

Leisure Suit LARRY

*Passionate Patti Does A
Little Undercover Work*

5

WARNING!
PARENTAL
DISCRETION
ADVISED

SIERRA
Hintbook

SIERRA



Leisure Suit

LEAP



*Passionate Patti
Does A Little Undercover Work:
The Hintbook*



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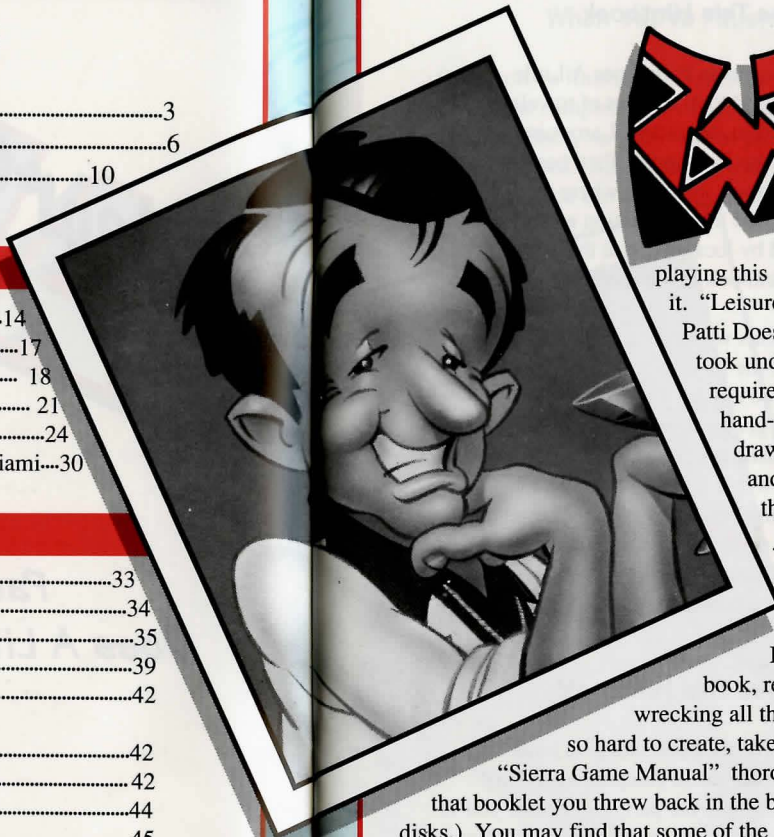
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elcome back to the world of Passionate Patti and good old Larry; Larry Laffer!

I hope you're having as much fun playing this game as all of us had creating it. "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work" took under 300 person-years to create, required less than 4,000 life-sized, hand-painted, oil-on-velvet drawings, 1/4-million MIDI events and 2,200,000 lines of code. All this to deliver a couple of bad jokes. Was it worth it? You tell me. You're the one who paid for it!

Before you plunge into this book, reading all the answers and wrecking all those great puzzles we worked so hard to create, take some time and read your "Sierra Game Manual" thoroughly. (Remember it? It was that booklet you threw back in the box in your hurry to install the disks.) You may find that some of the questions you have about how the game works are answered in that manual.



How To Use This Hintbook

In “Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work,” both Larry and Patti do a lot of traveling. The cities and locations can be visited in any order: Larry can go to Miami first, or Atlantic City, or the Big Apple. Patti has two locations to investigate; it’s up to you to decide where to go to first. So I’ve organized this hintbook into a Larry section and a Patti section. Each section is divided by location. Use the Table of Contents to jump through the hintbook to the section dealing with your current situation.

Once you find a question that deals with your problem, place your “Adventure Window” card over the hints to reveal them one by one. Be careful not to read too much. The first answer is the mildest hint, something that gently steers you in the right direction... or, maybe even a wisecrack (that may, or may not, be instructive). The second answer is a little more specific. The third and any subsequent answers are specific, often giving you the exact steps you need to solve the puzzle. East and West refer to the right and left sides of your screen, respectively. There are maps in the back, although you probably won’t need them.

How NOT to Use This Hintbook!

Avoid reading those sections of the book that give hints for locations you haven’t played yet (or those you plan to revisit)! Reading questions that don’t pertain to the part of the game you’re playing may reveal information you don’t need or want yet. Read only the hints you’re sure you need. There are even a few “red herring” questions thrown in every once in a while, just to keep you on your toes.

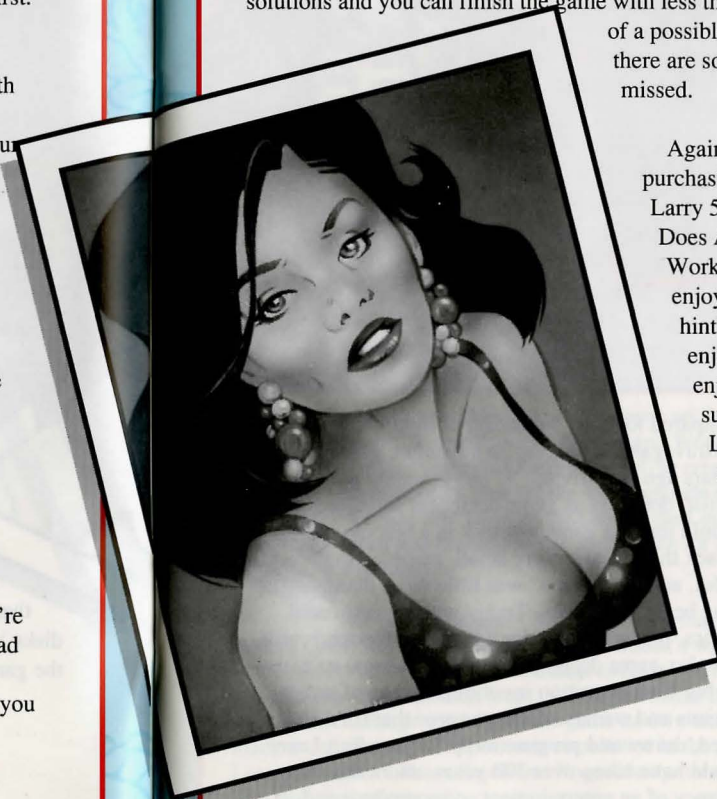
When You’ve Finished the Game

Once you’ve finished the game, turn to the back of the book and check out the complete lists of every point and object. You’ll learn ways to increase your score and/or provide some extra laughs you may have missed! Since Larry 5 has many puzzles with multiple solutions and you can finish the game with less than 150 points (out of a possible 1000), I’m sure there are some things you’ve missed.

Again, thanks for purchasing “Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work.” I hope you’re enjoying it, and that this hintbook increases that enjoyment! If you enjoyed Larry 5, be sure to check out Larry’s previous adventures as well as Sierra’s other 3-D animated adventure games.

Al Lowe

Creator of the
“Leisure Suit Larry”
series



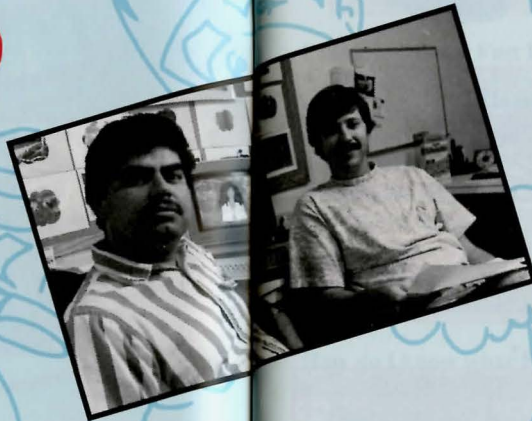
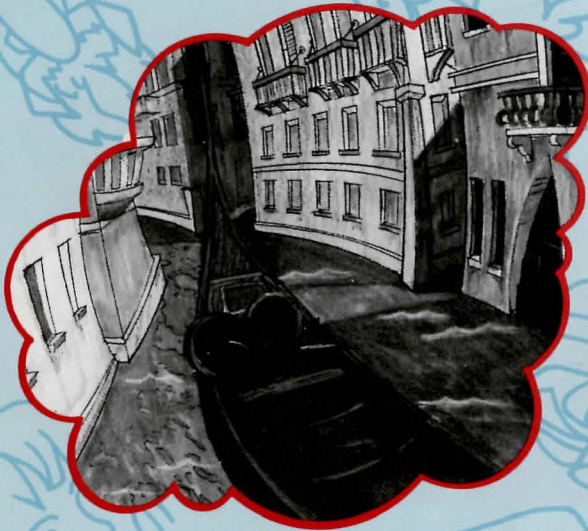


ompared to today's creation of light-and sound extravaganzas, making an adventure game eight years ago was trivial. A pro-programmer and an artist, doubling as game designers and directors, could throw a game together in a few months. Back then, games were small, graphics were crude and less colorful, and the "music" was little more than a collection of irritating beeps and clicks. Today, with sophisticated digitized VGA graphics, music support for a long list of sound cards, and increasingly complex game designs, bringing a computer game to life has become a big-time operation involving dozens of artists, programmers, musicians and writers. Experts agree that if Al Lowe were to have designed, drawn and programmed "Leisure Suit Larry 5" by himself, it would have taken over 300 years...more than 60 times the life expectancy of an entertainment software designer!




s Production Designer, Andy Hoyos set the look and feel for Larry 5's ambitious graphic design. Working with Bill Skirvin (veteran of Larrys 2 and 3) to create a jazzy, contemporary look for the VGA upgrade of the original "Leisure Suit Larry in the Land of the Lounge Lizards," the result was deemed just as appropriate for Larry's latest adventure.

Art Team Manager Cheri Loyd (who may also be seen in "Police Quest III: The Kindred" as Sonny Bonds's wife "Sweet Cheeks Marie") and Art Designer Jane Cardinal oversaw the creation of the backgrounds and animation loops, and helped refine the broad artistic style. The challenge was to give the game its own unique flavor, while maintaining the overall appearance established in the new "Land of the Lounge Lizards." Barry Smith and Roger Hardy (an old hand from Larry 3) added their talents on



the animation side, adding dozens of little touches to give character to those few little pixels. In addition, nearly two dozen artists contributed to Larry 5.




Lead Programmer Brian Hughes (of “Space Quest IV” and “Quest for Glory II” fame) and his able-bodied assistant Carlos Escobar (“Larry 3”) spent over six months coding the game, working weekends, nights, and Rosh Hashanah. As is the case with most programmers, they tried to out do each other to make the game as “solid” as humanly possible. With Larry 5, they outdid themselves. Yeoman duty on the programming side was handled by Oliver Brélsford, Steve

Conrad and John Hartin.

For the music of Larry 5, Al Lowe and Mark Seibert (Sierra’s multi-talented Music Director, who can be heard making announcements

over the airport’s PA system) looked to Hollywood. Craig Safan, a composer whose credits include the films “Stand and Deliver,” “The Last Starfighter” and the television shows “Life Goes On,” “Cheers,” “Hitchcock Presents” and “Amazing Stories,” was signed to compose a series of original themes for the game. That Craig was willing to forego the usual fame that accompanies Hollywood productions so that he could contribute to Leisure Suit Larry is a testament to the popularity of the series.



Chris Brayman, who created the hilarious music throughout the revamped “Leisure Suit Larry 1,” also contributed substantial musical material to Larry 5. His compositions (and Craig’s) can best be heard by using the boom box in the Tape room at PornProdCorp.

And would this summary of Larry 5’s VIPs be complete without mention of Al Lowe? Yes.

General Questions

Who is higher, a Brigadier General or a Major General?



How can you remember that?



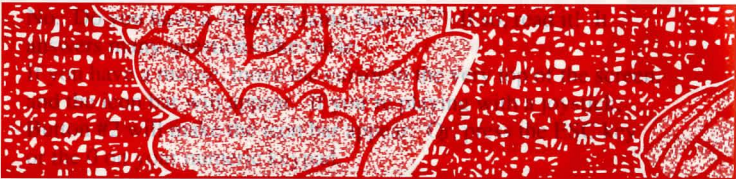
Al, how come you have so much General Knowledge?



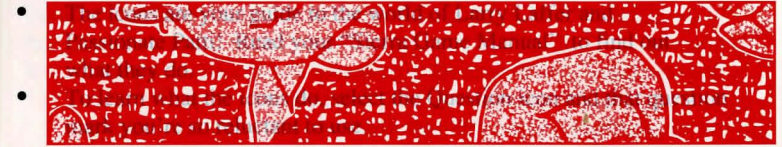
Are these examples of what you told me not to do? Could these actually be those “red herrings” you mentioned in your Introduction?



The manual says there’s a bunch of icons at the top of the screen. I don’t see anything but a black stripe. Have I got bad disks? Is my monitor too tall?



What are these icons all about, anyway?



I’ve never seen a Fast Forward icon before. What does it do?



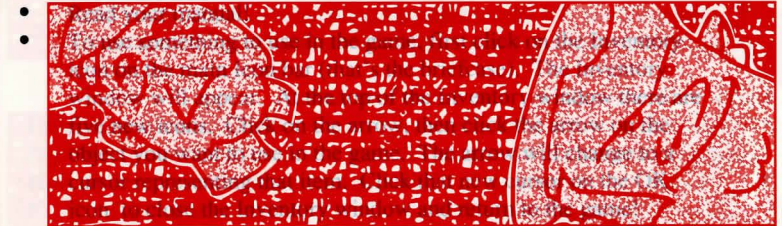
What’s the zipper for?



How do I know what I have in my Inventory? What is an Inventory?

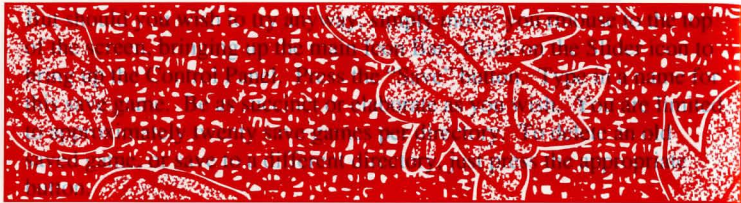


How do I use something I’ve got in my Inventory?



How do I save my game?





Where can I see how many points I've accumulated?



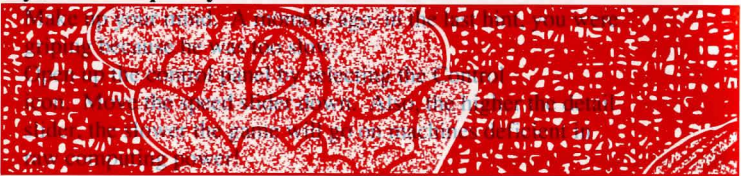
One thousand points? You must be yanking my chain.



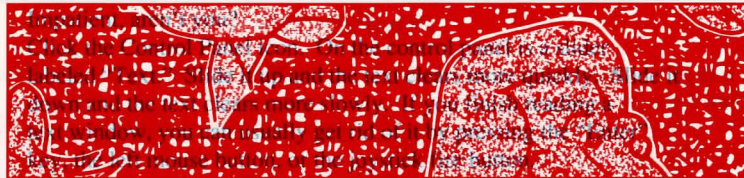
Larry walks too slowly. Can I speed him up?



Larry walks too quickly. Can I slow him down?



The text windows go by too quickly. The text windows go by too slowly. Fix it. Fix it now!



I'm tired of these opening credits.



I've already seen this opening sequence. Must I sit through it over and over again? Have mercy!



I forgot my password! Or...

My Dad doesn't really care if I play this game! It's okay with him, I bet. How do I get around that password stuff?



LARRY'S PARTS

PORNPRODCORP

I'm just wandering around aimlessly in an office with funny carpet. What am I supposed to do?



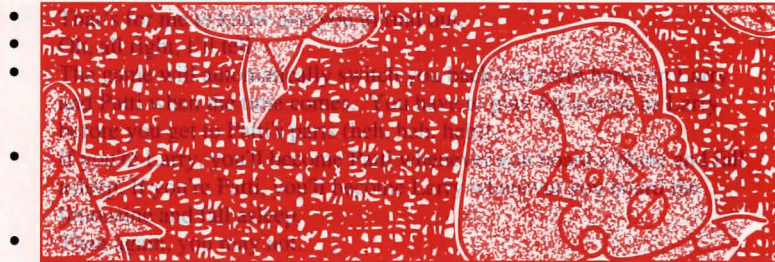
Mr. Scruemall said there would be a limousine waiting to take me everywhere I want to go. Where is it? I went outside and there's nothing out by the driveway but an ugly fountain.



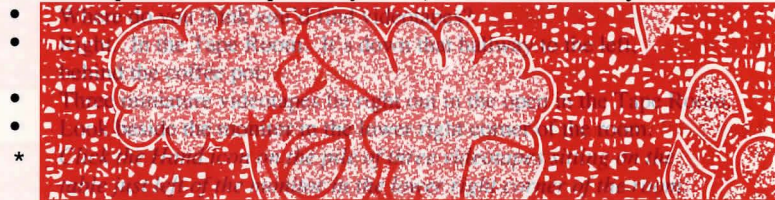
Why can't I videotape people just by clicking the camcorder on them?



I'm tired of playing Larry! I'm tired of playing Patti! How can I switch to the other character?



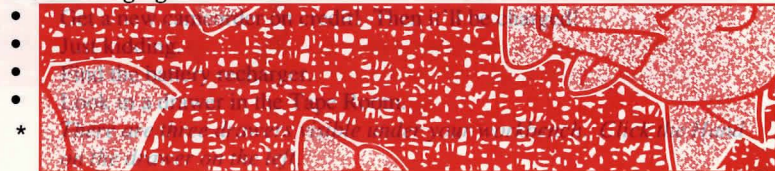
There are piles of videotapes everywhere, but none that fit my camcorder.

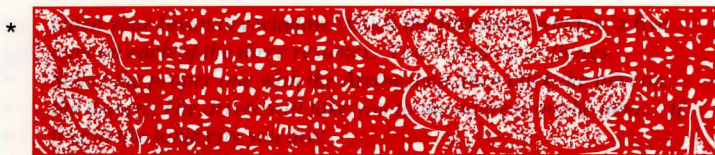


I found the correct videotapes; why won't they work in my camcorder?



When I look at my camcorder, it tells me it's not charged. How do I go about changing that?





AIRPORTS AND AIRPLANES

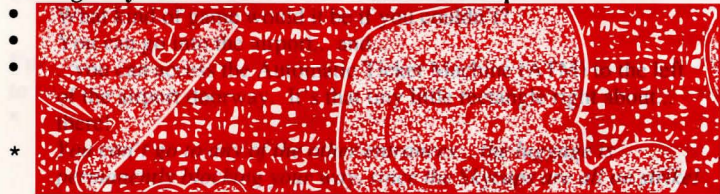
Be sure to also look under each city for Airport and Airplane hints specific to that city.



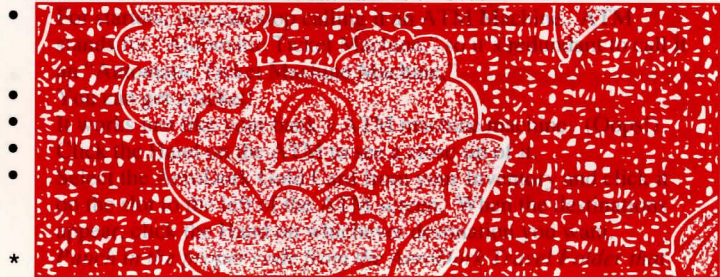
Huzzah... I've made it to an airport! Now I'm getting somewhere!



Can I go anywhere from this curb outside the airport?



I'm at the ATM Machine. What can I do here?



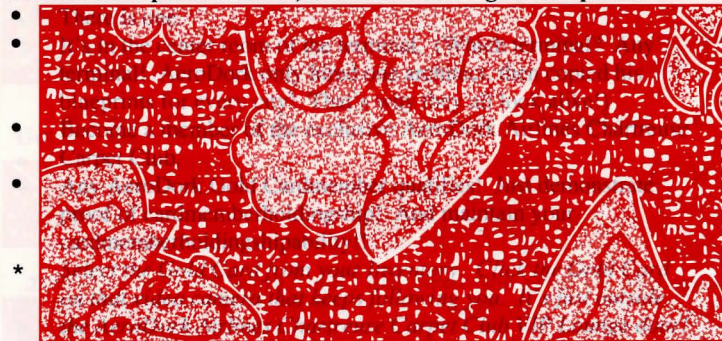
How do I know which destination to select first?



The ATM ate my AeroDork card! Looks like I'm hopelessly stuck now!



I'm in the Airport Terminal, but I can't find a gate or a plane!



When is my plane going to board?



Once the plane is officially boarding, how do I get onboard?



Is there anything I can do onboard the plane?



I've landed in a new city, but I'd like some transportation out of the airport!



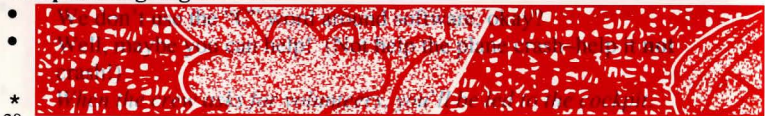
Say, those gals behind the desk are CUTE! I bet they're the ones I'm after!



I'm done with my three interviews, but I don't know where to go to next.



The plane is going to crash!



I don't know how to fly an airliner!

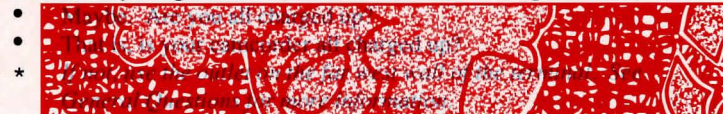


THE HARD DISK CAFE
NEW YORK CITY, NEW YORK

How in the world do I get out of La Guardia?



Is there anything I need to do before I leave this airport?



Got any spare change, man?

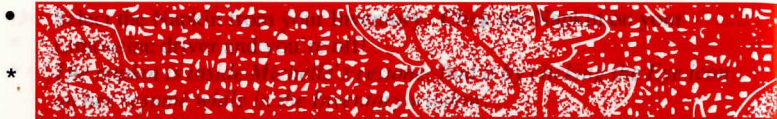


All the phones here are broken!

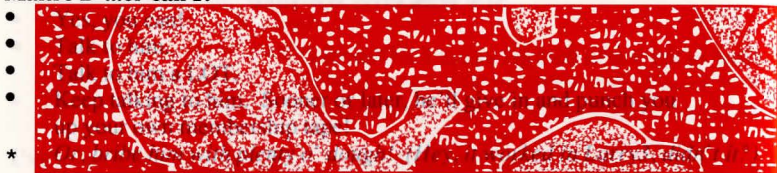


Where do I tell the limousine driver to take me?

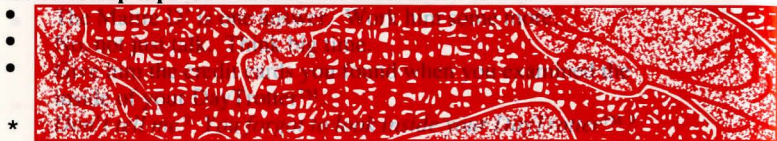




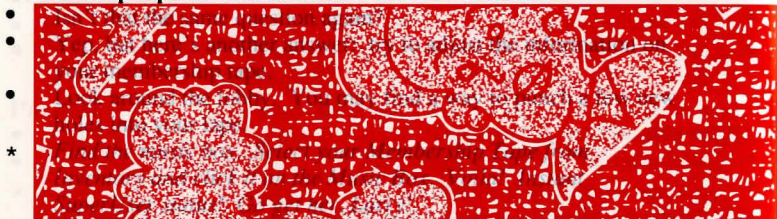
I'm in the Hard Disk Cafe, but I'm not a member, so I can't get past the Maitre D'...or can I?



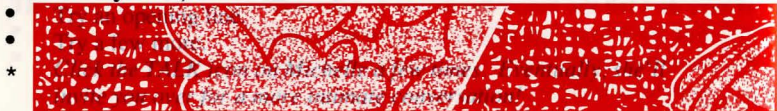
Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!



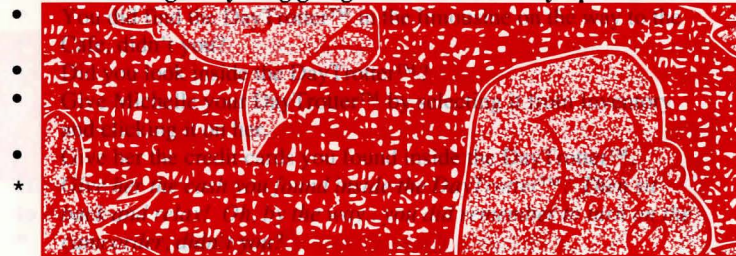
Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!



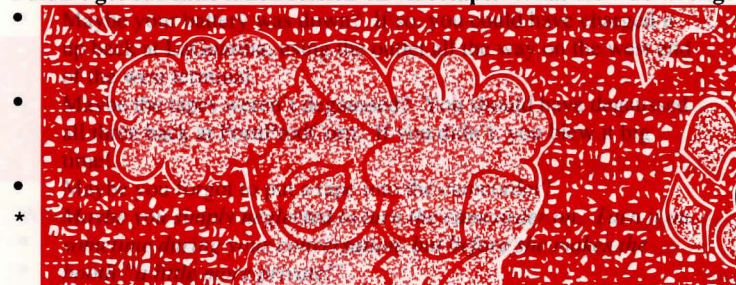
Michelle is sitting just a few feet away from me! What should I do? What should I say? Oh, I'm so nervous!



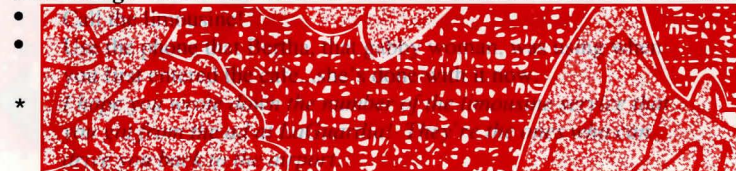
I can't seem to get anything going with Michelle. Any tips?



I didn't get our little lunch session on videotape. What did I do wrong?



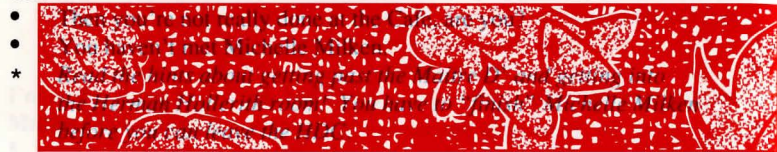
How do I get back to LaGuardia when I'm done at the Hard Disk Cafe?



I didn't write down the number of the limousine service on that ad back at La Guardia. What is their telephone number?



I'm all through with the Hard Disk Cafe, but Bertha won't let me make a call.

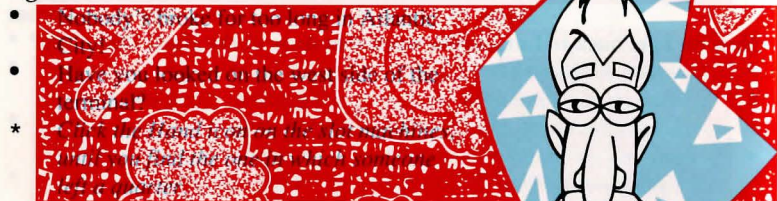


TRAMP'S CASINO AND BOARDWALK
ATLANTIC CITY, NEW JERSEY

I'd like to see more of Atlantic City than just the airport.



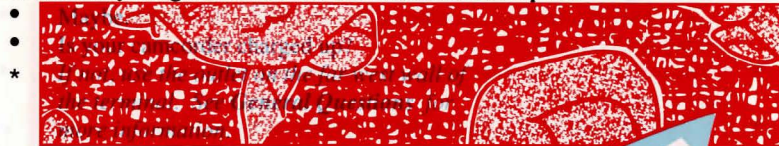
Telephoning Tramp's Limousine Service will require me to make a call. But I'm broke. Again!



How am I supposed to call a limousine when all the phones are broken?



Is there anything I need to do before I leave this airport?



How do I get to wherever it is I'm supposed to be going?



Where can I find that matchbook?



I'd love to do some gambling at the Tramp Casino, but I don't have a penny to my name!



Can I can play any of the games inside the casino?



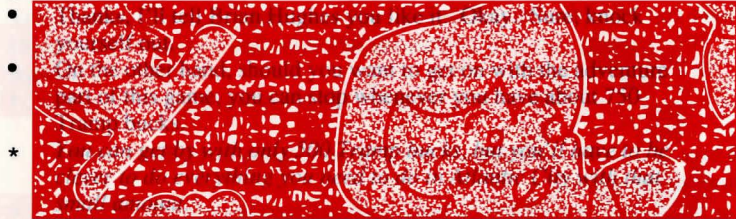
I'm not doing too well at this video poker. What's the secret?



I've gambled away all my money! I'm penniless at Tramp's Casino!



Gee whiz, Al, this Video Poker game is great! I could play all night! Should I?



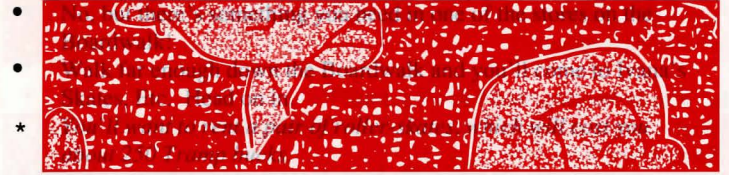
How long is this Boardwalk?



Am I supposed to try to rescue the volleyball player?



Is there anything I need on the Boardwalk?



I know Lana's around here somewhere, but I just can't find her!



Where is that roller-skate rental place?



How do I get these #)(@#)\$&%? skates on??



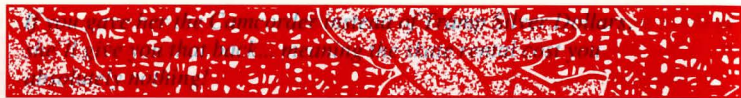
How do I get these \$#@()@#! skates off?



How do I get my deposit back from Ivana?



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“Help! I’m swimming, and I can’t get up!”

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Lana doesn’t seem to acknowledge me. Is it my breath?

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I’m talking to Lana, but she doesn’t seem interested in me.

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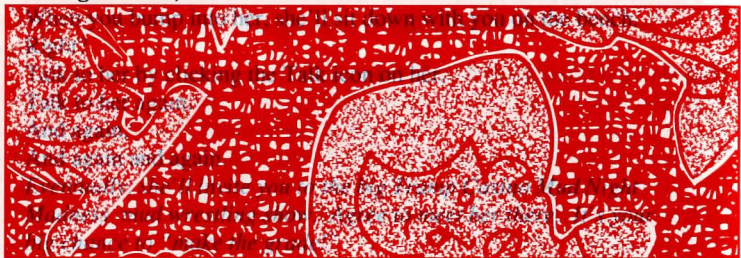
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The bouncer won’t let me enter the Ballroom in the Casino!

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I can only watch Jennifer Jiggle in the Ballroom!

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Lana just stands ankle-deep in mud, deriding my manhood.

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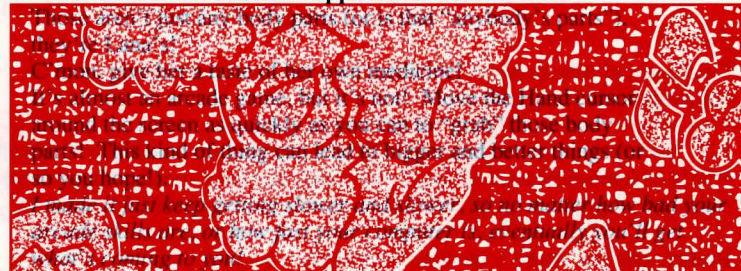
I’m getting down and dirty in the mud with Lana, but there’s body parts all over the screen! What am I supposed to do about that?

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I didn’t get our little mud tussle on videotape. What did I do wrong?

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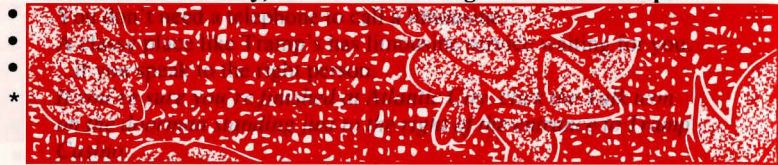
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I'm done in Atlantic City, I think! How do I get back to the Airport?

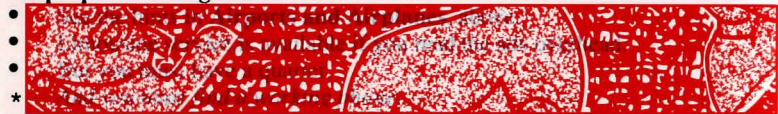


I have this nauseating feeling I forgot to do something in Atlantic City.



DOC PULLIAM'S DENTAL HYGIENE HEAVEN
MIAMI, FLORIDA

I want out of this airport. It's full of depressing references to very old people and drug addicts.



Buddy, can you spare a quarter (or two)?



There's got to be a phone I can use here somewhere!



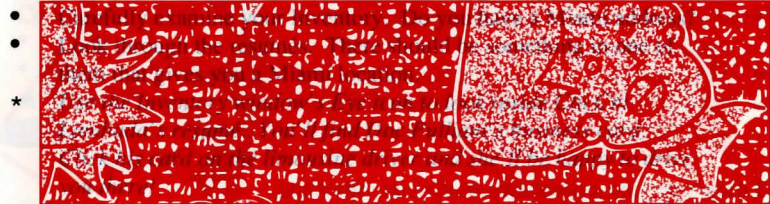
I don't have the money to pay the company I just called!



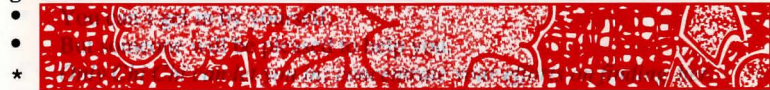
Where do I find what I just purchased over the phone?



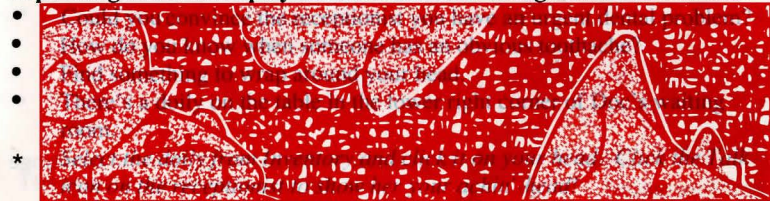
Where should I tell the limousine driver to take me?



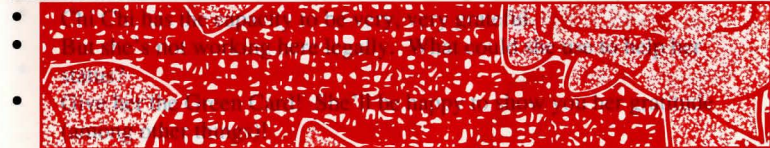
Hey, I bet I can find Chi Chi in that Gym-Dandy Gymnasium! How do I get inside? The door's locked!



The only appointment I can get at Doc Pulliam's is months from now! I hope this game doesn't play in real time! How do I get in to see Chi Chi?



That Chi Chi is a knockout! But how can I get her to, uh, err, you know... like me more?



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What's that you say? She wants what? I don't have one of those!

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I didn't get our gymnastics session on videotape. What did I do wrong?

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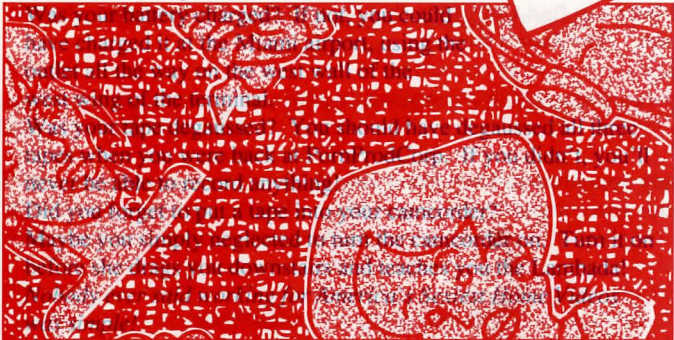
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Where's my limo? I'm ready to go back to the airport! How do I arrange transportation?

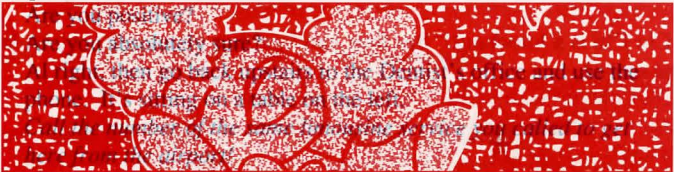
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Patti's Parts

F.B.I. HEADQUARTERS

WASHINGTON, D. C.

Commander Twit is just standing there, watching me. What do I do here?

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Should I copy down all this information Commander Twit is giving me?

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I've been fitted with a "Safety First Field Locator Device" but now the lab is deserted.

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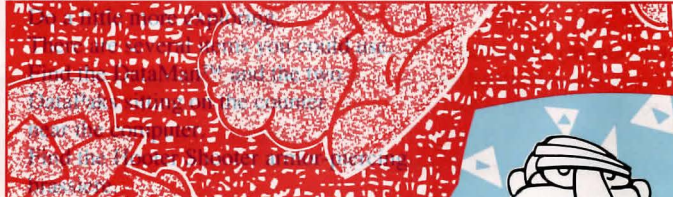
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The sonic transducer is causing my "Safety First Field Locator Device" to tingle and vibrate.

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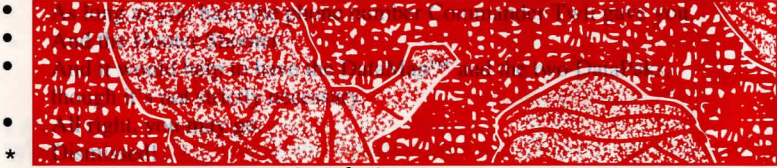
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Okay, am I done here yet?

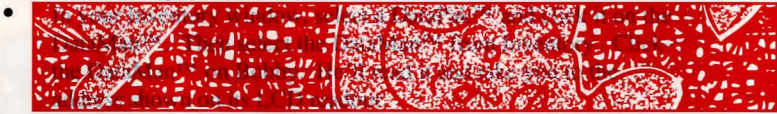


PATTI'S LIMOUSINE

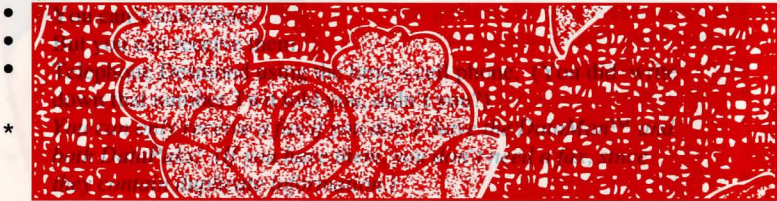
How do I tell Bobby where to take me?



I'd like to use my DataMan™ but can't.



May I receive and send faxes?



I left the F.B.I. without getting the information and addresses I need for my investigation. What do I do now?



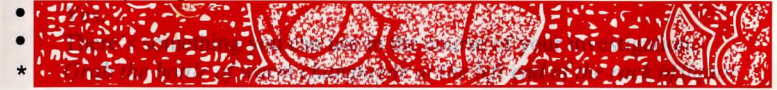
Can I use the phone?



Who should I investigate first?



Is there anything in this limo that I need?



The fish is making rude comments about my perfume.



"K-RAP RADIO"
PHILADELPHIA, PENNSYLVANIA

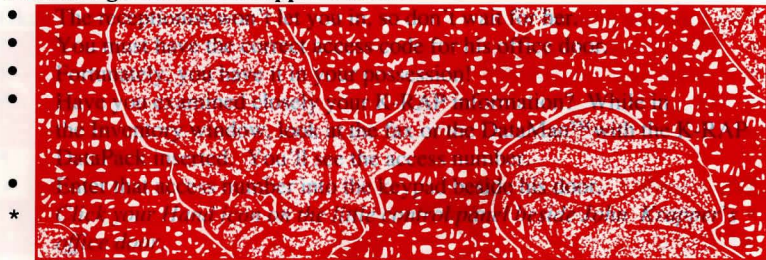
How did I get here?



I'm outside of K-RAP. What a tiny building! This should be a cinch.



How do I get into Mr. Krapper's office?



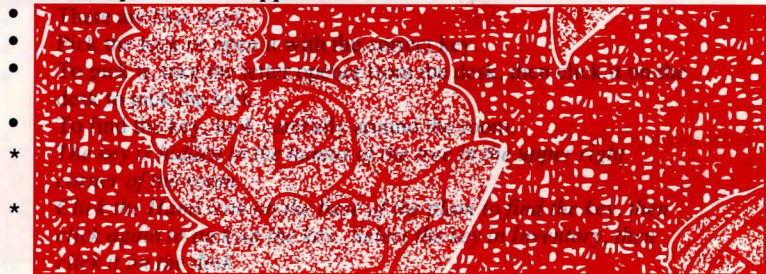
I'm inside Krapper's office. It sure is swank! But what am I looking for?



I can't leave! The receptionist will blow my cover!



How do I open John Krapper's desk?



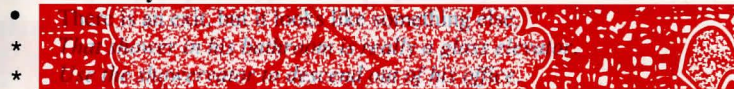
What do I need from John Krapper's office?



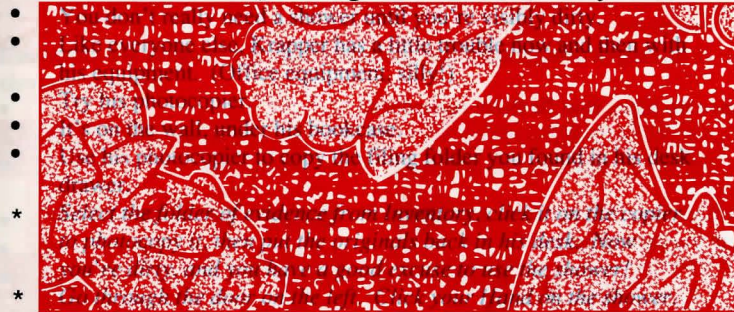
Why can't I remove that evidence from John Krapper's office?



How do I get outta here? I can't go the way I came in, and there doesn't seem to be any other exit.



I'd love to take a shower, but the game thinks I'm not dirty!



I'm buck naked at the bottom of the elevator and without my Inventory, too! What shall I do?



Since I'm missing my clothes and everything in my Inventory, shall I restore to an earlier game? Should I find another way to handle that shower?



I can't go upstairs and I can't find an exit. I'm down among the studio doors, but they're all locked. Now what?



I've found Control Room B, but I just can't get into it.



I'm inside an empty control room. Is there anything to do in here?



Exactly how do I gather evidence while in this control room?



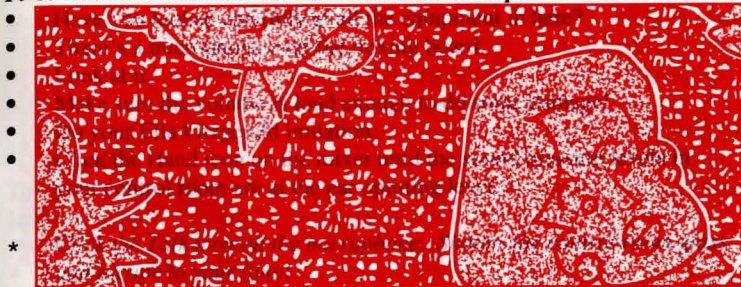
I have no tapes that fit these recorders.



My tape won't fit on these machines. It says "your hole is too small for their massive spindles!"

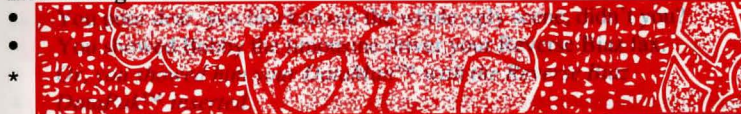


P. C. Hammer locked me in here! How do I escape?

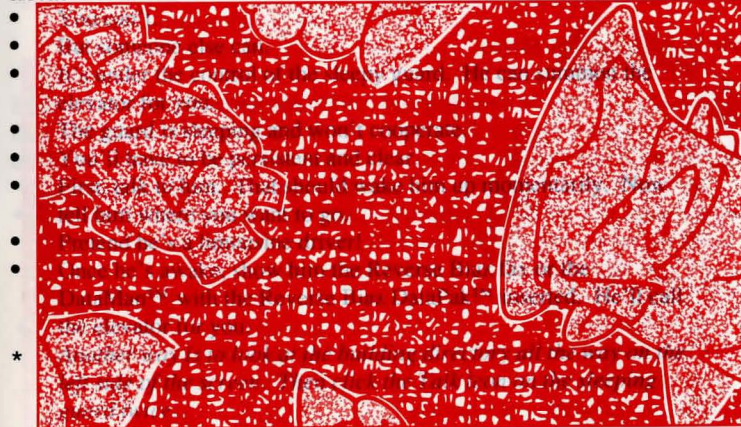


"DES REVER RECORDS"
BALTIMORE, MARYLAND

How did I get here?



I'm inside the magnificent Shill Building, but I can't seem to get the elevator to work.



I'm in the lobby of des Rever Records, and I can see Reverse Biaz behind a pane of glass. Should I just waltz on over there?



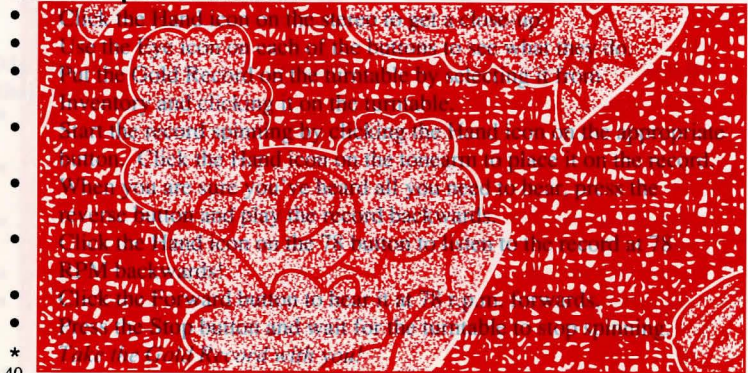
I finally got myself a Gold Record! Now what do I do with it?



Just what evidence should I find on the Gold Record?



How do I operate the stereo?



Reverse Biaz obviously expects me to do something in this recording studio, but I have no idea what.



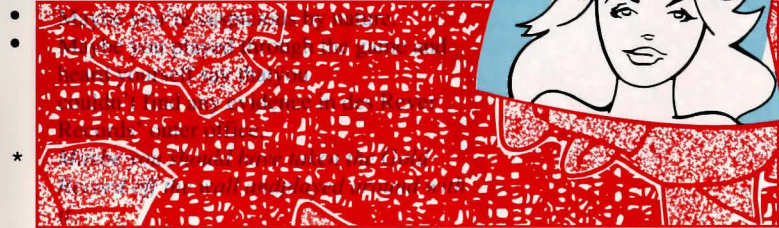
I'm trying to make this gig happen, but I know nothing of music, let alone improvisation! Will I blow my cover?



I'm in the Control Booth with Reverse Biaz! But I can't get any hard evidence.



I have a cassette from Reverse Biaz, but why do I think I could have gotten even more evidence of his scurrilous activities?

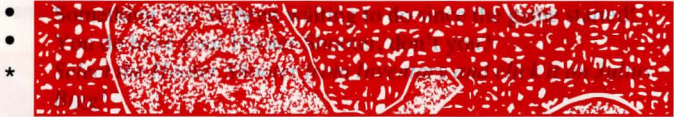


AT THE WHITE HOUSE

This is a long sequence! Is there anything for me to do here?



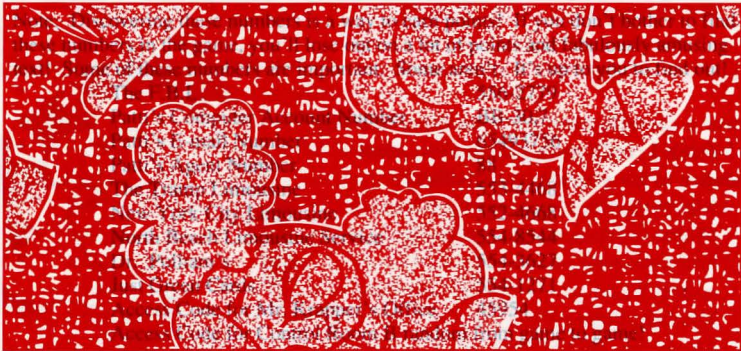
Uh-oh! I'm being held at gunpoint! What to do, what to do?



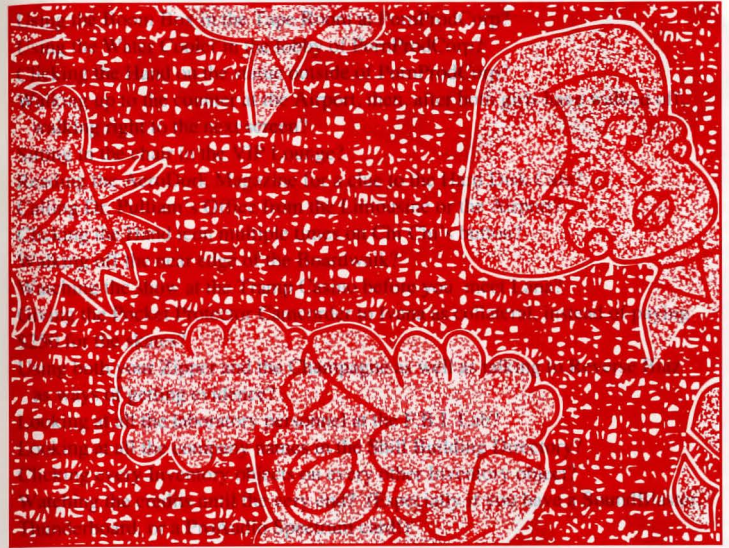
When You're Finished

WARNING! Don't read this section until you've already finished the game. It may tip you off to things you don't want to know about unless you've seen the ending.

Important Numbers




Have you tried...



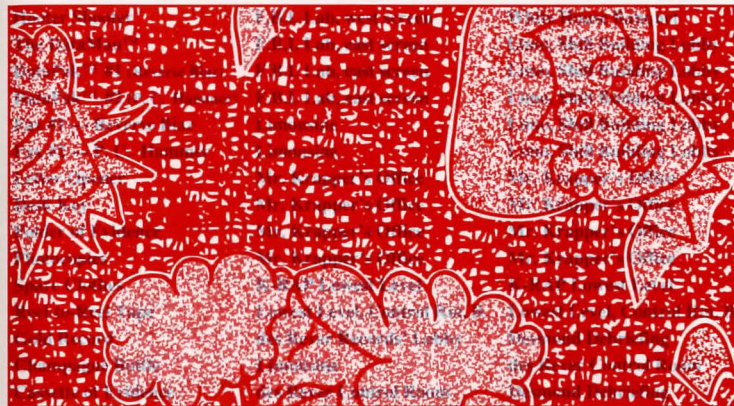


LARRY'S OBJECTS

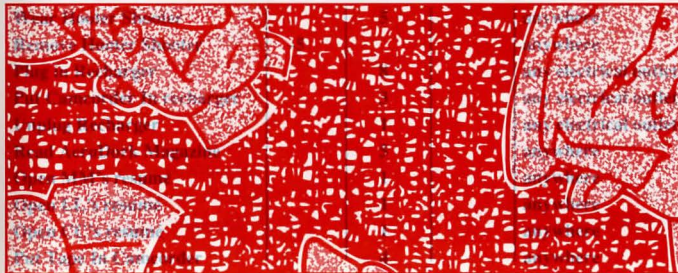
OBJECT	WHERE FOUND	WHERE USED
		

PATTI'S OBJECTS

OBJECT WHERE FOUND WHERE USED



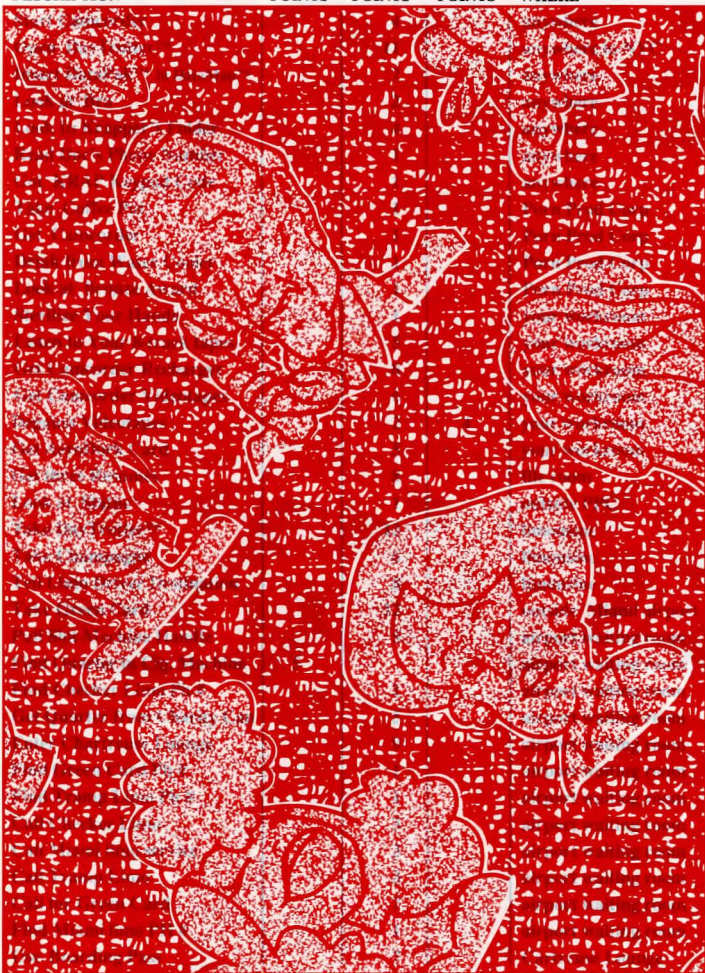
DESCRIPTION MINIMUM POINTS NORMAL POINTS BEST POINTS WHERE



MINIMUM NORMAL BEST

DESCRIPTION

POINTS POINTS POINTS WHERE



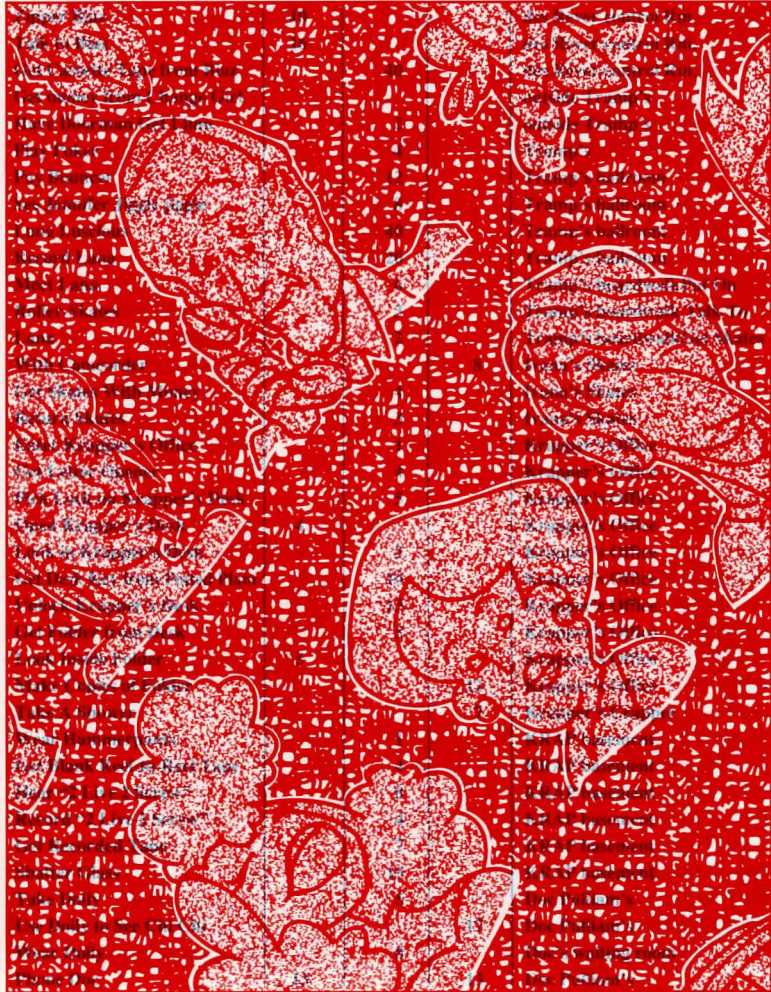
MINIMUM NORMAL BEST

DESCRIPTION

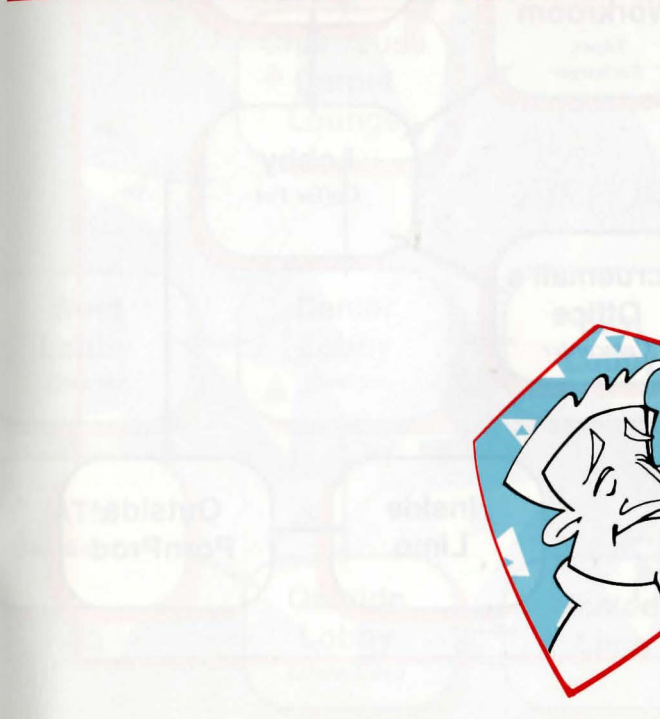
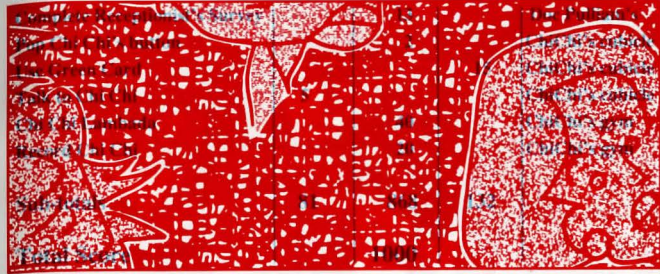
POINTS POINTS POINTS WHERE



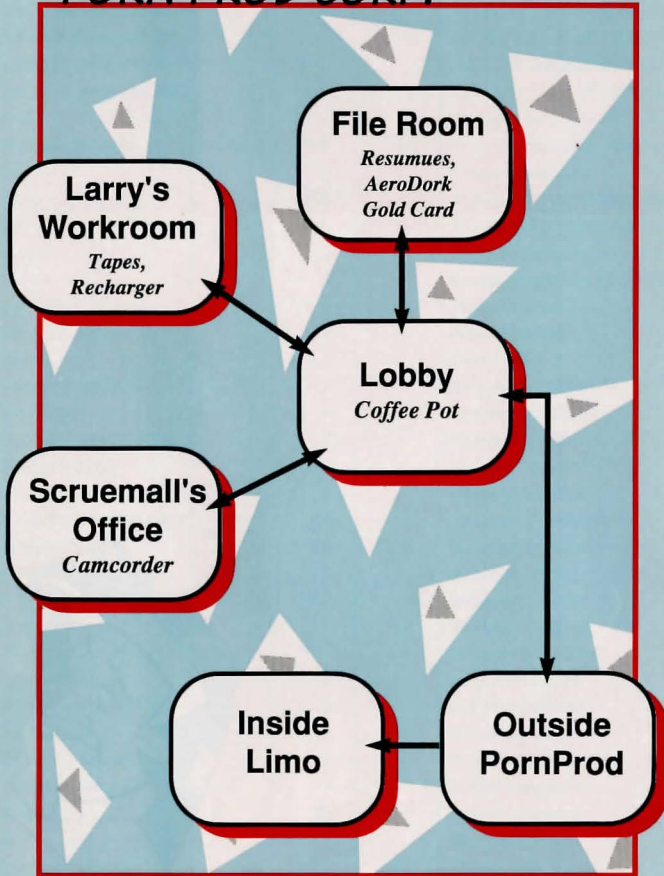
DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
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DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
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PORN PROD CORP.



Aboard AirPlane
Magazine

Chartreuse Carpet Lounge

ALL AIRPORT'S

West Lobby
Quarter

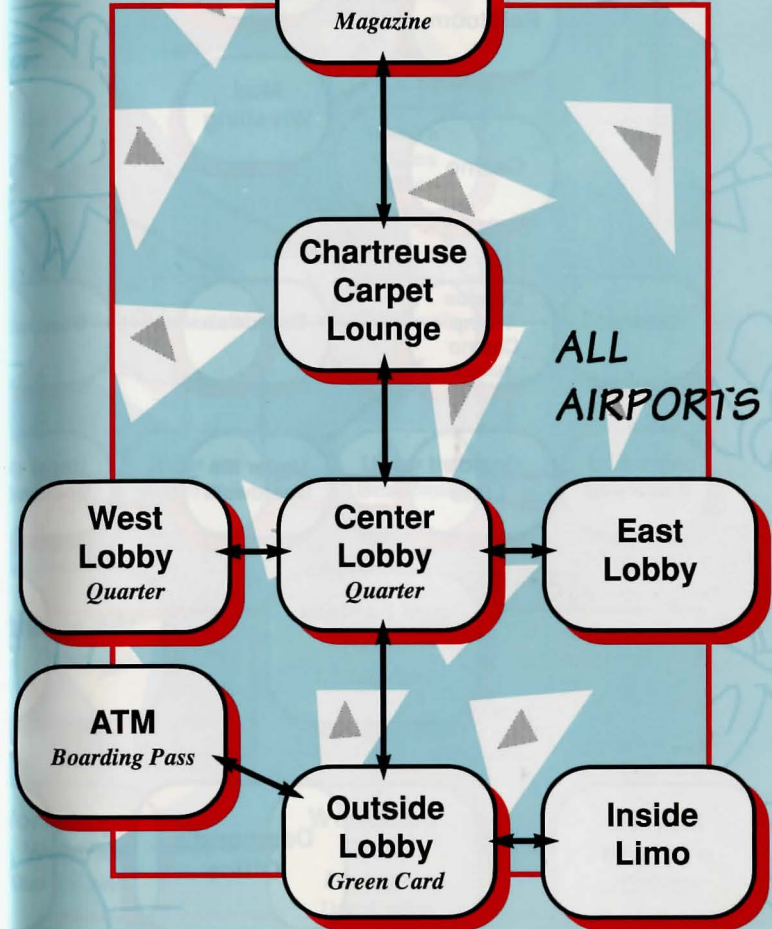
Center Lobby
Quarter

East Lobby

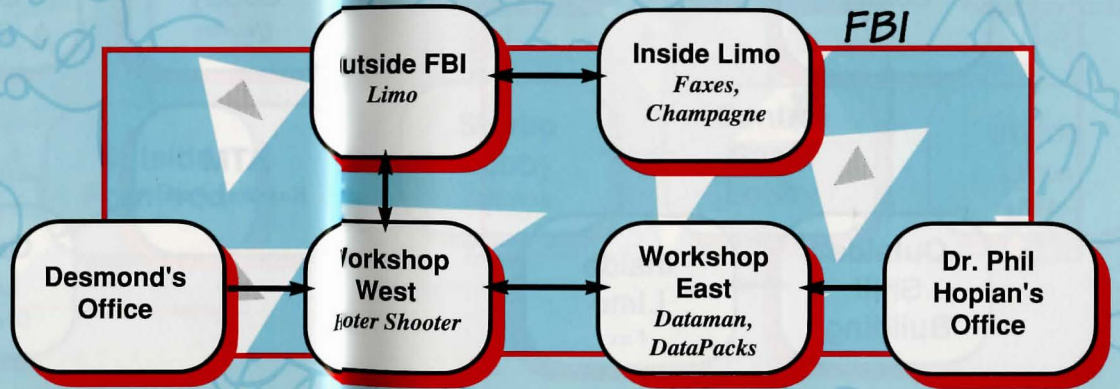
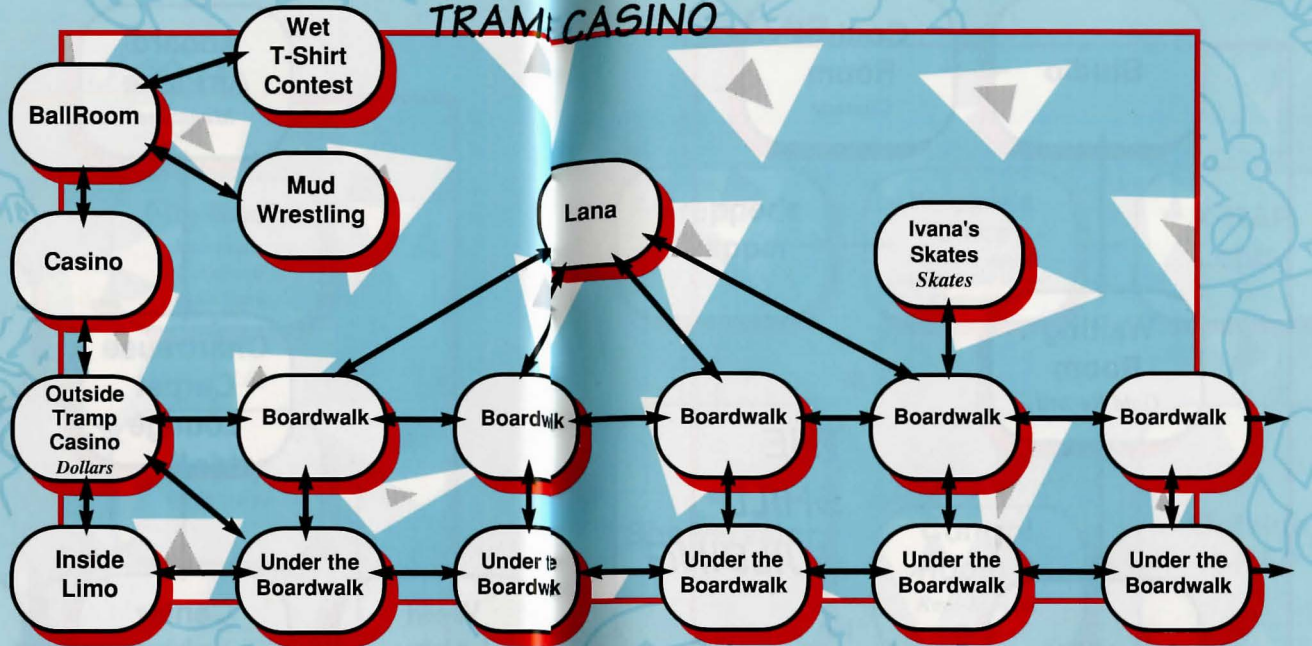
ATM
Boarding Pass

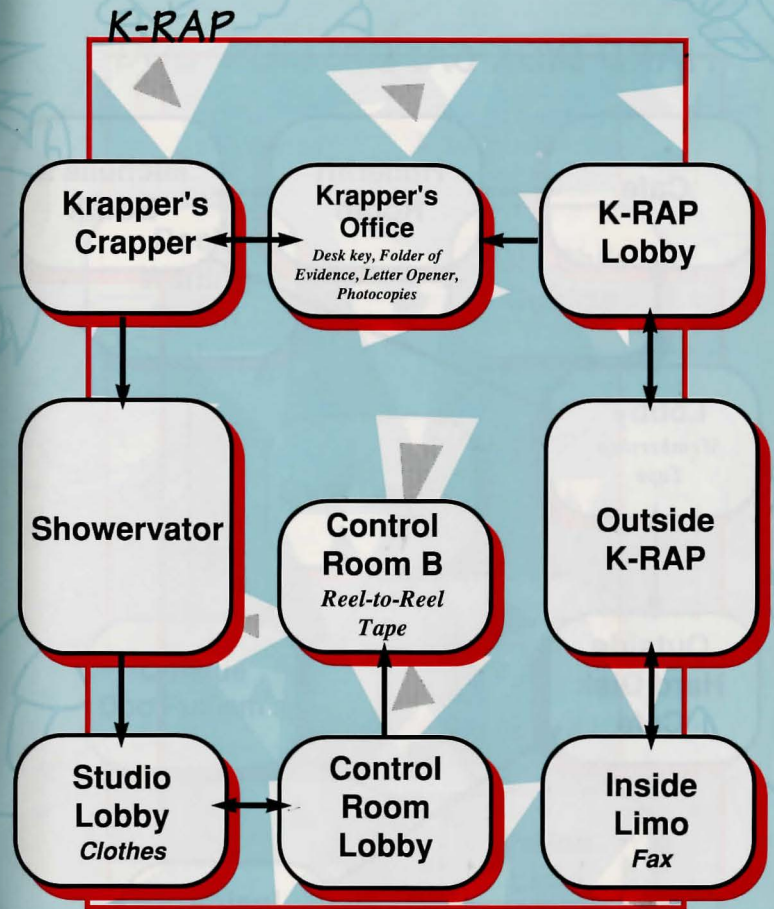
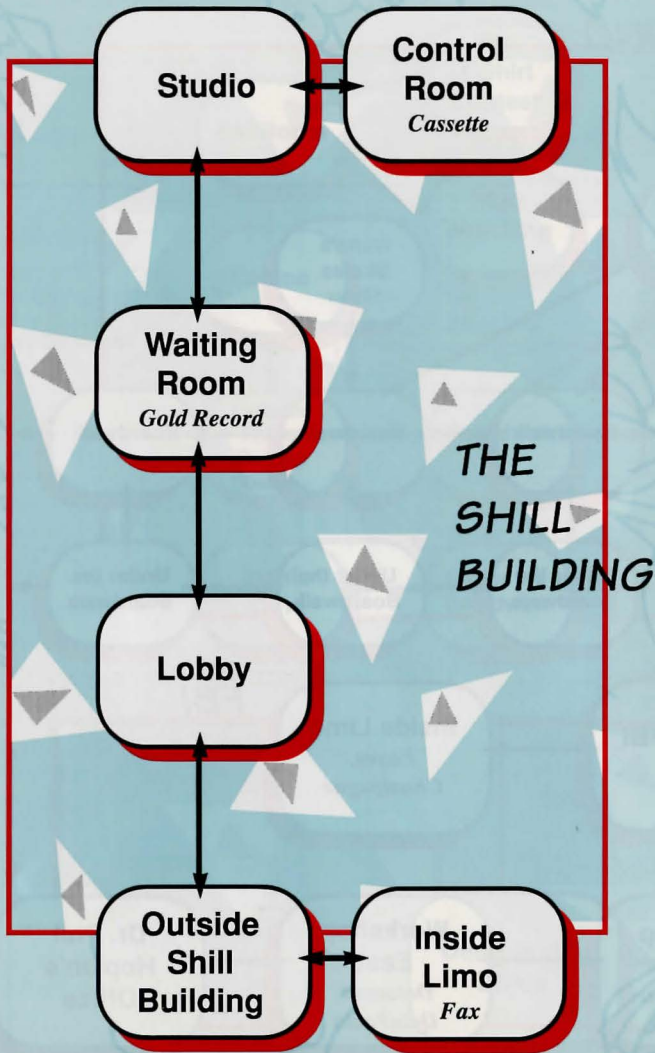
Outside Lobby
Green Card

Inside Limo

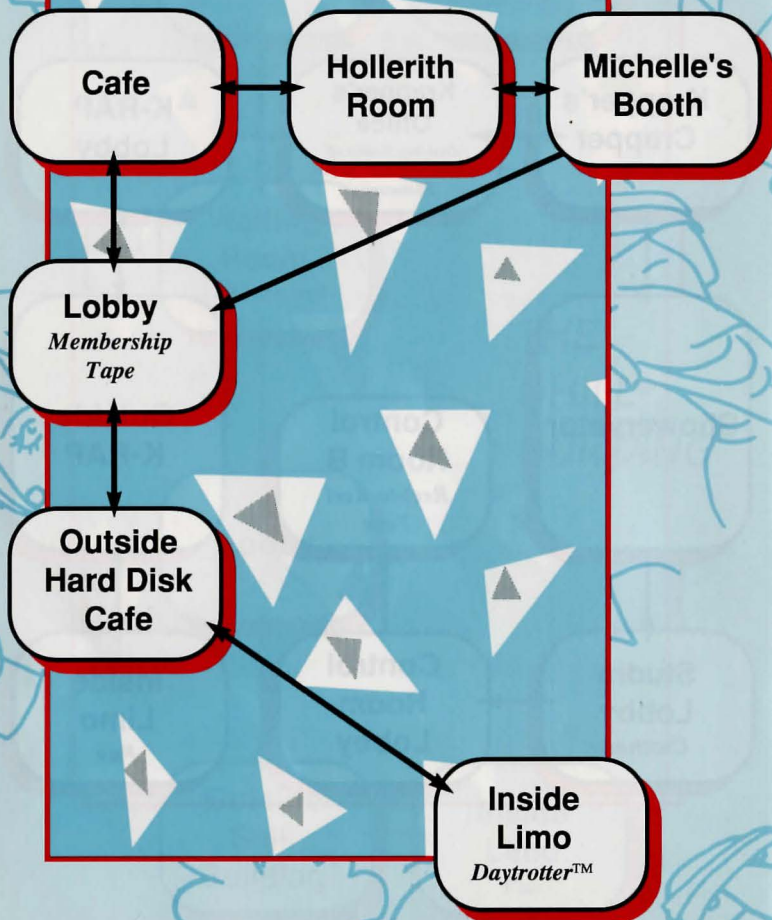


TRAM CASINO

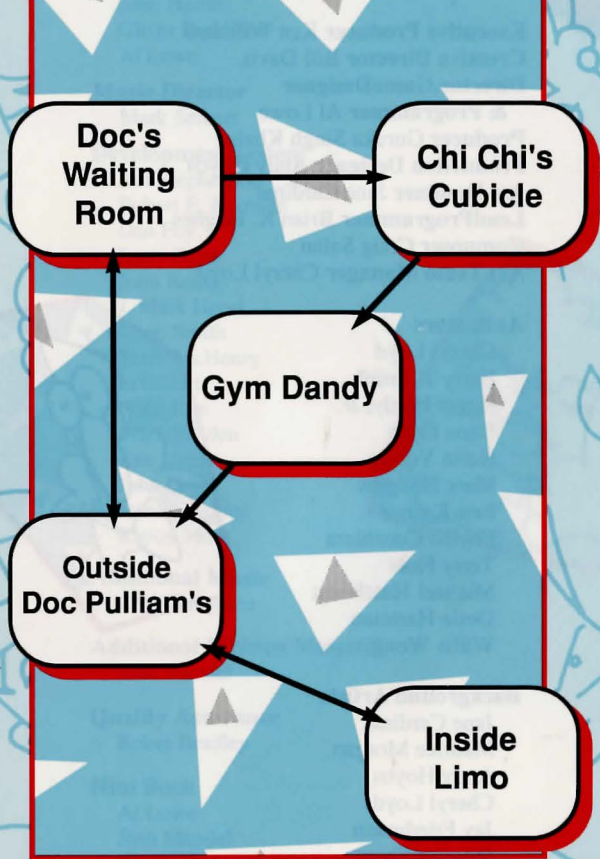




HARD DISK CAFE



DOC PULLIAM'S



credits

Executive Producer Ken Williams

Creative Director Bill Davis

Director, Game Designer

& Programmer Al Lowe

Producer Guruka Singh Khalsa

Production Designer Andy Hoyos

Art Designer Jane Cardinal

Lead Programmer Brian K. Hughes

Composer Craig Safan

Art Team Manager Cheryl Loyd

Animators

Cheryl Loyd

Barry T. Smith

Roger Hardy, Jr.

Dana Dean

Karin Young

Marc Hudgins

Eric Kasner

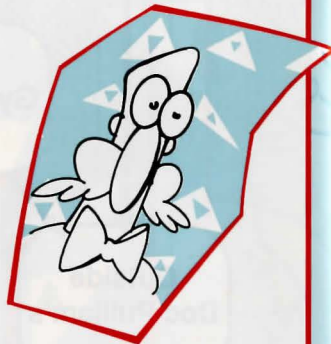
Phyllis Cucchiara

Terry Falls

Michael Hutchison

Desie Hartman

Willis Wong



Background Artists

Jane Cardinal

Maurice Morgan

Andy Hoyos

Cheryl Loyd

Jay Friedmann

Jennifer Shontz

Gloria Garland

Programmers

Brian K. Hughes

Carlos Escobar

Steve Conrad

John Hartin

Oliver Brelsford

Al Lowe

Music Director

Mark Seibert

Development System

Jeff Stephenson

Robert E. Heitman

Dan Foy

Larry Scott

John Rettig

J. Mark Hood

Chris Smith

Terry McHenry

Eric Hart

Chad Bye

Mark Wilden

Ken Koch

John Crane

Steve Coallier

Randy Moss

Additional Music

Chris Braymen

Additional Written Material

Josh Mandel

Quality Assurance

Robin Bradley

Hint Book

Al Lowe

Josh Mandel

Gloria Garland

Nathan Gams





Executive Producer Ken Wicks
 Creative Director Bill D'Amico
 Director/Producer

A Production of
 Executive Producer Ken Wicks
 Creative Director Bill D'Amico
 Director/Producer

Executive Producer Ken Wicks
 Creative Director Bill D'Amico
 Director/Producer

Executive Producer Ken Wicks
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