Leisure Suit Larry II: Looking For Love in Several Wrong Places

Larry's latest escapades take him (and you) on a whirlwind tour of southern California that includes a stroll around Los Angeles, a voyage on a cruise ship and sunbathing at a nude beach on a remote island. Instead of just trying to "get lucky" this time, Larry's initial goal is to win a million dollars at the Lottery and a dream date on "Dating Connection." A subplot makes the action even more interesting: you must sidestep KGB agents while striving to foil the evil plan of Dr. Nonookee, a James Bond-style villain out to take over the world. It's not as "adult-ori-

ented" as the first game, though you'll still find some racy dialogue with the program set for maximum lewdness. Sierra's new, improved parser understands more words than in previous games, and the double-resolution graphics really make a difference. The animation is top-notch—and though there's not as much music as in *King's Quest IV*, it's just as impressive if you have an Ad Lib, Roland or IBM sound board. Most important, the wacky sense of humor that made the first game such a hit is even wackier the second time around.

Type: Animated Adventure

System: IBM (512K required; Turbo PC, 8 MHz or faster recommended); Amiga, IIGS, ST, Macintosh,

Apple (128K) Skill Level: Intermediate Company: Sierra On-Line

The Solution

Los Angeles

Eve's House (D1)

Walk into garage. Walk east in garage until zpv dbo'u cf tffo. Take dollar bill. Walk to KROD (A1).

KROD (A1)

Look (note info for future reference). Walk to dumpster (A3).

Dumpster (A3)

Walk to hole in fence. Look through hole. Walk to Quickie Mart (A4).

Quickie Mart (A4)

Talk to girl. Buy Lotto Ticket. Enter any six threedigit numbers. Walk to KROD (A1).

KROD

KROD (A1) Enter building.

Lobby (B2)

Show ujdlfu to girl. Write down the numbers given to you by the receptionist. (Girl asks for your ticket numbers.) Repeat the numbers given by receptionist. Enter the Green Room through the north door.

Green room (A2)

Sit down on bench. (Man enters.) Gpmmpx nbo through west door.

The Dating Connection

Enter anything when asked questions. (You win the game.) Return to the Green Room.

Green Room

(Man gives you cruise ticket.) Sit on bench. (Woman enters.) Follow woman through east door.

Lotto Room

(You win a million a year for life, get money from girl and walk back to lobby.)

Lobby

Leave building. Walk to Eve's house (D1).

Los Angeles

Eve's house (D1)
Look in trash (uxjdf). Take passport. Walk to Century Plaza (C2).

Century Plaza (C2)
Look man. Walk to Molto Lira (B2).

Molto Lira (B2)

Read sign. Take swimsuit at back of room. Buy swimsuit at front of counter. Walk to drug store (B4).

Drug store (B4)

Walk to west side of far left shelf. Look shelf. Take lotion. Buy lotion. Walk to Quickie Mart (Map A4).

Quickie Mart (A4)

Walk to soda dispenser. Take soda. Buy soda. Walk to barber shop (D3).

Barber shop (D3)

Talk to man. Sit in chair. Hfu ibjsdvu. Walk to music store (B2).

Music store (B2)

Talk to girl. Get microfilm. (Lookalike KGB agent shows up.) Walk to dock (D4).

Dock (D4)

Give ticket to man. (Note: Deck F, Cabin 1.) Climb ramp to boat.

S. S. Love Tub

Lower Deck

Walk east to enter Larry's cabin.

Larry's Cabin

Take fruit. Read note. Walk to east side of room. Open door. Go east into Mama's cabin.

Mama's Cabin

(Don't get too close unless you have saved the game and want a laugh.) Listen to Mama's speech. Walk west to Larry's room.

Larry's Cabin

Close door. Xfbs tvju. Walk south to leave room.

Lower Deck

Walk west to stairs, then up uxp levels.

Top Deck

Leave steps and walk east to pool

Pool Area

Walkinto pool. Swim. Ejwf. Swim to bottom. Take top. Swim to surface. Leave pool. Walk to empty deck chair. Use mpujpo. Sit on deck chair. (Girl talks to you ignore her.) Stand. Return to Larry's cabin.

Larry's Cabin

(Save game.) Open door on east wall. Enter Mama's cabin.

Mama's Cabin.

Open nightstand. Look in nightstand. Take kit. (If mama appears, restore game and try again.) Leave

Larry's Room

Wear clothes. (Leave and don't return; after several trips, mama gets you.) Return to top level and go all the way west.

Barber Shop

Walk to chair. Sit down. Get xjh. Walk east, then all the way up the eastern steps

Walk to west end of bar. Look. Take dip. (Epo'u psefs esjol.) Leave bar.

Top Deck

Go to west set of stairs and walk up to bridge.

Bridge

Walk to east side of room. Npwf iboemft(startslifeboatdrill). Walk back to eastern set of stairs.

Top Deck

Walk up to green line (halfway from top deck to bar) and go west to lifeboats. Get in lifeboat.

On Lifeboat

(The lifeboat leaves, and you must perform the next two steps before the scene changes.) Xfbs xjh. Fbu ejq. (After the scene changes, you fish with sewing kit, then reach an island.) Swim ashore.

The Island

Landing Beach (A2) Walk west to nude beach.

Nude Beach (A1)

Talk to woman. (Don't follow girl.) Walk east to landing beach (after short wait).

Landing Beach (A2)

Walk south.

Garden (B2)

(You wander through the garden.)

Restaurant (C1)

Talk to man. Tip the man. Sit in the chair. Walk to the bar. Look at the food. Take the knife. (Epo'u fbu zpvs gppe.) Leave the restaurant.

Garden (B2)

(You wander around.)

Guest Room (C2)

(Epo'u gpmmpx nbje.) Look in the nightstand. Take the matches. Walk into bathroom. Take the soap. Leave the room.

Garden (B2)

(You wander around.)

Barber shop (C3)

Sit in the chair (you get blonde hair). Leave barber shop.

Garden (B2)

(You wander around some more.)

Landing Beach (A2)

Walk west to nude beach.

Nude beach (A1)

Look at the rocks. Ublf ciljoj cpuupn. Walk east to landing beach.

Landing Beach (A2)

Walk south to garden. (Repeat steps to get to guest room.)

Guest Room (C2)

Walk behind bathroom into dressing area. Xfbs cjljoj. Stuff top with tpbq. Back to garden and wander to barber shop.

Barber Shop (C3)

Sit in chair (hfu xbyfe). Back to garden.

Garden (B2)

Look at flower. Take flower (wait till you're close to the palm in center to get the flower.)

Landing Beach (A2)

Walk east to KGB beach.

KGB beach (A3)

Walk past KGB agents.

Cliffs (A4)

Cross cliffs. (You get a free point each time you fall but lose them at the end of the game.) You see the airport. Dibohf dmpuift before scene changes.

Airport

Terminal entrance (D2)
Walk up to Krishna. Give gmpxfs
to man.

Counter (C2)
Walk west to waiting area.

Waiting Area (C1)
Go north into barber shop.

and go east to customs.

Barber Shop (B1)
Sit in chair (get haircut and conditioner). Return to counter area

Customs (C3)

Walk up to customs agent. Show qbttqpsu. Walkeast through short door.

Security Area (C4)

Walk to conveyor belt. Take bag as it passes by (repeat till you get the bag with a bomb and you go back to ticket counter).

Ticket Counter (C2)

Stand in line (bgufs cpnc fyqmpeft). Talk to girl (you get ticket). Walk east to Customs.

Customs (C3)

Show qbttqpsu. Walk east to security area.

Security Area (C4) Walk east to snack bar.

Snack Bar (C5)

Read sign. Buy special. Look in food. Take pin. Walk to top vending machine. Look at machine. Cvz jotvsbodf (you get a parachute). Get on walkway.

Gate (A5)

Look at the counter. Take the pamphlet. Give the ticket to the man (you walk through north door and into plane).

Front Section (A1)

(You give the ticket to the woman, then walk into the middle section.)

Middle Section (A2)

Look at seat. Take bag. Stand. Sit. Give qbnqimfu to man (bgufs if ubmltup zpv). Stand. Walk to the rear section.

Rear section (A3)

Walk to back of plane. Look at the doors. Walk to south side of plane. (There's a door here but you can't see it.) Wear parachute. Qjdl mpdl. Turn handle. Open door (you are pulled from the plane). Pull ripcord (quickly!) (You get stuck in a tree.) Use lojgf.

Jungle

Landing site (A1)

Look at the ground. Take stick. Walk southwest, just north of bush. (Bwpje the tree; it dpoubjot ljmmfs cfft.) Crawl. Walk south.

Python (B1)

Walk south (until snake starts to move). Use tujdl (quickly!). Walk east to swamp.

Swamp (B2)

(Tbwf hbnf.) Walk east across light yellow pattern.

River (B3)

Walk to edge of river and swing on vine. (This must be quickly executed three times, so use F3 key.) Release vine. Take vine. Walk east to beach. (Girl takes you to chief in Native Village).

Native Village

Chief's hut (F1) and Chasm (E1) (You follow chief north to chasm.) (Listen to chief.) Walk south to chief's hut, then east to campfire.

Campfire (F2)

Take ashes. Walk south to beach.

Beach (G2)

Take sand. Return to chasm area.

Chasm (E1)

(Save game.) Mppl usff. Walk

north to the end center of the path. Throw vine. (If unsuccessful, try from a different location.) Walk north (after you cross the chasm).

Glacier (C1)

Throw tboe (or btift) on ice. Walk north to land bridge.

Land Bridge (B1)

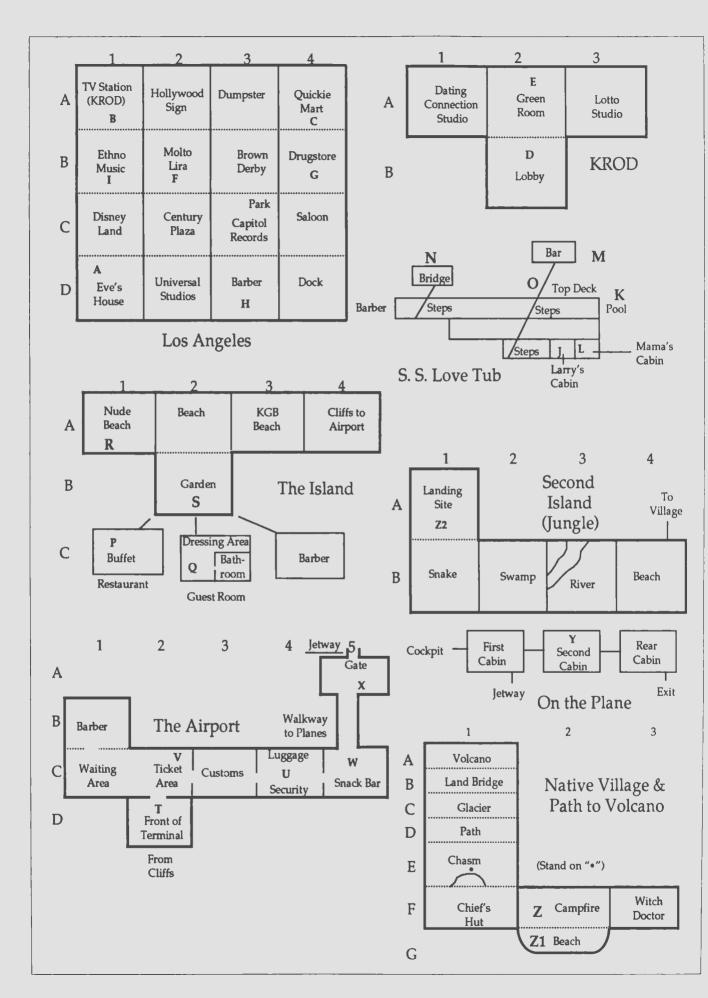
Walk north across land bridge.

Volcano (A1)

Walk near center of screen by crevice. Open upojd. (You must be in the correct location, stated above and shown on map.) Stuff bjstjdl cbh in upojd. Mjhiu bjstjdl cbh with nbudift. Drop upojd in crevice. Walk into elevator.

Map Key: Leisure Suit Larry II

- A: Dollar bill (garage), passport (in trash)
- B: Note
- C: Lotto Ticket, soda
- D: Winning lottery numbers (receptionist)
- E: Cruise ticket (man)
- F: Swimsuit
- G: Lotion
- H: Haircut, wig, wax job, haircut, tonic
- I: Microfilm
- J: Fruit, note (Larry's Cabin)
- K: Top (bottom of pool)
- L: Kit (nightstand)
- M: Dip
- N: Handles for lifeboat drill
- O: Lifeboat
- P: Food, knife
- Q: Matches (nightstand), soap (bathroom)
- R: Bikini bottom
- S: Flower
- T: Krishna
- U: Bag with bomb (conveyor belt)
- V: Ticket
- W: Pin (in food), parachute (top vending machine)
- X: Pamphlet
- Y: Bag (seat)
- Z: Ashes
- Z1: Sand
- Z2: Stick



The Quest Buster's CODE

se this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

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