

COLLECTION

SERIES

LEISURE SUIT LARRY[®]



SIERRA[®]

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SIERRA[®]



From the desk of Larry Laffer

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Humorous Themes and Development in Late 20th-Century Digital Literature

(Just ignore the title; I'm gonna try to write this off as a work-in-progress on my Doctoral Dissertation.)

By Al Lowe

Hair has always been one of Larry's downfalls (pun intended!). Follow the numerous references throughout all the games to hair loss, wigs, barbers and baldness. Carefully study my photo on the back of the box. Draw your own conclusions.

Weight loss is another sore point with Larry. Like many of us, he's perpetually fighting his own "battle of the bulge." Again, check my photo. (Where do I get these ideas?)

Note the multiple clever references throughout every game to the ubiquitous Ken (AKA Kenny, Chief Kenneewauwau, etc.) Many reviewers and critics think these are thinly veiled references to Sierra founder and CEO Ken Williams. Preposterous. Others accuse me of "sucking up to the boss." Ridiculous. Some say I have no imagination for names. Possibly. I like to think of it as "one less person that could sue me for using his name!"

Women's names have been another fun point. Since Larry deals with so many women, it quickly became obvious I needed help coming up with fresh, funny names. Larry 1 was produced around the time of the Oliver North hearings, so "Fawn" seemed a natural name for a character. Larry 3 had lots of women so I made their names all end in "I," Bambi, Susi, etc. By Larry 6, I was so desperate I sank to disguising the names of wines: Charlotte Donay, Cavarrichi Vuarnet, etc. Fortunately, no one ever noticed.

Another example of evolution is "The Leisure Suit Larry Theme Song." It's especially been fun to hear my little ditty change over the years as each new composer gives it his own treatment. By the way, it is still awaiting lyrics. Submissions will be accepted gladly, but not acknowledged!

Somewhere I read you should never see a movie with a Roman numeral in the title. That's why I've been careful to ensure all the Larry Sequels use Arabic numerals.

Dear Leisure Suit Larry Fan Club Initiate:

Thank you so much for purchasing "The Absolutely Totally Complete & Thorough Compilation of the Life & Times of Leisure Suit Larry Laffer" (or, as we like to call it internally, "Refried Larry"). You'll be proud to learn your purchase qualifies you for a free "International Gold Level" membership in The Official Leisure Suit Larry Fan Club, bringing with it all the rights, privileges, duties, and responsibilities thereinto untoward henceforth.

The good news? No more waiting for us to bill you! From now on, each month you'll just send your \$10.00 membership dues to the Fan Club's post office box, and you'll receive one of Leisure Suit Larry's "Special Surprises." (Unmarked bills only, please; no stamps.) We guarantee you'll be surprised, all right!

New OLSLFC members often ask me, "Al, um, how did you, ah, come up with, like, the idea of a, you know, whatayacallit, guy like, ah, Larry Laffer?" To which I always reply, "That's Mr. Lowe to you!"

In truth, the actual story is even more fascinating. Leisure Suit Larry was discovered, lurking inside my brain, fully-formed, waiting, nay struggling to get out, back in the Winter of '87. It only took six months in the delivery room, sitting before a state-of-the-art XT turbo (and some sterile gauze), to loose him upon an unsuspecting planet. (I like to say it was a drug-free, natural birth, but that's only half true.)

You're probably wondering why it took so long to assemble this collection. It's simple: over the years I've been asked to do many Larry collectors' editions, Larry software compilations, Larry souvenir coffee mugs, a line of Larry beach wear, even Larry velvet paintings. But it all seemed so exploitative... That is, until Sierra's founder and CEO, Ken Williams, gave me the chance to produce a collection in the only way I would want it done: "We'll give you a piece of the action," Ken said. The rest is history in your hands.

I truly hope you'll enjoy tracing the development of the modern American kinda-hero, Larry Laffer. Revel in the joy of knowing you have every possible bit of Leisure Suit Larry. Now get out of the house! It's a nice day outside.

Sincerely,
Al Lowe



A Word About the Contents

There are numerous fabulous perks to owning *Leisure Suit Larry's Greatest Hits and Misses!* If you purchase the collection at full retail, you will notice that your hair gradually stops falling out, your teeth become whiter, and sexy women begin finding your widening paunch an attractive feature. If you and all your friends purchase two copies each, the result will be a stable economy and peace in the Middle East. Oh, yeah, and all the babes that can safely crawl over you at one time.

Not only that, but by purchasing *Leisure Suit Larry's Greatest Hits and Misses!* you get some fabulous games, from classic to state-of-the-art. *Softporn*, the text adventure that begat Larry and thrust Sierra On-Line into national prominence, is included. You'll find Larrys 1, 2, 3, 5 and 6. (What's that? Where's Larry 4? That's a whole other story. Write to Al Lowe, care of Sierra's corporate offices, and ask him about it sometime. No, wait. On second thought, DON'T!) You also get a couple of fascinating

Windows video clips about Al. Speaking of Windows, *Laffer Utilities* for Windows and a Leisure Suit Larry pinball game for Windows are included. *Larry's Casino Games* are on here too. Even a video and interactive demo of the hilarious comedy-western from Al, *Freddy Pharkas, Frontier Pharmacist*, is included. In fact, everything Al could force on this CD with only determination, elbow grease, and a plunger, is here.

Another Word About the Contents

Inside this incredible book you will find copies of the original documentation that were actually sold with the first release of these hilarious games. These important pages are full of information and copy protection that are critical to you playing each game. So reference each section VERY CAREFULLY, and DO NOT LOSE, tear, staple or mutilate (Okay, you can mutilate if you want to, please just do it behind closed doors.)



The Evolution of Lizardum Lounge

Times change, technologies change. Back in 1987, when Larry burst upon an unsuspecting and still reeling America, he was a megastud with his dazzling EGA smile and his four pixel leisure suit. As you play the EGA version today, you might find the graphics as dated as the word "groovy," but you should consider the games within context. This collection is an important historical retrospective, at least in Larry's mind! As you travel back through time and technologies, please reflect on the fact that, although every single thing in the world changes, the exception to this rule is that Larry Laffer strikes out in 16-color, chunky graphics just as he does in gorgeous, state-of-the-art, 256-color aromavision.

The point is Sierra's software technology was and is a product of the times. When you play the EGA version of *Leisure Suit Larry in the Land of the Lounge Lizards*, you might say to yourself: "No music. Bummer." But keep in mind that sound cards weren't even invented when Larry pestered his first virtual woman, so it would've been impossible to hear his offensive come-on. The Collection's older games seem dated because Sierra's commitment to bringing you the latest in computer advancements means the cutting edge of technology keeps moving forward.

