

= Leisure Suit Larry in the Land of the Lounge Lizards =

Leisure Suit Larry in the Land of the Lounge Lizards is a graphic adventure game originally released in 1987 as the first part of the Leisure Suit Larry series . Originally developed for the PC DOS and the Apple II , it was later ported to other platforms such as the Amiga , Atari ST , Apple IIGS , Apple Macintosh , and the Tandy Color Computer 3 . It utilizes the Adventure Game Interpreter (AGI) engine made famous by King 's Quest : Quest for the Crown .

The game 's story follows a middle @-@ aged male virgin named Larry Laffer as he desperately tries to " get lucky " in the fictional American city of Lost Wages . Land of the Lounge Lizards establishes several elements which recur in the later Larry games , including Larry 's campy attire , perpetual bad luck with women , and penchant for double @-@ entendres . The story and basic structure of the game are lifted from Softporn Adventure , a 1981 Apple II text adventure .

Despite a lack of advertising , the game was a sleeper hit and a commercial and critical success . Sierra developed and published a remake that used the Sierra 's Creative Interpreter (SCI) engine with 256 colors and a point @-@ and @-@ click , icon @-@ driven (as opposed to text @-@ based) user interface , released for the PC DOS , Apple Macintosh , and Amiga in 1991 . A second , high @-@ definition remake , titled Leisure Suit Larry : Reloaded , was developed by N @-@ Fusion Interactive working with series ' creator Al Lowe and published by Replay Games in 2013 .

= = Plot = =

Larry Laffer is a 38 @-@ year @-@ old (40 @-@ year @-@ old in the 1991 remake) " loser " who lives in his mother 's basement and has not yet lost his virginity . Having grown weary of his lonely existence , he decides to visit the resort city of Lost Wages (a parody of " Las Vegas ") hoping to experience what he has not lived before , and to finally find the woman of his dreams . Larry starts with nothing but an out @-@ of @-@ style 1970s disco @-@ era leisure suit and \$ 94 in his pocket . His quest involves four possible women : a nameless , seedy @-@ looking sex worker ; Fawn , a club @-@ goer of low moral fiber ; Faith , a receptionist who (true to her name) is faithful to her boyfriend ; and Eve , a bathing beauty and Larry 's ultimate goal .

= = Gameplay = =

The game begins outside a bar in Lost Wages . Players are given seven real @-@ time hours (eight in the 1991 remake) to complete the game , at which point a despairing Larry commits suicide , resulting in game over . Players control Larry 's movements with the directional keys and by inputing commands into a text parser (e.g. " talk to man " , " open window " , etc .) . If Larry is too far away from a person or object to comply , or if the command is invalid , a caution message appears with hints on what to do .

The city consists of five areas : Lefty 's Bar , a hotel casino , a 24 @-@ hour wedding chapel , a discothèque , and a convenience store . The player can walk between areas that are next to each other , but other areas can only be accessed by hailing a taxi , which costs the player money ; failure to do so results in Larry 's being mugged or hit by oncoming traffic . During the early stages of the game , Larry can survive most premature deaths . In the original release , a compartment opens beneath Larry 's body and takes him to a laboratory where heroes from Sierra 's computer games ? such as King 's Quest ? are re @-@ assembled ; in the remake , Larry 's remains are instead thrown inside a blender and reformed .

A prostitute is available as soon as the game starts . Should Larry have unprotected intercourse with her , he will contract a sexually @-@ transmitted disease and die shortly thereafter . This fate may be avoided by buying a condom at the convenience store . Larry questions the validity of losing his virginity to a prostitute , but the game resumes without a time limit .

Larry 's interactions with key women are accompanied by a detailed image of whomever he is speaking with , unlike other non @-@ player characters . With the exception of the prostitute , each of the women shun Larry at first , but respond favorably to gifts of varying sorts . Although it is not

possible to woo all of the women , giving gifts is needed to advance to the game 's final area , the hotel penthouse . To this end , money is essential to advance through the game . The only available method of augmenting Larry 's funds is to gamble in the casino , playing blackjack and slots .

= = History = =

= = = Development = = =

Al Lowe , a former high school teacher , had carved a niche for himself at Sierra with his work on such Disney @-@ licensed edutainment titles as Donald Duck 's Playground , Winnie the Pooh in the Hundred Acre Wood , and The Black Cauldron , which he wrote , designed and programmed . In 1982 , Sierra had released a text @-@ only game on the Apple II titled Softporn Adventure (it was the only text adventure that was released by a company which had established its name on providing a graphical alternative to such games) . In 1986 , after Sierra lost a Disney license , Al Lowe suggested that Sierra remake Softporn Adventure with the improved tools now at their disposal , and Ken Williams agreed .

Lowe , who considered the original Softporn Adventure " a primitive , early effort " , borrowed its basic structure and added a graphic game engine (Adventure Game Interpreter) , improvised humor , and an on @-@ screen protagonist , Larry Laffer . Chuck Benton , creator of Softporn Adventure , is included in the Leisure Suit Larry 's end credits , as the layout and puzzles of the game are identical to those found in the earlier title . However , Lowe said that in Softporn Adventure " there were no characters in the game . There was no central character at all . There were almost no characters to the women . And so it was a real role @-@ over . I think there 's one line of dialogue that I kept of the original game and all the rest was fresh . "

The game was co @-@ designed and illustrated by Mark Crowe , creator of the Space Quest series , and co @-@ programmed by Ken Williams . An accomplished jazz musician (The Lounge Lizards being a jazz band 's name) , Lowe also wrote the main theme music (called " For Your Thighs Only ") , and some of his compositions appear in later entries of the series . The theme , inspired by Irving Berlin 's 1929 song " Alexander 's Ragtime Band " , was composed within 20 minutes . Lowe said it " sounded so unusual , so different , so fresh compared to most computer game music , that I decided to write something with the same pep , simplicity , humor , and out @-@ of @-@ sync attitude . "

= = = Release = = =

Unsure of how the 1987 game would be received , Sierra 's management chose to release it with no publicity or advertising budget . Many stores also refused to stock the game because of its adult content , which was subject to controversy . In effect , its first @-@ month sales were lower than any new Sierra product launch in years .

Due to the adult nature of the game , the game includes an age verification system consisting of trivia questions that Al Lowe assumed children would not know the answer to . As many of the questions are U.S.-centric , they risked frustrating non @-@ American gamers . If played today , the questions also include out @-@ of @-@ date cultural references . (One question begins " OJ Simpson is ... " and one wrong answer is " under indictment . ") In the original AGI version , the age verification screen may be skipped by pressing Alt @-@ X (or in the 1991 SCI remake , by pressing Ctrl @-@ Alt @-@ X) .

= = = SCI version = = =

A version of the game with VGA graphics and sound card audio appeared in 1991 . Leisure Suit Larry 1 : In the Land of the Lounge Lizards used the new game engine Sierra 's Creative Interpreter and was released in 1991 for the Amiga , DOS , and Macintosh platforms . For the first remake , Al

Lowe served as director and designer , also helping to program the game , and Ken Williams became executive producer . Other key people included Stuart Moulder (producer) , William R. Davis Sr. (creative director) , William D. Skirvin (art designer) , Mark Seibert (music director) , Oliver Brelsford (lead programmer) , and the music other than the theme song was composed by Chris Braymen .

The suggested retail price of the 1991 version was \$ 59 @.@ 95 . Sierra offered owners of the original game an upgrade to the new game for \$ 25 .

= = Reception = =

Larry 's sales were very poor at first , with only 4 @.@ 000 copies sold upon its release . Some resellers refused to handle the game , while others refused to advertise it , and one refused to list the game on its list of best sellers . A Sierra employee quit and a potential employee refused to work on Larry . Lowe stated , " My initial reaction was that I had wasted six months of my life . " Word @-@ of @-@ mouth spread quickly , however , and by the year 's end , the game became a commercial success , selling over 250 @.@ 000 copies . According to Sierra 's marketing director John Williams , " Obviously lots of retailers were selling lots of Leisure Suit Larry , but no one wanted to admit it " . It also became widely pirated , including in the Soviet Union . According to Lowe , a film adaptation was considered and he was flown to Hollywood to demonstrate the game in person . Footage from the game was used in the 1990 music video for Sailor 's song " The Secretary " . Sierra received what Williams described as a " deluge " of mail opposing its release of Larry after he wrote a series of articles for Computer Gaming World discussing his company and the industry 's views on adult software . The game 's success resulting in a long line of sequels and spin @-@ off titles .

Computer Gaming World 's reviewer Roy Wagner (" a wholesome family man ") stated that Larry " is a lot of fun to play and is very humorous ... with good graphics , good design , and good fun provided , who needs ' good taste ' ? " According to the review by Rob Steele of The Games Machine , the Atari ST version was entertaining and very enjoyable , even if " wholeheartedly sexist " . Jason Simmons from Amiga Action opined that the 1991 remake 's " advanced graphics and new control system have improved the game by a huge degree " , but " without a hard drive it is slow and almost a chore to play " and those who played the original " will probably find the new edition a waste of time and little more than an exercise in pretty pictures . " In 2004 , Adventure Gamers ' Rob Michaud wrote : " Despite its weaknesses , it 's a bona fide gaming classic , a must @-@ play for adventure history buffs as well as those who just like risqué humor . "

In 1988 , Leisure Suit Larry in the Land of the Lounge Lizards was given an award for the Best Adventure , or Fantasy / Role @-@ Playing Program of 1987 by the Software Publishers Association . In 1996 , Computer Gaming World ranked it as the 69th best game of all time , also ranking it as the fifth most funny computer game , and stating : " Base , sexist , sometimes scatological humor , with no concessions made to taste or sensibilities , this was the best of a funny series . " FHM included it on its 2011 list of six games " that shamelessly used sex to sell " but adding that it was actually " funny , well @-@ crafted , and well @-@ written " and " has become kind of like a cult classic among gaming fans . " In 2012 , Time named it one of the 100 greatest video games of all time , commenting : " A humor @-@ filled adventure game that wasn 't bashful about showing some skin ? The world hadn 't seen anything like it . "

= = Leisure Suit Larry : Reloaded = =

Developer N @-@ Fusion Interactive and publisher Replay Games created a modern point @-@ and @-@ click remake of the original game with updated HD graphics , fully vocalized audio , and various enhancements to the original like new puzzles and new characters . The game was developed for Microsoft Windows , Mac OS X , iOS , Android , and Linux , and released on June 27 , 2013 .