

Leisure Suit Larry III:

Passionate Patti in Pursuit of the Pulsating Pectorals

In this, perhaps the most explicit game in the *Leisure Suit Larry* series, Larry Laffer returns to his palatial estate on Nontoonyt Island to discover that his wife, Kalalau, has locked him out after a brief divorce ceremony. He is then fired from his job by his boss (and father-in-law) Big Chief Kenewauwau. Single once again, Larry returns to life as a lounge lizard and stumbles through a series of brief, meaningless affairs before meeting up with his one true love, Passionate Patti, famed virtuoso of the cocktail lounge piano bar circuit. Unfortunately, a misunderstanding breaks up our perfectly matched couple and, to patch things up, you must assume the role of Patti.

From here on out, the game plays a lot like *Leisure Suit II*. It features great graphics and sound, as well as non-stop humor that ranges from double entendres to rollicking, animated sight gags and a stand-up comedian who ridicules the ethnic groups of your choice. In addition to a sizable collection of logic puzzles to solve, you've got to ride a log down a river in a mini-arcade game at the end of the quest. Fans of the first two installments will feel right at home with this "adult" adventure. Like *Lounge Lizards*, the first game in this series, *Passionate Patti* starts with a brief trivia contest to determine which of the "lewdness levels" you'll play on. Blow all five and you'll have to settle for the Mother Goose level, but ace 'em all and you get to play it "totally raunchy."

Type:
Animated Adventure

Difficulty:
Intermediate

Systems:
MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joystick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster sound boards); Amiga (512K); Atari ST (512K); Macintosh

Company:
Sierra, Inc.



The Solution

Vista

Look plaque. Exit. Use binoculars (left pair). E.

Paths

Take path to your home (follow hand). At home, watch conversation. E. Follow map to Natives, Inc. and enter.

Natives, Inc.

After the animated scenes, go outside and walk east. Take upper left path. Take upper left path again. Look at tree. Take wood. Take upper left path. (You should be at home.) Open mailbox. Look in box. Take envelope. E.

Paths

Take bottom right path. Take bottom right path again. Take bottom path.

Beach

After the three peddlers appear, approach Tawni. Look at woman. Talk to woman (twice). Give **dsfeju dbse** to Tawni. West (after animated sequence). Walk to steps. Sharpen knife on steps. **Dbswf xppe**. Take upper left path. Take middle right path.

In front of Chip 'n' Dales

Walk to patch of grass. Cut grass with knife. Weave grass. Exit via southwest corner. Take bottom right path. Take path behind steps.

Cabana

Drink water at fountain. Take soap. Enter first cubicle. Wear skirt. Walk to beach. Watch animation. Return to cabana. Enter first cubicle. Wear suit. Walk to resort.

Resort

N. Walk up staircase and go west. W. Walk to man. Use pass. (You must have the guide from the game box, following instructions provided therein.) **Ujq** man. Watch show. After exiting show, wait for Cherri Tart to use phone. Walk to Tart and look at her. Talk to Tart (twice). Talk land. Exit resort. Walk to Lawyer's Office.

Dewey, Cheatem and Howe: the Lawyer's Office

Enter office. Talk to Roger. Ask for land. Sit on couch. Ask for divorce. Ask for land. Stand. Leave room. Leave offices. Walk to park. Take paper.

Read paper. Stand. Walk to Lawyer's Office. Ask for deed. Walk to resort. Enter resort.

Resort

Walk to showroom. Knock on door. Watch scenes. Walk onstage and dance. Watch scenes. Walk to Lawyer's Office (while still wearing costume).

Lawyer's Office

Pay fee. Watch scenes. Exit offices. Walk to Resort Showroom. Open door. Walk to pile of clothes. Wear suit. Walk to beach. Take towel. Walk to Lawyer's Office. Ask Roger for papers. Look at papers. Walk to Fat City.

Fat City

Enter Fat City. Walk to left door. Use card. Look at back of card (the names of businesses are in your guidebook. The page number that each business is found on corresponds to a number of the combination. The order of the businesses is the order of the numbers. See this solution's maps for location of Suzi's locker.) Open locker. Wear sweats. Close locker. Walk to top right door. There are four different parts to the exercise machine. Work out 22 times on each part. Exit room. Walk back to locker. Open locker. Take towel. Close locker. Walk to shower. Turn on water. Wash. Rinse. Turn off water. Leave shower. Dry body. Walk to locker. Open locker. Undress. Use deodorant. Take suit. Close locker. Walk to bottom right exit. Walk to top door. Use card. Walk over in front of woman. Look at woman. Talk to woman (three times). Help Bambi with tape. Exit Fat City. Walk to Beach.

Beach

Use towel (wait until you get points). Get up. Walk to Chip 'n' Dales. Look at cliff. Enter opening. Walk (carefully) near orchids on left side. Pick orchids. **Nblf mfj**. Exit cave. Walk to resort lounge.

Lounge

Walk to stool nearest Patti. Sit on stool. Look at Patti. Date Patti. Give **efdsff** to Patti. Date Patti. Give **mfj** to Patti. Date Patti. Walk to Comedy Hut and enter.

Comedy Hut

Sit at center table. Take wine. Watch entire show (if you want more points). Exit Comedy Hut. Walk to Resort Lobby. Push button. Push nine.

Penthouse

Walk to bed. Undress. (You now become Patti.) Walk behind screen. Take hose. Take bra. Take underwear. Take dress. Walk to table at end of bed.

Take bottle. Exit room. Push one. Walk to resort lounge. Look at board. Take marker. Walk to cup on piano. Take cup. Walk to cabana.

Cabana

Walk to water fountain on one side of building. Take water. Walk to Chip 'n' Dales.

Chip 'n' Dales

Talk to man. Give money. Sit in chair. Throw voefsxfs to Dale. When Dale comes out and sits, look at Dale. Talk to Dale. Leave. Stand. Exit Chip 'n' Dales. Walk to Bamboo Forest (from Chip 'n' Dales, go east, walk to top right of Comedy Hut screen, and enter forest at top left).

Bamboo Forest and Mountain Stream

(To negotiate forest, see map. Drink water from bottle when near the end of maze.) At stream, walk close to its edge. Drink water. Walk north. Walk to rock at far north of screen. Take off iptf. Tie iptf to rock. On ledge, walk toward plants. Take leaves. Make spqf with leaves. Walk to right palm tree.

Climb tree. Take coconuts. Climb down. Lasso rock. Tie spqf to tree. Sjq esftt. Climb rope. Walk to northwest path.

Clearing and River

Take off bra. Put dpdpovut in bra. Walk north. (Do not walk on the main path yet—stay by the grass.) Tmjoh csb at pig. Walk north. At river bank, enter water and swim behind log. Move log. Get on log.

Rapids: Action Sequence

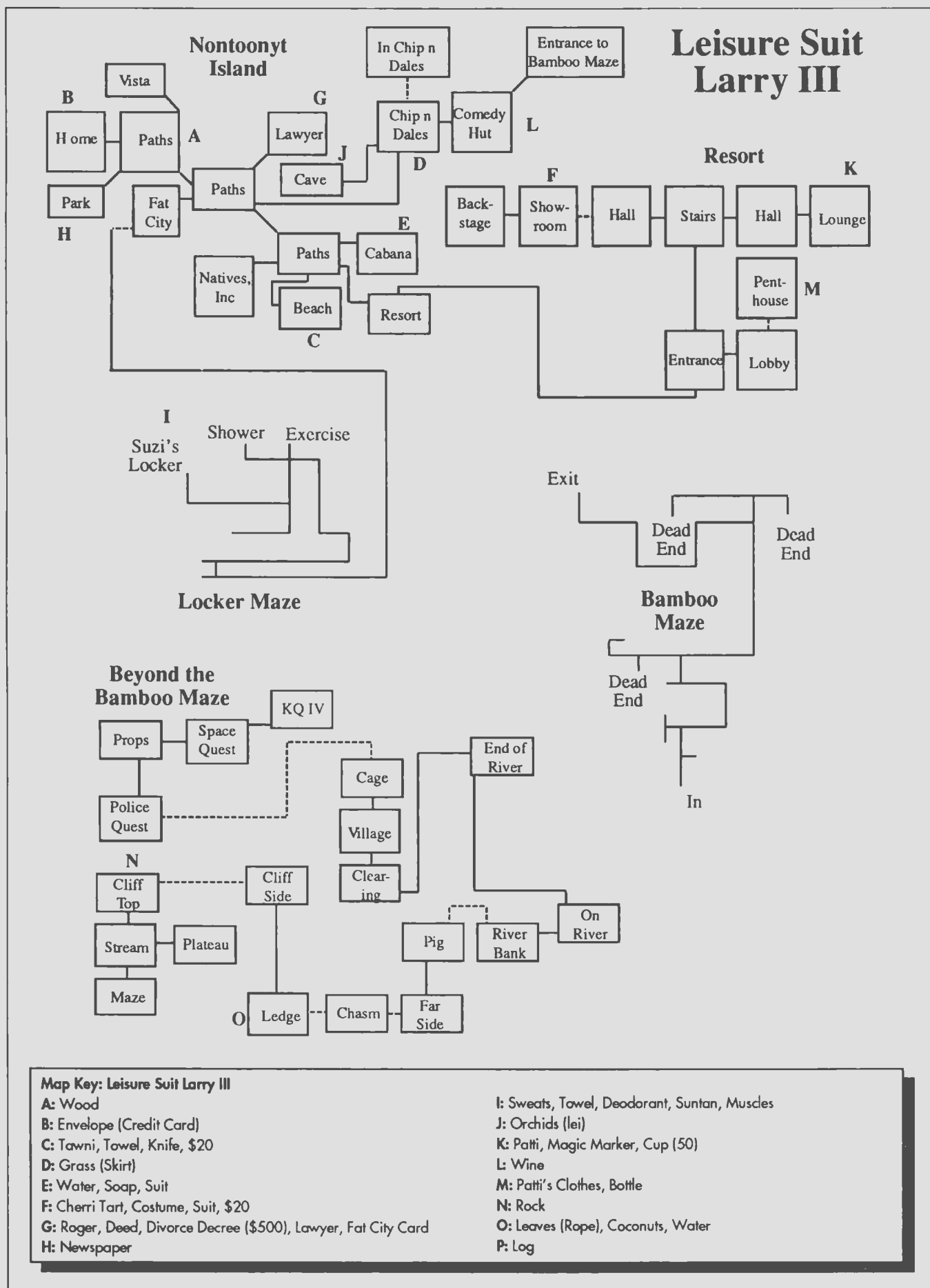
Play at a slower speed and save whenever you make progress.

Amazon Camp

When you're in cage, use the nbhjd nbslfs.

Sierra Studios

After landing, walk north. Then walk right. In the *Space Quest* scene, move Patti next to the machine. When she's upside-down, turn off the machine. Walk right.



The Quest Buster's CODE

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

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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