LEISURE SUIT LARRY

LOVE FOR SAIL!

by Al Lowe

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First Time Installation

Windows® 95

1. Start Windows® 95.
2. Insert the *Love for Sail!* disk into your CD-ROM drive. Enjoy! If you've disabled AutoPlay, press the [Start] button, select [Run].
3. Type "D:\SETUP" and press [ENTER]. (If your CD-ROM drive is not named "D," substitute its letter instead.)

Windows® 3.x

1. Start Windows®.
2. Insert the *Love for Sail!* disk into your CD-ROM drive.
3. Go to Program Manager. From its [File] menu, select [Run].
4. Type "D:\SETUP" and press [ENTER]. (If your CD-ROM drive is not named "D," substitute its letter instead.)

DOS

1. Insert the *Love for Sail!* disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" and press [ENTER]. (If your CD-ROM drive is not named "D", substitute its letter instead.)
3. Then type "CD\" and press [ENTER].
4. Then type "INSTALL" and press [ENTER].

The Start Up Screen

The first time you play *Love for Sail!* you'll skip the Start Up screen and get right "into the action." So don't go looking for it. Don't worry. You'll get to see plenty of it soon enough!

Resume Your Previous Game
Click this to be placed right back in the game right where you were the last time you quit. Pretty handy, no? Of course, if you haven't Quit, you can't Resume. (Duh!)

Open an Existing Game
Click this to resume a different saved game. Of course, if you haven't Saved, you can't Open.

Start A Brand New Game
Click this to start a new game from the very beginning. You'll lose your previous game, you know. This time, try listening to the Swedish Fire Chief!
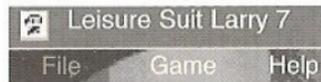
Visit the Larry Web Site
Click here and your Web browser might just launch and take you to the Leisure Suit Larry web site. (If it doesn't, try **www.sierra.com/games/lsl7** on your own.)

Lemme Outta Here! (Exit)
Click this and...oh, just take a wild guess!

The Menu Bar

Move your cursor to the upper-left corner of the game's graphics area and a menu bar appears. (If your screen is larger than the game window, be sure to stay *inside* the game window and below the title bar.) Select an action from the menu. Most work exactly like other menus you know and love. Try 'em all...at least once. Some will bring you back again and again, screaming with delight!

The File Menu
New starts a new game. (Duh.) You probably won't use this much, but the File Menu looked all naked without it.

Open restores a previously saved game. If you haven't saved your game, this function is pretty much worthless.

Save saves your current position. But you don't really need this in *Love for Sail!* because you can't die and you can't get trapped. The newer, easier method is to just Quit the game. We'll save your place automatically. Then Resume and you're right back where you were. But, we kept Save around just in case you want to mark some fun spots. *Hint:* when entering the save game's description, Ctrl-C quickly Clears away the old description.

Quit is the proper way to leave the game. Your position is saved automatically, so the next time you start, you can just select "Resume" on the Start Up screen and you'll be returned to right where you were. *Note:* exiting any other way does not save your current position. Better hope you saved!

The Game Menu
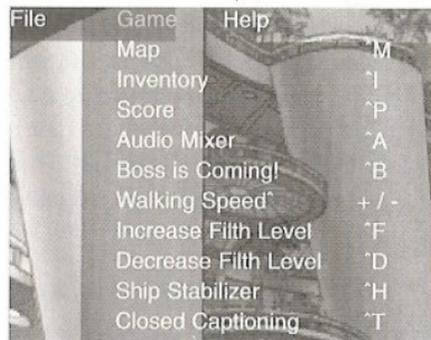
Map takes you to the ship's map. For more information, see "Game Controls" below.

Inventory brings up the inventory window. For more information, see "Game Controls" below.

Score tells you how you're doing. It's also on the right mouse-click shortcut menu.

Audio Mixer lets you adjust the relative volume levels of the game's background music, dialogue, and sound effects. Don't like our mix? Think you can do better? Fine! Do your own. (Screw it up? Click "Default.")

Boss is Coming... Oh, take a wild guess!

Walking Speed lets you change how fast Larry walks.

*Increase Filth Level* makes the game much more rancid.

Decrease Filth Level makes the game much less rancid.

Ship Stabilizer stops the "motion of the ocean" outside the ship's portholes.

Closed Captioning turns the sub-titles at the bottom of the screen off and on. Highly recommended for airplane flights when you forget your headphones.

The Help Menu

Serious help is available in a variety of locations: hint books, telephone, fax, on-line services, web sites, etc. See "How to Contact Sierra" on page 20.
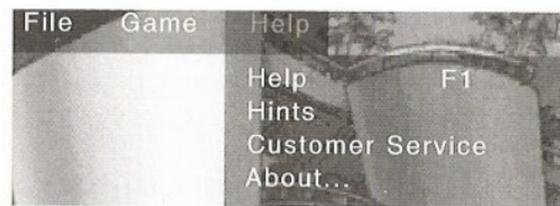
Help offers a few suggestions about how to get started playing adventure games.

Hints does almost nothing.

Customer Service gives you current telephone, fax, and Email numbers for Sierra worldwide.

About... **WARNING: NEVER TRY THIS!** Also: do not pause your cursor over the team members' faces.

Game Play

The Cursor

The "packaged cursor" means the game is presently busy. Wait a while and the special "Larryesque" cursor will appear. Move it around. When it's *not* highlighted, clicking it makes Larry walk as close as possible to where you clicked. But when it does "highlight" (in its own inimitable way), you've found something interactive. Then you should...

Left Click

When the cursor is highlighted, a left click displays a context-sensitive menu of verbs unique to that object. Try them all, including "Other...", which means...

Typing

Selecting "Other..." lets you type in your own verbs. Typing is important in *Love for Sail!* Some puzzles can only be solved by typing. But all you need type is the verb. Nouns aren't necessary. (You clicked on the noun, remember?) And you usually only need to type one word. We save the most recent few for you, so you don't have to re-type them. And like Mrs. Bradley tried to tell you in third grade, spelling *does* count.
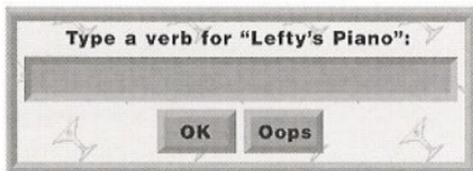
Talking

Talking to people produces a varying menu of topics. Again, "Other..." lets you type in topics of your own.. Here it's the verb that's unnecessary. All you need to type is the (usually) one-word topic. Remember, some puzzles can only be solved by typing. *Note:* Topics change color when you hear them (for example, "Telephone" in the illustration). You never need to listen to a topic a second time, unless you just forgot to take notes the first time!
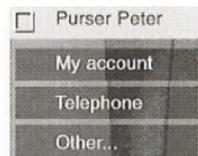
CyberSNIFF 2000™

Do not become alarmed when you see (and hear!) the CyberSNIFF 2000™ logo. Do not run screaming from your home. No, it's just the latest in multi-multi-media as *Love for Sail!* tickles yet another of your senses. When the CyberSNIFF 2000™ logo appears at the bottom of your screen, carefully remove your CyberSNIFF 2000™ card from its jewel-encrusted case... (What? Oh.) Sorry. ...from the CD's jewel box case. Gently rub your fingernail once across the colored square matching the number shown. Then, stick your nose in it ...*and enjoy!*

Right Click Shortcuts

Right clicking anywhere provides a convenient list of shortcuts to common menu items. Sure, you *could* use the regular pull-down menus, but this way it's easy to do the things you do the most.


The Map

Once you board the PMS Bouncy, you receive a map of the ship. It's the quick and easy way to move through the game. No more walking around. From the pull-down Game menu, select Map, or use your right-click shortcut menu. Move the cursor around the ship until it's over where you want to go. Click and "Poof!" You're there.

Inventory

The Inventory Window is where you use the objects you find. From the pull-down Game menu, select Inventory, or use the right-click shortcut.
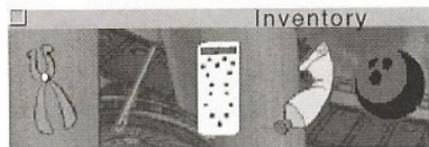
Taking Objects: Sometimes when you click on an object, its menu includes "Take." Take it—you'll be glad you did. The object you took then appears in your Inventory window and in the "Use..." list.

Using Objects: To use an object you've taken, first click an on-screen object. Then, from its resulting menu, select "Use...". Slide your mouse over and down until it's over the object you want to use. Click. *Hint:* first select the on-screen object to receive the action, then select the Inventory object to be used. *Example:* to use the banana on the toilet seat, first click the toilet. Then, from the toilet's "Use..." menu, select "Banana."

Manipulating Objects: Some objects may be manipulated in the Inventory window. Check each inventory item carefully. Some conceal important information! Try 'em all!

Combining Objects: Some Inventory objects may be combined with other Inventory objects to create new Inventory objects. To do this, go to the Inventory window. Left click on an object. From its menu, select "Use...". Slide your mouse over and down until it's over the object you want to use. Click. *Hint:* it works exactly like the game: first select the on-screen object, then select the Inventory object to use on it. *Example:* to rub the banana on the cattle prod, first click the cattle prod. Then, from the cattle prod's "Use..." menu, select "Banana."

Strategy

Love for Sail! is a game of exploration. So don't miss anything! Look at each new scene carefully. Click on anything that causes your cursor to highlight. Try all the menu choices. Talk to everyone you see. Take notes. Remember what they say, as it may come in handy later as something to talk about with one of your new friends.

Things change during the course of the game. New characters may appear. Keep looking around.

Think creatively. When you get "stuck," leave and explore other areas. You never know where you might find just what you need. Above all, relax, let your imagination run wild, and have fun!

Be A Star!

Love for Sail! is the first computer game in history to put *you* on-screen and in the action. Just follow the steps below. Of course, if any of this doesn't make sense to you, you're probably just not ready to "be a star!"

CyberSCAN 2000™

Want to see your face on-screen? Here's how: scan a picture of your face and save it as a 256-color BMP file in your Larry sub-directory. Name it 1.BMP. See the BEASTAR.TXT file in that sub-directory for more information. *Hint:* for best results, crop the file so it's mostly your face.

CyberVOX 2000™

Want to act? Want a role as the off-screen waiter? Use your Windows-supported sound card and microphone to add your voice to *Love for Sail!* Here's how: go to the Larry sub-directory. Open a file named VOICE.TXT in Notepad. It contains your script and further instructions. Also run Sound Recorder (or whatever you use to record wave files). Position both programs' windows side-by-side so you can read your lines in Notepad while recording your dialog. Be funny!

CyberSYSTEM 2000™

Set your Windows wallpaper to LARRY7.BMP in the Larry sub-directory. Then, as you make progress in the game, we'll update your wallpaper to reflect your "latest conquest." *Note:* Windows only loads your wallpaper as it starts up, so you may not see it change until tomorrow.

CyberSOUND 2000™

Add your own sound effects? Sure! Maintaining the tradition of recent Leisure Suit Larry games, *Love for Sail!* lets you "improve" the game at the touch of a (Bodily) Function Key. Try 'em all! Amuse your friends. Enjoy!

Credits
Team Larry

Designer, Writer, Director
Al Lowe

Producer
Mark Seibert

Assistant Designer & Writer, Programmer
Don Munsil

Animation Director
Jason Zayas

Lead Programmer
Steve Conrad

Programmer
Mark Martino

Background Design
Jason Piel

Lead Background Artist
Layne Gifford

Animators
Bill O'Brien
Al Eufrasio

Art Technicians
Bob Munsil
Bryan Wilkinson

Quality Assurance Lead
Jennifer Gibbs

Sound FX & Additional Music
Ben Houge
Mark Seibert

Additional Credits

Voice Director
Al Lowe

Voice Casting
Al Lowe & Don Munsil

Voice Auditions
The Voicecaster,
Burbank, California

Voice Recording
Hollywood Recording Services

Voice Recording Engineer
Mike Hanley

DREAMS Software Specialist
David Henry

Background Photographer
Al Lowe

Best Boy
Dale Christensen

Leisure Suit Larry theme composed by
Al Lowe

Leisure Suit Larry theme arranged by
Frank Zottoli

Original music composed by
Frank Zottoli

Original music performed by
Frank Zottoli, *Piano*
Kim Hutchcroft, *Woodwinds*
Tom Warrington, *Bass*
Claudio Slon, *Drums*
Mark Seibert, *Guitar, Synthesizers, Percussion*
Al Lowe, *Soprano Saxophone*
Steve Conrad, *Trombone*

Original music recorded at
Chick Corea's Mad Hatter studios,
Hollywood, California

Original music engineered and mixed by
Jeff Hall

Original music mixed at
Maximus Studios,
Fresno, California

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Special Thanks To
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John Williams
Eric Twelker
Bill Moore
Scott Lynch
Jerry Bowerman
Mike Brochu
Ken Williams
Roberta Williams
Walter Forbes
Zippy the Inflatable Wonder Llama
The World Famous Talking Bear
...and all the moms, dads,
husbands, wives, girl friends,
boy friends, & significant others
without whom this game would have
been done months earlier.

Animation Credits, Animotion

Supervising Animators
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Key Animation
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Larry Royer
John Bloom
Bill Davis
Marcus R. Gregory
Fran Krause

Paint Coordinator
Jennifer Robin

Computer Ink & Paint
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Marcus R. Gregory
Frank Krause
W Aric Miller
Jennifer Robin
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Julie Cornfield
Jennifer Darsney
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Jon C Parker
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Jennifer Robin
B J Walker
Guillermo Zubiaga

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Project Coordinator
Susan McGirr

Production Assistant
Danijel Tomicic

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Ivica Horvat

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Damir Semenov
Zvonimir Cuk
Ivica Horvat
Kristian Dulic
Zeljko Bracic

Digital Ink & Paint Computer Artist Lead
Peggy Skrlec

Digital Ink & Paint Computer Artists
Sasa Zec
Snjezana Lisica
Peggy Skrlec
Darko Dukaric
Ivana Baric
Scanner
Snjezana Lisica

The Cast

Leisure Suit Larry	Jan Rabson
Narrator	Neil Ross
Dewmi Moore	Sheryl Bernstein
Drew Baringmore	Mary Kay Bergman
Mysterious Woman in Black	Tasia Valenza
Victorian Principles	Jennifer Darling
Jamie Lee Coitus	Mary Kay Bergman
Nailmi Jugg	Jodie Carlisle
Wydoncha Jugg	Mary Kay Bergman
Peggy	Herself
Captain Thygh	Sheryl Bernstein
Shamara	Julie Amato
Peter	Scott Bullock
Johnson	Kevin Richardson
Dick	Scott Bullock
Jacques	Michael Golff
Wang	Scott Bullock
Willy	Michael Golff
Mr. Boning	Neil Ross
Xqwzts	Michael Golff
Judge Graham	Kevin Richardson
Judge Julia	Sheryl Bernstein
Judge Paul	Kevin Richardson
Rod	Neil Ross
Female Ship's Announcer	Tasia Valenza
Male Ship's Announcer	Neil Ross

How to Contact Sierra

Technical Support

AUTOMATED TECHNICAL SUPPORT LINE
(206) 644-4343

IN THE U.S.
Sierra On-Line
Technical Support
P.O. Box 85006
Bellevue, WA 98105-8506
Main: (206) 644-4343
Fax: (206) 644-7697
8:15 am - 4:45 pm PST
Monday-Friday

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Sierra On-Line Limited
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Monday through Friday,
9:00AM-5:00PM
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IN FRANCE
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
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7 jours sur 7 de 9h à 21h
Fax: (33) 1-46-30-00-65

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28033 Madrid
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Main: (34) 1-764-39-69
lunes a viernes de 9h30 a 14h y
de 15h a 18h30
Fax: (34) 1-381-08-39

IN ITALY
Contact your local distributor or vendor.

MODEM SUPPORT
Internet: http://www.sierra.com
Sierra U.K. BBS: (44) 1-734-30-4227
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America Online: Keyword SIERRA

Direct Sales

U.S. DIRECT SALES
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STE 301
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Mon-Sat: 7AM to 11PM CST
Sundays: 8AM to 9PM CST

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lundi au vendredi de 9h à 18h
Fax: (33) 1-46-30-00-65

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Product Returns:
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Coarsegold, CA 93614

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Fax: (402) 392-9117

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Hints

U.S. HINT LINE

Sierra Hints
PO Box 53210
Bellevue, WA 98015-3210
Fax: ((206) 562-4223
For Automated Phone Service:
    1-900-370-5583
$.75 per minute. (must be 18 years or
older, or have parental permission). You
may also contact Direct Sales for a hint-
book.

CANADIAN HINT LINE

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Callers under 18 years old must have par-
ents permission. You may also contact
Direct Sales at 800-757-7707 for hint
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Access Sierra's Hints through
CompuServe by typing: GO SIERRA
    then go to Hint Connection
Access the Sierra Forum on America
    Online with the keyword: SIERRA

FRANCE HINT LINE

36-68-46-50 (hint line)
2,23F TTC la minute; tarif en vigueur au
1 juillet 1996
(France métropolitaine seulement).

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0190-515 616
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(outside the UK)
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For adventure games released after January
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49p/minute at other times. Maximum call
length: 7.5 minutes. Maximum charge
cheap rate: £2.93, £3.68 other times.
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Requires a touch tone phone).

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Fax: (34) 1-381-08-39

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Bill O'Brien, Jason Zayas, Mark Seibert, Al Lowe
Back Row, Bryan Wilkinson, Ben Houge, Layne Gifford,
Don Munsil, Jason Piel, Steve Conrad, Bob Munsil

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