "Stand". South. East. South. Enter Molto Lira.

"Get swimsuit". "Buy swimsuit". Exit Molto Lira. South. Wait for the jogger. "Look jogger". West. South. "Get passport". East. East. Enter the barber shop. "Sit". Exit the barber shop. North. North. East. Enter the drugstore. "Get sunscreen". "Buy sunscreen". Exit the drugstore. North. Enter the Quikie Mart. "Fill cup". "Pay woman". Exit the Quikie Mart. West. West. West. South. Enter the music shop. "Talk woman". East. South. East. "Show ticket". East.

Travel to the cabin. "Open door". West. East. "Open drawer". "Get kit". West. "Get fruit". Walk behind the closet. "Wear swimsuit". Exit the cabin. Travel to the pool area. "Use sunscreen". "Lie". "Stand". Enter the pool. "Swim". "Dive". "Get bikini". Swim to the surface. "Climb out". "Use sunscreen". Exit the pool area. Enter the cabin. Walk behind the closet. "Wear suit". Exit the cabin. Travel to the restaurant. "Get dip". Exit the restaurant. Travel to the barber shop. "Sit". Travel to the bridge. "Move switch". Exit the bridge. Travel to the upper deck. "Jump in lifeboat". "Use wig". "Throw dip".

South. "Get flower". "Talk man". "Sit". "Get knife". Exit the restaurant. "Exit" to skip the jungle. "Get matches". "Get soap". Exit the guest room. "Exit" the jungle. "Sit". Exit the barber shop. "Exit" the jungle. West. "Get bikini". East. South. "Exit" the jungle. Exit the restaurant. "Exit" the jungle. Enter the dressing area. "Wear bikini". "Put soap in bikini". Exit the guest room. "Exit" the jungle. "Sit". Exit the barber shop. East. East. Walk down to the end of the cliff path. "Wear suit" to arrive at the airport.

"Give flower". North. West. Enter the barber shop. "Look woman". "Sit". Exit the barber shop. East. East. "Show passport". East. Watch the luggage. When the green luggage appears, "get luggage". "Buy ticket". East. "Show passport". East. East. "Buy food". "Get pin". "Buy parachute". Enter the waiting room. "Get pamphlet". "Show ticket" to the flight attendant. Walk along the jetway. "Get bag". "Give pamphlet to Ken". "Stand". East. "Use pin on door". "Move handle". "Wear parachute". "Open door". "Use parachute" while falling.

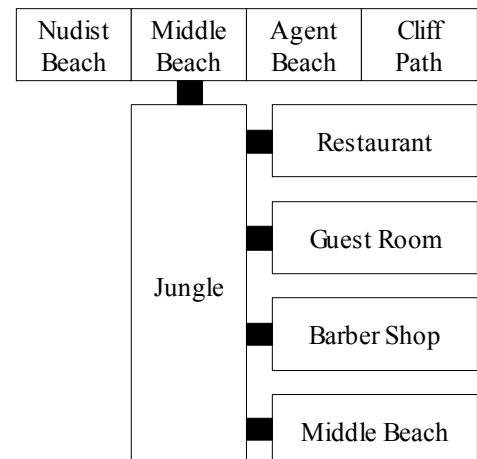
"Use knife on rope". "Get stick". "Crawl" under the bush. South. Walk under the branch. "Use stick" as the snake appears. East. Walk across the light path in the quicksand. "Reach vine". "Swing on vine". "Swing on vine". "Get vine". East. South. East. South. "Get sand". West. "Get ashes". West. North. "Use vine on branch". North. "Use ashes on ice". North. "Put bag in bottle". "Use matches on bag". "Drop bottle in crevice". Enter the elevator to complete the game.

4. Maps

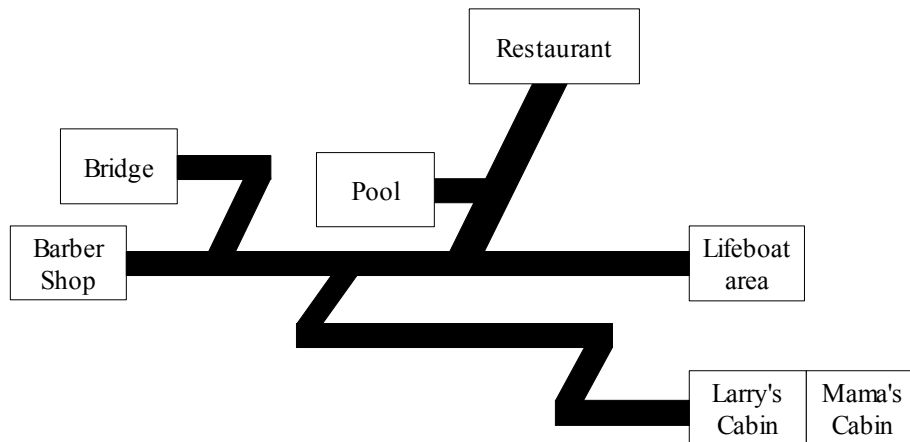
MAP A: LOS ANGELES



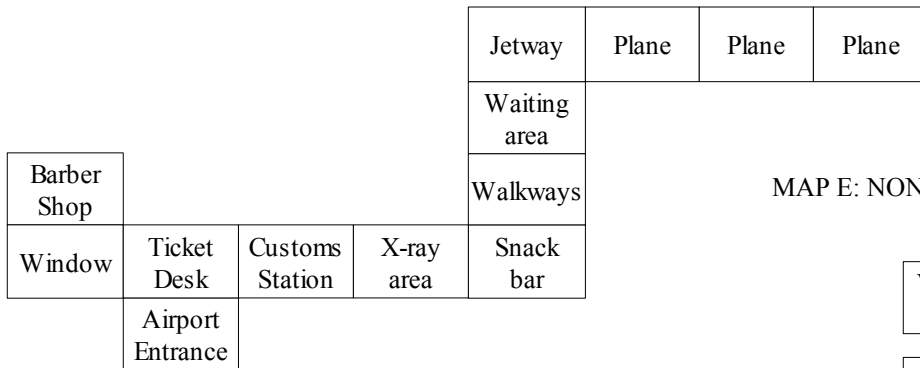
MAP C: ISLAND RESORT



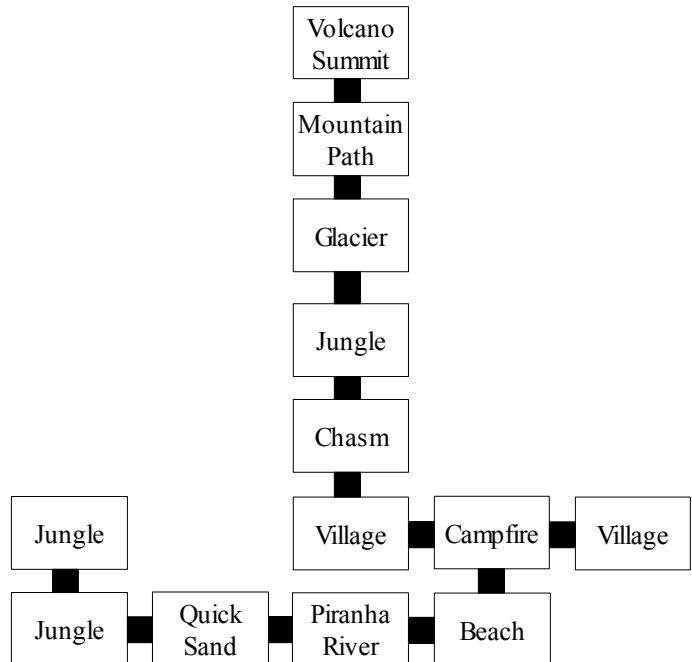
MAP B: CRUISE SHIP



MAP D: AIRPORT AND PLANE



MAP E: NONTOONYT ISLAND



5. **Point List**

LOS ANGELES

- 3 3 Get the dollar bill from Eve's garage.
- 4 1 Look through the hole in the fence.

7	3	Buy the lottery ticket.
17	10	Win the lottery at the studio.
18	1	Sit on the bench in the green room.
38	20	Win The Dating Connection show.
44	6	Get the cruise ship ticket.
56	12	Win the Lucky Life Lottery show.
63	7	Get the million dollar bill.
68	5	Get the swimsuit from Molto Lira.
71	3	Buy the swimsuit from Molto Lira.
72	1	Look at the jogger.
77	5	Get the passport from the trash.
80	3	Sit on the chair in the barber shop.
89	9	Buy the sunscreen from the drugstore.
94	5	Fill the cup in the quikie mart.
97	3	Pay for the grotesque gulp.
104	7	Get the onklunk from the music shop.
113	9	Give the ticket to the man at the harbor.

CRUISE SHIP

119	6	Get the sewing kit from the drawer.
122	3	Get the fruit from the nightstand.
125	3	Use the sunscreen before swimming.
128	3	Lie on the deck chair.
135	7	Get the bikini at the bottom of the pool.
138	3	Use the sunscreen after swimming.
140	2	Get the spinach dip from the restaurant.
143	3	Sit on the chair in the barber shop.
151	8	Move the switch in the bridge.
153	2	Jump in the lifeboat.
158	5	Ride away from the cruise ship.
163	5	Wear the wig on the lifeboat.
165	2	Throw the spinach dip off the lifeboat.
190	25	Ride the lifeboat to the resort.

ISLAND RESORT

193	3	Get the flower from the jungle.
194	1	Sit in the chair at the restaurant.
195	1	Enter the restaurant.
198	3	Get the knife from the buffet.
200	2	Get the matches from the guest room.
202	2	Get the soap from the restroom.
205	3	Sit on the chair in the barber shop.
209	4	Get the bikini bottom from the rock.
214	5	Wear the bikini in the guest room.
226	12	Put the soap in the bikini.
229	3	Sit on the chair in the barber shop.
241	12	Avoid the agents on the resort beach.
247	6	Wear the suit at the bottom of the path.
254	7	Give the flower to the agents.

AIRPORT

257	3	Look at Rosella in the barber shop.
260	3	Sit on the chair in the barber shop.
265	5	Show the passport to the passport agent.
270	5	Get the green luggage in the airport.
285	15	Clear the crowd from the airport.
290	5	Buy the ticket from the ticket agent.
297	7	Get the pin from the plate.

- 300 3 Buy the parachute from the red machine.
- 311 11 Get the pamphlet from the waiting room.
- 314 3 Show the airline ticket to the attendant.

PLANE

- 319 5 Get the airsick bag from the plane.
- 327 8 Give the pamphlet to Ken in the plane.
- 332 5 Use the pin to open the plane door.
- 336 4 Wear the parachute.
- 342 6 Open the plane door.

NONTOONYT ISLAND

- 350 8 Use the knife to cut the parachute rope.
- 354 4 Get the stick from the jungle.
- 360 6 Crawl under the bush to avoid the bees.
- 370 10 Use the stick on the snake.
- 375 5 Walk to the other side of the quicksand.
- 381 6 Swing to the other side of the river.
- 385 4 Get the vine from the branch.
- 395 10 Talk to Kalalau on the beach.
- 420 25 Arrive at the chasm.
- 423 3 Get the sand from the beach.
- 429 6 Get the ashes from the campfire.
- 440 11 Use the vine on the branch.
- 450 10 Use the ashes to melt the ice.
- 455 5 Put the airsick bag in the bottle.
- 460 5 Use the matches on the bag.
- 470 10 Drop the bottle in the crevice.
- 500 30 Enter the elevator to defeat Nonookee.

6. Character List

LARRY LAFFER

After one date with Eve, Larry moved into her house and is mowing the lawn when she pulls up in her car and tells him to leave. Larry's luck changes when he wins a cruise ship ticket. On the way to the ship, he accidentally steals a microfilm and is followed throughout the game by KGB agents, ending with a confrontation with the evil Dr. Nonookee on Nontoonyt Island.

6.1. Los Angeles

AGENT

The agent appears outside the Scurvy Dog Saloon after Larry has been given the onklunk. He offers Larry a drink, which Larry should walk away from. If he accepts, the onklunk extraction specialist death scene will be shown.

BARBARA BIMBO

Found on The Dating Connection show in the TV studio, Barbara accidentally chose Larry to be her date on the cruise ship. Barbara never shows up for the cruise, and her dangerous mother, Mama, appears in her place.

BARBER

The first barber that Larry visits in the game gives him a standard haircut. He charges Larry a hundred dollars and Larry ends up looking the same.

DRUG STORE CLERK

Larry can buy sunscreen from the clerk after he wins the lottery. Larry will not be able to survive the lifeboat ride to the resort without this item.

EVE

Seen only in the introduction at the start of the game, Eve was the girl that Larry met in the hot tub at the end of the first game. She discovers that Larry has moved into her house after their one date in Lost Wages and orders him to leave, starting his quest for love in all the wrong places.

JOGGER

Only a few pixels in height, the jogger in Los Angeles is one of the main reasons why players complete the game without the maximum point score. He is found one screen south from Molto Lira. Look at him to receive one point.

MOLTO LIRA CLERK

The clerk of the highly expensive Molto Lira shop sells Larry a swimsuit for over \$100,000! This can only be purchased after Larry wins the lottery.

MUSIC SHOP CLERK

The clerk at the music shop accidentally mistakes Larry for a KGB agent and hands him an onklunk containing a microfiche. After realizing her mistake, she quickly shuts down the music shop and sends agents after Larry.

QUIKIE MART CLERK

Larry buys the lottery ticket and the grotesque gulp from the clerk at the Quikie Mart. Be prepared for a death scene if you leave without paying.

PURSER

The purser appears behind the gate at the harbor after Larry has been given the onklunk from the music shop. Larry shows him the cruise ship ticket.

TV STUDIO RECEPTIONIST

The receptionist has lost her glasses and can't read Larry's lottery ticket. She remembers the winning numbers. When she tells them to Larry, write them down and enter them as Larry's choices when she asks him for his numbers.

6.2. Cruise Ship

AGENT

After Larry has used the sunscreen and is lying on the sunbed near the pool, the agent will appear to Larry back to her place. Stand up and follow her for a death scene or stay on the sunbed to continue with the game.

AGENT

This agent is the man wearing the trench coat from Los Angeles. He appears when Larry walks toward the middle of the bridge. Although his dart misses Larry, it hits the captain and the cruise ship hits the coral reef.

BARBER

The barber offers Larry a wig for \$10,000. Larry has to get the wig from the barber or he will be unable to survive the lifeboat trip to the resort.

BARTENDER

Found in the restaurant. Larry can buy a drink from the bartender, who is an agent in disguise, to start the onklunk extraction specialist death scene.

MAMA

After noticing that her daughter Barbara had won a date on a cruise ship with a man who had just won one million dollars, Mama stole her tickets and came on the ship in her place. She has moved into the cabin next door to Larry.

6.3. Island Resort

AGENT

This agent only appears if Larry walks west one screen as soon as he arrives on the island. Larry can talk to her and she will ask him to come back to her place, which will lead to a death scene if you decide to follow. If Larry explores the jungle first, the bikini bottom can be found in the area.

AGENT

Found on the east beach, the agent will catch Larry unless he is disguised. Larry needs to have long blonde hair, soap in his bikini and a waxed body.

BARBER

Found in the barber shop in the jungle, the barber uses laundry detergent on Larry's hair which makes it grow long and blonde. When Larry visits the barber wearing a bikini, he can be waxed to fool the agent on the beach.

CARLOS

Carlos only appears if Larry sleeps with the maid. He is furious to find his sister in bed with Larry. Carlos points a gun at Larry and the game ends.

MAITRE'D

Found in the restaurant in the jungle, the maitre'd refuses to let Larry have a seat in the restaurant until all of the other tables have been taken. When the maitre'd eventually allows Larry in, he can take a knife from the buffet.

MARIA

Found in the guest room in the jungle. The maid appears to ask if Larry is happy with the room. If Larry doesn't say anything, she will leave after a few seconds. Larry can sleep with the maid for a death scene.

6.4. Airport and Plane

CUSTOMS INSPECTION AGENT

Found one screen east from the ticket desk, the agent asks to see Larry's passport and will let him through to the x-ray area when it has been shown.

DANCING AGENTS

The dancing agents will only appear in front of the entrance to the airport if Larry has changed into his suit. If Larry steps too close, the onklunk extraction death scene will be shown. Give them the flower to confuse them.

GATE ATTENDANT

Found behind the counter in the waiting room. Get the pamphlet from the desk first and then show the airline ticket to the attendant to board the plane.

KEN

Found on the plane. Ken is the man from Lefty's bar in the first game. Larry will be unable to leave the cabin unless he has given the pamphlet to Ken.

ROSELLA

Found in the barber shop. Rosella is jealous of Larry's long blonde hair and cuts it all off. She gives Larry a bottle of flammable hair rejuvenator.

SECURITY GUARDS

The guards outside the airport will arrest Larry if they see him wearing the bikini. Wear the suit at the bottom of the cliff path to prevent this.

STEWARDESS

Found on the plane. She asks to see Larry's airline ticket. When he shows it to her, he is sent to the cramped middle cabin where he sits next to Ken.

TICKET AGENT

The ticket agent is extremely serving lines of people when Larry first enters the airport and Larry will not be able to talk to him no matter how long he queues for. Get the green suitcase from the x-ray area to clear the queues. Larry can then buy the ticket from the agent after answering his questions.

WAITRESS

Found behind the snack bar, Larry can order a Blue Pate Special from the waitress. Get the bobby pin from the plate and leave the food.

6.5. **Nontoonyt Island**

BEES

Found in the jungle landing area. The swarm of killer bees will kill Larry if he touches their bush, so he must crawl under the bush to avoid them.

KALALAU

Found on the Nontoonyt Island beach after Larry has crossed the pirahna lake. Kalalau falls instantly in love with Larry and says that she would like to marry him, but only if he can first rid the island of Dr. Nonookee.

KENEWAUWAWU

The father of Kalalau, Keneewauwau is the Chief of the Nontoonyt Village. He tells Larry that he can marry his daughter if Nonookee is defeated.

NONOOKEE

Dr. Nonookee has made his base inside the volcano on Nontoonyt Island, which is surrounded by a mysterious glacier. He has a group of agents under his command who are all sent out to find Larry after the onklunk is taken.

PIRANHAS

The piranhas in the river will attack Larry's legs as he walks through the water. Swing on the three vines above the river to avoid the piranhas.

POLYESTER PATTY

Found in the piano room in Nonookee's base. She introduces herself as Patty and tells Larry that she will return in Leisure Suit Larry 3.

SNAKE

Found one screen south from the jungle landing area. The anaconda will drop down when Larry walks under the tree. Use the stick to prevent the attack.

7. **Item List**

7.1. **Item Information**



AIRLINE TICKET

Bought from the ticket agent in the airport after the crowd have left. Larry can board the plane after the ticket has been shown to the flight attendant.



AIRSICK BAG

Found in the pocket of the seat in front of Larry in the plane. It is put in the bottle of hair rejuvenator at the top of the volcano on Nontoonyt island.



ASHES

Found on the campfire in the village on Nontoonyt Island after Larry has met Chief Keneewauwau. They are used on the ice at the bottom of the volcano.



BIKINI BOTTOM

Found on the west beach of the island resort. Larry wears it in the guest room. It is one of the items needed to pass the agent on the east beach.



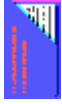
BIKINI TOP

Found at the bottom of the pool on the cruise ship. Larry wears it in the guest room on the island resort and puts the bars of soap in it. It is one of the items needed to pass the agent on the east beach of the resort.



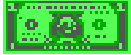
BOBBY PIN

Found in the food ordered from the waitress at the airport snack bar. It is used to unlock the door at the bottom-right corner of the plane.



CRUISE TICKET

Found after winning The Dating Connection show from the TV studio in Los Angeles. It is given to the purser behind the gate at the harbor.



DOLLAR BILL

Found at the right side of Eve's garage at the bottom-left corner of Los Angeles. It is used to buy a lottery ticket in the Quikie Mart.



FLOWER

Found while Larry is exploring the jungle on the island resort. It is given to the agents that are dancing outside the entrance to the airport.



FRUIT

Found on the nightstand in Larry's cruise ship cabin. A note on the fruit from Barbara says that she has decided not to come on the cruise with Larry.



GROTESQUE GULP

Found by filling the giant grotesque gulp cup in the quikie mart. It is used on the sixth day of the lifeboat trip after Larry escapes the cruise ship.



HAIR REJUVENATOR

Rosella will give Larry the hair rejuvenator in the airport barber shop. It is used with the airsick bag at the top of the volcano on Nontoonyt island.



KNIFE

Found on the buffet in the restaurant on the island resort. It is used to cut the parachute rope after Larry lands in the tree on Nontoonyt island.



LOTTERY TICKET

Bought from the clerk in the Quikie Mart. It is given to the receptionist in the television studio. Larry can convince the receptionist that the numbers on the ticket are correct by entering the numbers that she tells him.



MATCHES

Found on the nightstand in the guest room on the island resort. They are used on the bag in the bottle at the top of the volcano on Nontoonyt island.



MILLION DOLLAR BILL

Found after winning The Lucky Life Lottery show from the TV studio in Los Angeles. It is given to the woman in Molto Lira to get the wad o'dough.



ONKLUNK

Found after Larry enters the music shop in Los Angeles. It contains a KGB microfiche, and is the reason why agents are following Larry throughout the game. Larry eventually breaks the onklunk after falling to Nontoonyt Island.



PAMPHLET

Found on the desk in the airport waiting room. Larry will be unable to leave the middle plane cabin until he gives the pamphlet to Ken.



PARACHUTE

Found in the red vending machine near the airport snack bar. It is worn before jumping out of the plane and is used while Larry is falling.

**PASSPORT**

Found in the trash outside Eve's house after Larry wins the dating show. It is shown to the purser at the harbor and the passport agent in the airport.

**SAND**

Found on the beach one screen east of the piranha-infested river on Nontoonyt island. It is used on the ice at the bottom of the volcano.

**SEWING KIT**

Found in the drawer of Mama's cabin on the cruise ship. It is used to catch fish on the seventh day of Larry's journey on the lifeboat.

**SOAP**

Found in the island resort guest room. It is put in the bikini top in the guest room. It is one of the items used to fool the agent on the beach.

**SPINACH DIP**

Found on restaurant bar on the cruise ship. It is thrown away as Larry leaves the cruise ship to prevent him from eating it on the lifeboat.

**STOUT STICK**

Found on the ground in the jungle after Larry falls from the parachute on Nontoonyt island. It is used on the snake in the jungle.

**SUNSCREEN**

Found on the left shelf in the drugstore. It is used before and after cruise ship pool and is also used on the lifeboat ride to the island resort.

**SWIMSUIT**

Found at the back of the Molto Lira shop. It is worn by Larry behind the wardrobe in his cruise ship cabin and is needed to swim in the pool.

**VINE**

Found after swinging to the other side of the piranha-infested river on Nontoonyt island. It is used on the tree branch to cross the chasm.

**WAD O'DOUGH**

The woman in the Molto Lira shop will give Larry the wad o'dough when she is given the million dollar bill. It is used to buy the sunscreen, the grotesque gulp, the Blue Pate Special and the various haircuts at the barber shops.

**WIG**

Found after visiting the barber shop on the cruise ship. It is worn after leaving the ship to prevent Larry from getting sunburnt on the lifeboat.

7.2. **Item Descriptions**

AIRLINE TICKET: "You'd better hurry or you'll miss your plane!"

AIRSICK BAG: "This airsick bag may come in handy, if you ever get sick of this game!"

ASHES: "Ashes to ashes. (Dork to dork.)"

BIKINI BOTTOM: "Bet she was surprised when she got back to her room!"

BIKINI TOP: "Don't worry. She'll never miss it!"

BOBBY PIN: "A strong sense of deja vu creeps through you. You recall an earlier time where you choked on one of these. "Nah," you think, "that just couldn't be. Nobody'd be dumb enough to swallow a bobby pin!""

CRUISE TICKET: "Just wait until you're on that ship with that lovely bachelorette!"

DOLLAR BILL: "This is all the money you have in the world!"

FLOWER: "They'll never miss one flower!"

FRUIT: ""Bon Voyage, Larry! Love, Mrs. Bimbo""

GROTESQUE GULP: "Never in your entire life have you been able to finish one of these!"

HAIR REJUVENATOR: ""WARNING: Highly Toxic. Inflammable. Bottle harmful if taken internally.""

KNIFE: "The knife still smells of brie."

LOTTERY TICKET: "This may easily be your chance to fame and fortune (but probably not)."

MATCHES: "For a moment, you consider the drawing of the little doggy and wonder if you should have pursued a career in art."

MILLION DOLLAR BILL: "This is all the money you have in the world!"

ONKLUNK: "If only you knew that this onklunk contains important international secrets. (Oops!)"

PAMPHLET: "Funny. You never seemed interested in religious tracts before."

PARACHUTE: "What an unusual form of flight insurance!"

PASSPORT: "You were so smart to delve in Eve's can!"

SAND: "This reminds you of a girl named Sandy."

SEWING KIT: "What if Mama misses her sewing kit?"

SOAP: "Why do you always collect these things?"

SPINACH DIP: "Ahh. One of your favorites! A loaf of sourdough bread filled with spinach dip."

STOUT STICK: "This stick is certainly stout."

SUNSCREEN: "SPF-90 should protect you from something!"

SWIMSUIT: "You just love the feel of cheap Spandex!"

VINE: "This vine saved your life back there at the river. But why do you want it hanging around you?"

WAD O'DOUGH: "Is that hundred of hundred-dollar bills in your pocket? (Or, are you just glad to play this game?)"

WIG: "With this wig you could start your own cable channel!"

8. **Easter Eggs and Secrets**

SIERRA GAME REFERENCES

1. In Los Angeles, look through the hole in the fence one screen west from the Quikie Mart to see people playing Police Quest I. You will be unable to complete the game with the maximum score if you miss this secret.

2. In Los Angeles, look at the alley one screen west from the Quikie Mart. Larry says that it looks exactly the same as the alley from the first Leisure Suit Larry game. The message mentions Larry's friend, who was the mugger that would kill Larry if he went too far into the alley.

3. In Los Angeles, look in the area one screen south from Molto Lira. The message says that the background looks like it belongs in Space Quest IV.

4. On the cruise ship, look under the closet in Larry's cabin. Nothing is found, but a message says to try this if you ever play King's Quest III.

5. On the island resort, look under the bush while Larry is exploring the jungle. A message will be displayed which says that Larry has discovered Jim Walls testing Police Quest II when he should be on holiday.

6. In the airport, walk into the barber shop to see Rosella from King's Quest IV. Look at her and she will ask Larry if he has played King's Quest IV.

SKIP THE COPY PROTECTION SCREEN

You can skip the photograph copy protection screen by entering the number 555-0724. This only works on version 1.002.000 of the game.

9. **Debug Information**

The debug menu is only available on version 1.002.000 of the game. After using the 555-0724 code to skip the copy protection at the start of the game, type "help me" to display a message that lists the following debug options.

TP (teleport)

Get (name of object)

pitch (name of object)

make note

show timer

show ego

show grid

Alt-C: show control

Alt-F: show fragmenting

Alt-I: regain typing

Alt-M: show memory

Alt-P: show priority

Alt-R: show room number

Alt-V: show normal

Alt-Z: quits

Control-click: moves ego

Shift-click: shows mouse location

9.1. **Items**

Airline ticket

Airsick bag

Ashes

Bikini bottom

Bikini top

Bobby pin

Cruise ticket

Dollar bill

Flower

Fruit

Grotesque gulp

Hair rejuvenator

Knife

Lottery ticket

Matches

Onklunk

Pamphlet

Parachute

Passport

Sand

Sewing kit

Soap

Spinach dip

Stout stick

Sunscreen

Swimsuit

Vine

Wad o'dough

Wig

9.2. Locations

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10. Death List

Action: Type "cheat".

Location: Anywhere in the game.

Message: Ok, you win. tm. (Game over.)

Animation: The game displays these two messages and then exits.

Information: A very fast way of losing the game.

Action: Get taken to the onklunk extraction specialist.

Location: At various points in the game.

Message: You are quickly taken to a local office of the KGB where a specialist in onklunk extraction is busy giving you

the third degree! "And so, my leetle white-suited capitalist swine," says the KGB agent, "you vill now tell us zee location of zat onklunk or I will be forced to run zeese alto saxophone reeds under your fingernails until you're zinging like zee Bird!" Things don't look good, Larry. Maybe next time a different approach would be better...

Animation: A picture is shown of a agent questioning Larry in the office.

Information: This scene occurs when Larry is caught by the agent from Los Angeles, the bartender on the cruise ship, the agents on the east beach of the resort and the dancing agents outside the airport.

Action: Get taken to the helicopter landing pad.

Location: At various points in the game.

Message: You are so impressed! You've never had a girl invite you to her pad before -- not to mention her landing pad! "You just wait over there on the bed, while I slip something," she says with a smile. "Perhaps if things go well tonight," you think to yourself, "I could give her a subscription to 'Popular Mechanics!'" "Hey, baby," you say, "What a great, kinky bed!" "Hey! What's going on here?" you shout. "Get these ankle cuffs off me! And, why the handcuffs?" "Oh, I'm just into mechanical devices," she replies with a smile. "Hold still, darling, this will only take a second." "Why does that look like hydrofluoric acid below me?" you shout in terror. "Because it is, silly," she responds. Well, Larry; this brings a whole new meaning to the term "dismemberment!"

Animation: Larry and the agent exit the helicopter. Larry lies on the bed at the right side of the room while the agent flicks a switch on the control panel. This causes Larry to be cuffed to the bed. She presses another button and the bed is lifted over a pit of acid. A laser then cuts Larry in half and he falls into the pit.

Information: This scene occurs when Larry is caught by the agent from the cruise ship and the agent from the west beach on the resort.

Action: Drink the grotesque gulp.

Location: Anywhere in the game.

Message: Ok. As you slowly drain the entire 32-gallon contents of your Grotesque Gulp, you begin searching feberishly for a fire hydrant. Your exploding bladder prevents you from finding one!

Animation: Larry disappears.

Information: Although Larry can safely drink the grotesque gulp while on the lifeboat, drinking it anywhere else will cause this scene.

10.1. Los Angeles

Action: Steal the grotesque gulp.

Location: Quikie Mart.

Message: Suddenly the woman behind the counter comes to life! "Hold it right there, pardner," she cries, "you ain' a gonna rustle no soda offn me!" "Yeeee haaaaa," screams the clerk, "you're one dead Coke sucker!" Enunciate carefully, please!

Animation: The clerk jumps onto the counter wearing a cowboy outfit and shoots Larry out of the shop.

Information: Make sure that Larry has won the lottery before filling the cup, as he will not be able to put it back once he has picked it up.

Action: Agree to have a drink with the stranger.

Location: Outside the Scurvy Dog Saloon.

Message: "Sure," you reply, "always time for a little nip with some seedy-looking stranger!" Say! This really hits the spot. Nothing like a good, hard, snort to perk up an adventurer's spirits. A little more couldn't hurt... (THUMP!) "Gotcha, you scurvy dog!" cries the cleverly disguised KGB agent. "Now, let's go to my place (and not for a drink)!" These guys are playing for keeps, Larry. You'd better be more careful if you're going to hang onto your onklunk!

Animation: Larry drinks from the bottle and falls to the floor. Stars spin above his head. He is taken to the onklunk extraction specialist.

Information: Just walk away from the stranger to avoid this scene.

Action: Wait around for too long.

Location: Los Angeles after taking the onklunk.

Message: You have fooled around too long! In the distance you hear a foghorn announcing the departure of your cruise ship. This is the story of your life. Once again, Larry, you have "missed the boat!"

Animation: There is no animation for this scene.

Information: Get to the ship as quickly as you can when Larry has the onklunk.

10.2. Cruise Ship

Action: Get too close to Mama.

Location: Mama's cabin.

Message: "Wow, sonny," shrieks big Mama, I thought you were never gonna come over here! Sit here on the bed while I slip into something more comfortable. I bet you'd like this little mink-lined leather special, wouldn't ya? Now you get comfortable in those chromium chains and handcuffs conveniently attached to the four corners of the bed." Mama proceeds to have her way with you repeatedly. Too bad that "her way" is not "your way!" (You can see why this broad's a widow!)

Animation: Larry is tied to the corners of the bed and Mama whips him.

Information: Mama catches Larry if he walks past the middle of the nightstand. Wait until she is out of the room before opening the drawer.

Action: Enter Mama's cabin when she is not in the room.

Location: Mama's cabin.

Message: "Say, look who's back!" says the Mother. "It's my little friend from next door! Came over for a little action, did we? Well, you've come to the right place, big boy!" You've been caught in someone else's stateroom! You decide to make a run for the door! "Yep, I've been lookin' for a man like you ever since my Mister had his big one. Whaddaya say we have a little fun? You do like havin' fun, doncha?" "Hope over there on the bed, baby." "Now you just get comfortable in those chromium chains and handcuffs while I slip into something a little more comfortable myself," she says, opening her closet. "Let's see, possibly a little something in mink-lined leather would be nice..." Mama proceeds to have her way with you repeatedly. Too bad that "her way" is not "your way!" (You can see why this broad's a widow!)

Animation: Mama picks Larry up and throws him onto the bed. As with the previous scene, Larry is tied to the bed and Mama whips him.

Information: The key in avoiding this scene is the message when Larry enters the room. If it says "Not this time", then Larry is safe to explore the room. If it says "Mama's coming... later!", then Mama will appear when Larry walks over to the nightstand drawer.

Action: Stay too long on the ship.

Location: Larry's cabin.

Message: Night has fallen on the good ship U.S.S. Love Tub, so you head for your bed and a few hours of relaxing sleep. Suddenly, a deep rumbling shakes your cabin, not the steady roar of the ship's engines (to which you've now grown accustomed), this sounds more like an onrushing steam locomotive encountering a steep gradient while the fireman pours on the coal! IT'S MAMA!!!! "Oops," says the big Mother, "I didn't mean ta hurt 'cha, lil' fella!" "Shoooooot, an' he was such a cute 'n, too!" she moans. Now it becomes clear to you. You must escape from this vessel before darkness falls or you'll continue to be the main course at Mama's party!

Animation: As Larry sleeps on the bed, Mama enters the room and jumps on him. A splat sign appears, followed by a view of a flattened Larry.

Information: Larry only has a few minutes to collect the sewing kit, the fruit and to change into and out of the swimsuit. Don't return to the cabin after doing these actions or this scene will be shown.

Action: Lie on the deck chair without using the sunscreen.

Location: Pool.

Message: Those tropical UVs can be deadly!

Animation: Larry is sunburnt.

Information: Use the sunscreen before lying on the deck chair.

Action: Follow the agent.

Location: Pool.

Message: "Hey, baby," you cry, "wait for me!!" You allow yourself to be seduced by the beautiful woman and quickly become close friends, then head for the ship's fantail where she parks her private helicopter. A short, romantic chopper ride across the South Pacific is followed by an intriguing look at her impressive garage door, hidden suspiciously by a mountain waterfall. Later, that night...

Animation: The landing pad scene is shown.

Information: The agent appears when Larry lies on the deck chair after using the sunscreen. Go for a swim in the pool to avoid this scene.

Action: Jump into the pool and don't swim.

Location: Pool.

Message: Why jump in the water if you're not going to swim? Surely you learned to swim when you were a little dorker?

Animation: Larry splashes for a few seconds before disappearing.

Information: Start swimming to avoid this scene.

Action: Stay underwater for too long.

Location: Pool.

Message: You feel your lungs explode as you think to yourself, "Gee, I wish I could hold my breath longer, or I owned a faster computer!"

Animation: Larry disappears.

Information: Quickly swim down to the bikini top and return to the surface.

Action: Buy a drink from the bartender.

Location: Restaurant.

Message: "Do you have any drinks with parasols and fruit?" you ask the bartender. "But, of course," he replies, "allow me to fix you the speciality of the house..." "Heavy on the pineapple, ok?" you ask. "No problem," he says. "Somehow, I would have guessed that!" "Here's to ya," you say to no one in particular. "Ah, ha! I gotcha, you Vicious Devil-Enemy of the People!!" cries the bartender, subtly revealing himself as a member of the KGB. "How's that for 'extra pineapple,' you sap?" The bartender's mickey has the desired effect upon your central nervous system. You give the KGB no problems during transit to their local headquarters. We'll drop by there, just to see how you and they are getting along...

Animation: Larry drinks the cocktail and spins around on his seat. The onklunk extraction specialist scene is then shown.

Information: You don't even need to talk to the bartender in the restaurant. Just get the spinach dip from the bar and leave.

Action: Walk toward the doorway at the top of the bridge.

Location: Bridge.

Message: Look out, Larry! He's firing a poisoned dart!! At least he missed you. However, the Captain lies dying on the deck, and the ship is drifting helplessly on the high seas! Through your ineptitude you've allowed your Captain to be killed by a KGB poisoned dart. Unbeknown to the passengers and the crew the ship now charts its own course, a course (of course) that courses straight for the nearest reef. Perhaps you'll miss the reef and miss the grief; save the ship and save the day; perhaps you'll even escape safely! Nah, no way!! You knew better than that!

Animation: The man with the trenchcoat from Los Angeles appears and fires a dart toward Larry. It misses Larry but hits the captain, who falls to the floor. The screen shakes as the ship hits the reef.

Information: Start swimming to avoid this scene.

Action: Don't reapply the sunscreen.

Location: Lifeboat.

Message: Second-degree burns from the sun are no "Laff-ing" matter, Larry! Better luck next cruise, Larry!

Animation: Larry is sunburnt.

Information: Use the sunscreen after Larry gets out of the pool.

Action: Don't wear the wig.

Location: Lifeboat.

Message: The tropical sun has turned your balded brain into an omelette cooked until Sunnyside Soft, Larry! Better luck next cruise, Larry!

Animation: The top of Larry's head catches on fire.

Information: Use the wig as the lifeboat leaves the cruise ship.

Action: Don't bring the grotesque gulp.

Location: Lifeboat.

Message: Perhaps next time you'll pack a little something to drink before beginning your trans-oceanic voyage! Better luck next cruise, Larry!

Animation: Larry turns to ashes.

Information: Bring the grotesque gulp from the Los Angeles Quikie Mart.

Action: Don't throw away the spinach dip.

Location: Lifeboat.

Message: It's a good thing you brought that spinach dip along. Unfortunately for you, the mayonnaise has spoiled in the hot, tropical sun! Better luck next cruise, Larry!

Animation: Larry turns green.

Information: Throw away the spinach dip as the lifeboat leaves the cruise ship.

Action: Don't bring the fruit or the sewing kit.

Location: Lifeboat.

Message: You've thought of all your needs, except food. Come on, you can find something to eat somewhere, can't you? Better luck next cruise, Larry!

Animation: Larry turns into a skeleton.

Information: Bring the fruit from Larry's cabin or the sewing kit from the nightstand drawer in Mama's cabin.

10.3. **Island Resort**

Action: Follow the agent on the west beach.

Location: West beach.

Message: "Hey, baby," you cry, "wait for me!!" "You quickly seduce the beautiful, naked woman, then head for the resort parking lot where she leaves her personal helicopter. A short, romantic, low-altitude chopper ride across the South Pacific is followed by...

Animation: The landing pad scene is shown.

Information: If you do talk to the agent, don't follow her straight away or this scene will occur. Wait a few seconds before leaving the area.

Action: Eat the food from Larry's table.

Location: Restaurant.

Message: Ummm. Yummy. Bad idea, Larry. For a while, you are afraid you are going to die. Then you are afraid you are NOT going to die! Your last thoughts are, "Maybe it was something I ate..."

Animation: Larry remains sitting at the table.

Information: Larry can eat the food from his table if he stands up. This scene will only be shown if he sits down at the table to eat.

Action: Sleep with the maid.

Location: Guest room.

Message: "Gee," you tell her, "is this room service, or what?" While you are indisposed, through the doorway marches the maid's older brother, Carlos. Thanks to U.S. foreign aid, Carlos has many extra bullets that he enjoys firing for amusement! "Seester Maria! How many times I gotta tell you? Lay off the white meat!" Bad choice, Larry! Remember: there's no such thing as a free lunch!

Animation: The covers ripple for a few seconds. Soon the maid's brother Carlos shows up and points a gun at Larry.

Information: This is the only way in the game to see Carlos.

Action: Get caught by the agents on the east beach while wearing the leisure suit.

Location: East beach.

Message: "I have him!" cries the agent. "Ve caught ju, ju capitalist bourgeois enlistee of the Evil Empire!" shouts the KGB agent, looking ill-at-ease in his ill-fitted trench coat and oversized Speedo. The KGB have recognized you, captured you, and will now take you to their headquarters for questioning.....and other fun stuff! Too bad, too, since you were nearing the airport... and your freedom from this resort!

Animation: The onklunk extraction specialist scene is shown.

Information: Get long blonde hair as the next part of the disguise.

Action: Get caught by the agents on the east beach while wearing the leisure suit and long blonde hair.

Location: East beach.

Message: "I have him!" cries the agent. "Ve caught ju, ju capitalist slime-sucking pig," shouts the KGB agent, "we will make you ze best-looking fashion model in all U.S.S.R!" "How did you know it was me?" you ask. "Only in Russia do women wear leisure suits to beach!" he replies. The KGB have recognized you, captured you, and will now take you to their headquarters for questioning.....and other fun stuff! Too bad, too, since you were nearing the airport... and your freedom from this resort!

Animation: The onklunk extraction specialist scene is shown.

Information: Change into the bikini as the next part of the disguise.

Action: Get caught by the agents on the east beach while wearing the bikini and long blonde hair.

Location: East beach.

Message: "I have him!" cries the agent. "Ve caught ju, ju pawn of the proletariat!" screams the poorly disguised KGB agent. "How did you know it was me?" you ask. "Only in Russia do women have such flat chests!" he responds. The KGB have recognized you, captured you, and will now take you to their headquarters for questioning.....and other fun stuff! Too bad, too, since you were nearing the airport... and your freedom from this resort!

Animation: The onklunk extraction specialist scene is shown.

Information: Put soap in the bikini as the next part of the disguise.

Action: Get caught by the agents on the east beach while wearing the bikini with soap in it.

Location: East beach.

Message: "I have him!" cries the agent. "Ve caught ju, ju vicious villain of the People!" shouts the KGB agent, by now growing quite hoarse. "How did you know it was me?" you ask. "Only in Russia do women have such body hair!" he answers. The KGB have recognized you, captured you, and will now take you to their headquarters for questioning.....and other fun stuff! Too bad, too, since you were nearing the airport... and your freedom from this resort!

Animation: The onklunk extraction specialist scene is shown.

Information: Get waxed at the barber shop as the next part of the disguise.

10.4. Airport and Plane

Action: Arrive outside the airport in a bikini.

Location: Airport entrance.

Message: "HALT" cries the military policeman, "or I'll shoot!!" "All right, you pervert!" cries the MP. "We've got laws against people like you! We don't want no cross-dressers hanging around our airport!" Next time, you'd better dress a little more formally for a visit to the airport, Larry!

Animation: The guards walk over to Larry and point their rifles at him.

Information: Larry must change into his leisure suit as soon as he turns the final corner on the cliff path. If Larry does arrive outside the airport in the bikini, there is no way to change into the suit.

Action: Walk too close to the dancing agents.

Location: Airport entrance.

Message: "HMMMMMMMMMMMMMMMMMMMM," chants the strangely dressed KGB agent, "have we got a cult for you!!" If only you could offer them some token of peace and beauty! Once again you've allowed the KGB agents to recognize and capture you. Now we'll run by their place to see some of the fun things that you'll get to enjoy...

Animation: The onklunk extraction specialist scene is shown.

Information: Stand on the tile in front of the agents and give them the flower.

Action: Eat the Blue Pate Special.

Location: Snack bar.

Message: You quickly wolf down the "Blue Pate Special" as if you had not eaten for an entire adventure game. "Say," you tell the waitress, "this is pretty good stuff. Why, this tastes just like the meatloaf Mama Laffer usggheddf dfggfssef pssqfufufaaf arrrrggggggghhhhh!" You drop to the floor near the counter while making clever, creative sounds with your trachea. You now remember what it was you hated about Mama Laffer's cooking... "She had a habit of losing her bobby pins in the gravy," you think, while you frantically make the universal sign for choking. (What a shame the waitress never heard of Dr. Heimlich!)

Animation: Larry disappears.

Information: Larry refuses to eat the food after the bobby pin has been taken.

Action: Miss the plane.

Location: Anywhere in the airport.

Message: The airport's PA system crackles to life, "Ladies and gentlemen, we are pleased to announce the departure of Flight #1 from Gate #1. Thank you. Way to go, Larry. You just missed your last chance at escape from this place! The next time you buy an airplane ticket, you'd better hotfoot it to Gate #1!"

Animation: Larry stands still.

Information: Move quickly to the waiting room after getting the ticket.

Action: Try to use the parachute when it is not in the inventory.

Location: Falling from the plane.

Message: Good idea, Larry! But you aren't wearing a parachute! Larry, you must remember the old saying... "It don't mean a thing, if you don't pull that string!"

Animation: Larry falls into the ocean and creates a big splash.

Information: Get the parachute from the red vending machine in the airport.

Action: Attempt to wear the parachute while falling.

Location: Falling from the plane.

Message: You valiently struggle with the balky straps. However even a macho stud like you is incapable of donning a parachute while plummeting through the atmosphere at terminal velocity. Larry, you must remember the old saying... "Skydivers are good to the very last drop!"

Animation: Larry falls into the ocean and creates a big splash.

Information: Wear the parachute before jumping out of the plane.

Action: Don't use the parachute quickly enough.

Location: Falling from the plane.

Message: Larry, you must remember the old saying... "It don't mean a thing, if you don't pull that string!"

Animation: Larry falls into the ocean and creates a big splash.

Information: Use the parachute as soon as Larry starts to fall.

10.5. **Nontoonyt Island**

Action: Forget to bring the knife.

Location: In the trees.

Message: Struggling to free yourself from the parachute harness, you realize the buckles are hopelessly jammed! Try as you might, you are unable to fix them, or free yourself. Although you often have fun by just hanging around, this time you'd prefer to cut yourself down. That's what you get for buying a parachute from a vending machine!

Animation: Larry remains still.

Information: Bring the knife from the restaurant on the island resort.

Action: Walk into the bush.

Location: North jungle.

Message: Oops! You just brushed a bush containing a resting swarm of killer bees. You are frozen in fear! Could the rumours of their incredible strength really be true? Yep. Perhaps you'll enjoy your new life as the Queen Bee's personal love slave.... nah. No way!

Animation: The bees pick Larry up and take him away.

Information: Crawl under the bush to avoid the trees.

Action: Don't use the stick on the snake.

Location: South jungle.

Message: You just attracted the attention of that giant anaconda by walking beneath his waiting coils. Perhaps if you hold very still he won't notice you! Ok, so he DID notice you! Perhaps he just finished a big meal and couldn't eat another bite! Then again, perhaps he relishes the taste of polyester! You feel you could have eventually escaped his coils if there was only some way to keep him from swallowing you.

Animation: The snake descends from the branch and coils around Larry. After a while it eats Larry, who can be seen moving inside the snake.

Information: Use the stick on the snake.

Action: Walk into the quicksand.

Location: East jungle.

Message: At least this quicksand is nice and soft. Once again, you're in over your head, Larry! In the future, you must be more observant!

Animation: Larry slowly sinks into the quicksand. Bubbles appear in the sand.

Information: Follow the light path through the area.

Action: Walk through the river.

Location: Piranha river.

Message: You feel a tickling sensation around your toes. Boy, this adventuring life is sure fun! This seems a safe place to climb out. Gee. Those piranha really work fast! For some reason, your heart just isn't in the game any more..... not to mention several other organs!

Animation: Larry exits the river. The flesh has been eaten off his legs. After a few seconds Larry notices and the game

ends.

Information: Swing on the vines above the river to avoid the piranhas.

Action: Walk too near to the woodchopper.

Location: East side of the village.

Message: "OW!" You scream in anguish as the woodchopper misses the log, and removes your foot! Next time, better leave this guy alone!

Animation: Larry stands still.

Information: Walk in front of the wood to see this scene. It is very easy to miss this scene as Larry doesn't even have to go to the east part of the village except for his wedding in the ending.

Action: Fall into the chasm.

Location: Chasm.

Message: Oh, shhhhhhhh... Treacherous little first step, isn't it?

Animation: Larry disappears into the chasm.

Information: Set the speed to slow while walking toward the edge of the chasm.

Action: Fall off the path.

Location: Mountain path.

Message: Oh, shhhhhhhh... Perhaps Kalalau's love only SEEMED to give you wings!

Animation: Larry flaps his arms as he falls off the edge of the path.

Information: The path is quite wide so it is not too difficult to walk up at slow speeds. Use the Home key to walk north-west up the path.

Action: Fall into the crevice.

Location: Volcano summit.

Message: Oh, shhhhhhhh... You rapidly explore the interior of a volcanic crevice before discovering the pool of molten lava at its bottom.

Animation: Larry disappears.

Information: Set the speed to slow while walking to the edge of the crevice.

Action: Throw the bottle of hair rejuvenator into the crevice.

Location: Volcano summit.

Message: You toss the bottle of hair rejuvenator into the deep crevice. It finally reaches bottom and breaks harmlessly on the jagged rocks, making quite a mess but accomplishing nothing. You just threw away the only hope you had of saving this island from the evil Doctor!

Animation: Larry throws the bottle into the crevice.

Information: A wick and a match are needed before dropping the bottle.

Action: Light the bottle of hair rejuvenator without the bag in it.

Location: Anywhere in the game.

Message: Bad idea. You open the bottle of hair rejuvenator, light one of your matches, then drop it inside. You wonder to yourself, "Is that a disk drive I hear?" The next time you make a Molotov cocktail, why not try using a wick?!

Animation: An explosion is shown.

Information: The airsick bag must be put into the bottle to create a fuse.

Action: Wait too long with the burning bottle of hair rejuvenator.

Location: Volcano summit.

Message: (No one has ever accused you of having a long fuse, Larry!)

Animation: An explosion is shown.

Information: Drop the bottle quickly after the fuse has been lit.

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