

All-New Format!

Leisure Suit Larry 3:
*Passionate Patti in Pursuit
of the
Pulsating Pectorals*

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

**HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED**

THE PERFECT GAME ACCESSORY



Leisure Suit Larry 3:
*Passionate Patti in Pursuit
of the
Pulsating Pectorals*

HINT BOOK
by Al Lowe



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Introduction

Welcome back to Nontoonyt Island!

I hope you are having as much fun playing this game as we had creating it. *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* is a linear adventure game; in order to proceed you must solve most of the puzzles in the order they are presented. Thus, this book is divided into chapters by women you "encounter."

Before proceeding, take a moment right now to read the reference card that came with your game and experiment with all the items in the menu bar.

The whole point of playing *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden or so obtuse that you do not know where to begin. Or, this may be your first experience with an adventure game. Don't feel bad if you are occasionally stuck.

How to use a hint book

When you get stumped, look through this book to find your current flame. Then hunt for a question close to your problem. Since hints progress from "mildly helpful" to "strong" to "here's the answer!" It is best to read them individually and in sequence. Place your "Adventure Window Card" over each answer to read it. Throughout this book directions assume that North is towards the top of your screen, South to the bottom, West to the left, and East to the right. Words within "quotation marks" are to be typed into the program exactly as shown.

How NOT to use a hint book

It is no fun to just scan through the book reading all the answers! Read only those hints absolutely necessary, and as few of those as you can. Beware, you may find one or more fake questions hidden here or there throughout this book.

If you have finished the game...

Only after you have completed *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals*, do we invite you to read the final chapter of this book. It contains several "potent" sections you will enjoy. But be very cautious! Do not look at it until you have actually seen "The End."

Thank you...

...for purchasing *Larry 3* and this hint book. I hope you have found it humorous and challenging. If so, I encourage you to look into Sierra's other 3-D graphic, animated adventure games!

Al Lowe

General Questions

All I do is wander about! What sort of fun is this?

- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.

What is the point of this game anyway?

- You can have a better understanding of your character's name and class's name. You can have a better understanding of your character's name and class's name.
- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

I am having trouble making the game understand me.

- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

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

- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

Be sure to save your game periodically. If you are having trouble, you can always start over from the beginning. If you are having trouble, you can always start over from the beginning. If you are having trouble, you can always start over from the beginning.

How come my score went down?

- Check the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

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

- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

What good is the "Boss Key"?

- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

Do I have to pass that trivia test every time I play?

- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

I'm having trouble reading the text messages in the darker areas of the game.

- Read the description of the game and play the game.
- Watch a tutorial through every character and through changes in the game.
- Refer to your character's name and class's name.
- Check the map screen.
- Look in the mailbox.
- Look at the school, even if it's not there.
- Talk to everyone you can.
- Take anything that is not needed from the mailbox. It will probably be useful.

General Questions

All I do is wander about! What sort of fun is that?

Read the documentation that came with your game.

Search carefully through every place you find.

Things change in this game.

Return to your (former) home and explore there.

"Open the mailbox."

"Look in the mailbox."

What is the point of this game anyway?

You are Larry Laffer, a balding, 43-year old, a-romantic jerk who thought he was a swinging single until he found true love. He was mistaken. You've given up on commitment and now are out just to have a good time!

There are many ways to achieve your goal, but (as in real life) you have no idea what they are. To help you get started, here are three easy steps to adventure gaming:

"Look at" everything, everyone, everywhere.

"Talk to" everyone you meet.

"Take" anything that is not nailed down. If you can, it will probably be useful later.

Can't understand a command? Can't get the game to understand me.

Use complete English sentences, in the form of a command, such as "stick my salami in the bun," "look at her legs," "give the gold to the troll." (Trust me. That's one phrase you'll never type in this game!)

It could just be that what you are trying is a good idea, but it should really be tried later in the game.

Or, it very well may be that it will never work at all.

The level of difficulty just started when I was about 13 years old.

Everyone fails a lot in adventure games. That's one reason it is so satisfying when you finally finish one.

Be sure to save your game periodically as you progress. Adventure games are designed to be saved and restored, so you don't have to start from the beginning every time you make a mistake. Refer to your manual for specific instructions for your computer.

How come my computer won't do this?

Simple. You did something wrong.

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

Why won't my game go faster? Is there any way of speeding up this game?

Read the copy of *Nontoonyt Tonite* magazine that came with your game. You will find instructions concerning changing speeds (on most computers the plus and minus keys make Larry go faster and slower).

On some computers, scenes with lots of animation may run at normal speed even at Fast speed.

How come I can't go back to work?

A good way to keep from getting fired when you get caught playing games when you should be working!

No, there is no way to return to where you were, except to "Restore."

You shouldn't be playing games at work, anyway!

Why are you reading this? You know I don't condone enjoying yourself while working!

Can I have the game that I wish to play every time I play?

No, not if you have saved a game at the Filth level you wish to play. When the "Reality Check" window asks your age, select "13-17." The game will welcome you to the Clean level and bypass the trivia quiz. Once you're on Vista Point, restore your saved game. Everything will be restored exactly as it was, including your Filth level.

Can I change the color of the text? Can I change the color of the screen?

Select "Text Color" from the menu and change the color. But better still, adjust your monitor's contrast and brightness controls so you can see its full range of colors.

How can I see objects I've collected.

Get an "object" and then place it inside. No need to refer to other objects as they are not used for that purpose.

Use the "Inventory" to select an object inside with the mouse or the "ESB key" and then "SEE" it on the "ESB" menu.

It's a jungle out there!

How do I find my way around this island?

Always have a map.

The safest way is to walk and look until you find what you want. It will save time.

If you want to be fast, assume there's no map and try.

Where is *Natives, Inc.*?

From the "Inventory" form if the "Natives" number is low, go to the "Natives" menu.

How do I find the beach?

Use the location of "Home of the Sun" as a guide to find the beach.

Where did you hide *Fat City*?

Hidden in the "Natives" menu. See "Natives" menu for more information.

This is the same as the "Natives" menu.

This is the same as the "Natives" menu.

Is there really a law firm on this island?

There is the "Law" menu. The "Law" menu is located in the "Natives" menu.

This is the same as the "Natives" menu.

This is the same as the "Natives" menu.

This is the same as the "Natives" menu.

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

It's only there to show you the "Natives" menu.

You don't need to remember, you bought the "Natives" menu.

Where are those nectarines? They *must* be important!

No they're not. But they are a "Natives" menu.

There are no nectarines and when in the "Natives" menu.

But if you have a "Natives" menu, the "Natives" menu can help you find them.

See the "Natives" menu for more information. The "Natives" menu can help you find them.

Talking to Tawni

Where are the women in this game? How's a poor dorky guy like me get lucky?

You'll find the women in the "Natives" menu. The "Natives" menu can help you find them.

Under "Natives" menu, see "Natives" menu for more information.

See the "Natives" menu for more information.

Where is Tawni? How do I find her?

Tawni is located in the "Natives" menu after you get there.

She lives in the "Natives" menu in the "Natives" menu.

I love Tawni is only after the "Natives" menu. What a girl!

See the "Natives" menu. Watch how she runs things from the "Natives" menu.

What is the favorite possession of a mall-head?

I wish I could tell you.

What? You have no idea? There is one waiting for you in your mall. The mall is where you can find the "Natives" menu. See the "Natives" menu for more information.

Open the "Natives" menu. Get the "Natives" menu. Get the "Natives" menu. Get the "Natives" menu.

Get the "Natives" menu.

How can I see objects I've collected?

Just say "look at the" and the object's name. Be sure to refer to objects exactly as they are named on your inventory list.

Or, on the inventory list, select an object (either with the mouse or the TAB key) and press ENTER (or click with your mouse).

It's a jungle out there!

How do I find my way around this island?

Always draw a map.

The safest way is to walk into every little opening that looks like it will hold you.

If your way is blocked, assume there's no trail that way.

Where is the fountain, for?

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

How do I find the beach?

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

Where did you hide the knife?

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Then go west from the southwest corner of the scene.

Where can I find a law firm on Big Island?

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Head north from the northeast corner of the scene.

You'll soon encounter the offices of *Dewey, Cheatem & Howe*.

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

It's only there to give you clues about your progress in the game.

You don't need it — remember: you bought this hint book!

Where are those nectarines? They must be important!

No, they're not. But they are a *capital idea!*

There are no nectarines anywhere in the game.

But if you have trouble getting through the bamboo maze you may use that song to help you *initially*.

See *In Pursuit of the Pulsating Pectorals* below for further bamboo maze advice.

Talking to Tawni

Where are the women in this game? Isn't a poor slob by any name and girl lady?

You'll find no women until you've completed the entire introduction to the game.

Enter *Natives, Inc.* so Chairman Kenneth can fire you.

Soon thereafter, Tawni will appear on the beach.

Where is Tawni? How do I find her?

Tawni will appear on the beach soon after you get fired.

The beach is just south of the fountain in front of the casino.

I hear Tawni is only after one thing! (I just wish I knew what it was!)

She loves to shop. Watch how she buys things from any vendor who happens to stroll along her beach.

What is the female possession of a mail-bird?

Credit cards, of course!

What? You have no credit card? There is one waiting for you in your mailbox.

The mailbox is on the wall of your (former) home, near the gate that Kalalau always keeps locked.

"Open the mailbox." "Get the envelope." Go see Tawni. "Look at Tawni."
"Talk to her."

"Give her the credit card."

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

Did you show the *maitre d'* your pass?

What do you mean, what pass?

It's in your copy of *Nontoonyt Tonite* magazine.

No, really! "Show my pass to the *maitre d'*" even though it's not in your inventory.

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

So... you're reading this expecting a *tip*?

All *maitre d's* say that. That's just his line.

He's expecting something else.

Yep; a tip!

"Give the money to the *maitre d'*."

Can't you just get some money?

You can't.

That's not to say you can't get money!

You must sell something you have to someone who loves to buy.

What? I don't have anything to sell. I'm broke!

Remember, she lives to buy. So, sell her something.

Make it yourself from something you find lying around.

Use the granadilla wood.

"Carve the granadilla wood with the knife."

What? I don't have a knife!

You need a disguise.

She always buys things from those native guys...

...so dress up like a native.

I love to "go native" but I've just not allowed for the occasion.

Somewhere on *Nontoonyt Island* there is a clump of tall, slender grass perfectly suited for weaving.

Look outside *Chip 'n' Dale's* nightclub.

Something sharp is required to cut the grass.

"Weave a skirt from the grass."

"Wear the grass skirt."

Of course, you can't change clothes just anywhere.

Find the cabana behind the casino.

Where's a good place to change his clothes?

From the fountain in front of the casino, walk east behind the steps.

You'll find a changing cabana (which looks remarkably like a 3-holer outhouse).

How do I sharpen my knife on the steps?

Really, Larry; you must learn to *hone* your thinking.

You need something flat, smooth and hard to sharpen it.

You've probably *stepped* right over it already.

Perhaps you even *staired* at it!

Use the stairs leading into the casino.

Walk to the steps. "Sharpen the knife on the steps."

How do I get some money? I don't have anything to sell.

If you have some money, you may want to take in a show.

Go to the showroom in the casino.

It's up the stairs and down the mirrored hallway to the left.

Cherri Tart

Where's the lobby in the showroom? I've what?

Go back to the lobby. Hanging out around the stage door might *indeed* land you a chance to meet Cherri Tart.

How do I get some money? I don't have anything to sell.

Remember: she wants to give up show biz and move to the country.

Consider what happened to you at the beginning of the game.
Remember the old adage: "If you're not in the kitchen, you're
not in the business."

Your marriage dissolved because you. Therefore, you have power in your
own hands. It's your "single living double life."

Cherri is waiting for me backstage. What do I do?

Full Answer:

Ask Cherri for your key!

She'll give you the key to her apartment. Then, you can go in and
take her into your arms and bed.

Take her into your arms and bed!

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

Don't rush the scene and return home. The deed will be ready soon.

Ask Roger when the deed is ready.

Do not say he's not ready. He's not ready. He's not ready. He's not ready.

Wait. Wait. I'll wait. I'll wait. I'll wait. I'll wait. I'll wait. I'll wait.

**Ask Roger when the deed is ready. Do not say he's not ready. Do
not say he's not ready. Do not say he's not ready.**

Seducing Suzi

Those lawyers are never in!

Don't say "I'm here, but I'm not in!"

Do not say "I'm here, but I'm not in!"

You won't need her until you divorce with Cherri. You

don't need her until you divorce.

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

Do not say "I'm here, but I'm not in!"

Your first meeting with Suzi. Cherri is here.

Your second meeting with Suzi. Cherri is here.

I need \$500 for my divorce. Where can I find that much money?

If you need money, you can find it in the bank. If you need money,

take it from the bank. Take it from the bank. Take it from the bank.

Cherri will give you the money you need.

I'm so embarrassed! I could just die. Wait a minute — I *did* just die!!

How do you feel about the fact that you were just killed?

What do you think about the fact that you were just killed?

**Suzi refuses to be seduced. I've seen her twice, and now she's not around.
Where did I go wrong?**

She will arrive by coming backstage to see you.

You must not change out of your black and white costume.

What do you think about the fact that you were just killed?

Bopping with Bambi at *Fat City*

Is *Fat City* always closed?

It will be open when you have a Zamboni card.

She will be in the room. She will be in the room. She will be in the room.

You can find a Zamboni card in the room. You can find a Zamboni card

in the room. You can find a Zamboni card in the room.

What do you think about the fact that you were just killed?

I'm in the locker room. Which one is mine?

There are many lockers in the room. Which one is mine?

If you can't find the locker, you can find it in the room. If you can't find

Consider what happened to you at the beginning of the game?
According to ancient island tradition, all land goes to the husband when a marriage is dissolved.
Your marriage dissolved dramatically! Therefore, you have plenty of land.
"Offer my land to Cherri" while looking into her eyes.

Find a lawyer.
Ask her about your land.
She'll arrange for you to receive a written, legal transference of property.
Take that deed backstage to Cherri Tart.

Just leave that scene and return again. He'll get right to work on it.
"Ask Roger about my land deed."
Be sure you've talked to Cherri about the land. Once you do, Suzi Cheatem will be *In*.
Enter *Dewey, Cheatem & Howe* and walk to the secretary's desk.
"Ask Roger about my land deed." If *he's busy*, just wait a few seconds. He never works very long at one time.

Deed to Land

They're busy! They have lots of *legal affairs*!
One will become free, but only when you need her.
You won't need her until you progress with Cherri Tart.
See *Charming Cherri* above.

He's waiting until you "ask Roger about my land."

Your first meeting with Suzi Cheatem is free.
Your second meeting requires \$500.

If you deal properly with Cherri Tart, you'll find the money flying to you.
Obtain the land deed., Walk to the showroom stage door and "knock on the stage door."
Cherri will, um, er, *help* you out backstage.

How you wish you had studied with Arthur Murray when you were younger.
After taking center-stage at the head of the runway, "dance" your legs off!

You went wrong by returning backstage too quickly.
You need not change out of your feathered costume immediately.
Wear your feathery outfit to *Dewey, Cheatem & Howe*. Pay Roger your \$500.
Hang onto your tailfeathers!

It will be open when you have a membership card.
No, you can't just join. Just like Groucho, *you wouldn't want to join any club that would have you for a member!*
You can find a spa membership keycard inadvertently placed inside something.
You'll receive it after you meet with your *crack attorney*, Suzi Cheatem!
After leaving the attorney's office, "examine the divorce decree."

Have you carefully examined your spa membership card?
If you can't find the answer on the front of your card, then check back.

What do I mean, read the back side of the keyboard?

Examine the track of the keyboard.

Trust me, I see the numbers to make it hot.

I know my locker number, but all these lockers look alike.

Wiggle the L in the keypad, possible the number.

"Search for my locker" tells you when you are getting warmer.

It is as far west and north as you can walk.

Sure, I could have made it easier, but I just love to hear people complain about working through all those details!

Attention, whiners: use the keyboard cursor keys instead of the mouse. To walk diagonally, press the U, E, T, and P keys.

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

Go to the back of the keyboard, you'll find the names of three magazines.

Examine the track of the spa keyboard.

Each business advertises in the respective magazine.

Each on a different page.

The page numbers are your locker's combination.

Somebody stole my clothes!

This last lost locker door, you'll think I stole.

I hope you have a recent saved game.

Check your clothes and pants, they're gone for good!

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

Call Sammie on 311. I'll send a rescue help.

At the beginning of the game, you met a woman on a tower.

Return to Squid's Beach and get Timmy's towel.

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

You must have persevered, Patti.

Remember until the game infers you have read 100 books, you have done.

You will see the message on each of the first 100 book shelves.

Place an item on the front of the keyboard, but not in the right area.

Use the "E" key to position the "G" key up.

She complains about my fragrance!

Touch the "L" key, then you can use it to get on.

You must "use water" in the shower.

You must "use deodorant" while you are standing in front of your open locker.

Bambi wants something. What is it?

Have you tried to "talk to Bambi"? She'll discuss her current project with you.

She's asking for a gift. So, "talk to Sammie" first.

Bambi was in her aerobics studio, but now she's gone!

She only says around 1000, you know, but in also becoming richer.

Take her to her "new bar."

Procuring Patti

Patti wants nothing to do with me because I'm a married man.

Sam, get a divorce.

You need to "divorce" Sammie & Bambi.

Use "2" sign in the "2" window!

Enter Sammie's name "Sam" in your address book.

Leave 100% "Bad" people. You'll need to "talk to Bambi" first. Bambi will have explained your divorce to you (after you're "2").

Return to the beach, take all items and "talk to Patti."

Take her to the "new bar" to Patti.

Patti wants some gift. But what is it?

It's a "gift" - women love to get the keys.

Check back means read the back side of the keycard.

"Examine the back of the keycard."

There you'll see the number to your locker.

Number 69 is in the worst possible location.

"Search for my locker" tells you when you are getting warmer.

It is as far west and north as you can walk.

Sure, I could have made it easier, but I just love to hear people complain about walking through all those angles!

Attention, whiners: use the keyboard cursor keys instead of the mouse. To walk diagonally, press the 1, 3, 7 and 9 keys.

On the back of the keycard, you'll find the names of three businesses.

"Examine the back of the spa keycard."

Each business advertises in *Nontoonyt Tonite* magazine.

Each on a different page.

The page numbers are your locker's combination.

You left that locker door open, didn't you?

I hope you have a recent saved game.

Once your clothes are gone, they're gone for good!

Can't dry off, eh? A towel would help.

At the beginning of the game you met a woman on a towel.

Return to Sunaffa Beach and get Tawni's towel.

You must learn perseverance, Larry.

Exercise until the game informs you how many exercises you have done.

You must see the message on each of the four exercise stations.

Three of them are in front of the machine, but one is to the right rear.

"Exercise" at each position, then "stand up."

You must shower after you exercise at *Fat City*.

You must "use soap" in the shower.

You must "use deodorant" while you are standing in front of your open locker.

Have you tried to "talk to Bambi?" She'll discuss her current project with you.

She's asking you for help. So, "help her with her video."

She only stays around until you leave *Fat City* after becoming svelte.

If you miss her, you miss her!

So? Get a divorce.

Visit good ol' *Dewey, Cheatem & Howe*.

"Ask Roger about my divorce."

Enter Suzi's office. "Sit." "I want a divorce."

Leave *DCH*. Walk outside. Turn around and walk back inside. Roger will have prepared your divorce decree rather quickly!

Return to the piano bar, sit down and "look at Patti."

"Give my divorce decree to Patti."

Remember, women love to get flowers.

What's the deal?

EEK! Not some repair!

The red ink is not a sign of anything but blood. Enter the scene by means of a small opening in the back wall and outside the door in the top of the door.

Where are the flowers from?

Where's the vase? I don't like 'em. I can't get any more!

Patti says my flowers are old and wilted, but I can't get any more!

If you don't like the flowers, why do you ask me to get more? Patti is on my side. At least she is now. Don't take me to the side of the wall and wonder what you're doing.

She complains about my fragrance!

She says she doesn't like the smell of my perfume.

You must have worn it for a while.

You must have decided that when you're alone, you don't mind the smell of your own perfume.

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

Don't let her know that she's interested in you.

Ask Patti for a date.

She'll say no!

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

To get a drink of fresh water, you may have to explore the hall. The kitchen

is not the only place in the penthouse where they serve drinks.

Yes, I had the key to the penthouse. Yes, I had a drink of water. I had to go to the kitchen to get it.

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

The only way is to lift the door's penthouse key in the air.

If you don't have Patti's room key, you can't go to the penthouse. Don't take the key to the penthouse.

I'm in Patti's penthouse. How do I get things started?

The door is open. The door is open. The door is open.

How do I get it?

The game will be over. The game will be over. The game will be over.

Is there anyway to avoid watching that long scene in the penthouse?

Yes, there is. You can avoid it.

In Pursuit of the Pulsating Pectorals

I think I should wear more than just a dress. Don't I own any undergarments?

They are on the dining table just to the right of your dressing room.

So, by wearing them, you'll be wearing your underwear and your shoes.

What's inside *Chip 'n' Dale's*? How do I get in?

Why do you need a key to get in? The door is open.

Have you noticed the door? It's open. It's open.

Walk to the door in the corner of the room. Look at the door.

Take my key from the piano.

Pay the money!

What good is Dale? I can't get him to tell me anything.

The money is on the table in the dining room. The money is on the table in the dining room.

How do I get through that bamboo forest maze?

The maze is in the garden. The maze is in the garden. The maze is in the garden.

What you do is to go to the maze.

The bamboo forest is in the garden. The bamboo forest is in the garden. The bamboo forest is in the garden.

Break down the door. Break down the door. Break down the door.

Break the door down. Break the door down. Break the door down.

Break the door down. Break the door down. Break the door down.

Break the door down. Break the door down. Break the door down.

You are in the islands.

Pick her some orchids.

The orchids are in a cave overlooking the beach. Enter the cave by means of a small opening in the rock wall just outside the door to *Chip 'n' Dale's*.

"Weave the orchids into a lei."

While looking at Patti's face, "give her the lei."

Patti says my flowers are nice and all, but I can't get any more!

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

She complains about my fragrance!

You must shower after you exercise at *Fat City*.

You must "use soap" in the shower.

You must "use deodorant" while you are standing in front of your open locker.

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

Boy, you are new at this, aren't you?

"Ask Patti for a date."

Stand back!

That last guy was not very nice, but I can't get any more!

To get a bottle of fresh wine, you may have to endure a little stale humor.

Where is the only place on the island where they serve drinks?

Yep! Head for *The Comedy Hut*. You'll find a bottle of wine sitting on the table in the center of the room.

How do I get it up? (I've exercised, that is)

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

If you don't have Patti's room key, you need to spend more time sitting on that stool at the piano bar.

I'm in Patti's penthouse. How do I get things moved?

You did bring the bottle of wine, didn't you?

"Pour the wine."

The game will also accept many of your other, favorite, crude remarks.

Is there anyway to avoid watching that long scene in the penthouse?

Sure. Just press F8 to bypass the scene.

Is Patti's of the Penthouse Penthouse?

I think I should just have been just a dream. Don't I own any underwear?

They are on the dressing table just to the right of your dressing screen.

Before leaving, wear your brassiere, panties and pantyhose.

What's under Chip's chair? How do I get it?

All you need is a few dollars to please the *maitre d'*.

Have you returned to your place of employment?

Walk to your piano in the casino piano bar. "Look at the piano."

"Take my tips from the piano."

"Pay the *maitre d'*."

What goes to three? I can't get into the maze.

He's telling you the solution to the bamboo maze lies in your copy of *Nontoonyt Tonite*.

How do I get through this hallway for a maze?

The maze is mappable, but that's probably not what you want to hear, is it?

What you do want to hear is a song.

The Nectarine song in *Nontoonyt Tonite* is a *capital* idea although it doesn't seem so *initially*.

Think about this: *Some Songs Will Save Nice Exotic Singers!*

Notice the first letter of every word in the Nectarine song is capitalized.

Notice those letters are only N, S, E, and W. You guessed it!

The initials tell you the correct route through the maze.

I keep dying of thirst in the bamboo.

Think plenty of water to drink,
You need to pack a little something to drink,
But a drink from the ark, where you attached the bar of soap,
All your energy will be spent walking.

I'm through the bamboo forest but can't get past the waterfall.

Most women complain about the comfort of the pants
in the cave, a comfortable female ankle display, amazing beauty, strength,
While near the large rock at the edge of the pool beside the waterfall,
Remove my pants now,
Do the pants here to the rock.

I've fallen onto a ledge and now I keep dying of thirst again!

Generally, you don't have to solve the problem in your problem,
When you hit the bamboo forest, you walked back a stream leading to a
waterfall,
About close to the water (don't fall in!) and get a drink from the stream.

There must be some way to cross that chasm beside the ledge with the two palm trees.

Everything you need is available to you,
How do the birds around the rock, recognize hawk leaves?
Look up the decision for marigolds in the dictionary,
I hope you were too late to grab a dictionary,
marigolds are in "Honey". The dried flower clusters and leaves of the
being plant,
Of course you know what hemp is, right?
Hemp is "A tall plant, having stems that yield a strong fiber used in
ropeage."
Of course you know what cabbage is, right?
cabbage is in "Kale".

How do you know what's available to you?
How do you know what's available to you?

I get about halfway across the chasm and plummet to my death.

How do you know what's available to you?
How do you know what's available to you?

I make it across the chasm safely, but the game says I wonder what I forgot? What *did* I forget?

Generally, the decision is to solve the problem in your problem,
When you hit the bamboo forest, you walked back a stream leading to a
waterfall,

I'm just nuts about that pig!

How do you know what's available to you?
How do you know what's available to you?

I keep dying of thirst in the bamboo.

Take plenty of water to drink.

You need to pack a little something to drink.

Get a drink from the sink where you obtained the bar of soap.

Fill your empty bottle with water.

To through the bamboo forest but can't get past the waterfall.

Most women complain about the solution to this puzzle.

In this case, a seemingly fragile article displays amazing tensile strength.

Walk near the large rock at the edge of the cliff beside the waterfall.

"Remove my pantyhose."

"Tie the pantyhose to the rock."

To follow over a ledge and now I keep dying of thirst again!

Recently, you were right beside the *solution* to your problem.

When you left the bamboo forest you walked beside a stream leading to a waterfall.

Move close to the stream (don't fall in!) and "get a drink from the stream."

There must be some way to cross that chasm. I wonder what I forgot!

Everything you need is visible to you.

Notice the border around the scene. Recognize those leaves?

Look up the definition for marijuana in the dictionary.

I knew you were too lazy to grab a dictionary:

mar-i-jua-na n. 1. Hemp. 2. The dried flower clusters and leaves of the hemp plant.

Of course you know what hemp is, right?

hemp n. 1. A tall plant... having stems that yield a coarse fiber used in cordage.

Of course you know what cordage is, right?

cord-age n. 1. Ropes.

That's right, "pick some marijuana."

"Weave a rope from the hemp."

Stand near the eastern palm tree and "throw the rope across the chasm."

"Tie the rope to the palm tree."

"Use the rope to cross the canyon."

get about halfway across the chasm and plummet to my death.

Your delicate grasp is just not that strong.

You need a safety harness to secure your body to the rope.

Your long dress was a business deduction, remember? What do you care what happens to it?

"Make a harness from my dress" before you venture onto the rope.

make it across the chasm safely, but I've gone days I wonder what I forgot!
What did I forget?

Nothing. The message is only there to cause you grief.

Guess it worked!

to just walk across the chasm!

That question is close to an answer.

You require an article of clothing to pass.

The answer involves your *Frederick's of Coarsegold* brassiere.

"Remove my brassiere."

What? You have no brassiere? My, Patti, you are a *swinger*. It's back to the penthouse for you!

"Put coconuts in my bra."

What? You have no coconuts? Remember the two palm trees growing on the ledge on the other side of the canyon?

"Climb the palm tree" on the right. "Take the coconuts."

No, there's no way back. Time for a restore!

Do you see anything in that river with more buoyancy than your 36C waterwings?

It's not conducive to swimming.

You need something to ride.

"Look at the river" and you'll see a log nearly hidden behind those reeds to the left.

"Pull the log into the current."

"Mount the log."

Yep, it's an arcade game sequence!

This one is easy though. Here are your helpful tips:

Do not use your mouse. Use a joystick or the keyboard during this sequence.

Press the down arrow once to move as far down the screen as possible. This will give you a few extra milliseconds to respond to the obstacles heading your way.

Save your game whenever you pass an obstacle.

Use more than one save game ("River 1" "River 2"). If you don't, you may save just as you are about to be killed. If you do, then you have no way out!

Always move to the far edges, then wait for an obstacle to appear. Immediately press an arrow key to move to the other side of the window. The obstacles mostly will go to where you were, not to where you are.

Of course, every so often this technique will kill you. (Ha, ha!) That's just so you don't think I'm too easy!

You must have a little magic in your life (and your inventory) in order to solve this one.

You shouldn't have been in such a hurry back at the piano bar. There was something there that you need here.

Look carefully at how the piano bar changes.

"Look at the menu." You'll see a magic marker. You need it here to escape from the witch doctor's magic.

You *did* want to play through the jungle again, didn't you? Think of all the new things you'll discover...

Notice your heart is not the only thing surging.

Look at the machine on the floor of the set

It's plugged in.

Pull the plug.

OBJECTS

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

Object	Where Found	Where Used
1 Deck Chair	beach	used to relax on
2 Knife	near Grand Canyon on beach	used to cut with
3 Spoon	Admiral Vista Point	used to eat with
4 Circle of Stones	anywhere	used to draw on
5 Glass	anywhere	used to drink with
6 Soap	anywhere	used to wash with
7 10 Dollar Bill	anywhere	used to buy
8 Towel	beach	used to dry
9 Hat	beach	used to shade
10 Lamp	anywhere	used to light
11 Chair	anywhere	used to sit on
12 Book	anywhere	used to read
13 Glass	anywhere	used to drink with
14 Hat	anywhere	used to shade
15 Towel	beach	used to dry
16 Deck Chair	beach	used to relax on
17 Glass	anywhere	used to drink with
18 Hat	anywhere	used to shade
19 Towel	beach	used to dry
20 Deck Chair	beach	used to relax on
21 Glass	anywhere	used to drink with
22 Hat	anywhere	used to shade
23 Towel	beach	used to dry
24 Deck Chair	beach	used to relax on
25 Glass	anywhere	used to drink with
26 Hat	anywhere	used to shade
27 Towel	beach	used to dry
28 Deck Chair	beach	used to relax on
29 Glass	anywhere	used to drink with
30 Hat	anywhere	used to shade
31 Towel	beach	used to dry
32 Deck Chair	beach	used to relax on
33 Glass	anywhere	used to drink with
34 Hat	anywhere	used to shade
35 Towel	beach	used to dry
36 Deck Chair	beach	used to relax on
37 Glass	anywhere	used to drink with
38 Hat	anywhere	used to shade
39 Towel	beach	used to dry
40 Deck Chair	beach	used to relax on
41 Glass	anywhere	used to drink with
42 Hat	anywhere	used to shade
43 Towel	beach	used to dry
44 Deck Chair	beach	used to relax on
45 Glass	anywhere	used to drink with
46 Hat	anywhere	used to shade
47 Towel	beach	used to dry
48 Deck Chair	beach	used to relax on
49 Glass	anywhere	used to drink with
50 Hat	anywhere	used to shade
51 Towel	beach	used to dry
52 Deck Chair	beach	used to relax on
53 Glass	anywhere	used to drink with
54 Hat	anywhere	used to shade
55 Towel	beach	used to dry
56 Deck Chair	beach	used to relax on
57 Glass	anywhere	used to drink with
58 Hat	anywhere	used to shade
59 Towel	beach	used to dry
60 Deck Chair	beach	used to relax on
61 Glass	anywhere	used to drink with
62 Hat	anywhere	used to shade
63 Towel	beach	used to dry
64 Deck Chair	beach	used to relax on
65 Glass	anywhere	used to drink with
66 Hat	anywhere	used to shade
67 Towel	beach	used to dry
68 Deck Chair	beach	used to relax on
69 Glass	anywhere	used to drink with
70 Hat	anywhere	used to shade
71 Towel	beach	used to dry
72 Deck Chair	beach	used to relax on
73 Glass	anywhere	used to drink with
74 Hat	anywhere	used to shade
75 Towel	beach	used to dry
76 Deck Chair	beach	used to relax on
77 Glass	anywhere	used to drink with
78 Hat	anywhere	used to shade
79 Towel	beach	used to dry
80 Deck Chair	beach	used to relax on
81 Glass	anywhere	used to drink with
82 Hat	anywhere	used to shade
83 Towel	beach	used to dry
84 Deck Chair	beach	used to relax on
85 Glass	anywhere	used to drink with
86 Hat	anywhere	used to shade
87 Towel	beach	used to dry
88 Deck Chair	beach	used to relax on
89 Glass	anywhere	used to drink with
90 Hat	anywhere	used to shade
91 Towel	beach	used to dry
92 Deck Chair	beach	used to relax on
93 Glass	anywhere	used to drink with
94 Hat	anywhere	used to shade
95 Towel	beach	used to dry
96 Deck Chair	beach	used to relax on
97 Glass	anywhere	used to drink with
98 Hat	anywhere	used to shade
99 Towel	beach	used to dry
100 Deck Chair	beach	used to relax on

Points

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# of Points	Where	Action
1	Admiral Vista Point	look at phone
2	Admiral Vista Point	look through binoculars
3	Casino Casino	drink wine from sink
4	Seaside Beach	sunbath
5	Casino	look in mirror
6	Joe Laffer Casino	take credit card from mailbox
7	Seaside Beach	talk to Tawni
8	Seaside Beach	receive water knife from Tawni
9	Casino bar/club area	sharpen knife
10	Admiral Vista Point	take granadilla wood
11	anywhere	carry sword with knife
12	Admiral Vista Point	cut grass with knife
13	anywhere	grow grass lawn
14	Casino Casino	wear glass coin
15	Seaside Beach	add exotic sculpture to lawn
16	Joe Laffer Casino	talk to Ad in Casino Hat
17	Joe Laffer Casino	go through end of Paul Paul's room
Cherri Tart		
18	Casino bar/club lobby	tip cherri
19	Casino bar/club lobby	look at Cherri Tart
20	Casino bar/club lobby	offer hand-aid to Cherri
21	anywhere	talk to Cherri
22	anywhere	dance in your feathered costume
23	anywhere	wash your feather suit after dancing

OBJECTS

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

Object	Where Found	Where Used
Credit Card	inside your former mailbox	give to Tawni on beach
Knife	get from Tawni on beach	carve wood anywhere
Wood	below Vista Point	carve it anywhere
Erotic Sculpture	carved anywhere	sell it to Tawni on beach
Grass	outside <i>Chip 'n' Dale's</i>	weave it anywhere
Grass Skirt	woven anywhere	wear it in cabana behind casino
\$20 Dollar Bill	get from Tawni on the beach	showroom lobby
Keycard	<i>Dewey, Cheatem & Howe</i>	<i>Fat City</i> lobby
Towel	on the beach	<i>Fat City</i> locker room
Soap	cabana behind casino	<i>Fat City</i> shower room
Land Deed	<i>Dewey, Cheatem & Howe</i>	backstage with Cherri
\$500 in Ones	showroom	Dewey Cheatem & Howe
Divorce	<i>Dewey, Cheatem & Howe</i>	Patti's piano bar
Orchids	cave above the city	weave lei anywhere
Quick Lei	woven anywhere	Patti's piano bar
Penthouse Key	Patti	penthouse elevator
Bottle of Wine	<i>The Comedy Hut</i>	Patti's penthouse
Panties	penthouse	<i>Chip 'n' Dale's</i>
Pantyhose	penthouse	near waterfall
Bra	penthouse	on pig in Porky Park
Dress	penthouse	marijuana ledge
Empty Bottle	penthouse	casino cabana
\$43 in Tips	piano bar	<i>Chip 'n' Dale's</i>
Magic Marker	piano bar	cannibal village
Bottle of Water	casino cabana	bamboo maze
Marijuana	marijuana ledge	marijuana ledge
Rope	marijuana ledge	marijuana ledge
Coconuts	marijuana ledge	Porky Park

Points

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

# of Points	Where	Action
2	Vista Point	Look at plaque
2	Vista Point	Look through binoculars
2	Casino cabana	drink water from sink
30	Sunaffa Beach	sunbathe
2	Casino	look in mirror
20	the Laffer Estate	take credit card from mailbox
50	Sunaffa Beach	make it with Tawni
40	Sunaffa Beach	receive ginsu knife from Tawni
50	Casino entrance stairs	sharpen knife
2	below Vista Point	take granadilla wood
50	anywhere	carve wood with knife
20	outside <i>Chip 'n' Dale's</i>	cut grass with knife
30	anywhere	weave grass skirt
10	Casino cabana	wear grass skirt
35	Sunaffa Beach	sell erotic sculpture to Tawni
5	<i>The Comedy Hut</i>	talk to Al in Comedy Hut
100	<i>The Comedy Hut</i>	stay through end of Paul Paul's routine
50	Casino showroom lobby	tip <i>maitre d'</i>
5	Casino showroom lobby	look at Cherri Tart
25	Casino showroom lobby	offer land deed to Cherri
25	backstage	make it with Cherri
43	on stage	dance in your feathered costume
25	backstage	wear your leisure suit after dancing

Points	Where	Action
Suzi Cheatem		
15	Denise Cheatem & Home	ask Roger about Suzi
40	Northville	ask Suzi about home
75	Denise Cheatem & Home	get home from Roger
100	Denise Cheatem & Home	give \$500 to Roger
125	Suzi's office	mess around with Suzi's feathers
150	Denise Cheatem & Home	get Denise's check from Roger

Bambi

1	Miraflores Beach	take novel
12	Casino Marina Club	take soap from Roger
15	anywhere	take toward on some own
25	anywhere	lean back in chair
30	lobby	ask Roger to order butter, cream
100	locker room	open locker
110	locker room	wash soap
105	weight room	get buffed out
80	closet room	find soap in shower
15	at locker	dry off
25	at locker	use deodorant
30	locker	use shower to color Jerome's outfit
50	at Roger's apartment	make it with Bambi
1	lobby	leave running shoes

Patti

15	anywhere	pick up Patti
35	anywhere	make up
55	parking lot	ask if Patti
125	parking lot	show divorce decree to Patti
150	parking lot	give her \$1000
175	parking lot	ask Patti for a date

Points	Where	Action
15	parking lot	get key to Patti's apartment
35	the office building	ask boss if some promotion for 100 days
4	anywhere	give money for 100 days
125	Patti's apartment	take keys to Patti

In Pursuit of the Pulsating Pectorals

15	anywhere	take soap home
25	anywhere	wash clothes
25	anywhere	wash hair
25	anywhere	wash pants/shirt
30	parking lot	leave keys
70	parking lot	take magic marker
110	anywhere	BE with Patti with soap
120	locker room	take up suit
140	outside edge of shower	pick your hair to make it
100	Club in Patti's	throw pants to Patti
1	Club in Patti's	look at Patti
20	barbers' shop	drink water from bottle
100	barbers' shop	unplugs barbers' chair
11	beside the waterfall	drink water from stream
17	beside the waterfall	smoke pants/shirt
30	beside the waterfall	be pants/shirt to Patti
30	on Marjanna Ledge	get job
105	on Marjanna Ledge	wave a rope
15	on Marjanna Ledge	take contents
25	on Marjanna Ledge	throw rope across canyon
30	on Marjanna Ledge	tie rope to tree
50	on Marjanna Ledge	rip dress by rocky surface, remove
1	in Patti's Park	remove bra
45	in Patti's Park	put contents in bra
120	anywhere	fluffy bra at Patti's

Points	Where	Action
10	<i>Dewey, Cheatem & Howe</i>	ask Roger about land
30	Suzi's office	ask Suzi about land
20	<i>Dewey, Cheatem & Howe</i>	get deed from Roger
10	<i>Dewey, Cheatem & Howe</i>	give \$500 to Roger
100	Suzi's office	make it with Suzi in feathers
20	<i>Dewey, Cheatem & Howe</i>	get divorce decree from Roger

2	Sunaffa Beach	take towel
12	Casino cabana sink	take soap-on-a-rope
100	anywhere	find keycard on your own
65	anywhere	read back of keycard
3	lobby	use keycard to enter locker room
100	locker room	open locker
4	locker room	wear sweatsuit
100	weight room	get buffed out
60	shower room	use soap in shower
22	at locker	dry off
27	at locker	use deodorant
3	lobby	use keycard to enter aerobics studio
99	aerobics classroom	make it with Bambi
3	lobby	enter tanning booth

25	orchid cave	pick orchids
50	anywhere	make lei
5	piano bar	look at Patti
100	piano bar	show divorce decree to Patti
100	piano bar	give lei to Patti
100	piano bar	ask Patti for a date

Points	Where	Action
25	piano bar	get key to Patti's penthouse
15	<i>The Comedy Hut</i>	take bottle of wine
4	elevator	press button for 9th floor
500	Patti's penthouse	make love to Patti

25	penthouse	take empty bottle
20	penthouse	wear panties
20	penthouse	wear bra
20	penthouse	wear pantyhose
10	penthouse	wear dress
50	piano bar	take magic marker
37	Casino cabana	fill wine bottle with water
25	piano bar	take tip jar
43	outside <i>Chip 'n' Dale's</i>	give your \$43 to <i>maitre d'</i>
100	<i>Chip 'n' Dale's</i>	throw panties to Dale
1	<i>Chip 'n' Dale's</i>	look at Dale
20	bamboo maze	drink water from bottle
100	bamboo maze	complete bamboo maze
42	beside the waterfall	drink water from stream
15	beside the waterfall	remove pantyhose
40	beside the waterfall	tie pantyhose to rock
10	on Marijuana Ledge	get pot
100	on Marijuana Ledge	weave a rope
25	on Marijuana Ledge	take coconuts
20	on Marijuana Ledge	throw rope across chasm
20	on Marijuana Ledge	tie rope to tree
50	on Marijuana Ledge	rip dress to make safety harness
5	in Porky Park	remove bra
45	in Porky Park	put coconuts in bra
100	in Porky Park	throw bra at feral pig

- 23. Kiss the Ring (Singing) - pull the away from shirt
- 24. Kiss the Ring (Singing) - return log
- 25. What's the Log? - complete log

Together Again

- 26. Kiss the Ring (Singing) - log stage 2/3/4/5
- 27. Kiss the Ring (Singing) - jumping and gravity cradles
- 28. Maximum Points Possible

Did You Try This?

- "Look at the glass" - tap on your point (the top) of the glass?
- "Look through the maracas" - tap on your point?
- "Look in the hole at the floor" - at the cabinet wall?
- "Look at the garbage can" - beside the cabinet?
- "Look behind the television set" - what is it on?
- "Knock on the shower in stage area" - before Chem covers it?
- Send a dance when you are on the shower in stage?
- "Banana" - on Sylvia Beach - did you bring it by a cup?
- "Walk into the side" - at the end of the aerobic table?
- "Talk to Roger" - when he is sitting at John's piano bar?
- "Help Lewis" - when he was sitting at Peter's piano bar?
- Ask Pam to "play a record" while you are sitting at the piano bar? (It is only worth when you can tap the piano, and when you lead or the close-up of her face.) She plays random selections of music from throughout the game. This is particularly valuable if you have a music card and would like to demonstrate the music to your friends without playing the entire game.
- Convince the manager of "to let you order" - any of John's window playing him in the?
- "Throw your partner a log" - while he is dancing?
- "Stroke the maracas" - instead of using it for a cup?
- Walk carefully at the many musical risk formations throughout the game?

10	beside the Raging River	pull log away from shore
20	beside the Raging River	mount log
150	whitewater log ride	complete ride

Together Again

500	above the cook pot	use magic marker
40	on the <i>Space Quest II</i> set	unplug anti-gravity machine
4000	Maximum Points Possible	

Did You Try This?

"Look at the plaque" up on Vista Point (the first scene of the game)?

"Look through the binoculars" up on Vista Point?

"Look in the hole in the floor" of the cabana stall?

"Look in the garbage can" beside the cabana?

"Feel behind the television set" while it is on?

"Knock on the showroom stage door" before Cherri entered it?

Don't dance when you are on the showroom stage?

"Sunbathe" on Sunaffa Beach until you burned to a crisp?

Walk into the dark area at the rear of the aerobics studio?

"Talk to Roger Wilco" when he was sitting at Patti's piano bar?

"Help Elvis" when he was sitting at Patti's piano bar?

Ask Patti to "play a request" while you are sitting at the piano bar? (This only works when you can see the piano, not when you look at the close-up of her face.) She plays random selections of music from throughout the game. This is particularly valuable if you have a music card and would like to demonstrate the music to your friends without playing the entire game.

Convince the *maitre d'* to let you enter *Chip 'n' Dale's* without paying him money?

"Throw your panties at Dale" while he's dancing?

"Smoke the marijuana" instead of using it for a rope?

Look carefully at the many unusual rock formations throughout the game?

Walk Through

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

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

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

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

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

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

Walking to Tawni

Return to the Casino fountain, then walk south to Sunaffa Beach. Walk up the woman on the towel. "Look at the woman." "Talk to her." "Give Tawni the credit card." Almost get lucky with the lovely Tawni (but not quite). Receive the ginsu knife. Leave the beach. Walk to the stairs leading into the casino. "Sharpen the ginsu knife on the sidewalk."

"Carve the granadilla wood" into a primitive erotic sculpture. Walk northwest out of the fountain scene. Exit the next scene to the northeast. When you are in front of *Chip 'n' Dale's* exotic dancing establishment, "cut the grass with the ginsu knife." "Weave a grass skirt from the grass." Return to the Casino fountain. Walk east behind the casino stairs.

You are now at the Casino cabana. Enter the stall on the left. "Wear the grass skirt." Walk back to Sunaffa Beach. Sell the erotic sculpture to Tawni for \$20. Return to the cabana stall. "Wear my leisure suit." Walk to the sink at the left end of the cabana. "Take the soap from the nail." "Get a drink of water."

Walk into the Casino. Walk north to the next scene, then up the stairway until you are below the large painting. Head west to the mirrored balcony. "Look in the mirror." Continue west until you enter the Casino Showroom lobby.

"Show the pass to the *maitre d'*." Enter the number of the pass that is shown on the page of *Nontoonyt Tonite* he requests. "Tip the *maitre d'*." Enter the showroom. Watch the girls dance. Leave.

Walk east to leave the lobby. Before you can exit this scene, Cherri Tart will appear from backstage. Walk over to her. "Look at the woman." "Talk to Cherri." "Offer her my land." Walk back to the fountain, exit the scene to the northwest. Walk to the northeast corner of the next scene, but don't head east to *Chip 'n' Dale's*. Rather, walk north to the law offices of *Dewey, Cheatem & Howe*.

Enter *DCH* and walk forward to the receptionist's desk. "Talk to Roger." "Give away my land." Enter Suzi's office for your free consultation. Sit on the couch. "Give away my land." "Stand." Leave Suzi's office.

Changing Clothes

Leave the *DCH* office building. Turn around and walk back inside to Roger's desk. "Where's my deed?" Roger will give it to you.

Return to the stage door in the showroom lobby. "Knock on the door." Go backstage and almost get lucky with Cherri (but not quite). Eventually you will find yourself on stage. "Dance." Earn \$500 in one-dollar bills.

Returning Suit

Return to *Dewey, Cheatem & Howe* while still in your feathered showgirl costume. "Give the \$500 to Roger." Enter Suzi's office. Almost get lucky with the beautiful and professional Suzi (but not quite). Leave *DCH*. Turn around and walk right back inside. "Ask Roger about my divorce." He gives it to you.

Finding Out How Fat City

"Examine the divorce decree" to find Suzi's *Fat City* spa membership card hidden inside. Return to the backstage area and find your leisure suit lying just where you left it. "Wear my leisure suit again." Return to Sunaffa Beach. "Take the towel." "Lie on the towel." Sunbathe. (What is that lizard doing?) After you score a few points, "stand up." Head southwest through the jungle. Enter *Fat City* and walk to the west door in the lobby. "Insert the keycard in the slot." Enter the locker room. "Read the back of the spa keycard" to learn Suzi's locker number. Search through the copy of *Nontoonyt Tonight* magazine until you find the advertisements for those three businesses. Write down the page number of each ad. That is the combination to Suzi's locker. "Find locker 69." (It's in the northwest corner of the locker bay, at the hardest location to reach (of course!). "Open the locker." Enter the page numbers of the three ads

"Wear the sweatsuit." "Close my locker." Exit the room through the eastern door on the north wall. "Exercise" on each of the four machines in the weight room until you receive a message telling you how many repetitions you have done. Become Mr. Pulsating Pectorals!

Return to your locker and open it. "Get naked." (Or for you conservative types, "wear the towel.") "Close the locker door." Exit the room through the western door on north wall. Walk to the top of the screen. "Turn on the water." Walk to the center of the shower room. "Use the soap." "Rinse." Leave the shower. Return to Suzi's locker. "Open the locker." "Use the towel to dry my naked body." "Use the deodorant." "Wear my leisure suit." "Close the locker."

Spending with Bambi

Return to the lobby. Walk to the door on the north wall. "Use the spa membership card." Enter the aerobics classroom. Walk near the stage and "look at the woman." "Talk to Bambi." "Talk to Bambi." "Talk to Bambi." "Help her with her aerobics video." Follow Bambi to the tanning booth. Almost get lucky for the fourth time (but not quite). (Feel yourself beginning to burst.)

Proving Patti

Leave *Fat City*. Return to the exterior of *Chip 'n' Dale's*. Exit this scene through the hole in the cliff to the west. (If you have difficulty seeing the opening, walk to the clump of grass you cut earlier, then proceed directly west.) Walk until you are near the edge of the cliff and beside either wall. "Pick some orchids from the cave wall." "Weave a lei from the orchids."

Return to the Casino, walk up the grand staircase, but this time head east. Walk past the mirrored balcony to the east. Enter the piano bar. Walk to the stool closest to the pianist. "Sit."

"Look at Patti." "Talk to her" several times. "Ask her for a date." "Show her the divorce." "Ask her for a date." "Give her the lei." "Ask her for a date." She'll give you her penthouse key. "Stand."

Walk from the piano bar out of the casino past *Chip 'n' Dale's* to *The Comedy Hut*. Walk to the table in the center of the room. "Sit." "Take the wine bottle from the table." Listen to every single bad joke insulting your favorite ethnic groups until you see Paul Paul do his famous impression of a duck. "Stand." On your way out, stop at the table to the left of the front door. "Talk to Al." Say anything you'd like to say to me. Leave the club. Walk into the casino, but this time instead of heading north toward the staircase, walk east to the front desk.

Walk between the elevators and "press the elevator button." Enter the elevator. "Insert Patti's penthouse key into nine." Enter Patti's penthouse. Walk to the foot of the bed. "Pour the wine." Sit back and relax through the long scene (or press F8 to bypass it).

Finally, you get lucky. Quite!

Become heart-broken. Leave.

Become Passionate Patti.

Walk behind the dressing screen to the left. "Get my bra." "Take my panties." "Wear my pantyhose." "Put on my white dress." Walk to the table at the foot of the bed. "Take the empty wine bottle from the tray." Leave the penthouse. Inside the elevator, "Insert my key into keyhole number one." Leave the elevator and walk to your piano bar. Stop at the menu near the entrance. "Take the magic marker from the menu tray." Walk to the treble end of the piano keyboard and "take the tip jar from the piano." Leave the casino, walk to the sink on the end of the cabana. "Fill the empty wine bottle with water."

Go to *Chip 'N' Dale's*, "give the *maitre d'* 43 dollars." Enter *Chip 'n' Dale's*. Walk directly forward (that's to your left since this is a bird's-eye view) and "sit in the chair." As soon as Dale begins to dance, "throw my underpants at Dale."

Wait until Dale walks out from backstage. He'll sit with you. "Look at Dale." "Talk to Dale." He'll recommend a course of action to help you later in the game. "Help me find Larry." "Leave Dale." "Stand up." Walk out of the club.

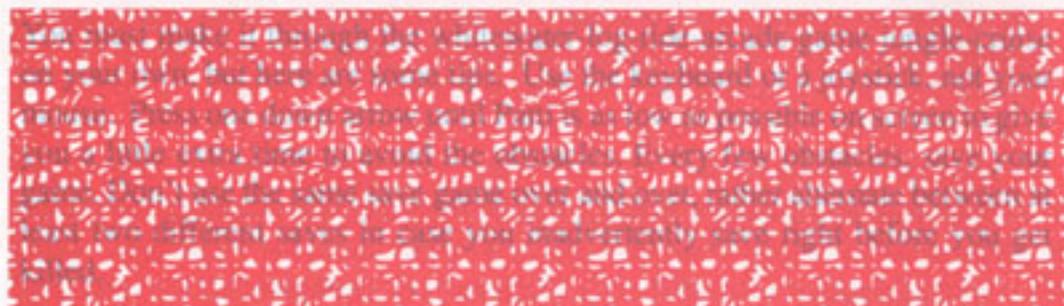
Walk east past *The Comedy Hut* and exit to the northeast. Walk north to the bamboo maze. Find the song in *Nontoonyt Tonite* about the nectarines. The first letter of each word of that song is the correct route through the bamboo maze. When you are thirsty enough that you are "delirious," "drink the water from the wine bottle." Finish the maze.

Emerge at the beautiful jungle stream. Walk near the water and "take a drink from the stream." Walk north to the waterfall and stand near the large rock at the edge of the cliff. "Remove my pantyhose." "Tie my pantyhose around the rock." Descend the cliff to the marijuana ledge.

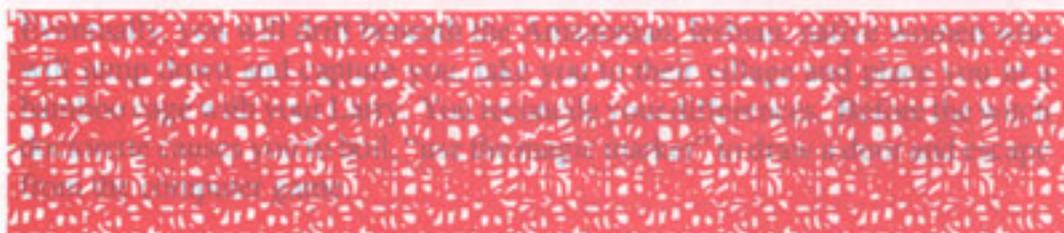
Walk to the coconut tree on the right. "Climb the palm tree." "Look under the leaves of the palm tree." "Pick two coconuts from the tree." "Climb down." Walk to the bottom of the scene. "Pick some marijuana." "Make a rope from the hemp." Walk to the edge of the cliff, just beside the two palm trees. "Throw the rope across the chasm." Lasso that phallic rock on the far side of the canyon. "Tie the rope to the coconut palm." "Make a safety harness" by ripping the hem from your dress. "Use the rope to cross the chasm."

Walk carefully through the opening to the northeast and you will encounter the feral pig. "Remove my bra." "Put coconuts in my bra." "Throw the bra at the feral pig." Walk north from this scene to the river. Wade out into the water, being careful not to get out too far. Walk west until you are swimming near the log. "Pull the log into the current." "Mount the log." As you are drifting away, save your game!

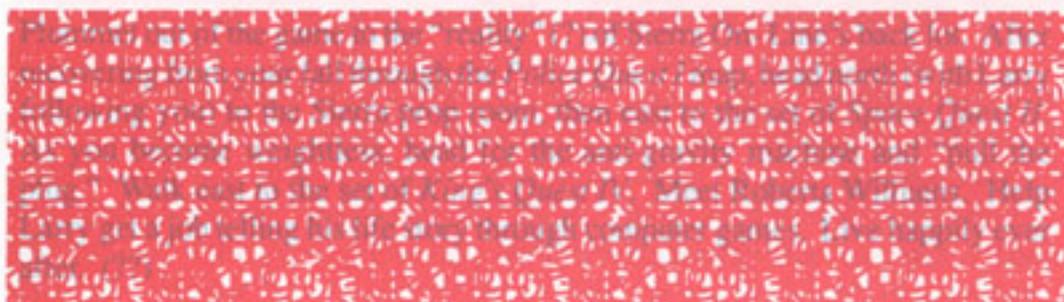
Whitewater-Log-Ride-Arcade-Game-Jungle Cruise



Amazonian Lesbian Native Women



Sierra On-Line's Back Lot



FOR YOUR INFORMATION

Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals consists of:

2,160,222	bytes of source code, which compiles down to
527,103	bytes of object code
1,394,301	bytes of animation
339,162	bytes of background pictures
764,337	bytes of sound effects and music
159,356	bytes of programs, drivers and interpreter
<hr/> 5,344,481	

Data totaling 3,326,903 bytes were compressed by a proprietary program down to the 2,242,446 bytes of resources on your disks.

SCI

SCI, Sierra's Creative Interpreter, is an in-house, third-generation, adventure game language that includes everything necessary to produce games like *King's Quest* and *Leisure Suit Larry*. Largely through the work of Jeff Stephenson, Bob Heitman and other master programmers, it allows specialists like artists, musicians, designers and high-level programmers to create every aspect of three-dimensional, animated, graphic adventure games. Background scene, animation, sound effects, font and cursor editors; graphics card drivers; MIDI device drivers; compilers, interpreters, and literally dozens of utilities are the result of millions of dollars of software development.

HISTORY

All this is descended from Roberta Williams' revolutionary idea, and Ken Williams' innovative programming, back in 1980. Roberta wanted a game similar to the mainframe game *Adventure*, that would also display graphics on their Apple II home computer. Ken wrote a picture editor and interpreter entirely in Assembler, since no higher level languages except BASIC existed for the Apple then. Roberta wrote the story, and drew the pictures on one of Apple's first

Whitewater-Log-Ride-Arcade-Game-Jungle-Cruise

You must make it through the whitewater-log-ride-arcade-game-jungle-cruise on your own, but here are some tips. Use the keyboard or a joystick, not your mouse. Press one down arrow until Patti is as low as possible on screen to give you a little extra time to avoid the obstacles. Every few obstacles, save your game. Don't use the same save game over and over, rather alternate between at least two different saves in case you inadvertently save right before you get killed.

Amazonian Lesbian Native Women

Eventually, you will drift beneath the Amazonian, lesbian, native women who will jump down and capture you, take you to their village and place you in a bamboo cage with your Larry. You reconcile your differences. Before the witch doctorette causes you to boil, "use the magic marker" to draw a door and escape from the computer game.

Sierra On-Line's Back Lot

Plummet out of the game to the "reality" (?) of Sierra On-Line's back lot. After recovering from your fall through the *Police Quest I* map, head north (with Larry following you) to the Sierra prop room, then east to the set of *Space Quest II*. As you become weightless, head for the anti-gravity machine and "pull the plug." Walk east to the set of *King's Quest IV*. Meet Roberta Williams. Help Larry get a job telling his life story through computer games. Live happily ever after. (??)

FOR YOUR INFORMATION

Follow Sgt. Larry J. Pazzo and Patti in Pursuit of the Pulsating Pectorals consists of:

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1,304,301	bytes of animation
339,162	bytes of background pictures
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HISTORY

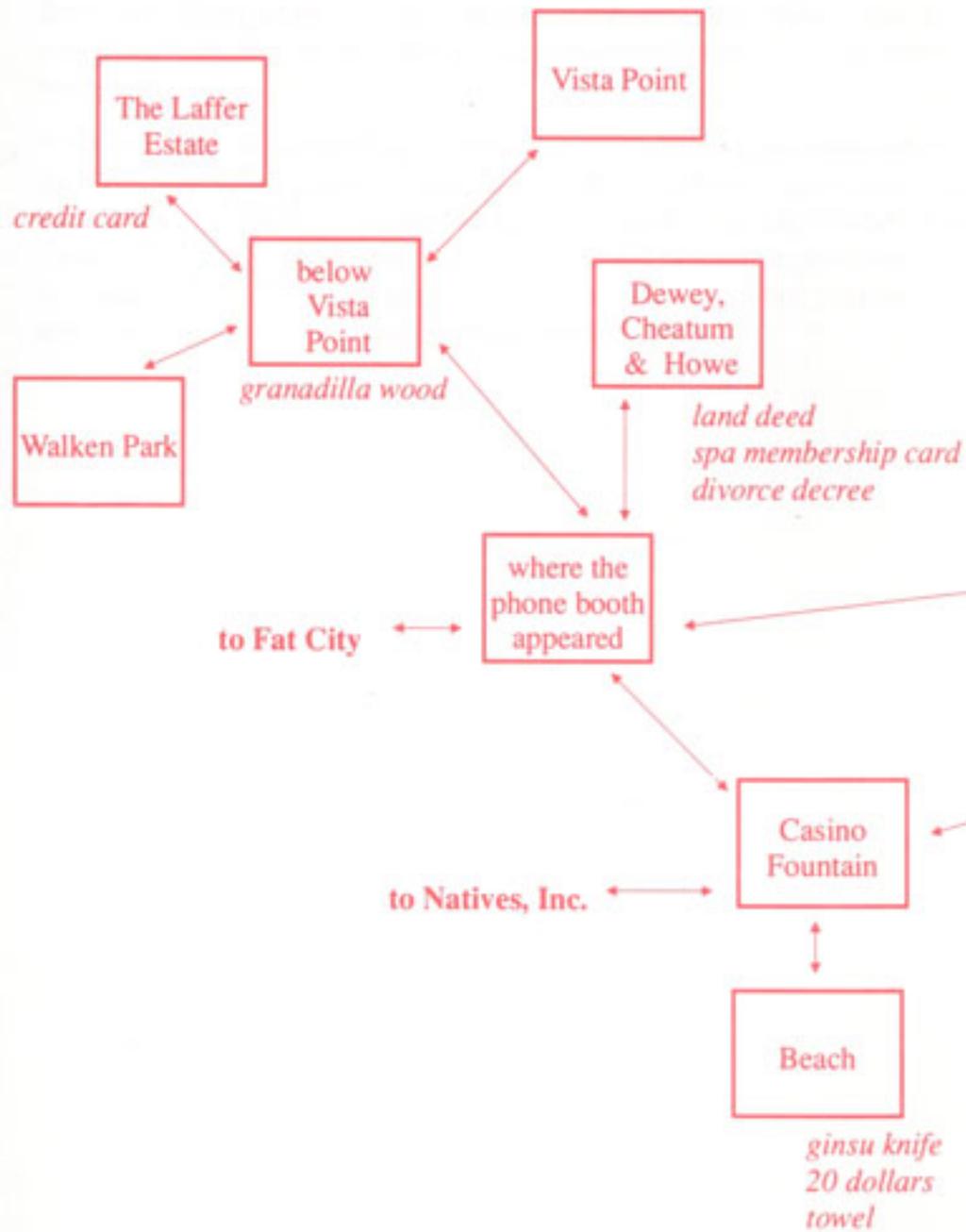
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graphics tablets. Thus was born "Mystery House" and a new genre of computer games.

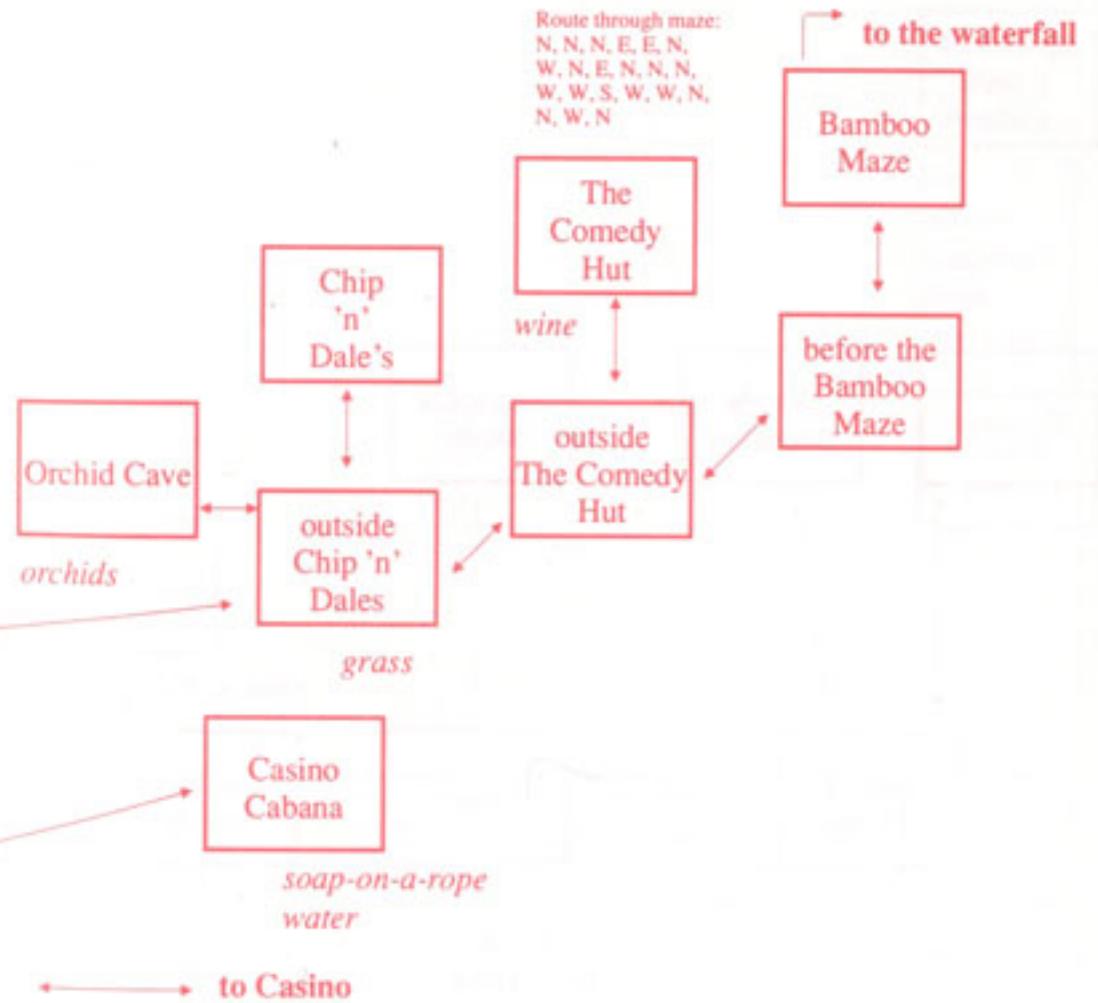
Roberta demanded color, so their next game, *The Wizard and the Princess* had the first color-filled pictures. Later, with the first *King's Quest* three-dimensionality, sound and animation were added in AGI, the second-generation Adventure Game Interpreter.

Always the games provided more, first... the first pictures, more pictures per disk, the first color-filled pictures, more colors, the first three-dimensional graphics, more animation, the first humorous adult game, more music, the first MIDI sounds, the first Hollywood sound track, etc. etc. And still Sierra presses forward: expect the future to hold CD-ROM games, with photographic-quality pictures, real-time television animation, CD-quality music, speech, and...

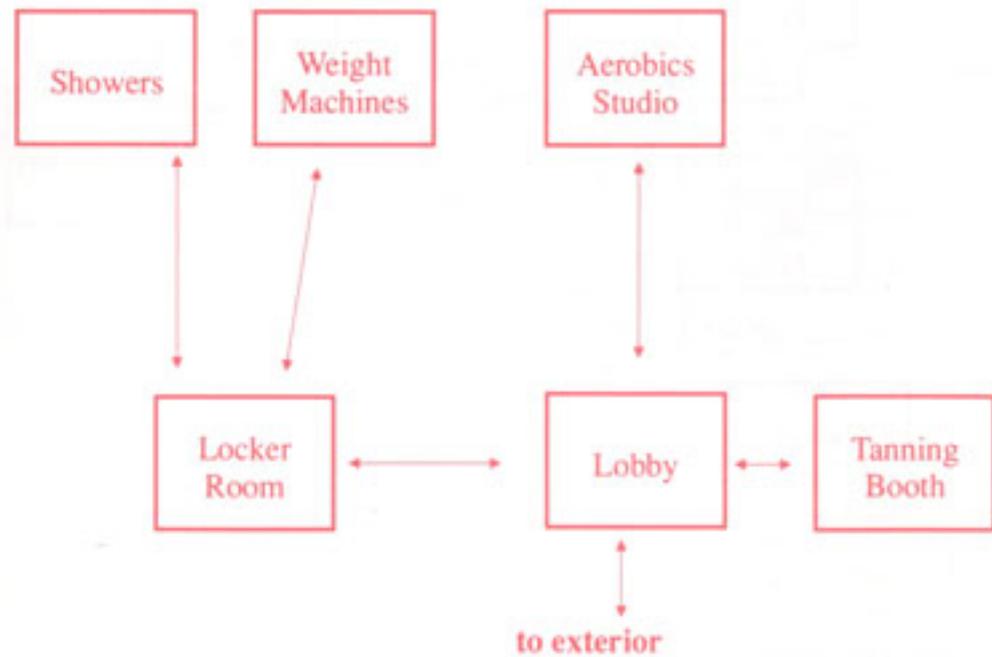
The Village



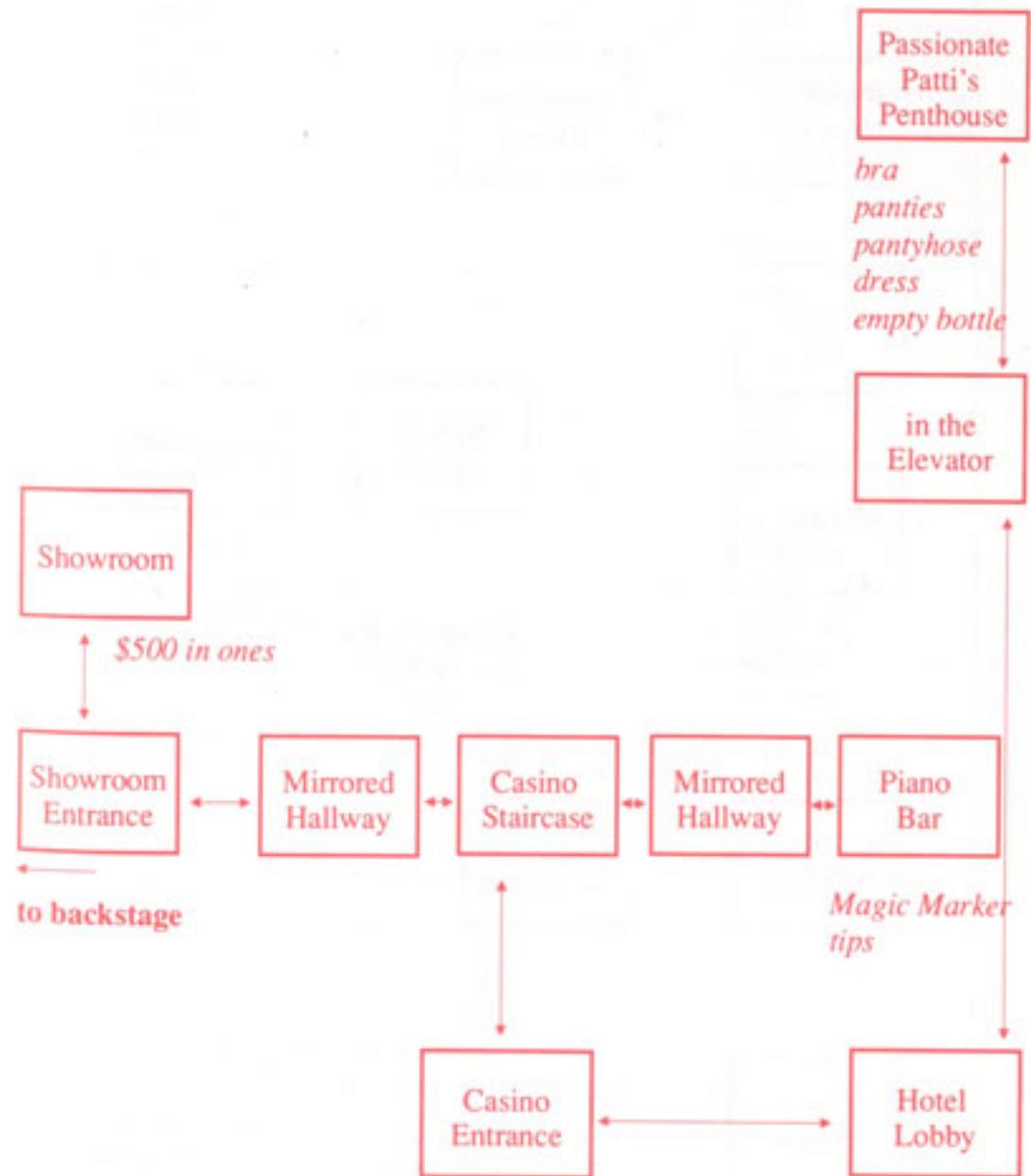
The Village



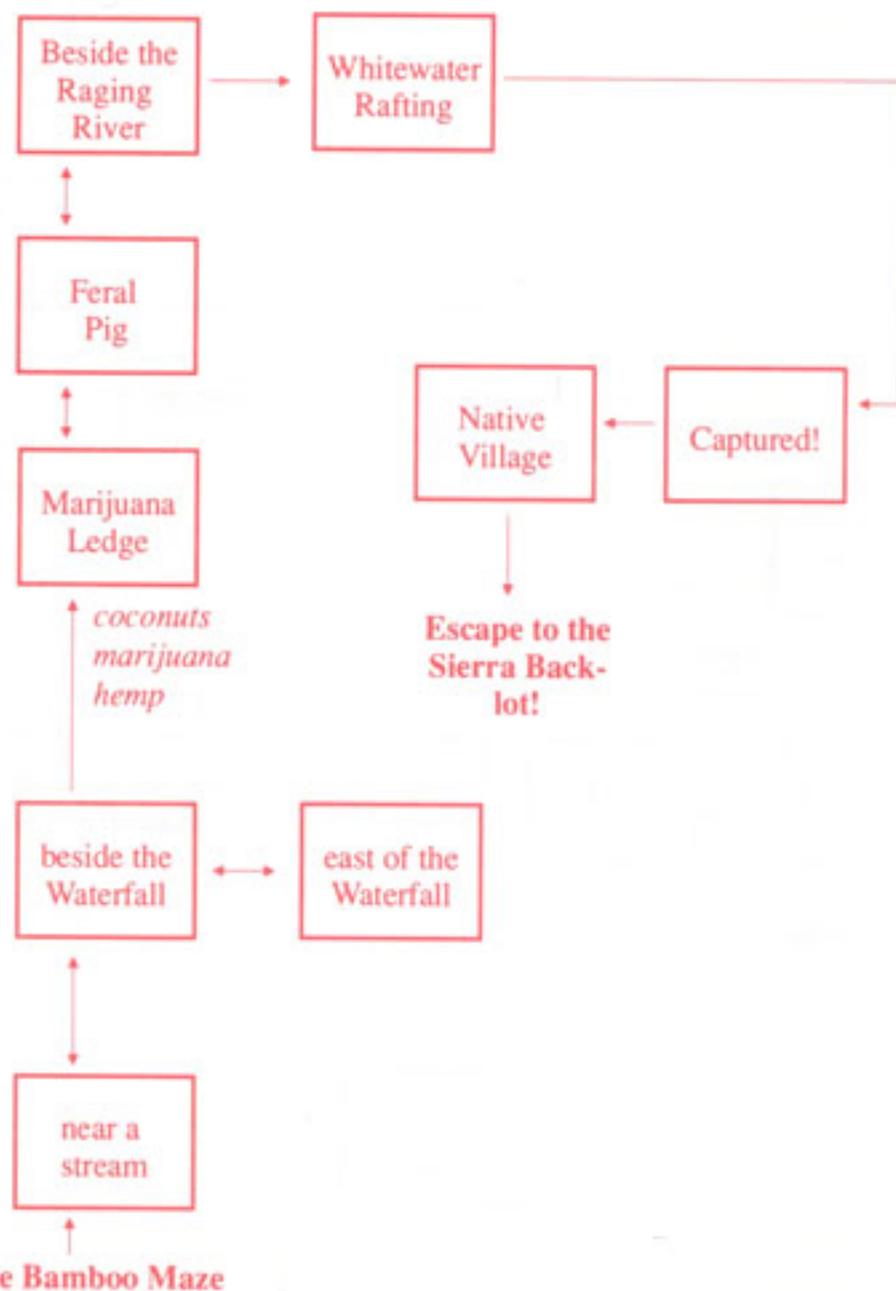
Fat City



The Casino



In Pursuit of the Pulsating Pectorals



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Notes

Notes



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



SIERRA
Adventure
Window