GENERAL WARNING!

LEISURE SUIT LARRY — MAGNA CUM LAUDE

Epilepsy Warning

Please read before using this game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10-15 minutes per hour while playing a video game.

TABLE OF CONTENTS

SYSTEM REQUIREMENTS
To be able to play *Leisure Suit Larry™ Magna Cum Laude*, your computer should at least be equipped with:

MINIMUM REQUIREMENTS
- ♥ 800 MHz Intel® Pentium™ III processor or AMD® Athlon™ processor or equivalent
- ♥ 128 MB RAM (256 MB RAM for Windows 2000/XP)
- ♥ Windows® 98 SE/Me/2000/XP
- ♥ Nvidia® Geforce™, ATI® Radeon™, or equivalent 32 MB video card supporting Hardware Transform and Lighting with DirectX® 9.0b or higher compatible driver
- ♥ DirectX® 9.0b-compatible sound card and speakers or headphones
- ♥ Up to 1.5 GB available hard drive space
- ♥ 24X or faster CD-ROM

RECOMMENDED REQUIREMENTS
- ♥ 1.5 GHz Intel® Pentium™ 4 processor or AMD® Athlon™ XP or faster processor
- ♥ 256 MB RAM or more
- ♥ Windows® XP
- ♥ 128 MB AGP® video card or more recent chip set

INSTALLING LEISURE SUIT LARRY™ MAGNA CUM LAUDE
We recommend that you take the time to run Disk Defragmenter on the current hard drive before you install the game. Disk Defragmenter is activated via the Start button on the Windows taskbar. Follow its instructions.

Before you install the game, make sure that your computer has the latest hardware drivers installed. Old drivers can stop the game from working properly.

Insert the *Leisure Suit Larry™ Magna Cum Laude* CD into your CD-ROM drive. The installation program runs automatically. Follow the on-screen instructions. At the beginning of the installation process, you are prompted to install Direct®X 9.0b if you do not have Direct®X 9.0b or higher. DirectX® 9.0b is required in order to run the game.

If the installation program doesn't automatically appear, double-click the My Computer icon on the Desktop, then double-click on the CD-ROM/DVD-ROM drive in which the game CD is inserted. Double-click on the "setup.exe" file to launch the installation program.

GAME CONTROLS
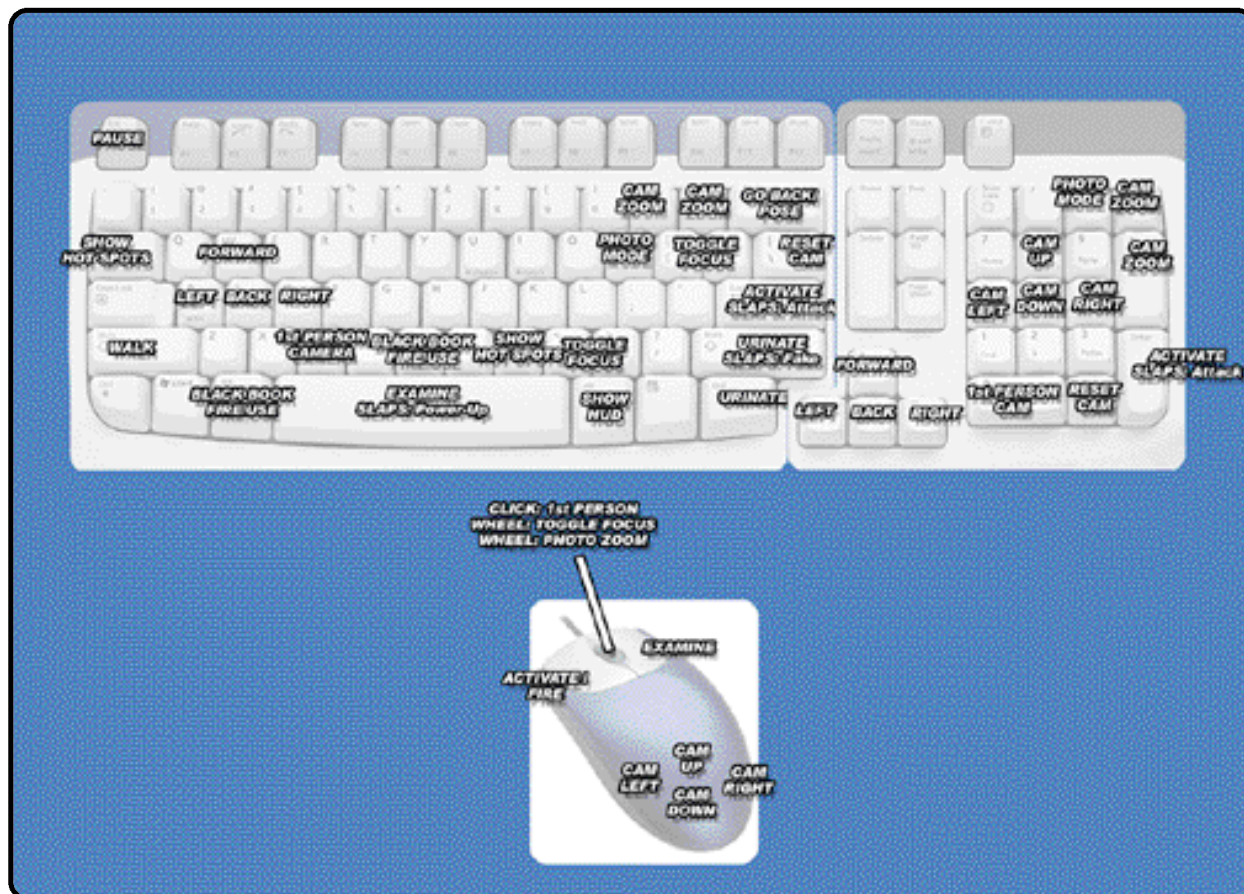
To: Larry Lovage
Scruemall Hall
Walnut Log Community College

Hello, Nephew! This is your uncle Larry; Larry Laffer. Remember me? You used to love hearing all about my romantic exploits back in the '80s and '90s.

When I heard you were going to college, I just had to write. You're coming of age, my boy, and I'm just the guy to give you a few pointers on life—and on making it with the babes.

In fact, I think they should let me teach at that college. I could give a course in Chickology— how to get chicks. Of course, I'd always grade on the curve...

I hear that hot dating show Swingles is on campus looking for contestants. This is the perfect chance to prove yourself! If you can show them you're a real swinger, they'll have to let you on the show. And that means more and better chances to score.

So look out, all you foxy chicks—Leisure Suit Larry is steppin' out again!

Uncle Larry

The Larry Legacy
Nephew, it's up to you to carry on the Leisure Suit Larry™ tradition. Sure, it's a whole new world out there, but it also includes lots of traditional ways to pay homage to your Uncle Larry. So get in there, boy, and make me proud!

Scoring With Babes
There are lots of reasons for going to college: girls, booze, chicks, wild parties, babes, streaking, girls...did I mention girls?

I realize this is virgin territory for you, but get out there and start exploring. Eventually you'll meet some gorgeous babes you'll definitely want to know better.

You'll get your chance to impress them by engaging in witty conversation, and doing them favors—which usually involves some "game playing," if you know what I mean. They'll expect you to perform some task or deliver some hard-to-get item to prove your devotion.

You don't have to do it all at once. You can talk to a girl, maybe play a game with her, then go off and do something else for a while and meet up with her again later. Take it from your Uncle Larry: sometimes it helps to play it cool.

Taking Things to the Next Level

After you've impressed a girl enough times with talk and action, she'll be ready to get to know you a bit more "intimately." Good luck!

Oh, once in a while you might end up in a pretty ticklish situation. But even if it doesn't work out exactly as planned, she's likely to leave you a little token of her affection—an intimate article of clothing or a personal item—to remember her by.

Each time you collect tokens of affection from two new girls, you can go to the Swingles set and complete a challenge to advance to the next level.

New levels offer more activities and open up more areas to explore—and best of all, reveal more hot babes to pursue! Sometimes girls who would barely talk to you before are now ready to be much friendlier.

Collect enough tokens of affection, and you'll reach the highest level of stud-dom and finally get to be a Swingles contestant—with a chance to make it with one of the three hottest girls on campus. This is where all your hard work finally pays off, big time!

WANDER MODE

There are two basic ways to behave in the world. There's **Wander Mode**, where you explore everything your world has to offer. And there's **Game Mode**, where you concentrate on performing a specific task—whether it's executing a successful cross-campus streak, or getting through a semi-intelligent conversation with a buxom babe.

One world, two different ways to experience it—who says we Larrys aren't profound? I'd say we're pretty "broadminded."

Feeling Your Way Around

If you're going to make it in the world, you need to know all the right moves. There's plenty to see. You can examine lots of cool stuff, and engage in conversation with just about anyone on campus. And to help get you started, I'll stop by from time to time to give you pointers.

By the way, I know it's a tough skill to learn, but apparently chicks dig a guy who knows how to listen. So go ahead and eavesdrop on the people around you. They might give you ideas for useful or valuable things to do.

Larry's Patented Moves
♥ Use the **arrow keys** to move (or the **W**, **A**, **S**, and **D** keys).
♥ Use the **left shift** key to toggle between walking and running.
♥ Move your **mouse** to change your perspective, or the **4**, **5**, **6**, and **8** keys on your numeric keypad.
♥ Press **C** to toggle to and from first-person perspective.

When you approach a person or object you can interact with, the name of the person or object will appear.

When the **Examine** icon appears, press **Spacebar** or the **right mouse button** to examine the person or item.

When an **Activate** icon appears, you can either press **Enter** or the **left mouse button** to activate the person or item.

It's also worthwhile to press **Enter** on named objects even if the **Activate** icon doesn't appear—you never know what you might discover!

There are various types of Activate icons:

The **Speech** icon means you can talk with this person.

The **Lips** icon means you can interact with a gorgeous babe.

The **Door** icon means you can go into a new area.

The **Game** icon means this person will let you play a game for cash or confidence.

The **Price Tag** icon means you can either buy things (like booze) or sell things.

Instructions will appear on-screen before each game to clue you in on what's needed. Press **Enter** to close the instruction window and continue.

Press **Esc** to see the **Pause Menu**, with various program options. If you're unsure where to go, press the **left Alt** key to bring up your **Black Book**. (See *Larry's Little Black Book* on p.8.)

You the Man, Larry!

My boy, nothing's more essential to players like us than confidence. It's important to keep yours high. When you give off a certain air, people will notice and treat you better. And sometimes closed doors will open for a guy who knows he's hot stuff!

Having successful conversations with the ladies, or posing well (see *Strutting Your Stuff* below), will raise your confidence. And if you really need to "get it up," find a "confidence game" and win it for a big boost. (See *Whack-a-Pole* on p. 13, for example.) Larry's face and the confidence meter indicate your confidence level.

Strutting Your Stuff

Here's a little secret: One way to give your confidence a boost is to pose in front of the right people. So go ahead, flash 'em your moves and see what happens.

But don't start something you can't finish. If you botch a pose, you'll end up looking like a dope and losing some of that trademark Larry confidence.

When you approach someone and the **Pose** icon appears, press **Backspace** to begin posing for that person. Tap the indicated arrows in sequence repeatedly to fill the pose meter before time runs out.

Larry's Little Black Book

If you ever find yourself lost, your **Black Book** will tell you what you need to know. It'll help you keep track of all the foxes you've been dating: where they are, what they need, and if they left you a token of affection. You can check it all out here, under their names.

Some of the stuff you find out in the world will also be listed in your Black Book's Inventory and can be used later—like a cool zoom lens for your camera, so you can take those more intimate shots.

Press the **left Alt** key to bring up the Black Book, or select it from the **Pause Menu**. Use the **left arrow** or the **right arrow** key to move through the pages. Press **Esc** to close the Black Book.

Money, Money, Honey

At college, you'll need money for some things—like fancy threads, bribes for bouncers, and the occasional beverage.

And sometimes you'll need money to impress the babes. Some of them don't come cheap, if you know what I mean.

If you find yourself low on dough, you can pick some up by playing certain mini-games. And keep exploring—you might find some stray cash lying around.

The **Money Meter** shows how many bucks you have, and the **Dildometer** shows how many secret tokens you've collected (see **Token Victories** on page 10 for more on secret tokens). Press the **right Alt** key to view them.

Laying Out Some Cash

There are bars, stores, and vending machines around town that let you stock up on essential college stuff, like fancy suits and booze.

Some girls expect a guy to be nicely dressed before they rip his clothes off. Go figure! Anyway, there may come a time when you need to change your outfit, and that means buying some new threads.

Outfits can be purchased at vending machines, among other places. And there are some really groovy accessories available too.

Clothes you've bought will be recorded in the **Black Book**. To change clothes, open the Black Book and go to the **Outfits** page. Select the outfit you want, and you'll automatically put it on.

Drunken Streaking 101
Hey, everybody knows we Larrys can hold our liquor. We just get a little rambunctious sometimes, that's all. If you've got a good buzz going, you might find that some things are a little harder to do. And if you let yourself get totally schnockered, you may feel the urge to take off all your clothes and start streaking.

And that's fine, as long as you don't get caught. For some reason, campus security and bar bouncers don't like to see well-endowed guys like us running around naked. If you can elude security long enough while running past (and shocking) as many people as possible, you'll wake up feeling refreshed and more confident. But if you get caught, you'll lose some precious confidence and have one helluva hangover!

The Booze-ometer appears automatically when you consume alcohol and shows how much you've imbibed. Use the **arrow keys** to streak. Streak past as many people as possible while avoiding capture by guards.

Candid Shots
With all the work some babes go through to doll themselves up, you'd think taking long, admiring looks at them would be considered socially acceptable behavior. Alas, no.

Fortunately, modern science has provided a permissible way for you to gaze as long as you want, capture the moment forever, and even make a little money on the side.

I speak, of course, of the photographic arts. You've got a camera for taking photos that you can store in your personal album, or sell for cash to interested buyers.

Taking photos is a great way to get to know people. Sometimes chicks will even start posing for you—or more!

♥ Press the **P** key or * on the number pad to activate the view finder.

♥ Press **Enter** to take pictures. If you have the Super Camera Lens, press **+** and **−** or use the **mouse wheel** to zoom in and out. Lights from red to green above the view finder tell you when better shots are appearing. (Better pictures bring more money on the open market.)

♥ Press the **P** key or * on the number pad to deactivate the view finder.

Some people will buy pictures from you. You'll see a **Roll of Film** icon when you approach them. Press **Enter** to show them your shots.

When your roll of pictures appears, use the **arrow keys** to choose one of them. Press **Enter** to zoom in and evaluate what it's worth, **Enter** to sell it, and **Spacebar** to save a copy to your personal gallery if you want. Press **Exit** to end the transaction. You can view your temporary photo collection and permanent gallery in your Black Book.

Token Victories

Nephew, life is like a woman: full of surprises! As you explore your world, you'll find lots of secret tokens hidden all over the place. It pays to explore everywhere.

Sometimes secret tokens will buy you access to special, hot features in your world. They can also get you out of a jam—like a game you can't seem to win. (See *Wimping Out* on p. 14.) So start hunting!

When you're near an object that can be explored but has no **Activate** icon, try activating it anyway by pressing **Enter** to see if it's got a token. The **Dildometer** shows how many secret tokens you have. Press the **right Alt** key to view it.

GAME MODE

Wandering around college aimlessly is fine, but sometimes you've got to buckle down and concentrate—no, not on your studies, on successfully playing a mini-game!

This is how you impress chicks, improve your confidence, or earn a little spending dough. You'll encounter a wide variety of situations out there, but the following basic skills should help you deal with most of them:

Chat
Every guy knows women like to talk, and just love a dude who'll listen...hey, pay attention!

When you're talking with a girl, you've gotta watch what you say, and avoid all the little indiscretions that can sink a conversation. If you impress a girl enough times with your smooth discourse, you'll be well on your way to scoring!

Use **up** and **down arrow** keys (or **W** and **S** keys) to navigate the sperm. Touching green items increases your heart score, other items lower it, and some are just for fun! Fill the Heart meter to win.

Quarters
Quarters is a time-honored college drinking game. If you can toss a quarter into a glass, your opponent takes a drink. If she lands a quarter in the glass, you drink. The first one to get sloshed loses. A smooth, straight, even stroke back and forth is very effective...oh, and it's also the best way to win at Quarters!

To toss a quarter, move your **mouse** or **joystick** smoothly back and forth once, or press the **up** and **down arrow** keys (or **W** and **S** keys). Each time you or your opponent has to take a drink, the drinker's Booze-ometer fills higher. The first one to fill up loses.

Slaps

If a woman invites you to play a game of slaps, I'd defi-nitely take her up on it. Hey, it might be the only physical contact you'll get for quite a while!

When you're the slapper, get charged up, then attack! You can also try faking a slap by just twitching your hands. If she pulls her hands away too soon, you win that round.

When it's her turn, she may fake it too—an experience not wholly unfamiliar to you. So don't pull out too soon, because Slaps is like love, and love is like a money market account: substantial penalty for early withdrawal!

When you're the slapper, tap the **Spacebar** repeatedly to build up your charge. Press **Shift** to fake a slap. Press **Enter** to deliver a slap.

When you're the slappee, press **Enter** to withdraw your hands and avoid a slap. The Slap Meters show each person's score. The player whose meter fills up first loses.

Bartending

Someone might ask you to pass out useful stuff like fliers, or maybe monkey chow. Hey, anything for a few extra bucks, or to impress a babe.

Bartending works just like a swinger's love life: you run around trying to please as many "customers" as possible, do some damage control when they try to throw it back in your face, and make sure you're done before they catch up with you!

Use the **arrow keys** to move to the item you're passing out. Press **Enter** to toss items to oncoming patrons before they reach your end of the aisle. Use the **arrow keys** to walk over and retrieve any items they throw back, before they reach your end of the aisle. Pass out the indicated number of items to win the round.

Rhythm

Ladies love a guy who knows how to handle himself on the dance floor—or the trampoline. (Yes, it reminds me of my wild disco nights: "*Ah, ah, ah, ah, stayin' alive, stayin' alive!*") And hey, you can be a sensitive, *New Age* kind of guy and let the girl lead, right?

Your partner will call out a series of keystrokes. At the right moment as shown on the direction bar, press the indicated keys in order and in rhythm.

Whack-a-Mole

In some situations, Nephew, it pays to be good with your hands.

It also helps in certain mini-games, where you need to make the right moves quickly. Whether it's mixing the perfect drink or giving a naughty girl a spanking, accuracy and speed go hand in hand.

Arrow keys will briefly flash on the screen in random patterns. Press each corresponding key on your keyboard before it disappears.

Avoidance

Sometimes when you try to do someone a favor, other people try to ruin your fun—like bouncers, security guards, and government agents. That's when you need to be light on your feet.

Use the **arrow** keys to run and avoid your pursuers. Touch all glowing objects that appear on your way to pick them up, and get to the indicated exit before time runs out.

Whack-a-Pole

Even the best lover needs some...uh..."alone time" once in a while. An occasional bit of "personal stroking" can do wonders for your confidence—and your technique. And if you're ever really low on cash, you can put those skills to profitable use at the sperm bank! Use the **up** and **down arrow** keys (or the **W** and **S** keys) to move the paddles up and down and keep the ball in play.

Water Sports

Nephew, there may be plenty of better things to drink out there, but believe me, water is your friend. Can you say "Wet T-shirt Contest"?

I knew that you could. Chicks seem to love this game. Developing careful aim can also be useful in other situations—like when you really need to pee in an expensive art gallery! Use the **mouse** or **arrow keys** to aim your water gun (or other spraying device). Press **Enter** to fire. Soak as many valid targets as possible before time, and your supply of liquid, run out.

Photos

This is just like taking photos in **Wander Mode**, except that now you've got a specific task to complete—and a time limit. Also, while you may get a chance to capture some fabulous babes in fabulous poses, at other times your subjects may not be the most "photogenic." Always try to get the best shots possible, and watch out for interruptions!

Use the **arrow keys** to find and follow your subject. Use the **mouse** or **numeric keypad** to change your perspective. The lights from red to green above the view finder indicate the quality of the shot (green is best). Press **Enter** to snap a picture. Get as many good shots as you can before time runs out. Your score for each shot will be displayed. Try to get enough good shots to meet or beat the required minimum score.

Pose

This is a little different from posing in **Wander Mode**. Now you're posing with a purpose! You've gotta grab something, deliver it to someone, pose, then do it all over again, and again and again, before time runs out. Aagh...the things we do for love!

Use the **arrow keys** to move to the indicated item and touch it, then move near a bystander and press **Enter**. Repeat the process for the indicated number of people before the timer reaches 0.

Wimping Out

Even experienced swingers sometimes have...um...performance problems. No, no, I'm talking about when you just can't seem to win a particular mini-game.

If this should ever happen to you, it's nothing to be ashamed of. You can use secret tokens to complete the mini-game and advance. (You *have* been collecting secret tokens, right?)

Select *Wimp Out?* from the **Pause Menu** to bypass a game. You'll be told how many secret tokens it will cost you. If you keep losing at a game, you'll be asked if you'd like the program to make it easier.

If you still keep losing, you'll be invited to wimp out, but it will cost you some secret tokens. You can also just quit the mini-game and try again later.

Fabulous Babes

Take it from your Uncle Larry, this campus and the surrounding town are full of hotties of every description. There are more gorgeous girls here than you can "shake a stick" at.

Yes, there are girls for every taste—and every fantasy! But I'm not going to describe them to you now, because I want you to have the distinct pleasure of meeting each of them personally. You'll thank me later.

Uma Yasmine

But one girl you should know about now is Uma Yasmine, the host of that Swingles dating show that's filming on campus. If you can impress her enough times with proof of your various conquests, she just might let you on the show. (See **Taking Things to the Next Level** on p. 5 for details.)

Besides interacting with plenty of gorgeous, "up-front" ladies, you'll meet a lot of distractions—I mean, other people—along the way:
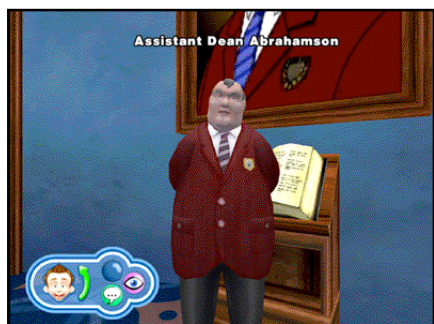
Assistant Dean Abrahamson

What a hard-ass! This career politician has his eye on the dean's chair, and he's not about to let a swingin' stud like you stand in his way. I'm sure you'll find some creative ways of sticking it to him!

Fred Beazer

This oaf is what passes for security at Walnut Log. Whether you're making out in the quad or just letting off steam with some healthy drunken streaking, you can always count on old Beazer to try and ruin your fun.

The Commissar

You wouldn't know it to look at him, but the Commissar's a pretty resourceful guy. He's always got some big project going—and in a pinch, he just might be able to get you what you need.

Russell

Who the hell is this guy? And why does everybody love him?

The Porn Fairy

Sorry, Nephew, but this is the closest thing you'll ever have to a fairy godmother. I know he's not much to look at, but the little guy might be helpful in getting you out of a tight scrape now and then.

Leopold

Your attempts to impress one lady or another may bring you into contact with this resident of the school's biology lab. Who knows, you may find that you two have more in common than you realize...

And besides these characters, you'll also meet a wide assortment of laid-back students, apathetic professors, full-of-themselves frat rats, surly townspeople, brutish government agents, dopey TV stagehands, barflies, hookers, pimps, and jokers of all kinds. Welcome to your world!

As you advance to higher levels of studliness, you'll gain new abilities, and new surprises will be revealed. For instance, higher levels may give you the chance to play familiar games with a new dimension: the loser of each round has to strip!

You can use your Black Book to revisit a girl you've already gotten to know—just select her name to see your notes on your past encounters, and pick the one you want to relive.

And even after you've won at Swingles, you can keep exploring. Who knows, there may be a hot babe you haven't scored with yet, or some campus prank you haven't pulled. There's a big beautiful world out there! Yessir, a big beautiful world.

Some Final Words of Wisdom From Your Uncle Larry

My boy, you're bound to experience a lot of disappointment and heartache along the way. You'll want to score in the worst way possible, and often that's just how you will.

But if you just keep sticking it out there, I guarantee you'll finally succeed. So do your Uncle Larry proud, and remember what I always say: "Good lovers are made, not born. If they're really good, they can be made more than once a night."

Kiss the girls and make 'em cry, Nephew!
Uncle Larry

LARRY'S LOVE MENUS

On-Screen Display

- ♥ **Confidence Meter and Happy Face:** These show Larry's confidence level.
- ♥ **Examine Icon:** When this icon appears, Larry can examine a person or object.
- ♥ **Activate Icon:** When an icon appears here, Larry can perform an action with a person or object.
- ♥ **Dildometer/Money Meter:** This meter shows how many secret tokens Larry's collected, and how much money he has.
- ♥ **Booze-ometer:** This shows how drunk Larry is.

Pause Menu

- ♥ **Black Book:** Check Larry's Black Book for info on girls, stats, and inventory.
- ♥ **Save Game:** Save your current game, or overwrite a previous game.
- ♥ **Options:** Go to the Options menu for sound and other controls (see **Options Menu** on p. 20).
- ♥ **Photos:** See Larry's temporary album and permanent gallery of photos taken in the game.
- ♥ **Extras:** View game concept art, character models, bonus options, and game credits.
- ♥ **Exit:** Quit the program.

Mini-Game Menu

♥ **Return to Game:** Continue playing the mini-game.

♥ **Options:** Go to the Options menu for sound and other controls (see **Options Menu** on page 20).

♥ **Help:** Get a description of how to play the mini-game.

♥ **End Activity:** Leave the mini-game. If you do this, you'll automatically lose the mini-game.

♥ **Wimp Out?:** If you're unable to win the mini-game, you can use this to "win" and advance to the next activity. It will cost you some secret tokens.

♥ **Exit:** Quit the program.

Black Book

♥ **What Next?**: Lists current tasks Larry needs to complete.

♥ **Girls**: Select a girl to see her token of affection or to replay an activity.

♥ **Outfits**: Select outfits for Larry to wear.

♥ **Items**: View acquired items you can use in the game.

♥ **Stats**: View your game stats.

Options Menu

♥ **Audio**: Adjust audio levels.

♥ **Difficulty**: Turn adaptive difficulty on or off. (When it's on, the game will offer to adjust the difficulty based on your past performance.)

♥ *Controller*: Adjust controller or keyboard and mouse settings.

Extras Menu

♥ **Concept Art**: View purchased conceptual drawings of locations and characters.

♥ **Character Viewer**: View unlocked character models.

♥ **Bonus Options**: Turn Naughty Mode and Nude Mode on or off.

♥ **Credits**: View the list of credits.

LARRY'S COMPUTER GEEK ARMY
(Credits)

Developed by High Voltage Software, Inc.

Producer
Josh VanVeld

Lead Programmer
Brian Bilicki

Lead Artist
Dave Leung

Lead Designers
Duncan McPherson
Tom Smith

Assistant Producer
Jody Coglianese

PROGRAMMING
Dan Goodman
John F. Walker
Frank Lee Wilson

ADDITIONAL PROGRAMMING
Dave Perea
Jason Petersohn
Brett Z. Rubin

ART
Jessa Carlson
Andrew J. Hura
Gregory Kopina
Weichun "Chuck" Lee
Benjamin Savage
Corey Stisser
Neil Viola

ADDITIONAL ART
Richard Coons
Jorge Hernandez

WRITING/DESIGN
Matt Entin
Ed Kuehnel

DESIGN
Jason Ablett
Josh Bear
Brian Blair
Bill Sullivan

AUDIO/VIDEO
Michael Caisley
Ryan Cashman
Fred Love
Michael Metz
Tim Schlie
Tim "Cat" Stasica

MANAGEMENT

CEO/Founder
Kerry J. Ganofsky

President
John W. Kopecky

VP of Creative Content
Eric Nofsinger

VP of Software Development
Jesse Helton

Director of Technology
Brett Bourbin

Executive Producer
Kevin Sheller

Audio/Video Director
D. Chadd Portwine

Art Director
Damion J.J. Davis

Office Manager
Maggie Bohlen

IT Director
Raymond E. Bailey

IT Specialist
Ryan Kellerman

TOOLS AND TECHNOLOGY
Cory Bloyd
Ed Federmeyer
Brant French
Dan Kaufman
Todd Kuehnl
Chris McCue
Joel P. McGinnis
John Sanderson

INTERNAL TESTING
Andrew Baker
Patrick Drobotij
Mark Manzo
Erin Moore
Chris Tarczon

VOICE ACTORS
George Adams
Natalie Berg
Mary Jo Bolduc
Norm Boucher
Tim Dadabo
Sarah Fisher
Michael Greco
Michele Greco
Melanie Harrison
Elizabeth Isilove
Llou Johnson
Robert Jorge
Chris Marrs
Kate McClanaghan
Lani Minella
Lotti Pharris
David Pompei
Derrick Procell
Christine Purrillo
Jan Rabson
Circus Szalewski
BJ Tragoni
Amy Warren
Dave Zarbock

SPECIAL THANKS
Jennifer Andrews
Darin Beaver
Herb Berry
Wes Burke
Cedric Busse
Warren Capps
Matt Carter
Enrique Conty
Matt Corso
Patrick Dolan
Tom Dowd
Bill Eng
Steve Gherke
Cef Grima
Lewis L. Harris II
Jorge Hernandez
Mike Henry
Carter Karaganis
Jack Karaganis
Jeremy Karaganis
Chad Kent
Chad Lichty
Homer Marrs
Chad Mirshak
Rodriguez Love
Kevin Meinert
Kyle Miller
Nick Muntean
Pradyut Panda
Sergio Parada

David "Dweezle" Pellas
Roosevelt Pittman
Christie Recchia
Dustin Risley
Bob Rissetto
Angel Ruiz
Ben Scott
Eric Thomas
Rebecca Wiley

CONTACT
Please email us with your feedback:
support@high-voltage.com

MOTION CAPTURE
By Red Eye Studio
(www.redeye-studio.com)
Hoffman Estates, Illinois

Published by Sierra Entertainment, Inc.
(a.k.a. Vivendi Universal Games Northwest)

STUDIO OPS

Kelly Zmak, VP Development Studio

Julie Pitt, Development Production Operations Manager

Shari Lindholm, Sr. Administrative Assistant

PRODUCTION

Ken Embery, Executive Producer

Troy Skinner, Senior Producer

Kris "Skweek" Bryan, Production Assistant

MARKETING/ PUBLIC RELATIONS

Anthony Crouts, VP Marketing

Rozita Tolouey, Brand Manager

Lauren Faccidomo, Assistant Brand Manager

Keyur Shah, Marketing Coordinator

Jon Sloan, VP International Brand Marketing—Europe

Chloë Rothwell, International Brand Marketing—Asia Pacific

Erica Dart, Public Relations Manager

Michael Larson, Sr. Manager, Public Relations

VIDEO PRODUCTION TEAM

Jim Carey, Video Manager

Sage Freeman, Video Engineer

MANUAL

Joe Skelley, Writer

Lauren Azeltine, Design

VUG LEGAL

Terri Durham, WW General Counsel

Eric Roeder, WW Deputy General Counsel

James Shaw, Esq., Corporate Counsel

Tracy Gibbs, Esq., Corporate Counsel

Pam Teller, Paralegal

Fritz Kryman, Director Anti-Piracy

Sacha Tarrant, Anti-Piracy

QUALITY ASSURANCE

Gary Stevens, QA Director

QA Leads

Cade "Oh Yeah, THAT Asshole" Myers
Dong "That's Right, Dong" Yi
Chad "Dingo" Foltz
Alex Jacobs

Senior QA Testers

Ed "Thrill Her" Miller
Erinn "Ares GOW" Hamilton
Lester "Mr. Wags" Stocker
Matt "Oz" Owczarek
Patrick Orr
Rick "CrimeDAWG" Gusa
Doug Quackenbush
Katrina Quan
Tharlie Richardson

QA Testers

Aaron "Boomer1111" Denke
Abhishake "D_Sanchez" Behl
Ben "Ben-a-Tron" Saurer
Bryan "Not Again" Wilkinson
Carter McBee
Corey "Flesh Torpedo" Stelton
Isaac Aubrey
James Cook
Jim "Not Very" Gentle
Jon "Oneshot" Pulling
Mary Jo Akerman
Michael "Sliverpaw" Guillory
Pamela S. Chow
Rich "Dirtysucka" Nelson
Richard "Crown Owner" Hager
Warren "0dyguru" Cordon

CPC Team (Sierra)

Sue "Othello" Lowe, CPC Lead
Conan "the Destroyer" Chamberlain, QA Tester
Jason "ButterTaco" Furler, QA Tester
Niko Simonson, QA Tester

TRC/TCR/CRG/VUPC Team (VUG)

James Galloway, Sr. QA Manager
Randy Linch, VUPC Director
Jamie Saxon, TRG Supervisor
Ali Raza, TRG Supervisor
Bob Eatmon, Compatibility Tester

TRG Testers (VUG):

Fausto "Memo" Lorenzano
Joseph "Bones Will Be Broken" Olivas
Joaquin "Rolling a One" Meza
Lauren "\m/(>_<)\m/" Kamieniecki
Lawrence "The Law" Everson
Mark "I am protected" Jihanian
Robert "Sup 2 Snacks" Gardner
Tom "El Bombero" Craven

VUG Localization

Antoine Molant, VUG IHQ Brand Manager

Barry Kehoe, European Localization Manager

Fiachra Synnott, Senior Project Manager

John McGeary, Project Manager

Francis Courchinoux, QA Lead

Nico Richters, TRG Lead

David Fleming, Audio Coordinator

Higuchi Masatoshi, Localization Producer, Asia-Pacific

Localization QA Testers

Stephen Kidney
Luca Leman
Francesco Musso
Simon Eustace
Robin Weber
Collins
Fionn Sotscheck
Hernan Taffarelli
Borja Jimenez Encimas

Larry's Favorite Tunes for Swingers (Music Credits)

"Girls, Girls, Girls"
Written by Tommy Lee, Nikki Sixx and Mick Mars
Performed by Motley Crue
Courtesy of Masters 2000, Inc. under license to the
Universal Music Group
Published by WB Music Corp. (ASCAP), Mars Mountain
Music (ASCAP), Sixx Gunner Music (ASCAP) and
Tommyland Music (ASCAP)
All rights o/b/o itself, Mars Mountain Music and Sixx
Gunner Music admin. by WB Music Corp.

"Pop That Coochie"
Written by Luther Campbell, David Hobbs, Mark Ross and
Christopher Wong Won
Performed by The 2 Live Crew
Courtesy of Lil' Joe Records, Inc.
Published by Lil' Joe Wein Music, Inc. (BMI)

"Me So Horny"
Written by Luther Campbell, David Hobbs, Mark Ross,
Christopher Wong Won and Ricardo Williams
Performed by The 2 Live Crew
Courtesy of Lil' Joe Records, Inc.
Published by Lil' Joe Wein Music, Inc. (BMI)

"Yakety Sax"
Written by Boots Randolph and James Rich
Published by Sony/ATV Tree Publishing (BMI)

"We Are Family"
Written by Bernard Edwards and Nile Rodgers
Performed by Sister Sledge
Courtesy of Atlantic Recording Corp.
By Arrangement With Warner Strategic Marketing
Published by Bernard's Other Music (BMI) and Sony/ATV
Songs LLC (BMI)
All rights o/b/o Bernard's Other Music (BMI) admin. by
Warner-Tamerlane Publishing Corp. (BMI)

"I'm Too Sexy"
Written by Fred Fairbrass, Richard Fairbrass and Robert
Manzoli
Performed by Right Said Fred
Courtesy of Gut Records Limited and Virgin Records
Under license from EMI Film & Television Music
Published by Hit & Run Music (Publishing) Ltd. All rights
for the U.S. and Canada controlled & admin. by EMI
Blackwood Music Inc. (BMI)

"Hey There Lonely Girl"
Written by Written by Earl Shuman and Leon Carr
Performed by Eddie Holman
Courtesy of MCA Records under license from Universal
Music Enterprises
Published by Music Sales Corporation (ASCAP)

"Up All Night"
Written by Mark Slaughter and Dana Strum
Performed by Slaughter
Courtesy of Chrysalis Records
Under license from EMI Film & Television Music
Published by Chrysalis Songs o/b/o itself and Topless
Music (BMI)

"Girlschool"
Written by Dean Michael Davidson
Performed by Britny Fox
Courtesy of Columbia Records, by arrangement with
Sony Music Licensing
Published by Zomba Songs, Inc. (BMI) o/b/o Mr. Radar
Music

ALL RIGHTS RESERVED. USED BY PERMISSION.

INTERNATIONAL COPYRIGHT SECURED.

Technical Support

North America

Sierra Entertainment offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (310) 649-8033, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, write or fax us with your questions, or contact us via our Web site:

http://support.vugames.com

Phone: (310) 649-8033, Monday-Friday, 8:00 A.M. to 4:45 P.M., Pacific Time

Fax: (310) 258-0755

Customer Service

United States

U.S.A. Sales Phone: (800) 757-7707 or (310) 649-8008, Monday-Friday, 8 A.M. to 4:45 P.M., Pacific Time

International Sales: (310) 649-8008, Monday-Friday 8 A.M. to 4:45 P.M., Pacific Time

Fax: (310) 258-0744

Sierra Entertainment, Inc.
6060 Center Drive, 6th Floor
Los Angeles, CA 90045
Phone: (800) 757-7707 or (310) 649-8008
Fax: (310) 258-0744
http://www.sierra.com

On-Line Sales
Internet USA: http://www.sierra.com

**Mail**
Sierra Entertainment
4247 South Minnewawa Avenue
Fresno, CA 93725

COVERING LARRY'S ASS
(Now that's something we can all get behind.)

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE PROGRAM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY RETURN THE UNUSED SOFTWARE PROGRAM TO THE PLACE OF PURCHASE OR CONTACT CUSTOMER SERVICE AT (310) 649-8008 FOR A FULL REFUND OF THE PURCHASE PRICE WITHIN 30 DAYS OF THE ORIGINAL PURCHASE.

This software program including any and all files that are provided by Sierra Entertainment, Inc., to you by on-line transmission or otherwise to 'patch,' 'update,' or modify the software program, as well as any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials are the copyrighted work of Sierra Entertainment, Inc., or its subsidiaries, licensors or suppliers. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction, or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.
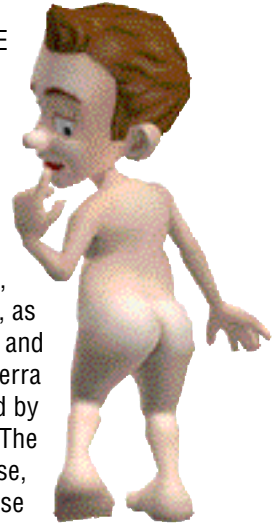
END USER LICENSE AGREEMENT

1. **Limited Use License.** Sierra Entertainment, Inc. ("Sierra") hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on a home, business, or portable computer.

2. **Ownership.** All title, ownership rights, and intellectual property rights in and to the Program and any and all copies thereof (including, but not limited to, any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Sierra or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties, and conventions and other laws. All rights are reserved. The Program contains certain licensed materials, and Sierra's licensors may protect their rights in the event of any violation of this Agreement. The Program may access websites owned, controlled by, or operated by licensed affiliates of Sierra, and receive patches and/or updates to the Program from these websites. All patches, updates or other downloadable material used by, or incorporated into, the Program are the copyrighted property of Sierra or its licensors, who reserve all rights therein, and shall be governed by the terms and conditions of this Agreement.

3. **Responsibilities of End User.**

   A. Subject to the Grant of License hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, sublicense, translate, reverse engineer, derive source code, modify, disassemble, decompile, create a source code equivalent, create derivative works based on the Program, or remove any proprietary notices or labels on the Program, or allow others to do so, without the prior consent, in writing, of Sierra.

   B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

   C. You are entitled to use the Program for your own use, but you are not entitled to:

   (i) sell, grant a security interest in, or transfer reproductions of the Program to other parties in any way, nor to rent, lease, or license the Program to others without the prior written consent of Sierra;

   (ii) exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming center, or any other location-based site. Sierra may offer a separate Site License Agreement to permit you to make the Program available for commercial use; contact Sierra for details;

D. Additionally, if the Program has an "on-line" capability, you are not entitled to:

(i) host or provide matchmaking services for the Program, or emulate or redirect the communication protocols used by Sierra in the network feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program, or any other techniques now known or hereafter developed, for any purpose including, but not limited to, network play over the Internet, network play utilizing commercial or non-commercial gaming networks, or as part of content aggregation networks without the prior written consent of Sierra; and

(ii) create or maintain, under any circumstance, more than one simultaneous connection to a hosting service provide by Sierra, or other hosting services authorized by Sierra. All such connections, whether created by the Program or by other tools and utilities, may only be made through methods and means expressly approved by Sierra. Under no circumstances may you connect, or create tools that allow you to connect to the Hosting Service's private binary interface or interfaces other than those explicitly provided by Sierra for public use.

4. **Program Transfer.** You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Program and any New Materials from your home, business, or portable computer.

5. **Termination.** This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program and any New Materials. Sierra may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Materials.

6. **Export Controls.** The Program may not be re-exported, downloaded, or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing, and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. **Customer Service/Technical Support.** "Customer Service" as used herein may be provided to you by Sierra representatives by telephone and/or by electronic message (e-mail). "Technical Support" may be provided to you by Sierra by telephone, electronic message (e-mail), or by posting of information related to known technical support issues on a web site. Unless otherwise stated in the Program's packaging or in the Program's user manual, nothing herein shall be construed so as to place a duty upon Sierra to provide Customer Service or Technical Support via a toll-free telephone number for an unlimited period of time.

8. **Limited Warranty.** Sierra expressly disclaims any warranty for the Program, Editor, and Manual(s). The Program, Editor, and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the Program, Editor, and Manual(s) remains with the User; however Sierra warrants up to and including ninety (90) days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period, and upon presentation to Sierra of proof of purchase of the defective Program, Sierra will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you.

9. **Limitation of Liability.** NEITHER SIERRA ENTERTAINMENT, INC., ITS PARENT, SUBSIDIARIES, LICENSORS OR AFFILIATES SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, THE EDITOR, OR THE HOSTING SERVICE, OR OTHER ON-LINE PROVIDER AUTHORIZED BY SIERRA, INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. SIERRA SHALL NOT BE RESPONSIBLE FOR

continued

ANY INTERRUPTIONS OF SERVICE ON THE HOSTING SERVICE OR OTHER ON-LINE PROVIDER AUTHORIZED BY SIERRA INCLUDING, BUT NOT LIMITED TO, ISP DISRUPTIONS, SOFTWARE OR HARDWARE FAILURES, OR ANY OTHER EVENT WHICH MAY RESULT IN A LOSS OF DATA OR DISRUPTION OF SERVICE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

10. Equitable Remedies. You hereby agree that Sierra would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Sierra shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Sierra may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party, in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

11. Limitations on License. Nothing in this License Agreement shall preclude you from making or authorizing the making of another copy or adaptation of the Program provided, however, that (1) such new copy or adaptation is created as an essential step in your utilization of the Program in accordance with the terms of this License Agreement and for NO OTHER PURPOSE; or (2) such new copy or adaptation is for archival purposes ONLY and all archival copies are destroyed in the event of your Transfer of the Program, the Termination of this Agreement, or other circumstances under which your continued use of the Program ceases to be rightful.

12. Miscellaneous. This License Agreement shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of California. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of California, County of Los Angeles, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered, or modified only by an instrument in writing, specifying such amendment, alteration, or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible, and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

I hereby acknowledge that I have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein. I also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Sierra and me and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between Sierra and me.