

Leisure Suit Larry 6:

“Shape Up or Slip Out!”

Game Design Document

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for Sierra On-line, Inc.

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Synopsis

The Setup

Our Larry gets chosen to be a last-minute replacement for a missing contestant on a “Studs”-like game show, where he’s insulted by all three women even though he didn’t even get to date them—hell, he’s never even seen them before! Of course, the other guy wins the prize: a weekend at the beautiful health spa, *La Costa Lotta*. Larry comes in second out of two, winning *two weeks* at *La Costa Lotta*!

Poor Larry! Stuck at a luxurious health spa, filled with women, with nothing to do. How could he possibly screw up this opportunity? Fear not. He *is* Leisure Suit Larry!

The Women

Larry6 has more women with which to interact: “10 Women 10! Count ‘em!” instead of the usual three. Most of them are accessible at the very beginning of the game. You can go almost everywhere. The girls may be “solved” in any order, although some require that you “solve” other girls first. Most of them embarrass Larry when he thinks he’s going to have sex. Only after it’s too late does Larry discover each of the girls has some serious flaw that makes her less-than-desirable—until he meets Shamara in the spa’s penthouse suite, our own little “girl in the tower.”

There’s no visible on-screen sex, although frontal nudity will be available with a little “extra effort” on the part of the player. Titillation is the key ingredient here, not pornography.

The women include: the spa’s front desk clerk with gigantic hips and thighs who “will do anything for a visit to the Cellulite Drainage Salon”; an unusual girl who waits until the crucial moment to ask Larry if he has a condom, then wears it “herself”; an aerobics instructor who invites Larry on a “double date” and then shows up alone, but leaves with Larry’s date; a bungee-jumping addict who only becomes aroused when she’s wrapped in rubber at high altitudes; a thirsty saloon singer who’s willing to work up a sweat with you once you get her away from her dress; and, an Electro-Shock Exercise machine athlete that gives Larry “quite a charge!”

Many of these women ultimately provide Larry with some object for him to present to our beautiful, rich, ultimate-goal woman at the end of the game. She’s a former material girl “who has everything... and yet... I have nothing at all.” A woman seeking the meaning of life. But as the game ends, through Leisure Suit Larry’s bumbling ways, she discovers spiritual fulfillment as Larry discovers sexual fulfillment. We, of course, only see a long collection of “strongly symbolic” video clips.

The Plot

There’s very little “plot” *per se*. In fact, there almost isn’t one! This game is quite “round.” The ostensible goal of the game is to get into the penthouse suite to score the wealthy New Age beauty in the spa’s tower penthouse apartment. To get there, you must pass through the game’s other girls.

The Setting

La Costa Lotta is an expensive, expansive, self-contained, restricted world, with no way out for Larry. There is no travel in this game, other than walking about the spa's grounds. Everything is ultra-luxurious, artistic, tasteful, ultra-post-modern. The grounds are fenced to "keep our guests from breaking their diet regimens with outside food." The only way in or out is through the well-guarded gatehouse at the end of the spa's circular driveway. When Larry tries to leave, the guard always stops him and refuses to let him pass without a "Paid" receipt for his time there. Of course, there's no reasoning with him and no way to obtain such a receipt since the studio forgot to give him any identification, or money, or credit cards.

The Look

The game's unique appearance juxtaposes "Toon-like" buildings set in photo-realistic backgrounds. Scanned photographic images of clouds, oceans, trees, mountains, etc. are combined with cartoonish, impossible, whacked-out, Bill Davis buildings. Unrealistic Toon people let us get away with more. However, the women *are* realistic, beautiful, sexy, desirable "Vargas girls," the best lookers we can produce with hand-drawn art. This contrast of photographs, rendered art, and Toon characters even *looks* like fun.

The Interface

- Mixed hi-res/MCGA interface
- Graphic window never covered
- No more pop-up windows – not for text, controls, Inventory, talkers, nothing
- No need to close windows to resume play
- No Print windows to clear
- All controls completely visible at all times
- Hi-res text window displays Windows fonts
- Previous text messages may be re-read via scrollable 2k message buffer
- Larry's talker continuously displayed
- Girl's talker displayed simultaneously
- Both talkers are hi-res
- Inventory continuously displayed
- Score continuously displayed
- Same icons control Inventory Bar and game
- Background pictures are in Cinemascope (letterboxed) format

Characters

The Stars

Larry

What? It's just Larry. 'Nuf said.

Patti

There's no Patti in this game. Maybe next time? Maybe not.

The Women

Here are the game's women, in increasing order of difficulty and complexity. You must finish all of them in order to solve Shamara in the tower.

Rosé Eleeta

Rosé is a cute, personable, little, Spanish import who runs the "High Colonic Treatment Suite" (i.e., the spa's enema room). She loves flowers and is willing to "give you a treatment" in return for a beautiful bouquet. "Hi, I'm Rosé, your friendly enema room, er, 'High Colonic Treatment Suite' attendant." "Rosé, how can you stand this job?" She replies, "What, quit? And lose my career track?"

You take the bouquet of flowers from your room and present it to her. She offers to "give you a little something special in return!" (You, of course, presume she means sex.) She doesn't. However, at the conclusion of your "experience together," she hands you one perfect rose – and a "Courtesy Enema Card." ("Your next visit free!")

Cavaricchi Vuarnet

...is the spa's cute young aerobics instructor, with a great body, short hair with lots of mousse, a tough, no nonsense girl with well-defined muscles, hard. In other words, she's a dike!

Cav says, "I only accepted this gig because I enjoy watching young women sweat in tight clothing!" ("I can relate," thinks Larry.) She's only interested in Larry as someone to help her find women.

She's teaching an aerobics class when you find her. If you hop up on the only empty step to work out with the girls, you are always one cycle too slow. Cav chews you out, then harasses you, finally stops the music in exasperation, dismisses her class, and summons you to the stage. That's how you get her alone to talk to her. Whenever the class is gone, you can Look at her or Talk to her and get a close-up. If you notice the employee badge on her chest, she responds, "Oh, that dumb thing! I don't really need it. I always get in everywhere I want!" and adds it to your Inventory.

After you get the badge, if you play with her T-shirt again, she rebuffs you once, then allows you to raise it, revealing her Rubenesque breasts. "You are aware, of course, since you've seen them, I'm going to have to kill you!" and she does! So what? "Those were tits to die for!"

Assuming you leave her alone, she suggests, "Why don't you meet me for a steam later on tonight? Bring your best girl and meet me in the steam room. We'll double-date!" "Sounds like fun," you think, wondering who will play the role of your best girl? You assume she'll bring another man. Wrong. Cav arrives at the steam room alone, puts the moves on your date, and soon you find yourself alone again.

Burgundy

Budding wannabe country music star who's "just killing time working here in the spa's Blues Bar while waiting for my big break!" She wears an entertainer's dazzling low-cut beaded gown (the gown does not look country!).

You must have Cav's Employee Badge to solve Burgundy's puzzle. You meet Burgundy in the bar. She only stops singing when you turn off her guitar amplifier. She's dying for a long-necked beer. Go to the company canteen, bring her back a six-pack of Lone Star, and she'll stop singing to sit with you at the edge of the stage. She tosses 'em back fast and heavy.

If you just sit with her and talk, she polishes off the entire six-pack, realizes what's wrong with her amplifier, excuses herself, turns it on again, and returns to the stage to sing some more. (And the puzzle starts all over again.) But if you leave her sitting there while she still has beer, return to the canteen, and bring her another six-pack, she then decides to give up performing for the evening. She asks, "Gol dammit, Larry! You got steam room privileges? I'd give a week's pay to get naked and sweaty 'bout now!" Since you always have access to the steam room, she says, "Good! I'll meet you there as soon as I get out of this dress." You find this acceptable.

She heads backstage to change her clothes. If you sneak on-stage and go behind the curtains anytime after she leaves, her gown is hanging backstage, ready for the Taking. Burgundy will wait for you in the steam room until you get there.

Frau Milchlieb

Excessively rich, over-weight, over-sexed, middle-aged, married, Germanic tourist covered with way too much gold and diamonds. She's here to "loose veight, dah-link!" "My husband doesn't understand me." "Vant some gold necklaces, pretty boy?" Frau Milchlieb loves to "give gifts to those cute young sports instructors," purchasing companionship for the duration of her stay for the price of a few gold chains.

Even though she enjoys male companionship, right now more than anything, Frau Milchlieb wants food. "I'm starving here! Even though I registered as identical twins and paid for a double room, I still go to bed hungry. Who would have thought this could happen here—in this land of plenty!"

Once she gives you the clue as to what she desires, the dessert cart appears in the employees' campground and she waits in her room. You steal the dessert cart and push it to her room. She admits you, thanks you, gives you nothing, but sits down at the cart and begins to gorge. As she eats, we see and hear her various undergarments stretch, strain, fray, and burst! We watch fabric, buttons, straps, eve-

rything fly off, as her fat slowly morphs its way to the floor, bulging her legs and feet until the toe ring she wears shoots across the room at Larry, who sticks up his arm and makes a Willy Mays grandstanding catch. Iris in to black, pause for a message, then iris out on Larry in his room the next day.

Shablee

Shablee is our perky little black transvestite spa guest. Beautiful babe, good dresser, nice make-up, hair. She "hangs out" in the Make-Up Classroom, trying to powder over her beard, although no one will ever suspect this from her picture. Talking to her reveals she's been shopping for an evening gown to wear to the big "Weight Loss Formal," but with no luck. "Veni, Vidi, Visa!" I came, I saw, I shopped.

You give her Burgundy's gown which you found backstage at the Blues Bar. In return, she says, "Why don't we meet tonight down at the beach for a little moonlight swim?" You agree.

If you have the condom from the "turn down service," we iris in to black, then go immediately to the moonlit beach scene below.

If you don't have the condom, we just set a flag. Later, when you do find the condom, you remark, "Hey, look! It's getting dark outside! I hope that cutie Shablee will really be waiting for me down by the beach!" Iris in to black, then iris up on the beach scene.

Either way, when you arrive at the moonlit beach, Shablee is there waiting for you, with a silver ice bucket of champagne and two glasses. Soon things get intimate, and she eventually smiles demurely, asking, "Do you have a condom on you?" (We know you do!) When you give it to her, she discretely turns away to put it on "herself." You are obviously shaken and begin to spit violently. Later you return to the beach and grab the champagne which (s)he left in the sand.

Thunderbird

Thunderbird is one rough, tough, no-nonsense, dominating-kind of broad. Larry meets her while she's working out in the spa's weight room. If you offer her almost anything, she'll imply what she really needs are some new handcuffs.

You get the handcuffs from the gatehouse guard and give them to her. She suggests you meet her in her room a little later, then leaves. From then on, any time you show up at her room, she greets you at the door, takes you inside, and while you drink your cocktail, puts a heavy dog collar around your neck containing a huge, perfect diamond solitaire. She connects your dog collar to the modern floor lamp in the center of the room. She then undresses you, removes her clothes, revealing a black Dominatrix outfit, leather bustierré, etc. Thunderbird chains you to this "pony ride" in her bedroom, whipping you as you go around and around to the strains of calliope music. Iris in to black, then iris out on Larry back in his room the morning after.

Charlotte Donay

Electro-Shock Exercise junkie. Beautiful, good body. Charlotte is a cute, old-fashioned 'lectrode-lovin' kinda girl. You find her soaking totally naked in the mud baths (except for a thin veneer of mud, of course). She looks great, very desirable. All she really wants is "some batteries for my late night friend. D-cells. Heavy duty D-cells! Six heavy duty D-cells!"

When you give her the batteries, you offer to climb in the mud with her "for a little good clean, dirty fun." She suggests instead that you "meet me over there, in the Electro-Shock Exercise room for a little after hours charge session! I've been in there so much this week, I'm sure I could administer something you'd enjoy!" As soon as you open the door to the Electro-Shock Exercise Parlor, she follows you inside for a little "sparkin'!" You end up as a flashing neon sign, but pick up a large pearl for your troubles.

Gammie Boozallay

Gammie works the hotel's front desk as receptionist. She's a real beauty above the counter, great chest, beautiful face, gorgeous hair, but you can't really see her below the waist.

She came here hoping to earn enough money to afford treatment in the spa's exclusive Cellulite Drainage Salon, but the doctor who set up the facility has since been fired for malpractice and his machine has fallen into disrepair. "Perhaps I could help," you hear yourself offering. "What if I could reconstruct his system?" "Why, I'd be eternally grateful, you semi-handsome stranger! I'd give anything in return for a successful treatment. Come back and tell me just as soon as you have it repaired!"

The repair takes quite a bit of work: you must "grease" the machine's piston, "bandage" its leaking vacuum hose, and "flush" its cellulite-clogged filter. When you're done, you return to the front desk to tell Gammie "everything is ready!" She squeals with delight, and for the first time, waddles out from behind the desk, her huge ass and cellulite-engorged thighs slapping like pigs in a gunny sack! "Whoa!" you think, "Cellulite City!"

She races you to the salon, leaps onto the table and lies down. You insert probes into her thighs, hips, buttocks, etc. and the sucking process begins. "This may take a while," you say. "Oh, I don't mind, Larry. But could you bring me an orange?"

When you give her the orange, she demands a cool cloth for her head. When you give her the cool cloth, she demands mineral water. If you don't have these items in Inventory already, you can leave to find them. She'll wait there interminably, filling barrel after barrel with bodily fluids.

When she's all done and sucked clean, she rises, stares at the camera implying she's seeing herself in a mirror, primps a little, poses, then decides she's now too good for the likes of you, and splits, leaving you with nothing but vatsful of cellulite, which you need to fill the whale oil lamp!

Merrily Lowe

Merrily is a red-haired, green eyed, cutie with freckles almost everywhere. You find her in the swimming pool bar. Just getting to her is quite a problem: you must Look at the pool bar when it's close to the edge of the pool, notice a pair of sunglasses lying on the bar, Take them, click the Hand on them in the Inventory Bar to remove them from the case, then click the Hand on the case to remove a polishing cloth. Combine the tiny polishing cloth with your complimentary dental floss to create a floss swimsuit for yourself.

You find the deflated beaver near the pool, take it to the kitchen, inflate it with air from the taco truck's tire, return to the pool, find a spot in the bushes where you can change clothes, wear the floss swimsuit, enter the pool, Use your inflated beaver to ride over to the pool bar where Merrily is sitting. You finally meet her. Whew!

Her problem? Chronic BA. Yes, she suffers from "Bungee Addiction." She loves bungee jumping, often "going down 40 to 50 times a day." She wants to do nothing but jump, but is restricted "by those antiquated local regulations on repeat jumps! Imagine? Why must we be limited to 10 jumps per day?!" "Besides, I find jumping so stimulating sexually – if you know what I mean..." "If there is any way you could get me unlimited access to that tower..." Enough said, eh, Larry?

You Talk to the lifeguard to get the diving tower key, Use the key on the tower gate, climb the ladder to the diving platform, but before diving off the platform Use the key on the complimentary soap to make an impression in the soap. You then dive off the platform, leave the pool, return the key to the lifeguard, change clothes, leave the pool area, then use the file on the random room key you swiped in the lobby to create a perfect copy of the tower key.

After you make the surrogate tower key, you change back into the suit, Use your beaver on the pool, then hump your beaver over to the pool bar, Look at Merrily and give her the key copy. She invites you to meet "me later tonight at the tower and we'll go down together!" Your reward: we immediately iris in to black, print a message, then iris out on the same scene at night, with Larry and Merrily standing alone by the tower.

She unlocks the gate, we see you both climb up the tower, this time you pass the diving platform and go all the way up to the bungee jumping platform. It is very high! You help her strap on her bungee outfit, she helps you get naked, then she excitedly tells you her Words of Wisdom (which are added to Inventory)! You are so startled, you quickly step back, catch your foot in the tangle of bungee cords lying on the platform, lose your balance and fall overboard, bungee jumping by only your ankle as the hotel's air defense sirens and searchlights illuminate your naked body bouncing up and down for everyone to see!

Shamara Payne

Shamara is the game's *really* rich bitch, a successful career woman of the 80s with an extraordinarily high opinion of herself, she's bouncing back from her divorce, through with men, tired of material possessions (now that she owns two of everything!) and is now searching for "the meaning of life; for perfection; for a man who knows perfection when he sees it." (Meaning, of course, "anyone but that bastard who divorced me!")

Shamara sits on the balcony of the spa's penthouse suite, overlooking the ocean and cliffs, meditating, contemplating the tides. Larry sneaks in through her dumbwaiter. Talking to her reveals she's "bored with money and material possessions—I have everything I've ever wanted... and yet: I have nothing." ("Oh, I dunno," thinks Larry, "You've got a great pair of tits!") "And... I'm seeking the perfect man." Larry is crestfallen. "...not physically, of course, I've had that repeatedly. But rather, spiritually: someone sensitive, intelligent, witty, creative." "That leaves me out," thinks Larry.

Shamara's life consists of staring off this balcony, waiting for perfection to slap her upside the head so she can then get on with her life. She is the game's goal gal: the obvious, ultimate, cool, wealthy, self-made, healthy, New Age, 90s-fast-pace-dropout babe.

Larry proudly presents her with the typical adventure game crap in his own bumbling way. She piles layer upon layer of insightful meaning on it, imbuing Larry with far greater insight than he (or the player) has. Although she provides herself with her own answers, her interpretation imbues the gift with heavy doses of sensitivity, therefore in her eyes our dorky Larry must be "the sensitive, caring New Age man of the 90s I've been seeking! I knew my recent celibacy would pay off!" The player will feel that success, even though Larry will respond "I am? I mean, uh... I dunno."

What are the objects of her quest for meaning? The "Words of Wisdom," which we never do learn literally. A rose. A gold ring. A pearl. A love of knowledge. A love of art. A diamond. And finally, a perfect moment: sharing champagne at sunset with someone special.

Incidental Characters

Rock Hard

Larry's opponent on *Stallions*; the other male contestant; bachelor #1; "big & beefy, rich & juicy, thick & meaty. In other words, he's a butt steak." Only seen during opening cartoon.

Biff Stiff

the *Stallions* emcee. He's everything he thinks he is—and less! Only seen during opening cartoon.

Shalo

the assistant director of *Stallions*. Appears in limo at Muscle Beach, and again in the studio to humiliate Larry. Only seen during opening cartoon.

Carla

"*Stallions*" bachelorette #1. Mensa post-graduate degree, still can't get a date. Only seen during opening cartoon.

Sharla

"*Stallions*" bachelorette #2. Brilliant mathematician. No social skills. Only seen during opening cartoon.

Charla

"*Stallions*" bachelorette #3. "Carla, Sharla and Sharla?" he asks. "That's Charla, not Sharla!" she demands. Only seen during opening cartoon.

Bang N. Olufsen

the gatehouse guard, friendly, plump, Swedish, stupid.

Kenny

the plumber who fixes your bathroom pipes. Erudite, intelligent, former surgeon. Gave up old career to make more money. Crack of ass hangs out of jeans.

Curtis

the spa's tram driver. Hawaiian native. Broad nose, features. Big guy. Size of Larry1 pimp.

Billy Dee

the pool lifeguard. Sexy black man. Trim, fit, handsome, strong, small horn-rim sunglasses. Stylish. Hip.

Gary

the spa's towel boy. Gay, queer, and proud of it. "Wants you in the worst way possible!" Yeah, no kidding!

Ellen

the woman in the tanning bed in the Electro-Shock Exercise Center. A small role, but our first full nude. All she does is run out of the room, losing her pearl earring in the process.

Mehmet

the man riding the inflatable pussy at the swimming pool's floating bar. Only orders and receives drinks from the waitress. No interaction with the player.

Walk-Through

Anytime

Enter the spa. Walk to the front desk. Talk to the girl. Accept your room key.

Go upstairs, find your room next to the ice machine, Use the room key on the door, enter your room, enter your bathroom, click the Hand on the sink to turn on the water, Look at the water. Use the Hand again to turn the sink off. Leave the bathroom, return to your room. Look at the table to read a card about the various services offered at the Spa. Click Exit to look at your room again. Look at the table again to learn the various Spa telephone numbers. Click Exit. Look at the table a third time to learn about the Spa's evening "Turn Down Service." Click Exit again.

Click the Hand on the telephone. Dial Building Maintenance. Complain about the water in your room. Click Exit. Leave your room. (You must go at least as far away as the lobby.) The next time you return to your bathroom, Kenny the plumber will be under your bathroom sink.

Click the Hand on the telephone and dial the number for the Turn Down Service. Click Exit. Leave the room. (You must go at least as far away as the lobby.) The next time you return to your room, a condom will be lying on your pillow.

Whenever you find the maid's cart in the hallway outside your room, Look at it while standing on the near side of the cart and then Look at it while standing on the far side. Take everything that's not nailed down by clicking the Take hand (that's the icon with the up arrow underneath) on the items: towel, washcloth, soap, lotion, dental floss, toilet paper, and toilet seat cover. Click Exit to look at the hallway again.

When the condom appears on your pillow, click the Take hand on it to add it to In-

ventory. When the plumber is lying on your bathroom floor, Take the bastard file (not to be confused with "the bastard's file!") from his tool belt. Return to your bedroom. When the plumber has left your room, return to your bathroom. Take the wrench he left lying in front of the sink.

Rosé Eleeta

Enter the High Colonic Treatment Suite. Look at Rosé Eleeta. Talk to her. Return to your bedroom. Take the flowers from the vase on the table in your room. Return to the HCTS. Look at her. Click the flowers on her. Assume the position. Accept her rose with deep humility—you've earned it.

Cavaricchi Vuarnet

Go to the aerobics classroom. Click the Hand on the only empty step. Dance a little as Cavaricchi Vuarnet harasses you. Keep dancing until she dismisses the class, giving you a chance to be alone with her. Look at her. Talk to her. Look at the badge dangling in mid-air from her cropped T-shirt. Take it. Agree to meet her later at the Steam Room. Click Exit. Leave the Aerobics Studio.

Burgundy

Go to the Blues Bar. Click the Hand on her guitar amp to turn it off causing Burgundy to stop singing. Talk to her, then Look at her for the close-up. Talk to her some more until you learn she wants a beer. Click Exit.

Leave the bar, head East through the hallways until you reach the gate to the employee's campground. Use Cav's Employee Badge on the gate's lock. Enter the tent. Watch for someone to bend over and get a beer. Click the Take hand on the same washtub to get some beer yourself, return to Burgundy, turn her off again, Talk to her, Look at her, click the beer on her to give it to her. While she's drinking them (but before she finishes all six) click

Exit, leave the bar, return to the tent and bring her back even more beer. Look at her. Click the beer on her again. She'll drink until this time she decides to call it a night. Click Exit.

Walk to the Health Spa Lobby and Talk to the man there. Take a towel from the shelf if you didn't take a towel from the maid's cart upstairs. Sign his guest register. Do not accept a date! Go to the spa locker room. Click the towel on yourself to change into the towel. Walk through the men's shower room, through the mud baths, and enter the steam room. There's Burgundy, patiently waiting for you, all alone. Sit beside her. Talk to her. Soon Cavaricchi arrives, alone. Talk to her too. Soon the two girls leave, not alone. So you leave, alone.

Walk through the mud bath to the shower room. Click the Hand on the shower to clean yourself. Click the Hand on the shower to stop cleaning yourself. Return to the locker room. Click the towel on yourself to change back into your leisure suit.

Frau Milchlieb

Go to the dining room. Look at Frau Milchlieb. Talk with her. Learn she's really hungry. Click Exit to return to the dining room. Walk to the employee's campground again. Take the dessert cart that's now parked outside the tent. Wheel it to Frau's room, which is a mere two scenes West. Watch as you automatically knock on her door and accept her invitation into her room. Watch her stuff her face. Willy Mays her ring as it explodes off her foot.

Shablee

Go to the Make-Up Classroom. Look at Shablee, the woman at the table on the extreme right foreground. Talk to her. Learn she wants an evening gown. Click Exit to return to the room. Walk to the Blues Bar. Walk backstage. (Click the Walk icon on the curtains at the bottom of the screen.) Find Burgundy's gown hanging there. Take it. Click Exit. Return to the Make-Up Classroom. Look at Shablee. Give her the evening gown.

Meet Shablee at the beach. Click the Zipper on her. Kiss her. Hug her. Love her. Click the condom on her. Learn she's no she. Wake up in your bathroom the next day, gargling your heart out.

The next time you return to the beach, Take the now-warm champagne that's still sitting there. While you're at the beach, click the Hand on the sand to dig through the sand until you find the whale oil lamp.

Thunderbird

Go to the weight room. Look at Thunderbird, the woman working out on the weight machine. Talk to her. Learn she wants a new pair of handcuffs. Click Exit. Walk to the mud baths, climb up the plant shelf below the television camera (between the shower room doors). Use the wrench on the TV camera to re-aim it into the women's shower.

Return to the lobby, then walk South to the spa exterior. Look at the gatehouse. Look at the guard. Notice he is too busy watching your new TV show to even respond to you. Take the handcuffs from his belt. Click Exit. Return to the weight room. Look at Thunderbird. Give her the handcuffs.

Any time later, take her up on her suggestion to visit her bedroom. Enjoy your equine experience. Keep your diamond-studded dog collar for a souvenir of the short, but meaningful, time you spent together. Click the Hand on the dog collar in Inventory to extract the diamond by clicking it with the Hand.

Charlotte Donay

Go to the mud baths. Look at Charlotte, the girl in the mud. Talk to her. Learn she wants six heavy-duty D-cell batteries. Click Exit. Find the tram in the main hallway. Ride it east until it stops outside the employee's campground. The driver will park it and walk into the campground to puff a butt.

Look at the rear of the tram. Click the Hand on the tram's rear hood to open it. ("Jiggle" the handle.) Look inside. Use the wrench on the motor to disconnect the battery cable.

Click the Hand on the hood to close it. Wait until the driver returns and opens the hood himself. Talk to him. Accept the flashlight from him and Use it on the motor to light it for him. After he's closed the hood, but before he asks you for his flashlight back, Click the Hand on the flashlight in Inventory to remove his batteries by clicking the Hand on the flashlight. Click the flashlight on him to return it to him. He won't notice it's now empty.

Return to the mud baths. Look at Charlotte. Give her the batteries. Get invited to the Electro-Shock Exercise room with her. Look at the door to the E-SE room. Learn it's electrical.

Go to the Make-up Classroom. Look at the table in the extreme left foreground. (It's the only table in the room without a lit lamp.) Take the unused electrical cord that's lying on the floor.

Return to the mud room. Stand near the door to the E-SE room. Click the Hand on the cord in the Inventory window to strip one end bare. Use the cord on the electrical outlet to plug it in. Use the now-live cord on the door's lock to short circuit the electronic lock. Enter the Electro-Shock Exercise room. Charlotte will follow you in. As you're flashing, note where the naked woman drops her pearl earring as she runs from the room. Enjoy your new post-modern art sculpture.

Wake up the next day in your room. After you've recovered, return to the E-SE room and Take the pearl earring from the floor.

Gammie Boozallay

Return to the front desk. Look at Gammie. Talk with her. Learn she wants to experience the spa's Cellulite Drainage Salon.

Enter the Cellulite Drainage Salon. Look at the machine's piston's shaft. Learn it needs lubrication. Go to the kitchen, Take the can of lard. Return to the CDS. Use the lard to grease the piston's shaft. Turn the machine on by pressing the button marked, "Suck." Quickly press the other button to turn it "Off."

Look at the vacuum hose. Learn it has a hole causing it to leak air. Go the weight room. Take the wide rubber belt from the butt-wriggling machine. Return to the Cellulite Drainage Salon. Use the rubber belt on the hole in the vacuum line to seal it. Turn the machine on by pressing the button marked, "Suck." Quickly turn it "Off" by pressing the other button.

Look at the gauges on the filter tank. Learn the filter is clogged. Use the wrench on the filter tank to open it. Once it's open, Take the filter. Carry the filter to the kitchen and click it on the sink to clean it and run it through the dishwasher. When it comes out the other end of the dishwasher, Take it. Return to the CDS. Click the filter on its tank to reinstall it. Click the Hand on the tank lid to place it back in position. Use the wrench to tighten the filter lid. Click the "Suck" button to make sure everything is working properly.

Return to the front desk, Talk to Gammie. Follow her big ass to the CDS. After she lies on the table, click the Hand on the drainage needles to get things started.

She requests an orange. Go to the Dining Room and click the Hand on the salad bar to dig through the ice until you find an orange. Return to the CDS and give it to Gammie.

She requests a cloth to cool her fevered brow. Wet the washcloth by Using it on any reasonable source of water (bathroom sink, kitchen sink, swimming pool, ocean, water fountain, toilet, zipper?). Take it to the kitchen, open the refrigerator door, Use the wet cloth on the open refrigerator to place the cloth inside, close the refrigerator door, and leave the room. Return to the kitchen, open the refrigerator, and Take the cool cloths. Close the refrigerator, return to the CDS. Give the cool cloth to Gammie.

She then requests a drink of water. Go to the East Hallway. Take the mineral water from Frau's well-used room service tray. Return to the CDS. Give Gammie the mineral water.

She finally rises from the table, admires herself in the mirror, then splits, leaving you with nothing but barrelsful of slightly lumpy bodily fluids.

Use the whale oil lamp on the Cellulite Drainage Salon's spigot to fill the lamp. Go to the Blues Bar. Look at the bowl on the left end of the bar. Take a match from the bowl. Click your Zipper on the match to light it. You have ten seconds to click the burning match on the cellulite-filled whale oil lamp. Congratulations! You've created a symbolic Lamp of Knowledge.

Merrily Lowe

Go to the swimming pool. Wait until the floating pool bar is near the edge of the pool, then Look at it. Take the sunglass case from the bar. Click the Hand on the case in Inventory to open it and remove the sunglasses. Click the Hand on it again to remove the sunglass cleaning cloth from the case. Use the complimentary dental floss on the sunglass cleaning cloth in Inventory to produce your "Floss swimsuit." Click Exit to return to the pool.

Take the deflated beaver from beside the pool. Walk to the kitchen. Use the deflated beaver on the roach coach's front tire to inflate it.

Return to the pool. Walk into the bushes in the center foreground. Click the floss swimsuit or the sunglasses on yourself to change clothes. Leave the bushes. Click the Walk icon on the pool to enter it. Click the inflated beaver on yourself to ride it. Hump your beaver over to the floating pool bar. Look at the bar. Order a drink by slapping your beaver's tail on the water. Look at Merrily. Talk to her. Learn she wants access to the bungee tower. Click Exit to return to the pool.

Swim out of the pool. Walk to the lifeguard. Talk to him. Get the tower key from him. Use the key on the gate to enter the tower. Climb the tower. Before diving off, Use the tower key on the "Impressive Soap" to leave an impression of the tower key on the

bar of soap. Dive, swim to the side of the pool by the lifeguard, leave the pool, return the real key to the lifeguard.

Return to the changing bushes. Click the floss swimsuit on yourself to change back into your leisure suit.

Walk to the lobby. Take a random room key from the Quiki Check-Out bin. (If you already have this, you still must dress and leave the pool area to complete the next step.) Use the bastard file on the random room key while the Impressed Soap is in Inventory to convert the random room key into a tower key. This can be done anywhere (except by the pool, as the lifeguard is quite persnickety about this), and any time you are not otherwise occupied.

Return to the changing bushes. Change into your floss swimsuit again by clicking it on yourself. Walk into the water. Click your beaver on yourself. Hump your beaver back to the pool bar. Look at the pool bar. Look at Merrily. Give her your tower key copy. Enjoy your trip up the tower, and your "trip" up at the top. Learn Merrily's "Words of Wisdom."

Shamara Payne

Wake up the next morning in your room. Go to the hallway outside your room, click the champagne on the ice machine. Go to the kitchen. Click the Hand on the dumbwaiter doors to open them. Click the Hand on the open dumbwaiter to climb inside. Click the Hand on the upper pushbutton outside the dumbwaiter. Do it again since you're so clumsy!

Once you are in the penthouse suite, walk through the dining room, through the living room, to the balcony. You've found Shamara Payne! Talk to her. Learn she has everything and wants nothing. Give her your accumulated treasures anyway: the Words of Wisdom, the Lamp of Knowledge, the rose, the diamond, the pearl, the golden ring, and finally the chilled champagne.

Then sit back and watch the fireworks... you've earned 'em!

Did you try this?

- Use the toilet seat cover on your bathroom toilet?
- Use the Hand Lotion while you're sitting in your bathroom with the Spa Brochure?
- Click the Hand on the hotel tram to ride around?
- Click the Hand on Cavaricchi's T-shirt after you take her Employee Badge?
- Open the door in the rear wall of the Blues Bar?
- Climb into the mud bath after Charlotte is out?
- Wait in the Blues Bar for the topless underwater synchronized swimmers to appear?
- Remove that one specific tile in the right wall of the shower room?
- Lie on your bed and turn on the vibrator in your bedroom?
- Check out the sculptures in the West and East hallways towards the end of the game?

Deaths

Each death has a specific animation and death message. Some of these loops will cycle continuously; others will simply EndLoop.

Before each death sequence begins, save Larry's position so you can auto-restore the player back to that exact same condition of the room. The death dialog box contains these buttons: Oops (choose this and be restored to the previous conditions), Restore (go to the RestoreGame dialog), Quit (exit to DOS). Omit Restart since no one ever restarts after dying anyway!

Situation	Death
He manipulates the Non-Bare, Plugged-In Electrical Cord in Inventory	electrocution; Larry as neon sign
enters ocean	Larry slapped back & forth by two waves
enters pool while wearing leisure suit	glugging through cel window while sinking to death from drowning
enters mud bath while wearing leisure suit	Larry wrapped in hot, molten plastic leisure suit
enters steam room while wearing leisure suit	Larry wrapped in hot, molten plastic leisure suit
drops weights on foot	gangrenous leg swells, bursts, falls off
cellulite machine explodes	Larry dripping with cellulite
cellulite machine's piston shatters	large shrapnel through neck
pulls up Cavaricchi's T-shirt	"Tits to die for!" Brain pops out of pipe.
opens door from Blues Bar to pool	glugging through cel window while sinking to death from drowning
sucks air from kitchen truck tire	Larry as balloon
leans on fence near cliff	Larry falling
accepts date with Gary	Larry fairy
on the toilet with no toilet paper	painful death from hemorrhoids

Inventory

1. Room Key

Given to you as soon as you check-in at the Front Desk. Use to open the door to your room. Duh.

2. Towel

Take from the shelves in the Health Spa Lobby or Take from the maid's cart in the Upstairs Hallway. Use in Locker Room by clicking it on yourself. Wear to get into the Steam Room.

3. Impressive Imported Oat Bran Soap

Get from the maid's cart in the Upstairs Hallway. Look says, "Use this when you need to make a good impression!" Use the Diving Tower key on it to convert it into...

4. Impressed Imported Oat Bran Soap

Created in Inventory by pressing the Diving Tower key into the soap, leaving an impression in the soap. Later, you are required to have this object in Inventory when you Use the bastard file on the random room key or you can't turn it into the tower key copy. "The diving tower key leaves a perfect impression in the soap. It's a good thing something around here knows how to leave a good impression!"

5. Al lowe Vera Hand Creme

Take from the maid's cart. If you've been had by Thunderbird and you Use on yourself, print, "You rub the creme into your wounds." Else, if you Use it on yourself, print, "You rub some hand creme into those dry places on your knuckles." If you're on the toilet and you have the spa brochure, show brochure foldout wriggling up and down view. Animate the people outside walking in from all around, pointing and staring at you, masturbating in front of a floor-to-ceiling picture window!

6. Complimentary Dental Floss

Take from the maid's cart in the Upstairs Hallway. Use in Inventory on sunglass cleaning cloth to produce the floss swimsuit.

7. Toilet Seat Cover

Take from the maid's cart in the Upstairs Hallway. Use on the stool to sit down. Must have in Inventory to sit on the bathroom stool.

8. Toilet Paper

Take from the maid's cart in the Upstairs Hallway. Use on yourself to leave the stool. Must have in Inventory to leave the bathroom stool. If you don't you die a painful death from hemorrhoids.

9. Bastard file

Get from the plumber's tool pouch while he's under your sink or find in your bathroom near the sink after Kenny the Plumber leaves. Use in Inventory on the random room key to create the tower key copy. This can be done anywhere, anytime you are not otherwise busy as

10. Wrench

long as you have the Impressed Soap in Inventory.

Get from the plumber's tool pouch while he's under your sink or find in your bathroom near the sink after Kenny the Plumber leaves. Used four different times: One, on the tram to remove the battery cable; Two, in the Mud Baths outside the door to the Girl's Shower to re-aim the video surveillance camera; Three, in the Cellulite Drainage Salon to remove the lid on the filter tank; and Four, to tighten the filter tank after installing the clean filter. (Is that a record?)

11. Complimentary Condom

"Hope Brand Condoms" "Remember: you can always Hope!" Take from your pillow sometime after you dial Housekeeping to request their "Turn Down Service." Used on the beach with your girlie-man, Shablee.

12. Bouquet of flowers

Take from the table in your Bedroom. Give to Rosé Eleeta in the High Colonic Reduction Salon. In return, she gives you an enema and...

13. One Perfect Rose

Get from Rosé Eleeta after your enema. Give to Shamara, who finds deep meaning within it. To her, it symbolizes the perfection and purity of Nature.

14. Employee Badge

Take from Cavaricchi Vuarner's T-shirt. Use on the gate to enter the Employees' Campground.

15. Beer

Six bottles of ice-cold Lone Star. Take from the washtub inside the Dirty Dancing tent at the Employees' Campground Cantina. Give to Burgundy once she's stopped singing. You can Take more as desired, as long as you don't already have some.

You can drink the beer anytime you're not busy, but if you do, you drink them all, they disappear from Inventory, and for a few seconds, you walk around in a drunken stagger. (Steal code from Larry1 VGA.) You can return to the Cantina for more, of course.

16. Dessert Cart

Appears in the Employees' Campground as soon as Frau tells you she's hungry. Take from just outside the Employees' Cantina. Push it to **660 East Hallway**, and she admits you to her room automatically.

17. Gold Ring

Get from Frau's room as she explodes. Give to Shamara, who finds deep meaning within it. To her, it symbolizes her never-ending search for spiritual fulfillment, no beginning, no end, round and round like the spirit of life.

18. Evening Gown

Find backstage among the curtains in the Blues Bar after Burgundy stops performing. Use in the Make-Up Classroom when you give it to Shablee.

19. Warm Champagne

Take from the Beach the morning after your first (admitted) homosexual experience. Use in the Upstairs Hall-

20. Chilled Champagne

way on the ice machine to create...

Create by Using the warm champagne on the ice machine in the Upstairs Hallway. Give to Shamara, who finds deep meaning within it. To her, it symbolizes the sharing between two imperfect persons of one perfect moment, building a relationship that turns two into one, the perfect trust of one humanity. (Trite enough?)

The chilled champagne only lasts 30 ?? minutes. When its timer elapses, it reverts back to the warm champagne.

21. Handcuffs

Take from the belt of Bang N. Olufsen, the Gatehouse guard, once you distract him by re-aiming the video camera in the Mud Baths. Used in the Weight Room when you give them to Thunderbird.

22. Dog Collar

Thunderbird automatically gives you the dog collar before she humiliates you in her room. Click either Hand on it in Inventory to remove the large...

23. Diamond

Get from Thunderbird's dog collar by Manipulating the dog collar in Inventory. Give to Shamara, who finds deep meaning within it. To her, it symbolizes the perfection that can be achieved by stripping away the outer layers of our being, exposing the true person that lives hidden inside.

24. Flashlight

Given to you by Curtis, the tram operator. Automatically taken away from you a few seconds later. During the short time the flashlight is in Inventory, you must Click the Hand on it in the Inventory bar to remove its...

25. Batteries

Take from Curtis's flashlight after he finishes repairing the tram's batteries, but before he asks you to give him back his flashlight. Used in the Mud Baths when you give them to Charlotte Donay.

26. Electrical Cord

Found in the Make-Up Classroom on the floor beside the one unused make-up table. Click the Hand on it in Inventory to bare the ends of the wire and create...

27. Bared Electrical Cord

Made by Manipulating the electrical cord in Inventory to bare one end of the wires. Used to "bypass" the electronic door lock on the door to the Electro-Shock Exercise Room.

28. Modern Sculpture

Created in the Electro-Shock Exercise Room by the extreme amperage of your repeated high-voltage shocks. Automatically added to Inventory. Give to Shamara, who finds deep meaning within it. To her, it symbolizes the important role that Art, and the arts in general, plays in each of our lives.

29. Pearl

Find in Electro-Shock Exercise Room, when you return after your shocking experience is over. Dropped by the

nude girl who burned her breasts in the tanning machine. Give to Shamara, who finds deep meaning within it. To her, it symbolizes the perfection of a simple sphere, creating perfection from the imperfection of a grain of sand.

30. lard

Find in the Kitchen near the garbage. Use in the Cellulite Drainage Salon to grease the piston's shaft, thereby relieving friction and increasing its comfort during intense sucking operations.

31. Rubber Belt

Take from the Weight Room wriggle machine. Use in the Cellulite Drainage Salon by wrapping it around the machine's hose, thus plugging its vacuum leak.

32. Cellulite-Engorged Filter

Take from the Cellulite Drainage Salon's filter tank. Carry it to the Kitchen, Use on the sink to wash it off, then run it through the dishwasher to create...

33. Clean Filter

Take from the other side of dishwasher in the Kitchen. Use in the Cellulite Drainage Salon by placing it back inside the machine's filter tank from whence you took it earlier.

34. Orange

Find by digging through the ice in the Dining Room's center island salad bar. Give to Gammie while she's lying on the table in the Cellulite Drainage Salon.

35. Washcloth

Take from the maid's cart in the Upstairs Hallway. Use on almost any water in the game to create...

36. Wet Washcloth

Create by Using the washcloth on any reasonable source of water. Take to the Kitchen's walk-in refrigerator. Leave it there awhile. Come back later and it has turned into...

37. Cool Washcloth

Take from the Kitchen's walk-in freezer where you placed the wet washcloth earlier. Give to Gammie while she's lying on the table in the Cellulite Drainage Salon. She comments on your source of water.

38. Mineral Water

Take from the used room service tray in the hallway outside Frau's bedroom, where she left it because it wasn't fattening enough. Give to Gammie while she's lying on the table in the Cellulite Drainage Salon.

39. Whale Oil lamp

Find buried in the sand at the Beach. Use in Cellulite Drainage Salon by filling it with cellulite from the vat to create...

40. Filled lamp

Create in Cellulite Drainage Salon by filling the whale oil lamp with cellulite from the spigot. Use in Inventory by combining it with the lit match to create...

41. lamp of Knowledge

Create in Inventory by Using the lit match on the filled lamp. Give to Shamara, who finds deep meaning within it. To her, the burning lamp symbolizes the knowledge

that comes from lifelong, continuing education. Once this lamp is lit, it never burns out.

42. Match

You find a lot of non-safety matches in a bowl on the bar in the Blues Bar. The bowl is an inset labeled "For our MATCHLESS friends!" If you don't have one in Inventory, you can Take one. Use the Zipper icon on the match in Inventory to create...

43. lit Match

Create in Inventory by Clicking the Zipper icon on the match. Use in Inventory on the filled lamp. It has a timer that runs out in 10", at which time the match is thrown away. However, there are more matches in the Blues Bar, so it is possible to start over.

44. Sunglass Case

Find lying on the Swimming Pool's floating juice bar. Has four states: closed, open with sunglasses & cloth, open with cloth, open & empty. Click the Hand on the closed case in Inventory to open it. You see the sunglasses within. A Take gives you...

45. Sunglasses

Take from the open sunglass case in Inventory. You can then see the sunglass cleaning cloth within the case. Use them on yourself to initiate changing into your swimsuit in the pool changing bushes. You only wear these sunglasses while swimming. They are really just an intermediate step so you can obtain...

46. Sunglass Cleaning Cloth

Take from the open empty sunglass case in Inventory after you've removed the sunglasses from the case. Use on the dental floss in Inventory to produce...

47. Floss Swimsuit

Create in Inventory by combining the sunglass cleaning cloth and the dental floss. Use in the bushes by the Swimming Pool by clicking it on yourself to change out of your leisure suit into the swimsuit. May not be worn anywhere but by the swimming pool.

48. Inflatable Beaver

Find beside the swimming pool. Clicking the Hand on it in Inventory says, "Whoa, Larry! You don't know whose mouth has been on that beaver!!" Use it on the left front tire of the Kitchen's roach coach to inflate it as the tire deflates, thus creating...

49. Inflated Beaver

Create by clicking the uninflated beaver on the roach coach in the Kitchen. Use in the Swimming Pool to ride to the pool bar, where you find Merrily waiting for you. (She, of course, is riding her own inflatable cucumber.)

50. Diving Tower Key

Borrow from the lifeguard every time you want to dive from the Diving Tower. Automatically returned to him immediately after you leave the pool. But while you're on the Diving Platform, you can press it into the "Impressive Imported Soap" in Inventory to leave an impression of the key in the bar of soap, which you may

51. Random Room Key

later use as a guide to making your own tower key copy.

Get from the "Quiki Check-Out" deposit box in the Lobby. Won't fit any room in the game as is. But anywhere, at anytime you are not otherwise busy (as long as you have the impressed soap in Inventory), you can Use the bastard file on the random room key to convert it into...

52. Tower Key Copy

Create by using the bastard file on the random room key in Inventory, as long as you also have the impressed soap in Inventory. Give the copy to Merrily to make her merry.

53. Words of Wisdom

Get from Merrily just before you fall off the Bungee Jumping Tower. Give to Shamara, who finds deep meaning within it. What, we never know, since we never find out what the Words of Wisdom are.

54. Spa Brochure

Find in a POS rack on the counter below the towels in the Health Spa Lobby. Use on the toilet in your Bathroom if you have the hand creme. Strictly Easter Egg material.

Scene by Scene Description

Opening Sequence

100 Sierra Logo

Traditional Sierra boot-up color cycle screen. On anyEvent or at end of music, goto...

110 Up 'n' Coming Productions

Our new, traditional logo screen, showing Larry's nose erection, followed by another animated "Presents" screen. After the kicked soda can displays the word "Presents," Larry jumps up until his hand is at the top of the screen, or on anyEvent, or at end of music, we goto...

120 Larry6 Titles

Title Screen, start theme song. This screen scrolls down from above, so it looks like Larry is pulling it down by hanging on it.

On anyEvent, or at end of music, display dialogue box with RESTORE, PROLOGUE, PLAY, and HELP. Restore is the default. Play does a Restart. Restore is obvious. Prologue takes you to the...

130 Muscle Beach Opening Cartoon

FastForward during this scene does a Restart. This is only a cartoon.

Larry is standing around Muscle Beach, watching the female body builders work out, when a stretch limo arrives, causing all exercise to cease. Heads turn as Shalo, a beautiful assistant producer, rises through the sunroof, directing her voice to the assembled masses. "I'm looking for a good man," she begins, and all the buffed ones rush the limo, in the process pushing Larry forward towards the limo too. "...to appear on *Stallions*," she concludes, and the masses push back, leaving Larry standing alone beside the limo. "I suppose you'll have to do," she sighs. "What's your name?" Larry knows the answer to this one! He replies, "My name is Larry... Larry Laffer." "Oh, hell," she says, "good enough for who it's for!" Larry enters the limo, we iris in to black, and go to...

140 "Stallions" TV show

FastForward during this scene does a Restart. This is only a cartoon.

We iris out on the darkened "*Stallions*" TV set (achieved by lowering the VGA card's intensity). Shalo is briefing the participants. "Don't worry about thinking up answers while we're taping. We've taken the answers you gave our interviewers earlier and "heated them up a little" to make them more acceptable to our sophisticated viewers. So just read your little individual TelePrompTers and you'll be fine." Larry protests, "but I didn't give you any answers... I haven't gone on a date with any of these women!" "Oh, don't worry, Lasser. Stallion #2 was going to lose anyway," she says, leaving the stage. The director cries, "Lights!" over the PA, we goose up the VGA's intensity, Biff Stiff, the show's host, enters and the show begins!

The show is a "Studs" rip-off, except the women are all Mensa members and the questions are unbelievable difficult. Samples of neighing horses punctuate all the guys' "good lines." The three girls read their pre-written lines woodenly. Lots of Arsenio whooping. Show is filmed before a fake beach backdrop with a badly animated surf drum, which we can see turning.

Biff Stiff sets up the story of the males' dream dates with the three girls. Loops required: host laughing, gesturing, motioning to audience; males posturing, adjusting tight underwear; women pulling down mini-skirts and pulling up tube tops (to no avail). Eventually, the winners are announced: Larry's competitor, Rock Hard, wins a wonderful week-end at *La Costa Lotta*. Our Larry wins two weeks at *La Costa Lotta*!

Larry says lines like, "I'd like to buy a vowel, Pat." "I'll take Greek Mythology for \$500, Alex."

After the show ends, the lights dim again, Biff Stiff leaves, Shalo returns, telling Rock Hard, "Here's your coupon for *La Costa Lotta*. Use it any weekend, at your convenience." Then she turns to you, "You come with me, duffus!" "That's Laffer," you protest, to deaf ears. She leads you off-screen, then we hear, "Here's your limo, Mr. Laffer. Enjoy your ride." "Wow!!" we hear you exclaim, "A real '73 Pacer!" And we iris in to black again, give some text exposition, then iris out on...

800 Spa Exterior Long Shot

FastForward during this scene does a Restart.

The final portion of the cartoon takes place in a real game room, the driveway of *La Costa Lotta*, where we see Larry's '73 yellow AMC Pacer limo pull up to the gate, the gate open, the Pacer drive to the front door of the spa, Larry get out, the limo pull off, drive out through the landscaping as Larry enters the spa and the game begins in...

The Hotel

200 Lobby

This is the Restart location.

Stairs lead up to room **600 Upstairs Hallway**. Doors lead left to **300 West Lobby** and right to **500 East Lobby**. South takes you to **800 Spa Exterior Long Shot**.

Gammie Boozallay always works behind the counter here. After she gets her ass reduced she never recognizes you again. "And your name is...?" "And you are with...?" "And I should remember you from...?"

The tram occasionally drives east & west through this hallway.

You can Take the Random Room Key from the "Quiki Check-Out" key deposit box here. If you try to put in any other key, print "This box is for preferred spa customers only!"

If you fixed the Cellulite Drainage Salon and told Gammie about it in **210**, when we return here we watch as Gammie walks West behind the wall by the front desk, then appears from behind the stairs from the West in front of the counter for the first time, visible in her full-figured glory. Seeing her butt for the first time, you react, "Whoa! Baby! Welcome to Cellulite City!" She then leads you off-screen under programControl to **300 West Lobby**, through that room then thru **310 Health Spa Lobby**, through that room and on into **330 Cellulite Drainage Salon**. FastForward during your walk together takes you to **330**.

If you Look at Gammie Boozallay (and you haven't drained her yet) you go to...

210 Gammie's Close-Up

This full-screen view of Gammie Boozallay shows her to best advantage and certainly doesn't show her bulbous buttocks. Exit takes you back to **200**.

She accepts no Inventory.

The first time you talk to her, she gives you your Room Key. After a little more chat, she reveals she desires a treatment in the Cellulite Drainage Salon.

If you have partially repaired the Cellulite Drainage machine, talking to Gammie tells her what you've accomplished.

If you have completely repaired the machine, you triumphantly announce your success, and you "invite her to be my first victim, err, patient, uh, guest." She gladly accepts. You immediately Exit this screen back to **200** where she walks out from behind the counter for the first time.

230 The Pool

There are exits here leading to **440 Aerobics Classroom**, **505 East Lobby**, **860 Beach**, **820 Woodsy Exterior**. In addition, if you unlock the gate you can enter the diving tower and go to **260 Climbing the Tower**.

If you haven't "had Merrily," a lifeguard works here. If you have, he's never seen again.

Spa guests regularly walk over to the lifeguard, reach up, take something from him, walk to the diving tower gate, open the gate, enter, lock the gate behind themselves, climb the ladder,

wait off-stage for a while, then dive into the water from off-camera above this picture. They swim to the side nearest the lifeguard, climb out, walk over to him, and hand him something.

Bungee jumpers occasionally spring in from above the screen, but then spring back out immediately.

Handle divers so they don't land on other swimmers, or the bar.

If you Walk into the pool while wearing your leisure suit, you drown. EndGame. "Polyester has an amazing ability to retain chlorinated water!" Show Larry twisted and squeezed like a sponge as the water drips out.

There are some bushes here where you can change into and out of your floss swimsuit. You can see Larry's feet and head, but not his body, which is hidden by the branches.

If you are wearing your floss swimsuit, you cannot leave this room.

The spa's diving tower and bungee jumping platform share a common access ladder. They also share a common steel gate, which is always kept locked "for your safety!" and their liability.

If you talk to the lifeguard, you say, "I notice people are getting something from you. May I, too?" If you don't know what, he tells you. You must then ask again to borrow the key to the diving tower.

If you are not wearing your floss swimsuit, "You must wear proper swimming attire to use the diving platform."

If you are wearing your floss swimsuit, "Well, okay, but bring it right back after your dive." "Sure." He hands you the tower key. You can then Use that key on the tower door to unlock the gate, enter the ladder, then go to **260 Climbing the Tower**.

If prevRoom is the **270 Diving Platform**, we return to this room in time to see Larry dive perfectly into the picture, then (just before he hits the water) flail around and do a belly-flop into the pool. He then does the "exit pool" script above, walks to the lifeguard, and auto-returns the real Tower Key.

If you try the Tower Key Copy on the tower gate, walk him over there, face him to the gate with his body hiding his actions, do the reaching medium script, then print "You surreptitiously slip your covert key into the tower gate to test it. It works! For your sake, you hope someone is drowning so the lifeguard's attention is not on you!"

If you try to make the impression on the Bar of Soap in this room, the lifeguard won't let you. He orders you to give him back his key and you do under programControl. He wants to confiscate your soap too, but you talk him out of it.

If you Look at the pool bar, and you are on the pool deck, and the bar isn't close to any edge of the pool, go immediately to **240 Pool Bar Medium Shot**, Case One.

If you Look at the floating pool bar, and you are on the deck and the bar has floated near any edge of the pool, first walk over near the bar, then go to **240 Pool Bar Medium Shot**, Case Two.

If you are wearing the floss swimsuit and click Walk on the water, you walk to the near side of the pool, use the ladder to enter the water, swim over to the edge of the pool nearest the lifeguard and climb out of the water, all under programControl. After getting out, show Larry adjust his tiny floss swimsuit until everything fits okay again.

If you click the Inflated Beaver anywhere on the water, you walk to the near side of the pool, use the ladder as above, and mount your beaver in the water. Return playerControl. Restrain him so he stays on the water.

If you are riding your Beaver in the pool and get close to the bar, you go to **240 Pool Bar Medium Shot** automatically, Case Three.

If you swim over to the pool bar without your beaver, print "You must have a protective flotation device to drink at the pool bar."

If prevRoom is **250 Merrily's Close-Up**, we know you just scored! This is only a cartoon:

Iris out from black to show Merrily and Larry dressed in their normal clothes, standing beside the diving tower gate *at night!* She proudly uses her new key to unlock the door, the two of you enter the gate, and we cut to **260 Climbing the Tower**. FastForward during this scene takes you directly to your bedroom, the morning after.

240 Pool Bar Medium Shot

This pic is used in three different ways. Regardless, you can always click Exit to return to **230**. Always animate the wave animation around the bar.

Case One:

Draw the pic. Do *not* draw the decking along the corner of the pic. Do *not* draw the sunglasses. Do *not* draw any people. Immediately print, "There's a floating pool bar meandering about way out in the middle of the swimming pool. It's too far from the side to reach." Immediately return to **230 Pool**.

Case Two:

Draw the pic. Draw the decking along the corner of the pic. If the sunglasses haven't been taken, draw them on the bar. Don't draw any people. Don't print anything special, but allow the player to hang around and Look at things.

You can Take the sunglasses.

Case Three:

Draw the pic. Do *not* draw the decking along the corner of the pic. Don't draw the sunglasses, since you took them earlier. Draw Larry bobbing at the edge of the bar. Draw Merrily riding on her cucumber. Draw the other man bobbing across the bar. If you Look at her, go to **250 Merrily's Close-Up**.

A waitress occasionally pops up through the hole in the middle of the bar to take orders and deliver drinks to Mehmet, the other guy sitting at the bar, riding his inflatable pussy. ("Hey, these drinks are watered down!" Get it?) It looks like a liquor bar, but all you can get are drinks like: "King Alfalfa, Seaweed Sunrise, and Frozen Broccoli!" Handle lots of drink orders, but always with a veggie substitute.

To order a drink from the waitress, you must use the Hand on the beaver's tail, which then shows Larry slapping his tail on the water. Soon the waitress appears.

250 Merrily's Close-Up

Merrily Lowe hangs out (literally) in the swimming pool bar. Her problem? Chronic BA. Bungee addiction! She's severely addicted to bungee jumping, often going down 10 to 20 times an hour. She wants to do nothing but jump, but is restricted by "those antiquated local laws on

repeat jumps! Imagine? Why should we be limited to 15 jumps per day?!" "Besides, I find jumping so stimulating sexually—if you know what I mean..." "If there is any way you could get me unlimited access to that tower..." She loudly bemoans, "I can only become aroused any more while high in the air, tied up with long rubber ropes." HmMMM.

When you give Merrily the Tower Key Copy, she accepts and offers to "take you upstairs later tonight." We iris in to black, then iris out on Merrily and Larry standing in **230 Pool** beside the tower gate at night dressed in their normal clothes.

Exit takes you back to **240 Pool Bar**.

260 Climbing the Tower

This is only a cartoon. You can't do much here, just watch yourself climb the tower. Once you start climbing the tower, you don't stop until you get to the proper platform.

The tower has two platforms on two vastly different levels, a diving platform at about the 100 foot height, and a bungee jumping platform at about the 100,000 foot height. This pic is used to access both. In either case, this is just a cartoon.

Case One: alone, in the daylight, Larry climbs up only as high as the diving platform. A FastForward during Case One takes you directly to **270 Diving Platform** below.

Case Two: with Merrily, at night, they both climb all the way to the bungee platform at the top of the tower. Show her climbing too, leading the way. They continue on out of sight. Go to **280 Bungee Platform** below. A FastForward during Case Two takes you to **280 Bungee Platform** below.

270 Diving Platform

Show the bungee tower continuing onward and upward. When Larry goes up with the life-guard's key to dive, he can't continue up to the bungee platform. When he dives, we cut back to **230 Pool** above to see Larry dive into the picture and land in the pool.

Since this is the only place you have both the Tower Key and the Impressive Soap in Inventory while you have playerControl, here is where you must press the key on the bar of soap in Inventory. If you click the key on the soap (or vice versa), pop up **279 Key on Soap Inset** below.

Since you are in control, you must walk forward and off the end. We see you dive an "acceptable" dive. You cannot access the ladder from here, so you cannot go up nor down. You *must* dive off!

279 Key on Soap Inset

A small inset showing the unimpressed soap, your hand with the key, pushing the key onto the soap with your thumb, then removing the key, leaving the bar of soap with its impression clearly showing. HandsOff, programControl.

280 Bungee Platform

So high you see the curvature of the Earth, and Japan! Just enough platform to show piles of rubber straps, a carpeted area for Larry and Merrily to get comfy, and lots of height. This is a night-only pic. Aircraft warning beacons circle. As they pass the camera, they turn the scene bright red only, then back to dim night light. (Toggle to a special red palette for one cycle, then back to normal night palette to create this effect.)

We return playerControl here. You can't walk off the edge, or climb down the ladder. You can fool around with Mer Lowe. She handles the Zipper differently, dependent upon her state of arousal.

We see you and Merrily get excited, become close, get aroused. She gets bungeed-up, you get naked, and then, *and then!*... just as you're about to score, Merrily whispers the Words of Wisdom in your ear. You are so surprised, you lose your balance and step backward. You catch your ankle in the tangle of bungee cords lying on the platform and fall overboard, screaming wildly, attracting the attention of everyone at the spa. We go directly to **290 Sproinging Close-Up** below.

A FastForward during this scene once the falling off cartoon starts takes you to **620 Larry's Room**, the morning after.

290 Sproinging Close-Up

This is only a cartoon.

This is a night-only pic. This is a worm's eye view from directly below the bungee tower looking straight up, so we can really give our superior scaling technology a chance to shine. We see Larry come down directly towards the camera and bounce back up over and over, *a la* "Cheap 3-D Effect!" on Wayne's World.

A FastForward during this scene takes you to **620 Larry's Room**, the morning after.

295 Sproinging Long Shot

This is only a cartoon.

This is a night-only pic. From a distance, we see a teeny Larry bouncing up and down like a yo-yo, as WWII anti-aircraft searchlights follow him up and down. Sirens blare, crowds groan, then sicken when they see he's stark naked, bouncing, bouncing, ever bouncing...

Iris in to black; print a little text; iris out on **620 Larry's Room**.

A FastForward during this scene takes you to **620 Larry's Room**, the morning after.

The Health Spa

300 West Lobby

The tram occasionally drives east & west through this hallway.

North goes to **310 Health Spa Lobby**, West to **640 West Hallway**, East to **200 Lobby**.

Gammie walks you through this room on your way to the Cellulite Drainage Salon. FastForward during your walk together takes you to **330**.

310 Health Spa Lobby

South goes to **300 West Hallway**, West to **320 High Colonic Treatment Suite**, East to **330 Cellulite Drainage Salon**, Northwest to **340 Men's Locker Rooms**.

If you've already had your little fling with Rosé Eleeta, the door to **320 High Colonic Treatment Suite** is locked.

The door to **330 Cellulite Drainage Salon** is always open. Just walk right on in.

The door to **340 Men's Locker Room** is always open. Just walk right on in.

The door to the Women's Locker Room is always closed. Don't ever walk right on in. No one ever goes in or out, including you.

Gary, the gay boy, works the counter here. He has a talker, but no close-up. He "wants you in the worst way possible!" You think, "That IS the worst way possible!" But, you can get the Towel from him: If you click the Hand on the towel rack on the back wall, you walk up to Gary's counter, chat a little, "sign in" to the towel register book, then do a "reach medium" to accept the towel from Gary.

Look at the counter to see the POS rack filled with spa brochures. You can Take one.

Gammie walks you through this room on your way to the Cellulite Drainage Salon. FastForward during your walk together takes you to **330**.

320 High Colonic Treatment Suite

Rosé Eleeta is a cute, personable little Spanish import who runs the "High Colonic Treatment Suite" (i.e., the enema room). The room is filled with flowers, many covering certain critical parts of the enema machine.

Rosé Eleeta is only here until you get your enema. Afterwards, she's gone and the door is locked. If you Look at her and you haven't had your enema, go directly to **390 Rosé Eleeta's Close-Up** below.

When you give her the bouquet of flowers in **390 Rosé Eleeta's Close-Up**, we return here under programControl to do this enema cartoon:

A FastForward any time during this cartoon takes you outside Rosé Eleeta's now-locked door, where you regain control in the spa lobby.

Larry walks to the enema stirrups, drops his pants, and mounts up, firmly grasping the "grunt grips" on the far wall. Rosé Eleeta walks over to the Harley engine, cranks it up, the machine's animation begins, then she returns to the table, opens up her "James

Bond" case, screws together a long tube (should she mount a 'scope on it, too?), and approaches Larry. "Larry looks over his shoulder at her, his eyes widen with fear as he asks, "Just exactly what does 'High Colonic' mean, Rosé Eleeta?" "I thought High Colonic had something to do with the number of calories burned, or something!" She doesn't reply, but instead jams the pipe forward and upward as Larry does a Roger Rabbit reaction. "HELP!" (Much of this is hidden by those flowers, but show enough so there's no doubt as to what happened, just don't make it explicit.)

After a reasonable amount of disgusting animation, iris in to black, print some text, then iris out on Larry standing near the door, fully clothed, and MUCH skinnier! Rosé Eleeta hands you "one perfect rose for you to remember our time together." "How could I forget?!" you moan. "And, please: take one of our "Courtesy Enema Cards." Your next visit is FREE!" Larry says, "Hey! I'm not pooped any more! I feel like a new man!" "Yeah, Larry—and you're not as full of shit as you used to be!"

Larry is walked out of the room under programControl and regains control in the lobby, outside Rosé Eleeta's now-locked forevermore door.

390 Rosé Eleeta's Close-Up

Sorry, her close-up is out of sequence. Look ahead a few pages for room 390.

330 Cellulite Drainage Salon

This machine's repair is a three-step puzzle. The piston is dry and thus needs lubricant. There's a large hole in a vacuum line so air leaks in; it needs to be plugged. The filter tank is clogged with cellulite and desperately needs cleaning. The solutions may be applied in any order.

There are two buttons on the machine, labeled "Suck" and "Off." "Off" stops the machine. If you press "Suck," the machine animates to graphically reveal its current problem, or a green light stays on indicating it's ready for Gammie.

Problem 1

If the machine has a dry shaft and you press Suck, the machine turns on, animates a little, then grinds to a halt from too much friction on its piston shaft. A message confirms its condition. If you leave the machine on, it keeps running until it overheats, turning bright red and eventually cracks, exploding shrapnel all through the room, and Larry. EndGame. "You should know better than to proceed without adequate lubrication!"

If you have the Lard from the kitchen and click it on the piston, we show him "grease it down, in a slow, sensual, yet meaningful manner." Now he's ready for Problem #2.

Problem 2

If the machine has a vacuum leak and you press Suck, the machine turns on and animates to reveal an large opening in one of the rubber hoses sucking air. A message confirms its condition. This is not a fatal condition.

If you have the rubber belt from the wriggle machine in the weight room and click it on the hole, we show you wrap the belt around and around the hole in the pipe like a giant Ace bandage. Now he's ready for Problem #3.

Problem 3

If the machine has a clogged filter and you press Suck, the machine turns on, animates okay but the filter tank swells. If you turn it off, the swelling subsides. If you let it run, the tank eventually explodes, covering Larry with used cellulite. EndGame.

If you click the Hand on the closed filter tank, print "The nuts are screwed too tightly for you to ever budge them with your bare hands!"

If you Use the wrench on the closed filter tank, you open the tank and set the lid aside. The Cellulite-Engorged Filter waits within!

If the tank is open and you click the Hand on the open tank's Cellulite-Engorged Filter, you gingerly remove it and place it in your inner breast pocket.

If the tank is open and there's no filter, give a clue.

If you click the Cellulite-Engorged Filter on the filterless tank, print "It's too dirty to reinstall. Find a place to wash it!"

If you click the Clean Filter on the filterless tank, you reinstall it.

If you click the Hand on the tank lid, and the Clean Filter has been returned to the filter tank, you place the lid back into position.

If you click the Suck button when everything is working, make sure it tells you "everything is working." Set the machine repaired flag for Gammie's benefit later.

Drain her!

If you have told Gammie about your repair job, she walks into this room immediately after him. She leaps up on the table, lies down, you engage in a little small talk as you insert probes into her thighs, buttocks, etc. You press "Suck" and the process begins. "This may take a while, Gammie."

The demands

"Oh, I don't mind, Larry. But could you bring me an orange?" Gammie remains there until you give her what she wants. If you talk to her, she reminds you. As long as she's on the bench, she demands things which you must fetch, urging you onward with suggestive remarks that make you feel this time you're finally going to get lucky.

If you don't have any of the items she requests in Inventory, you can leave to find them and return at anytime. Gammie will never leave, but wait there patiently for you.

If you give her the orange, she promises you sexual satisfaction! But only if you bring her a cool washcloth for her head. She will not accept the dry cloth nor the warm cloth. You must wet the washcloth in some water somewhere, then cool it in the kitchen's refrigerator.

If you Use the cool cloths on Gammie, we show you place them on her forehead. She comments on the smell of the water you used to wet them. She then promises you she'll fulfill your every sexual fantasy! But only if you bring her a bottle of mineral water.

If you give her the mineral water, she drains it and is finally satisfied. You expect her to live up to her promises. She says, "Now just let me look at myself." She rises, walks to the front of the room, stares at the player, primping as if she were looking into a mirror, turns, looks over her shoulder at her new ass, and decides she now looks "too good for you, Larry" and splits out the door, leaving him with nothing but dreams of what might have been.

Post Gammie Time

After Gammie leaves, you may click the lamp on the spigot to fill the lamp and convert it into the Filled Lamp.

340 Locker Room

North goes to **350 Shower Room**, South leads to **310 Spa Lobby**. If you're dressed, you can go North or South. If you're in the towel, you can only walk into the shower from here.

This pic is split down the middle by a cut-away wall. On the left side of this wall is the men's locker room. On the other side of the split wall, inaccessible and unbeknown to Larry, women undress, wear short towels, brush their hair naked, etc.

If you click the towel on yourself in this room, you change from your leisure suit into the towel. Show Larry walk to some lower locker, open it (the door reaches from the floor to his waist), hang his towel on the locker door, strip down so his bare butt is showing (but his genitals are behind the towel hanging on the door), then pull the towel off the door and wrap it around his waist in one quick motion. Return playerControl. He may then walk around in the towel.

He can't change into the floss swimsuit here. Handle it with a room-specific message.

Check the "need shower" flag; if it's set, you can't dress until you've taken a shower in **350 Men's Shower**.

350 Men's Shower

You can appear in this room in your leisure suit, in the towel, or covered with mud.

North goes to **400 Mud Bath**, South to **340 Locker Room**. You can go either way, unless you're covered with mud. If you're covered with mud, you must take a shower before leaving this room.

This room features "The Prancing Fluids:" bidet-like shower heads that randomly pop up from the floor as you walk through the room, occasionally goosing you. Set up from 2-5 sprays (depending on detailLevel). Each works the same way: delay for Random(4, 30) cycles. Position the spray at one of the 20 possible tile intersections that's not already in use. If Larry is within its "goosing area" when the spray goes off, take programControl, animate his "Goosed" loop and don't finish that spray's cycle.

If Larry is dressed normally when he gets hit by the spray, he makes a funny face while he "sits" on top of the water spout for a second, then resumes walking normally. SoundFX.

If Larry is in the towel when he gets hit by the spray, the water goes up inside the towel, and Larry doesn't "sit" on it. Instead, he turns and spits out a spray of water. SoundFX.

If you try to Use the shower while wearing your leisure suit, you can't. Handle it with a message.

If you are wearing your towel, you can take a shower. Click the Hand on the shower knob to turn it on, the spray mostly covers you, you hang up the towel on a hook, we see you shower until you're done. You turn off the shower as you cover yourself with the towel.

If you're covered with mud and click the Hand on the shower to turn it on, the spray mostly covers your muddy body, you hang up the towel on a hook, we see you shower. Handle it as much as possible like the above sequence, but show the mud wash away from his body first. Af-

ter the mud's gone, the shower sequence is exactly the same as the not-mud shower above. Figure out how to combine these two for maximum cost effectiveness.

When you take a shower, clear the "need shower" flag.

There is one tile in the right wall that can be removed for an Easter Egg. If you click the Hand on that tile, show Larry walk over to the wall, remove the tile, bend over, look through the hole in the wall, then we goto...

360 Women's Shower

Not a real room, since it's not "enterable." A nice little peep show for our fans. We show some naked women through the hole, with just a little shower spray distortion covering them. Since this is so difficult to find, make it the sexiest part of the game.

Let's try to reuse this animation on the TV monitors in the guard's gatehouse, scaled down.

370 Steam Room

There's lots of steam here to hide the moist, sweaty, naked, pulsating bodies of the characters. (Oops, sorry.) You can only exit East to **400 Mud Baths**.

If you enter this room wearing the leisure suit, you bake alive, melted polyester stuck to your raw flesh. EndGame.

If you are wearing your towel and Burgundy isn't here, you can walk in, sit down, stand up, leave, but that's all. Set the "need shower" flag so that later in the locker room you can't dress until you've taken a shower.

If Burgundy has agreed to meet you here for your "double date" and she hasn't left with Cav already, this room is a cartoon:

FastForward takes you to **400 Mud Baths** and playerControl.

When you walk in, Burgundy is sitting here waiting for you. Talk to her. (We display her talker in the lower left window only.) Soon after you sit down, Cavaricchi Vuarnet enters. She sits between you and Burgundy. Now Talk to her. Soon the girls begin to talk without you, their conversation gets hotter and hotter, and so do you "and it's not the steam!"

After one particularly large cloud of steam that could ostensibly hide their exiting the room, you try to enter the conversation and fail to get an answer. Then the steam clears to show you sitting alone! Oh, well. Give back playerControl, so you can leave. Set the "need shower" flag.

380 Electro-Shock Exercise Center

There is a woman hidden inside a tanning bed here, although she is hidden well enough she cannot be noticed until she's needed.

Jumper cables hang from the ceiling over the bed, big ones on each end, a tiny pair over the center of the bed. A large electrical cabinet that looks like it came from a sub-station resides against one wall. It operates via an infrared remote control. You can only exit East to **400 Mud Baths**.

If it's not your first time here (i.e., you've done the Charlotte cartoon below):

You here at any time and Take the pearl earring from the floor. But that's all you can do in here.

If it's your first time here, this room is a cartoon:

As soon as you enter the room, Charlotte Donay follows you in, still dripping wet from her "instant" shower, wrapped in only a towel. "Are you sure you're fully grounded, babe?" Larry asks.

You walk behind the table, undress, Charlotte censors your naked body with her body as you climb on the table. She hooks up electrodes to your nipples, temples, and scrotum. (Although we won't describe these in detail, it will be obvious from her motions and your reactions as to the parts that are getting attached!) She stifles your protestations with assurances that you'll soon feel things you've never felt before! (True enough!) Show her aim the remote control at the electrical cabinet against the wall. She administers a little voltage, we hear the machine start up and a large lever moving on the electrical cabinet against the wall.

You don't feel a thing. She sneaks it up a little; still nothing. She then cranks it up, cranks, cranks, still to no avail. "Strange. I thought sure I'd had this done to me enough to know how to do it to you!" She shoots the remote a third time, causing the lever to max out, red lights to flash, gauges to quiver, steam to rise from the cabinet! Suddenly she realizes, "Oh, silly me! Look: it's not even plugged in!" She bends over, exposing your now-wired genitals, grabs the two ends of the cable from the floor, your eyes bug out at the thought, you scream "NO!!" as she plugs in the plug, zapping you with a full dosage of high voltage. We see Larry's body rise straight up from the table, tethered only by his electrodes, flashing on and off like a neon skeleton.

As soon as he screams, Ellen, the woman asleep in the tanning bed awakens, shrieks, sits up straight into the closed lid, burning her bare breasts on the hot UV bulbs. "OooW!" Now she's also in great pain. She raises the lid, races from the room, stark naked into the spa, screaming all the way. In the process she loses a large pearl earring, which bounces across the floor in plain sight, with soundFX.

As we iris in to black, we hear Charlotte say, "Sure it tingles a little, but you look turned on to me!" She zaps him again and again. "Didn't I tell you I would turn you on!?" Even though we've irised in, the electric Larry skeleton is still visible, flashing on and off like a neon sign as though through a center hole in the iris (Loony Toons Elmer Fudd closing screen). Pause for a little text, then iris out on Larry's room, with him resting on his bed.

390 Rosé Eleeta's Close-Up

This room number is out of sequence; Rosé is actually located in **320 High Colonic Treatment Suite**.

Rosé Eleeta is a cute, personable, little girl from Spain, who runs the "High Colonic Treatment Suite" (i.e., the enema room). She is very European, so sophisticated, filled with talk of enemas and conquest! She came over to be an *au pair*, but gave it up because of the bad hours. Talking to her reveals she loves flowers (probably to kill the smell in here!). No surprise, since the room is filled with them. "Hi, I'm Rosé Eleeta, your friendly enema room attendant." "Rosé Eleeta, how can you stand this job?" She replies, "What, quit? And lose my rung on the career ladder?" "I could treat you real good" she says. "You get some treatment, yes sir"

Giving her other items produces intelligent responses, but they are just not what she wants.

When you give her the bouquet of flowers, she announces, "And now for something completely different. Here's special something, I do just for you!" (You, of course, presume she means sex.) Auto return to **320** for the enema cartoon. What transpires *is* quite different.

400 Mud Baths

370 Steam Room is to the Southwest, **380 Electro-Shock Exercise Center** is to the Northwest, **350 Men's Shower** is to the South, and **420 Weight Room** is to the North. You find Charlotte Donay soaking in the mud baths. She looks great, very desirable. If you Look at her, go to **410 Charlotte's Close-Up** below.

There are some spas here, shaped like champagne glasses. Couples do nasty things within, but you can't see what, you can only imagine.

You could end up here after the Steam Room cartoon with Burgundy and Cav. If so, show Larry standing outside the Steam Room in his towel, with his "needs shower" flag set. Also handle arriving here via a FastForward during that cartoon.

After you give Charlotte Donay her batteries, she waits in the mud for you to open the Electro-Shock Exercise room, shouting out occasional encouragement. That door is locked with an electronic control for which there is no key. Your Employee ID doesn't work either.

If you click the Non-Bared Electrical Cord on the electrical outlet near the door, show him plug it in. Save its state, so you can return here later. The cord must be short enough so it doesn't reach anything else.

If the cord is plugged in and not bare:

...and you click the Hand on the plug, you unplug the wire.

...and you Click the Hand on it in Inventory to make it bare, you get electrocuted. EndGame.

...and you touch it to the door, nothing happens, but print, "good idea, close, no cigar."

If you plug in the Bared Electrical Cord, show Larry plug it in. Save its state, so you can leave the room and return here later to find it the same way.

If the cord is plugged in and bare:

...and you click the Hand on the plug, you unplug the wire.

...and you Click the Hand on it in Inventory, you get electrocuted. EndGame.

...and you touch the Bared Electrical Cord to the door's electrical lock: Boom! there is a shower of sparks, a soundFX of electricity buzzing, and the door swings open, much to Charlotte Donay's delight! "I did it, Charlotte! I got the room open." "I'll be right there, baby!" she squeals. "I'm gonna take a quick shower." "Oh, no," thinks Larry. "Not again. I bet she never shows up. I've been jilted before." Leave the electrical cord on the floor here, but when you return it will be gone, so remove it from Inventory at this time. Set a flag so this door is now unlocked forever.

Once Char is gone, you can climb in the mud yourself, but it's just not much fun. You must change into your towel first, then come in here and climb in the mud. When you come out, you're covered with mud. You must then take a shower before going anywhere else.

410 Charlotte's Close-Up

Electro-Shock Exercise junkie. Beautiful, great body. Charlotte is a cute, old-fashioned 'le-trode-lovin' kinda girl. You find her soaking totally naked in the mud baths. She looks great, very desirable.

All she really wants from you is "some batteries for my late night friend. D-cells. Heavy duty D-cells! Six heavy duty D-cells!" If you give them to her, you suggest "How about if I climb in with you for a little good, dirty fun." She suggests instead that "you get us into the Electro-Shock Exercise room over there for a little after-hours charge session!"

420 Weight Room

400 Mud Room lies South of here, **440 Aerobics Classroom** is North.

Thunderbird is here working out on free weights if she hasn't suggested you go to her room. She's very muscular. If you Look at her, you walk over to the leg machine, lie prone facing her, and stare straight between her legs before we go to **430 Thunderbird's Close-Up** below.

Include the stairmaster escalator animation, and the electric thighmaster. "You don't have to be born with great legs..." Include others working out that ignore Larry.

There is a wriggle machine here. The first 3 times you enter this room, someone is in it, wriggling her fat ass off. For your fourth and subsequent visits, the machine is unused. You can Take the belt off the machine.

If you try to lift the large barbell, show him strain, nearly get it up, then crash it down on his foot. EndGame.

If you just offered Thunderbird the handcuffs in **430 Thunderbird's Close-Up**, when we return here we see her leave, walking into **400 Mud Room**. You can leave whenever you're ready. By the time you get to her room, she's there waiting for you.

430 Thunderbird's Close-Up

Thunderbird is one rough, tough, no nonsense broad. Later you learn she's a Dominatrix.

If you offer her almost anything, she'll imply what she really wants are some new handcuffs.

Click Exit to return to **420 Weight Room**.

If you offer her the handcuffs, she suggests you meet her in her room later, and we return to **420 Weight Room** to watch her leave the room for the showers.

440 Aerobics Classroom

Exits here lead to **230 Pool** and **420 Weight Room**. When you finally get Cavaricchi Vuarnet to take a break in her grueling aerobics training, a Look at her takes you **450 Cavaricchi's Close-Up** below.

We look straight down upon this scene. If you haven't met Cavaricchi, fill the room with similar aerobic dancers, working their steps to appropriate music.

If the class is dancing and you click on the one open step, you'll start doing the same exercise as the girls, except you'll be one cel behind, so you look uncoordinated. Cav bitches at you, the class continues for awhile, she bitches again, continues, then she finally can stand no more. She walks to the stereo, stops the music (with a record-scratching soundFX), and dismisses the class. They leave via the door to **420 Weight Room**. After that, they'll never be seen again unless you leave the room, and either go out to **230 Pool** or as far as **350 Men's Shower**. Hit either of those rooms, and we set a flag so that another class will be in here upon your return.

If you saw Cav's tits in **450**, when we come back here we see her cream you with an uppercut to the jaw, sending you flying into the ceiling fixtures, ending with Larry's face wrapped around a pipe. EndGame. "So what? Those were tits to die for!"

Anytime there's no class in place, you can then talk to Cavaricchi, and we go to **460 Cavaricchi's Close-Up**.

460 Cavaricchi's Close-Up

Cavaricchi Vuarnet is the spa's cute young aerobics instructor, great body, short hair with lots of mousse, a tough, no nonsense girl with well-defined muscles, hard. In other words, she's a dike!

Cav says, "I only accepted this gig because I enjoy watching young women sweat in tight clothing!" ("I can relate," thinks Larry.) She's only interested in Larry as someone to help her find women.

Click Exit to return to **440 Aerobics Classroom**.

If you notice the badge hanging from her T-shirt, she responds, "Oh, that's my dumb employee badge. Take it, I don't really need it. Believe me, I always get in wherever I want!" Add it to Inventory. "Why don't you meet me for a steam later on tonight? Bring your best girl and meet me in the steam room. We'll double-date!" "Sounds like fun," you think, wondering who will play the role of your best girl? You assume a double date means she'll bring another man. Wrong. While you're at the steam room with your date, Cav shows up alone, trolling. She puts the moves on your babe, and soon you find yourself cuddling a towel.

After you take the badge, if you grab her T-shirt with the Hand again, you get a message saying she brushes away your hand. If you click the Hand again quickly (within 3"??), up comes the T-shirt revealing her breasts. "Since you've seen them, I'm going to have to kill you!" and she does! She screams, and we cut back to **440** again just in time to see her cream you with an uppercut to the jaw, sending you flying into the ceiling fixtures.

Hotel East

500 East Lobby

You can exit this room North **530 Dining Room**, or West to **200 Lobby**, or East to **505 3-Door Hallway**.

The tram occasionally drives east & west through this hallway.

505 3-Door Hallway

You can exit this room down a ramp leading to **510 Blues Bar**, North through a long hallway to **230 Pool**, or Northeast through a door to **580 Make-Up Classroom**, West to **500 East Lobby**, or East to **660 East Hallway**.

The tram occasionally drives east & west through this hallway.

510 Blues Bar

The aquarium behind the bar shows fish swimming on a Wander.

The large window on the rear wall looks into the swimming pool. There is a door there, too. If you open the door, you are flooded by pool water and you drown. EndGame.

Before the water ballet begins, we see random swimmers splashing around on the surface of the water through the rear wall pool viewport window.

There is a tub of loose kitchen matches on the bar here. A Look takes us to **519 Tub O Matches Inset**. You can Take a match in the inset.

Burgundy performs here until you get her drunk. She's either playing a guitar (floppy version) or singing (CD game). Either way, electrical cords lying on the stage lead to her guitar amp. To get her to stop performing and pay attention to you, you must "turn her off!" Click the Hand on her amp and you walk over to her amplifier and turn it off. She'll stop singing and just stand there, whining occasionally about "the union stage crew."

When she's not singing, if you Talk to her, she gives a friendly response. If you Talk to her again, she walks to the front of the stage to sit with you on the edge of the stage. Show them sit down together and then cut to **520 Burgundy's Close-Up** below.

When we return from **520**, we could be in any of three states. See next room for details.

If she consumes the first six-pack before you give her the second six-pack, she notices what's wrong, we see her walk over to the amp, turn it on, then resume the stage the exact opposite of the way she got down. She resumes her performance, right where she left off. (Clear her flag and start the puzzle over again.)

If you gave her the second six-pack of Lone Star before the first ran out, we return here, she announces she's going backstage to change clothes, we watch her climb back on-stage, then walk backstage. We never see her leave, but she's gone for good.

If you walk on-stage after Burgundy has left, you walk backstage, and as soon as you pass between the curtains we automatically pop up **518 Backstage Inset** below. You can Take the gown in the inset.

Anytime after Burgundy leaves, if you go the steam room, you'll find her there waiting for you (unless she's already been there and split with Cav!).

If Burgundy is gone, wait a Random(20, 40) number of seconds after room init, then print the announcement for the "water ballet." Two identical twin (i.e., mirrored) topless synchronized swimmers appear in the viewport and perform to Broadway show-like music. While they perform, the fish in the aquarium mimic them. There's no puzzle here, just T & A.

518 Backstage Inset

An inset of the wall backstage, showing the curtain pulls, electrical equipment, etc. and Burgundy's evening gown hanging there. If you Take it, add it to Inventory and Exit back to **510**. Click Exit to return to **510**.

519 Tub O Matches Inset

Large enough so you can read the sign above the tub "For our MATCHLESS friends." You can Take a match from the tub, but we see nothing change (except Inventory). You can take a match anytime you don't already have a match. Click Exit to return to **510**.

520 Burgundy's Close-Up

Burgundy is a budding country music star wannabe who's "just killing time working here in the spa's Blues Bar while I'm waiting for my big break!"

You leave here and return to **510** in three ways. Case One: you click Exit. Case Two: you give her a six-pack and sit here talking to her while she chugs it. Case Three: you give her the second six-pack before she finishes drinking the first.

If you just sit with her and talk, she eventually polishes off the entire six-pack, realizes what's wrong with her amplifier, excuses herself, turns it on again, and returns to the stage to sing some more. At that time, we automatically return to **510**, watch her walk over to the amp, turn it on, then resume the stage the way she got down.

But, if you leave her sitting on the stage while she still has beer left, you can return to the canteen, get six more beers, return here, then give her *another* six-pack. She decides to give up performing for the evening. "Gol dammit, Larry!" she asks, "You got steam room privileges? I'd give a week's pay to get naked and sweaty 'bout now!" Since you always have steam room privileges, you respond, "Yeah, babe, sure do." "Good! I'll meet you there as soon as I get out of this dress." You readily agree. Anytime from then on, when you go the steam room, you find her waiting there for you (unless she's already split with Cav).

530 The Dining Room

To the North is **560 Kitchen**. To the South is **500 East Lobby**. You can enter here at any time. Animate the "kitchen window" movie. Animate some random people grazing at the "salad bar," which contains no food.

There is an orange buried in the ice here. If you click the Hand on the salad bar, you walk to the bar, dig in the ice, rummage around a little and come up with the orange. Frau (if she is still here) doesn't notice.

If you haven't caused Frau to leave, she's sitting here. Look at her or Talk to her and we go to...

540 Frau Milchlieb's Close-Up

Frau Milchlieb is an excessively rich, over-weight, over-sexed, middle-aged, married, Germanic tourist. She sits here, seeking something to eat. As you talk, she gets up and goes to another bud vase to eat the flowers therein. "Manny of dem are edible, you know, dah-link!" She's covered with way too much gold and diamonds. She's here to "loose veight, dah-link!" "My husband is married to his work." "He doesn't understand me." "Vant some gold necklaces, pretty boy?" Frau Milchlieb loves to "give gifts to those cute young sports instructors," purchasing companionship for the duration of her stay for the price of a few gold chains. Since Larry loves gold chains, he's interested. Since Frau Milchlieb is old, fat and ugly, he's not.

Even though she enjoys male companionship and loves a kind ear, right now, more than anything, Frau Milchlieb wants *food*. "I'm starving here! Even though I registered as identical twins and paid for a double room, I still go to bed hungry. Who would have thought this could happen here—in the land of plenty!"

Once you get the clue that's she's hungry, you respond, "Oh, I'll find you something to eat, babe!" And she says, "Really? Make it fattening, okay? And don't bring it here. Meet me in my room so I can pay back your kindness!"

Frau refuses the orange with "Citrus upsets my sensitive stomach."

560 Kitchen

There is an endless loop rear-projection system here, fooling everyone outside in the dining room into thinking that there are actually chefs working in here. There aren't. All the food comes from that large taco truck parked in the middle of the kitchen floor.

If the prevRoom is **700 Penthouse**, the entrance script shows the dumbwaiter doors open and Larry climb out. When he's on the floor, return playerControl.

If you click the Hand on the refrigerator door, it opens. These doors are not global; if you leave the room, when you return, somebody else must have closed them.

If you click the Hand on the open refrigerator door, it closes.

If you click the wet cloth on the open refrigerator door, show Larry place the cloth in the refrigerator and then automatically close the door. Start a 60" timer.

If you click the dry cloth on the open door, give error message, "Why would you want to place a dry cloth in the refrigerator?"

If the cloth is in the refrigerator, click the Take hand on the cloths to Take it again. If the cloth has been inside for more than 60 seconds, add the cool cloth to Inventory. Else, add the wet cloth back again. Print an appropriate, informative message.

If you click the deflated beaver on the truck's tire, walk Larry to the tire, bend down, and inflate the beaver. Change Inventory.

If you click the Hand on the truck's tire, show Larry bend down, suck the air from the tire, fill up like a balloon, float around the room, deflating until dead. EndGame.

There is a dumbwaiter in the wall here, with two buttons on a panel beside it. Clicking the Hand on it shows you walk over, climb inside, reach out and press the upper button. We see the doors close on your arm, a slight pause, you wriggle your trapped arm around, you press the lower button, the doors open, you push the upper button again, and this time pull your arm back in the dumbwaiter quickly as the doors close. Go to **570 Inside the Dumbwaiter** below.

If you Use the washcloth on the sink, show Larry walk to the sink, step on the foot pedal, spray the cloth a little. Change Inventory.

If you Use the Cellulite-Engorged Filter on the sink or the dishwasher, show Larry walk to the sink, step on the foot pedal, spray the filter with water, then automatically place it on the dishwasher belt. It slides inside, the dishwasher animates for a while, then the clean filter slides out the other side of the dishwasher. Show the belt animation, the washer bouncing.

You must Take the clean filter from the dishwasher's belt. If you don't, it will still be here when you come back.

570 Inside the Dumbwaiter

This scene is only a cartoon. FastForward takes you to **700 Penthouse**.

Show Larry scrunched-up inside the dumbwaiter looking up. As it rises, we look through its open top to see the upstairs light from the penthouse growing closer and closer. When it's full-sized, we cut to **700 Penthouse**.

We only use this scene if Larry is going up. (When you climb into the dumbwaiter in **700 Penthouse**, we skip this scene and cut directly from the Penthouse to the kitchen where we watch him climb out of the dumbwaiter.)

580 Make-Up Classroom

There are lots of desks here, with tiny animations of women's elbows, hair, hands, etc. visible beside the make-up mirrors, as though the room were filled with women working on their faces. They're all taking video lessons "from Share, whose new "Kiss and Make-Up!" video is a best seller."

There is a loose electrical cord lying beside the make-up table on the front left. Click the Take hand on it to Take it.

If you haven't solved Shablee, she sits in here, working on her facial make-up. She's our perky little transvestite spa guest. Beautiful babe, good dresser, nice makeup and hair. If you Look or Talk to her, we go to **590 Shablee's Close-Up**, below.

If we return from **590 Shablee's Close-Up**, she remains here, while you are free to walk away. We never see her walk away from the table. She doesn't need a walker.

590 Shablee's Close-Up

Talking to her reveals she's been shopping for an evening gown to wear to the big "Weight Loss Formal," but with no luck. "Veni, Vidi, Visa!" she bemoans. ("I came, I saw, I shopped.")

When you give her the evening gown, she says, "Meet me tonight on the beach for a quick moonlight dip!" If you have the condom, we immediately iris in to black, pause for a message, then iris out on the beach in the moonlight, with Shablee waiting for you.

If you don't have the condom, you can talk a while longer, but you must Exit yourself. Later, as soon as you find the condom, we then iris in to black, pause for a message, then iris out on the beach in moonlight, as above.

Guest Rooms

600 Upstairs Hallway

There's an elevator here that you can't enter, but sometimes you can exit it. If you press the button beside the door, nothing happens. Print a message saying it's a private elevator. Stairs here lead to **200 Lobby**, and a locked door here leads to **620 Larry's Room**.

An ice machine is close to Larry's room. Periodically it burps, animates, and dumps a batch of ice. This should be a fun noisy sample.

If you click the warm champagne on the ice machine, print a message and convert it to the chilled champagne. Start a timer. After 30 minutes, the ice has all melted and the chilled champagne reverts back to the warm champagne. When that timer elapses, print a message informing the player.

If prevRoom is **700 Penthouse**, when we come to this room, we see the elevator indicator finish its travel downwards, the elevator wait a few seconds, hear a ding, see the door open, you walk out of the elevator, the doors close, and you regain playerControl. We see the indicator return to the top floor.

If you click your room key on the door to Larry's room, show him reach for the door knob, turn it, the door open, and him enter as we go to **620 Larry's Room**.

If you haven't already taken everything you need from it, a maid's cart may be here (Random(1, 2)). If you Look at it, go to **605 Maid's Cart Inset**, either Case One or Case Two, based on where Larry is standing when he Looked. Case One: he looked at it from the South; Case Two: he looked at it from the North.

605 Maid's Cart Inset

This inset is used two ways. Case One: Larry looked at the maid's cart from the South back in **600**; Case Two he looked at it from the North.

If Case One, show the inset and show the toilet paper, soap, wash cloths, and hand creme. You may Take the toilet paper if you have none in Inventory. You may Take the Soap if you have none in Inventory and you still need it (check for all forms of the bar of soap and whether he's "had Merrily"). You may Take a wash cloth may be taken if you have none in Inventory and you still need it (check for all forms of the wash cloth, plus the "scored Washcloth on Gammie" flag). You may Take the hand creme if you haven't taken it already.

If Case Two, mirror the inset and show the toilet seat covers, the dental floss and the towels. You may Take the toilet seat covers if you haven't taken them before. You may Take the dental floss if you haven't taken it before. You may Take a Towel if you don't have one in Inventory.

Other objects also show, but are not Take-able.

610 Telephone dialer

Handle at least these numbers. Those that give an answer, put their talkers on-screen while they're on the line.

- 8 Long Distance
- 9 Local Calls
- 0 Front Desk

- 71 Room Service
- 72 Bell Desk
- 73 Parking Attendant
- 74 Excursion Desk
- 75 Housekeeping
- 76 Building Maintenance

8 gives an incorrect dialing message and the appropriate soundFX. Steal it from the phone company.

9 gives you "all circuits are busy" and the appropriate soundFX.

0 gives you Gammie at the front desk, unless she's in the cellulite room. Then you get "no answer" and appropriate soundFX.

71 gives you an amusing interaction with the room service Voice Mail. Accept other input from the telephone key pad, but I'll keep it within 1-6.

72 gives you the bell desk and a worthless conversation with no one.

73 gives you the front gate, unless Bang is watching the nudie movies, then the phone just rings. "Your ploy worked! He's too busy watching the TV monitors to even answer the telephone."

74 gives you a recording of the "excursion desk."

75 responds, "Housekeeping" and you request "turn down" service. Later, when you return to your room, you find the bedspread folded over and a condom on your pillow (instead of a chocolate mint).

76 and you've seen the brown water in your sink, you complain about it. Set a flag so the next time you enter the lobby, set a flag so when you return to your bathroom, he's under your bathroom sink. He can keep calling and the plumber will keep coming until he has added both tools to Inventory.

76 and haven't seen brown water, you complain about something else.

620 Larry's Room

You can exit South to **600 Upstairs Hallway**, and Northeast to **630 Larry's Bathroom**.

If you Look at the cards on the table, the first time you learn about the various services offered at the Spa. See **627 Spa Services Card Inset** below. Click Exit to look at your room again.

If you Look at the cards on the table a second time, you learn the various Spa telephone numbers. See **628 Telephone Card Inset** below. Click Exit to look at your room again.

If you Look at the cards on the table a third time, you learn about the Spa's evening "Turn Down" service. See **629 Turn Down Service Card Inset** below. Click Exit to look at your room again.

If you click the Hand on the telephone, you go to **610 Telephone Dialer**.

Periodically an obnoxiously loud compressor whines from the kitchen below you. Exhaust fans crank up periodically. Neither lasts long enough to piss off the player.

Periodically the ice machine outside Larry's room burps softly. Use the same sample as in **600**, only softer.

There is a closet that opens to reveal it's filled with identical leisure suits. "How sophisticated: instead of complimentary bathrobes, they give complimentary leisure suits!"

There is a vibrating bed with a "on/off" button. If you press it, Larry shakes up and down for 15" or until you press it again.

If we came here from the Merrily bungee escapade, Remove the beaver, floss swimsuit, and any unused swimming parts (sunglasses, sunglass cloth, etc.) from Inventory, and print something about "you feel so tired. You're near the end of your rope!"

There are some flowers on the table here that you can Take.

If the prevRoom is the bathroom and the plumber was in there working, as soon as Larry gets away from the bathroom door, the plumber comes out too, saying "All done, Mr. Lasker!" and then exits Larry's room. After that, if you didn't take both tools earlier, the wrench (or the file) will be lying on the floor of the bathroom.

If you previously order the "Turn Down Service," when you enter this room there will be a condom lying on your pillow. You may Take it.

When you take the condom, if Shablee hasn't invited you to the beach, you just Take it with no further elaboration. But if she has invited you, you remark, "Hey, look! It's getting dark outside! I hope that cutie Shablee will really be waiting for me down by the beach!" Iris in to black, then iris up on the beach scene.

If he clicks the Hand on the bed, he lies down. He can click the Walk icon anywhere in the room to stand up and walk over there.

If he clicks the Hand on the chair, he sits down. He can click the Walk icon anywhere in the room to stand up and walk over there.

627 Spa Services Card Inset

Before displaying the inset, print "The blue Spa Services Card reads:"

La Costa Lotta is pleased to offer exclusive services
for our sophisticated customers.

Try our Cellulite Drainage Salon.
Zap away fat in our Electro-Shock Exercise Room.
Dip into our Mud Baths.
Experience the High Colonic thrill.
Enjoy a steam in our Turkish Bath.

Click Exit at any time to leave this inset and return to **620**.

628 Telephone Card Inset

Before displaying the inset, print "The yellow Spa Telephone Card reads:"

Welcome to *La Costa Lotta*

8 Long Distance
9 Local Calls
0 Front Desk
71 Room Service
72 Bell Desk
73 Parking Attendant
74 Excursion Desk
75 Housekeeping
76 Building Maintenance

Click Exit at any time to leave this inset and return to **620**.

629 Turn Down Service Card Inset

Before displaying the inset, print "The pink Housekeeping Services Card reads:"

La Costa Lotta is pleased to offer an exclusive
complimentary "Turn Down Service" for
our more sophisticated customers.
Simply Touch 75 on your
complimentary room telephone.

After displaying this inset, set the flag to indicate he knows about the "Turn Down Service."

Click Exit at any time to leave this inset and return to **620**.

630 Larry's Bathroom

You can only exit back to **620 Larry's Room** from here.

If you click the toilet seat cover on the toilet, we show Larry bare his ass and sit on the can.

No one ever passes by outside the floor-to-ceiling glass walls, until Larry sits on the can. Suddenly, the area fills with people walking by, staring in at him.

You must Use the toilet paper to stand up if you are sitting on the toilet. If you do, animate Larry's left hand with his thumb stuck up the roll of toilet paper, his right hand comes up, pulls off a length, and the rest of the roll spins out of control all over the floor (out of sight, of course).

If you have the Spa Brochure and the Al Lowe Vera Lotion, and you Use either one while you are sitting on the can, animate the Spa Brochure in Larry's left hand bouncing up and down. Bring on all the people outside the window to stare at him masturbating.

The Plumber's Helper

If you turn on the water in the sink, brown water comes out (until you have added the wrench and file to Inventory). After that, clear water comes out.

Set a var indicating that he's seen brown water. After that, phoning the front desk (or building maintenance) causes Larry to complain about the sink. Wait until the next time Larry enters the lobby to bump the var. Then when he next returns to his bathroom, he finds the Kenny the plumber lying under his bathroom sink.

When the plumber is under the sink, if you click the Hand on him, show Larry slip the wrench out of Kenny's tool pouch and into Inventory.

If you click again, show Larry slip the bastard file out of Kenny's tool pouch and into Inventory.

When you leaves the bathroom, the plumber follows you out into your room, saying "All done, Mr. Lasker!" and exits the room. After that, if you didn't take both tools earlier, the wrench (or the file) will be lying on the floor of the bathroom.

If Kenny is under the sink, you can't do any of the fun things mentioned above, like sit on the stool, use the hand lotion, wash your hands, etc.

640 West Hallway

The tram occasionally drives east & west through this hallway.

A modern male sculpture stands here. Choose a random cel for him in room init so he's a little different each time you enter this scene. Near the end of the game (if totalScore > 500?? say), this pedestal is empty, but in **660 East Hallway** we see both sculptures coupled.

650 Thunderbird's Room is here. If you knock on her door after she's agreed to meet you, she comes to the door, asks "who is it?", you respond, she opens the door revealing her long sexy robe. Go directly to...

650 Thunderbird's Room

This room is just a cartoon. A FastForward takes you to your bedroom the morning after.

The scene begins with the door open and Thunderbird standing beside the door. Larry enters the room, T-bird tells him, "I've fixed you a drink. Help yourself, it's on the table." Larry automatically walks to the table in the foreground as she closes the door and locks it, Larry reaches the table, faces the camera, picks up the already prepared drink from the table and sips it, never seeing Thunderbird over his shoulder.

She lets her satin bathrobe slip from her shoulders and we see her in her full, leather-covered glory, revealing her Dominatrix outfit, leather bustierré, boots, etc. She slithers up to him from behind (so he can't see what she's wearing), saying "I can see how much you enjoy gold chains. Allow me to add a little "ring around your collar!"

She then puts the diamond-studded, 2"-wide, Doberman-style dog collar around his neck, attaches its chain to the lamp in the center of the room. "May I help you undress?" she asks as she reaches around from behind, grabs his shirt and leisure suit and undresses him with one quick RIP!

Now he catches on! Turning, seeing her outfit, and the chain connecting him to the lamp, he cries, "Say?! What kind of date is this, anyway?!" Whipping her riding crop out of its holster, she

stands before him, ordering, "Down on your hands and knees, dog!" WHIP! Larry drops. "Now, bark like the dog you are!" Larry responds, "Rough, rough!" and chases his tail around and around the lamp, Thunderbird whipping him all the way.

Iris in to black, iris out on Larry in his room the next day.

660 East Hallway

You can walk West to **505 East Lobby**, and East to **820 Woodsy Exterior**. The door to **670 Frau Milchlieb's Room** is also here.

A modern female sculpture stands here. Choose a random cel for her in room init so she's a little different each time you enter this scene. Near the end of the game (if totalScore > 500 ?? say), the pedestal in **640 West Hallway** is empty, but in this room we see both sculptures coupled.

The tram occasionally drives east & west through this hallway.

As soon as Gammie is on the table getting her ass drained, a well-used room service tray appears outside Frau's door. You can Take the bottle of mineral water from the tray. Once you've taken the mineral water and left the room, the tray vanishes, never to appear here again. Amazing? Yes. Impossible? You be the judge!

If Larry enters this room while pushing the dessert cart, we presume it's because he's coming to feed Frau Milchlieb, so we enter a cartoon: He automatically walks to Frau's door, knocks on it, waits a few seconds, then we see her open the door. She's dressed only in her "foundation garments." They chat a moment, then she opens the door wide. (We do *not* see Larry push the cart through the door.) We cut to...

670 Frau Milchlieb's Room

This room is just a cartoon. A FastForward takes you to your bedroom the morning after.

We begin with Larry and the cart inside the room, Frau closes the door and bolts it shut behind him. He wheels the stolen dessert cart to a chair facing away from us. Frau Milchlieb thanks him, sits down in the chair, facing the cart. and begins to eat. As she stuffs herself, we see (and hear) her girdle and various foundation garments straining.

Soon the straps are fraying and eventually snap. We see fabric, buttons, everything begin to fly. We see her fat slowly morph its way to the floor, bulging and straining her legs and feet until the toe ring she wears on her right middle toe shoots across the room at Larry, who sticks up his arm and makes a grandstanding catch worthy of Willy Mays. Add it to Inventory.

Iris in to black, iris out on Larry in his room the next day.

Shamara's Penthouse

700 Shamara's Penthouse Dining Room

We see Larry get out of the dumbwaiter in her dining room. To the left is Shamara's living room. Her balcony is in the distance. Everything is furnished very minimalist, very Japanese, Spartan, clean, cool. New age music plays softly in the background. There's nothing much to do here but walk on into **710 Shamara's Balcony**.

If you reenter the dumbwaiter, you automatically press the button to go down, we see the dumbwaiter's door close (without the hand schickt in the kitchen), then cut to **560 Kitchen**, where we see you exit the dumbwaiter.

There's an elevator here. If you press the button beside the door, the elevator waits a few seconds, dings, the door opens, you walk inside, you face forward, the doors close, and we see the indicator go downward. You next appear in **600 Upstairs Hallway** just outside your own room. Make this seem like a real elevator.

710 Shamara's Balcony

Shamara Payne is Larry's ultimate goal, the obvious, ultimate, cool, wealthy, healthy, New Age, 90s-fast-pace-dropout, self-made woman who has "wasted my life achieving financial independence," but is now seeking "the meaning of life."

We see her sitting here, facing away from us, topless, her long hair blowing in the breeze. She sits cliffside, overlooking the ocean, waiting for the sunset and life, which is now passing her by.

When Larry talks to her, we go to **720 Sham's Close-Up**.

720 Sham's Close-Up

You may click Exit at any time to return to **710**.

Show her sitting in lotus position, with realistic landscape behind her. The sun will set as you make progress with her. Give her something, and watch the sun slowly sink another 1/6th of the way to the horizon. It moves in equal increments from its first position out of the frame, to just above the horizon when all you have left to give her is the champagne.

Another Look at her from this screen takes you to **730 Sham's Extreme Close-Up**, which works exactly the same. **720** and **730** aren't two different rooms, just two different views of the same girl. Both have same functionality, with one exception: if you are in **730** and give her something, come back here to show her reaction and the sun lower. (You can then return to **730** if you want to.)

Offer her the champagne and she responds, "Not before sunset, Larry." At sunset, it's all she wants. This way, the champagne has to be your final gift. As you give her the champagne, we watch the sun slowly sink below the ocean and the color fade from the sky, as she leads you away to her bed pallet. Larry wonders how long it will be before she wakes up from this dream? He doesn't care... he just goes to **740 Sextoon** and is happy.

She won't accept the Warm Champagne, only the chilled.

She says she's there seeking the meaning of life. "I'm bored with money and material possessions—I have everything I've ever wanted... and yet: I have nothing." ("Oh, I dunno," you

think, "You've got a great pair of tits!") "I'm looking for the perfect man, not physically, but sensitive, intelligent, clever, wise."

What are her objects of ideal perfection? A perfect rose. A perfect ring. A perfect pearl. A perfect diamond. Art. Knowledge. A perfect moment: champagne at sunset with that special someone.

Larry hands her the typical adventure game crap (rose, ring, pearl, diamond, champagne) in his own bumbling way. She piles layer upon layer of meaningful insight on it, imbuing Larry with far greater mental powers and subtleties than he (or the player) has. Although she provides herself with her own answers, she misinterprets her own presumptions as Larry's sensitivity. Therefore she builds him into the "sensitive, caring New Age man of the 90s I've been seeking so long! I knew my '80s celibacy would pay off someday!" The player will feel that success, even though Larry responds "I am? I mean, uh... I dunno. Yeah, I am! I suppose."

730 Sham's Extreme Close-Up

This is the same as the above 720, except a close view of Shamara with an abstract background. Automatically leave this scene whenever you give her something. An Exit takes you back to 720.

740 Sham's Closing Cartoon Sex

We see a dimmed pic showing Larry and Shamara in silhouette in front of the fireplace, lying on a mat, getting it on. We overlay a video window and play video clips of every "erection, arousal, intercourse, orgasm" metaphor we can come up with. Strive for bad movie symbolism.

Can we get clips from some public domain library? Can we ship with them stored as decompressed, individual video clips? In a standard Video for Windows format? That way, if they wanted to, people could reuse them in their own videos!

Here's a few, listed in order from weakening inhibitions, through arousal, erection, insertion, orgasm, ejaculation, afterglow. Each should be about a half-second in length or shorter; only long enough to tell what it is. Extra credit given for creative groaners. The ones with the √ mark we could probably shoot ourselves. Where can we get the rest?

- √ water boiling
- fast-mo of flower petals opening
- √ honey dripping
- fast-mo of bread rising
- Yellowstone's bubbling paint pots
- √ teakettle whistling
- √ balloons inflating
- cannon barrel rising
- √ clown blowing up balloon animals
- barracuda coming out of crevice
- snake coming out of lair
- dolphins leaping from water
- submarine surfacing, leaping from water
- rocket launching
- Polaris missile launching from underwater submarine
- dam washing away
- jets refueling in midair
- chuffing steam train entering tunnel

- oil derrick pumping
- locomotive pistons pumping
- √ hose spurting out of control
- √ seltzer bottle spraying
- factory assembly line filling jars with cream
- √ fountains spurting
- √ champagne popping and spurting
- man flying out of cannon
- √ toothpaste spurting from tube
- oil well gusher erupting
- Old Faithful erupting
- volcano erupting
- hot air balloons deflating
- flowers wilting

Exteriors

800 Spa Exterior Long Shot

You can walk West to **810 Cliffside**, North to **200 Lobby**, or to **820 Woodsy Exterior**. You cannot exit down the driveway, or walk through the landscaping.

The grounds are fenced to “keep our guests from breaking their diet regimens.” The only way in or out is past the guarded gatehouse at the end of the driveway and you can’t pass it.

If you try to walk past the guard’s gate, he stops you with a “Halt!” and refuses to let you pass without a “Paid” receipt for your time here. Of course, there’s no reasoning with him and no way to obtain such a receipt. The TV studio forgot to give you any identification or money or credit cards. There’s no way for you to walk out.

If you Look at the guardhouse, go to **850 Gatehouse** below.

If you misbehaved in **850 Gatehouse**, when you come back here you get this death cartoon:

A heat-seeking missile launches from the landscaping, rockets off, makes a Toonish loop around the building, pauses to ham it up a little for the camera, then inserts itself up Larry’s butt, takes him up and over the spa building to a splashdown out in the ocean. EndGame. “Oops!” puts you right back near the gatehouse.

If prevRoom is **140 “Stallions” TV show**, the final portion of the opening cartoon takes place here. We see the studio’s ‘73 yellow AMC Pacer “limo” pull up to the gate, stop, pause, the gate rise, the Pacer drive to the front door of the spa as the gate lowers, the limo stop at the front door, a tiny Larry get out, the limo pull off and drive out through the landscaping. You enter the spa to begin the game in **200 Lobby**.

810 Cliffside Exterior

East leads to **640 West Hallway**, North leads to **860 Beach**, and South leads to **800 Spa Exterior Long Shot**.

If you click the Hand on the fence, you lean against the railing for just a moment before it collapses over the side carrying you to your death. EndGame. “But what a view!” “Oops!” puts you right back up near the railing.

There’s a boardwalk here. As you walk on it, we hear your footsteps clacking the wood synchronized to your feet.

820 Woodsy Exterior

Rough paths lead North to **230 Pool** and South to **800 Spa Exterior Long Shot** to prevent pushing the dessert cart those directions. Smooth paths (perfect for dessert cart pushing) lead West to **660 East Hallway** and East to the **840 Employees’ Campground**.

You can push the dessert cart through this room, but only East and West.

Occasionally (Random 1 in 2), if the tram could logically be here, Curtis, the tram driver, will park his tram here, leave the tram and walk East out of the scene to smoke a butt down at the employees’ campground.

A barbed-wire fence across the East end of this scene prevents you entering the employees' campground without the Employee Badge.

If you Use the Badge on the gate's electric lock:

if Curtis is sitting here in the tram:

print "Don't. Curtis will see you. He knows you're no employee!"

if the tram is here and you saw Curtis enter the employees' campground:

print "You decide not to. What if Curtis is lurking behind that gate?"

else:

We see you reach high, swipe the card downward through the scanner, then return your arm to your side via the reaching medium loop. We see the gate swing open, you walk inside, and the gate swing closed behind you before we go to **840 Employees' Campground**.

Returning from **840 Employees' Campground**, you appear in this room on this side of the gate so we don't need to show the gate opening, you passing through or the gate closing.

If you took the dessert cart in **840 Employees' Campground**, you appear in this room on this side of the gate pushing the cart. You can not push it North or South, only East and West.

If you have Taken the flashlight batteries already, don't bother with any of the following stuff, just print "You don't need any more batteries."

If you Look at the tram's rear:

if Curtis is off-screen, we pop up **829 Tram Close-Up Inset** below.

if he's still here, print "Wait. He'll see you."

If prevRoom is **830 Tram Motor Close-Up** and you disconnected the battery, as soon as we return here, Curtis walks back in from the employees' campground, walks to the tram, climbs behind the wheel, tries unsuccessfully to start its motor. Since the tram won't run, he gets out, opens the tram's hood, shines his flashlight inside, and notices the wires disconnected. He doesn't have enough hands to hold up the lid, *and* fix the wires, *and* also hold the flashlight. He struggles to hold up the lid, aim the light, and repair the wire.

If you talk to Curtis while he's under the hood, you offer to hold his flashlight for him. He thanks you and hands you his flashlight. You aim it at the motor, he fixes the cable, closes the hood, and hops back on the tram. He then remembers you still have his flashlight, asks you for it, and you automatically give it back to him. During that small window of opportunity (*after* closing the hood and *before* giving the flashlight back), you can click the Hand on the flashlight in Inventory to remove its batteries. You then give back the empty flashlight to the driver. You can repeat this stunt over and over until you Take his batteries.

If you leave the scene while the tram is disabled, it and Curtis remain there.

829 Tram Close-Up Inset

An inset showing a close-up of the tram's "toilet tank" and its flush handle hood release. You can click the Hand on the latch to open the hood, and we go to **830 Tram Motor Close-Up**.

Click the Exit icon to return to **820 Woodsy Exterior**.

830 Tram Motor Close-Up Inset

We come here after you click the Hand on the tram's hood and look inside at the motor.

If you Use the wrench anywhere on the engine, we show you disconnect the tram's battery cable.

Click the Exit icon to return to **820 Woodsy Exterior**.

If you try to take the tram's batteries and you know Charlotte, "they're too big, even for Charlotte's late night friend!"

840 Employees' Campground

Show two back-lit canvas tents, a stand-up height tent with tables and a dance floor and a washtub filled with beer, plus a long pup tent stretching across the bottom of the pic.

A neon beer sign flashes on and off inside the tent. We see it through the canvas so it's very dim, but still recognizable.

Early in the game we see employees dirty-dancing in silhouette.

You can walk right into the tent flap and appear in silhouette through the tent wall.

You can make a beer run by clicking the Hand on the silhouette of the beer tub at the East end of the tent, if you are inside the tent. You walk over, bend down and grab two handfuls of Lone Star long necks for Burgundy.

If you click the Hand on the beer tub while standing outside the tent, you get an error message.

You can get beer again and again if you don't already have beer in Inventory.

If you got Burgundy drunk, when you come here you occasionally see someone crawling across other people to get to his employee-of-the-night.

If you got Burgundy drunk, when you come here you occasionally see a couple humping (use various locations, speeds, intervals), all in silhouette.

If you have talked to Frau Milchlieb, a dessert cart sits by the tent, ignored by the drunken employees. If you Take it, switch to a view of Larry pushing the dessert cart.

If you are pushing the dessert cart and walk West toward the gate, we room change early as though the gate opened.

850 The Gatehouse

We come here with a Look at the gatehouse in **800 Spa Exterior Long Shot**. Click Exit to return there. Bang N. Olufsen normally stands here, looking at you, ignoring the many television monitors on the wall behind him.

Bang N. Olufsen has handcuffs in a pouch hanging from his belt. If you try to take the handcuffs from him without having moved the video camera, he notices and simply presses a button. Print a message and return to **800 Spa Exterior Long Shot** for a quick death cartoon.

If you have aimed the video camera at the girl's shower, a Look says "Bang N. Olufsen seems to be very engrossed in the new TV season."

If you have aimed the video camera and you click the Hand on Bang N. Olufsen, we see you carefully unsnap the handcuff pouch from his belt, and Take the handcuffs. Add them to Inventory. Bang is oblivious to your actions.

860 The Beach

Anytime, except during the moonlight Shablee cartoon below, you can dig in the sand here by clicking the Hand anywhere on the sand. You walk to a nearby sandy spot (not necessarily the exact same spot you clicked on; just do it wherever you are as long as the digging view fits entirely in the sand), kneel, dig a hole in the sand with your hands, and come up with the whale oil lamp. Add it to Inventory.

If you've "had Shablee," the champagne (with glasses and ice bucket) is here for the taking.

Shablee cartoon

A FastForward during this cartoon takes you to your bathroom the morning after where we find you gargling furiously.

If you gave Shablee the evening gown, he/she is waiting for you here, complete with a silver service of champagne, two glasses, and a chilled ice bucket. Iris out on the beach in moonlight, with Shablee waiting for you. You enter from the swimming pool.

They talk (no close-up here), and soon things get intimate. They never get around to even opening the champagne. There's a light kiss, a long kiss, a soul kiss (which Larry seems to enjoy considerably), followed by a long intimate kiss, and as they separate we notice Shablee's tongue is 12" long.

If you click the Zipper icon on Shablee, she responds in character: it's either "too early," "perhaps soon," or "let's go." If it's "let's go," we cut to the chase: she smiles demurely, and asks you, "Do you have a condom on you?"

If you click the condom on her at the right time, you hand it to her, and she discretely turns away to put it on "herself." When Shablee turns around to face the audience, Larry's body covers her genitals, but it's plain to see her new gown is riding up noticeably in front. Larry does a take, sickens as he realizes what he's done, and begins spitting, trying to get that taste out of his mouth. We iris in to black, then iris out on you standing in Larry's bathroom rinsing out your mouth.

Anywhere

If you Use the beer on ego, you drink a bottle and toss it away (it disappears as it goes behind him), then repeat this five more times (i.e., you chug the entire six-pack). You then stagger about for a while as in Larry1 VGA.

If you click the Hand on the electrical cord, show Larry insert a wire into his mouth to strip off the insulation. This view is also used when you have the other end of the wire plugged into the wall, so plan ahead how you'll cover it.

In general, during any HandsOff sequence more than a few seconds long, support the Fast-Forward icon to skip to the end of the sequence.

The Girls' Spread Sheet

<i>Girl</i>	<i>Description</i>	<i>Her Location</i>	<i>She wants</i>	<i>How you get it</i>	<i>How does it end?</i>	<i>She gives you</i>
Cavaricchi Vuarnet	aerobics dike	aerobics room	you to find her a woman	get Burgundy to go for a steam	She dumps you in steam room for Burgundy	employee ID card
Burgundy	tall, thin, long-necked singer	blues bar	2 six-packs of beer	from company canteen	She dumps you in steam room for Cav	evening gown & gold ring
Shablee	perky transvestite	make-up classroom	a fancy gown	from Burgundy	she wears your condom	champagne
Gammie Boozallay	huge-thighed desk clerk	front desk	cellulite treatment	repair the cellulite machine	you drain her; she dumps you	fill the lamp of knowledge
Rosé	hot-blooded Spaniard	enema room	bouquet of flowers	in your room	you get "cleaned out"	a perfect rose
Charlotte Donay	electrode lovin' girl	mud baths	six heavy-duty D cells	tram driver's flashlight	a shocking experience	a perfect pearl
Thunderbird	tough Domina-trix	weight room	handcuffs	guard at gate-house	you get treated like a dog	a perfect diamond
Merrily Lowe	bungee jumping addict	swimming pool bar	key to the tower	carve it yourself	you bungee jump naked	"Words of Wisdom"
Shamara Payne	rich young beauty	penthouse balcony	the Perfect things, plus champagne	score other girls first	you finally score.	video clip potpourri

The Interface

The following are continuously displayed in 640x480 hires VGA. Each window has a frame, title bar, scroll arrows (if applicable) and close box. No sizing allowed. Currently, only Preferences, File and Help bring up windows that cover the picture.

Menu Bar

File

These are standard, Windows-style functions. The File menu is a standard Windows drop-down menu.

New

Brings up our standard "are you sure?" dialogue?

Open

Brings up our standard Restore dialogue, with scroll list showing the saved games' 32-char descriptions.

Save

Doesn't open a dialogue. Just does a save to the current saved file name.

Save As...

Brings up our standard Save dialogue, with the 32-char max. editable field that may be used to enter a description of the saved game. No changeDir. With Delete button. Looks just like Restore.

Quit

Brings up our standard "are you sure?" dialogue?

Game

This drop-down menu has the following choices:

Button Bar

If this item is unchecked, the uppermost area of the screen is blanked until the cursor is moved into it. Includes Menu Bar, Icon Bar & Inventory.

Text

If this item is checked, the lower area of the screen is blanked until a message. is displayed there, or a talker appears. When the message times out, the box goes away. Includes text & 1 or 2 talkers.

Controls

If this item is unchecked, the lowest area of the screen is blanked until the cursor is moved into it. Includes Score & six knobs.

Text Colors

When this item is selected, a dialogue appears with some sample text (like maybe "Sample Text") displayed in the current text color on the current background color, and two rows of colored boxes. The upper row is foreground, lower row background. Each has a slider that can be moved from color to color, changing the Sample Text as it slides. Prevent setting both sliders to same color.

Save-O-Matic™

If this item is checked, a dialogue appears at key spots in the game suggesting, "Now would be a good time to save your game." with a "Save" button and a "Screw it!" button.

Auto-Save™

When this item is selected, a dialogue appears with a scrolling list of minutes. "Remind me to save every ## minutes." The number can be changed by typing or clicking up/down arrows. If the number is non-zero, a check mark appears on the menu bar beside the word Auto-Save™. After n minutes, a dialogue appears saying, "Is this a good time to save your game?" with buttons saying "Save" and "Screw it!".

Help

This menu replicates the standard Windows' Help pull-down menu. No hypertext, though. Include the many messages. currently cluttering up our About screens.

Interface

Print "Move the question mark around the screen. Click once when done." As the cursor passes over the interface, print each item's help text. Include text for Inventory items, icons, text window, talkers, controls, etc.

Keyboard Shortcuts

Reveal the hot keys we all know and love.

Customer Service

Give the phone numbers, etc.

Technical Support

Give the phone numbers, etc.

Hints for Beginners

Explain how to begin playing a graphic adventure. Explain icons, Inventory, game play, techniques, etc. Explain Inventory manipulation.

About Larry6...

Button Bar

Contains the standard Move, Look, Do, Take, Talk, Zipper, and Fast Forward icons. These icons do double duty, working the same way in both the Graphics and Inventory windows.

Inventory Bar

Displays all items in Inventory. If there are more items than can fit in one window, arrows appear at the ends of the window. Each arrow click moves over 1 Inventory item. Holding down the button makes the arrows auto-repeat.

Inventory items that are Taken during the game appear automatically in the Inventory window. To Use an Inventory item in the game, click on the *Take* icon, then click the *Take* icon on the object in the Inventory window. The cursor becomes that object. Then click the object cursor in the graphics window.

Graphics Window

The graphics window is 320x140 displayed as 640x280 itty-bitty pixels.

Text Window

The text window contains the most recent text from the game, with a scroll bar to the right so the user can refer back to the last 2k+/- of messages.

Talker Windows

There are two areas beside the text window reserved for Larry and whom-ever he's currently speaking with.

Control Panel

Below the talkers and text windows is the control panel. It contains the following six controls to adjust game play (each with its own analog-looking knob), plus the Score-O-Meter™. From left to right:

Detail

This analog knob changes the detailLevel of the game from 1 -- 4. It ships at 4 (every animation running).

Speed

This analog knob changes ego's walking speed from 13 -- 0. It ships at 6, but "if debugging" is set, it begins at 0.

Text

This analog knob controls how long text messages appear before the next message is written to the buffer, or the buffer disappears. Use the FFPF algorithm. Ship with it slow; debug with it fast.

Scoredometer™

This analog-looking odometer-like 4-digit revolving controls displays the current score. After earning points, it begins revolving slowly until the displayed score matches the current score.

Music

This analog knob controls the volume setting of the music from 0 then 3 -- 15. Ship it at 15. Debug at 15.

Sounds

This analog knob may control the volume setting of the sampled sound effects, if we get such support. If not, it could be either full on, or full off.

Filth

This analog knob is just a joke. It is always at max, but you can turn it to another setting. However, as soon as you release the knob, it springs back to max. Just a joke, okay?

Map

Documentation

Miscellany

Auto-Save™ (from Larry 3) and Save-Now?™ (from Larry5)

Technical considerations

Dan Foy said on 2/1/93 to “develop 640x480(use 280)x24-bit pix (900k each) then convert to both DOS/Windows/CD-ROM 320x200x8-bit (64k each) as well as 3DO 320x240x15-bit color (150k each)

Mark Hood said on 3/31/93 in Fresno, “We will be able to have hi-res text, talkers, controls and score below, plus hi-res pull-down menus, Inventory, and button bar above, with a 320x140 low-res pic with pixels doubled to 640x280. No problem.”

Current Problems

- where’s the beaver hidden?
- how to determine if the “pool bar is close to the edge of the pool?”
- view for filing the room key
- If Larry is in the towel when he gets hit by the spray, the water goes up inside the towel, and Larry doesn’t “sit” on it. Instead, he turns and spits out a spray of water. SoundFX.
- Show her sitting in lotus position, with realistic landscape behind her. The sun will set as you make progress with her. Give her something, and watch the sun slowly sink another 1/6th of the way to the horizon. It moves in equal increments from its first position out of the frame, to just above the horizon when all you have left to give her is the champagne.