

a quick and thoroughly entertaining look at the world, however, *Software Toolworks World Atlas* may be just what the geographer ordered.

STEVE HUDSON

IBMs and compatibles with 640K, 6MB of free disk space or CD-ROM, and at least EGA; floppies—\$59.95, CD-ROM—\$159.00

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LEISURE SUIT LARRY III: PASSIONATE PATTI IN PURSUIT OF THE PULSATING PECTORALS

Good old Larry Laffer, the lovable leering lounge lizard we've all come to know, love, and avoid like the plague at parties, is back for another adventure. Sierra's *Leisure Suit Larry III: Passionate Patti in Pursuit of the Pulsating Pectorals* is the latest, funniest, and raciest of the Leisure Suit Larry (LSL) adventures. And this one has a twist: Half-way through, you switch sexes!

If you've never played any of the previous LSL games, let me introduce you to Larry—a short, balding, nondescript little guy with a penchant for white leisure suits that would make even John Travolta circa 1977 cringe. Larry hasn't had a lot of luck with the babes in the past. He spends all of *LSL1* trying to meet the girl of his dreams, only to be dumped by her at the beginning of *LSL2*. After risking life and limb to destroy the evil Dr. Nonookie during a fast-paced island adventure, he settles down at the end of *LSL2* and marries the island princess Kalalau. And lives happily ever after, right?

Not our Larry. His incredible streak of (bad) luck continues, and at the start of *LSL3* he finds that Kalalau has left him—for another woman! Humiliated for the last time, Larry vows to go back to swinging singlehood—no more serious relationships

for him! He undergoes a magical transformation, rids himself of natural fibers, pops back into his sparkling white leisure suit, and goes back to play the field.

Leisure Suit Larry II Goes Looking for Love (In Several Wrong Places) disappointed many players because it was less racy than even family-hour TV shows, and the plot wasn't very strong. *LSL3* does a great job of addressing those criticisms. Though far from raunchy, it's definitely risqué. Before he meets the woman of his dreams (again), he has a few (mis)adventures with the beautiful inhabitants of an island, all of whom have names ending in the letter *i*. And, unlike in *LSL2*, Larry does . . . well, let's just say he's lucky for once.

After a few hilarious encounters, though, Larry meets that someone special. Yep, our Valentino has met the only woman for him (again). Of course, he's not going to win her charms immediately. Passionate Patti thinks he's a bit on the heavy side. And having heard he's married, she wants to see divorce papers. So, a few more adventures ensue.



Pursue pulsating pectorals with Passionate Patti in *Leisure Suit Larry III*.

After a visit to the law offices of Dewey, Cheatem, and Howe, Larry heads off to the spa to get into shape. It's here you'll run into one of the most frustrating puzzles in the game. Perseverance and another read-through of the included island guidebook will pay off, though, and Larry will be able to get into the weight room. After a hilarious animated scene, Larry gets so pumped up that even Hans and Franz would feel like girlie-men in comparison. He's ready to go back and find his true love.

Unfortunately, after their passionate encounter, Patti mumbles something that breaks Larry's heart. Feeling dejected, Larry heads off into the Nontoonyt sunset, convinced that Patti is just like all the rest of the women he's known.

Here the game takes a unique turn. In another animated sequence, Patti realizes Larry has gone and vows

to get him back. When the sequence ends, you find yourself in control of Patti instead of Larry! Giving the ladies equal time for once, the game has you guiding Patti on her quest to find Larry. And a grueling quest it is.

Larry has wandered off into the wild Nontoonyt jungle, and, before you go after him, you need to gather some survival supplies. You might as well stop off at the local male strip revue on the way (we begin to see that Larry and Patti have a *lot* in common).

Finally, you're off into the maze of jungle vines. If you wander aimlessly through the woods, you'll never finish the adventure. Once again, a hint lies in the guidebook. It's not easy to find, though—you'll find this a peach of a puzzle.

After making it through the woods and past the feral pig, you face a terrifying obstacle: a Sierra arcade sequence. The adventure-game parser just isn't optimized for fast-action games, and it shows. This sequence is frustratingly difficult. Even arcade whizzes will have problems with it, as some obstacles appear so quickly that there is absolutely no possibility of getting out of their way. The only way to make it through is to save very often—like every three seconds or so.

Don't give up, though, because your reunion with Larry and the sequences that follow it are absolutely hilarious. I don't want to give any of it away, but suffice it to say that *LSL3* is definitely the funniest of the Larry games. Even when you accidentally send Larry and Patti to their respective dooms, their demise is so comic that you're too busy laughing to get too mad at the game for killing you.

Sierra has improved its game-development language a lot over the last year or so, and it shows in *LSL3*. The graphics are better, the game's reactions are faster, and there's a lot of background animation in many of the scenes. Unfortunately, the palette seems to be optimized for EGA screens, so if you're running the program on a VGA machine (or even on an Amiga or ST), you have to look at people with red faces.

Sierra seems to care a lot about the quality of the sound and music in its games. *LSL3* supports the Roland MT-32, Ad Lib, GameBlaster, and IBM sound cards. And while the music is well done, it's also appropriate for a man of Larry's tastes (or lack thereof). Much of it sounds like bad Muzak interpretations of old Carpenters songs. But the music is always appropriate for what's going on in the game, a refreshing change from the unchanging drone of many game tunes.▷

The game asks a series of questions at the beginning to gauge the age of the player. While this should keep the kids from playing at the Really Raunchy level (which is actually a strong PG-13 at worst), be aware that your play level is stored with saved games. So if you don't want little Billy to play the game, you're better off hiding it in a subdirectory somewhere.

This game is entertaining, funny, slightly sexy, and challenging without being overly complex. Only one thing really disappointed me about this game. It appears from the ending that this may be the last Leisure Suit Larry adventure. I hope not, but if it is, we'll just have to wait for *Leisure Suit Larry: The Motion Picture*, rumored to be in the works.

DENNY ATKIN

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TANDY 4016 SX

Time is money, as the old saying goes, and Tandy has introduced a computer that helps you save both. The 4016 SX is a powerful entry in the business computer market, offering a lot of speed, features, and room for expansion. With this computer, you can really get down to business.

The 16-MHz 80386SX microprocessor at the heart of this system speeds you through your work with its 32-bit address bus, moving your data much faster than the 16-bit path of an 80286 or the 8-bit path of an 8088. If you're accustomed to using an older 8088 like mine, you'll appreciate the noticeably faster operation of the 4016 SX. The 4016 SX will run any software written for the 80386 as well as software for the 8088 and 80286. In combination with a fast hard drive, the 4016 SX microprocessor will speed you through number-crunching or desktop publishing jobs that would have created a logjam in your business day with less powerful computers.

In addition to power and speed, the 4016 SX offers flexibility. You can run your programs in a traditional MS-DOS environment or use OS/2's multitasking capability to help you speed through your business activities.

Today's applications use internal memory much more efficiently than before. At the same time, programs and operating systems have become increasingly memory hungry. The 4016 SX offers plenty of memory, thus allowing you to use these programs and save time. It comes with 1MB of 100-ns RAM memory, expandable to 4MB on the motherboard by replacing the four 256K SIMMs with 1MB SIMMs. While no one knows what future business applications may require in the way of memory, this machine will let you expand all the way to 16MB. Doing so, however, will require the use of two memory-expansion cards.



Tandy's 4016 SX has the power and speed to save you time and money.

I never cease to be amazed at how much power and storage can be placed into such a small area, and the 4016 SX is a truly amazing machine in this respect. The system box measures a mere 15½ × 15 inches and stands only 4½ inches high, so it's a heck of a lot smaller than the older, less powerful computers. It's no desk hog—yet the internal workings don't seem crowded.

Two side-by-side 3½-inch bays grace the top front of the computer. One of them contains the standard 1.44MB floppy. These are a slim 1-inch high, and believe it or not, you can buy a 1-inch-high 40MB or 80MB 3½-inch IDE (hard) drive to occupy the empty one. Below these drives you'll find a 5¼-inch bay—a necessity for people like me with extensive collections of 5¼-inch floppies. Actually, the built-in high-capacity controller can handle two 3½- or 5¼-inch floppy drives but, unfortunately, you're limited to no more than three drives, hard or floppy.

A variety of devices can occupy the bays, including a tape backup system or even a CD-ROM drive. It's also possible to install an SCSI hard drive in the system. In my dream configuration, I would place an 80MB

hard drive in the extra 3½-inch bay and a 5¼-inch floppy in the lower bay.

One real surprise is that the system box has only three card slots, but if you think about it, that's probably all the average user will need since so much is built right into the motherboard. The IDE hard drives with built-in controller require only the drive bay, no slots. Just make sure, however, that you use AT IDE drives with 40-pin connectors, and if you install one in the upper bay, it must be one-inch high. The VGA video adapter is likewise built-in, so you don't need to install a separate video card in one of the slots. The computer comes standard with a parallel port; an RS-232 serial port, which could be used with an external modem; and a PS/2-style mouse port—all built right into the motherboard. You can use your card slots for extra memory (I really can't see anyone needing more than one memory board), for a fax board, or perhaps for a hard card.

The design of the system box makes access and installation easy and provides a certain amount of security. The plastic outer shell slides away to reveal an inner metal box, two sides of which join near the middle. Tandy provides two keys to a lock that gives you access to the two sides. Pull back the left side, and you see the easily accessible card slots, the four sockets for SIMM memory, and the clock battery conveniently attached to the case with Velcro. From the middle, tilt up the right side, and you have easy access to the various drive bays, DIP switches, the coprocessor socket, and jumpers. How I wish I had faced such an easy arrangement when trying to install drives and memory in my old XT.

The system I tested came with a superfast 19-ms 40MB 3½-inch Smart Drive (Tandy's IDE) and a Tandy VGM-300 monitor with outstanding clarity. A less expensive black-and-white VGA is available. Unfortunately, Tandy makes you pay extra for the VGA monitor and hard drive that come standard with many comparable systems.

What may very well justify Tandy's higher price is the Tandy reputation. With Radio Shack stores all across the country, advice and repairs are likely to be more convenient. And Tandy is a company you can count on to be there for years to come. If your business depends heavily on your computer, Tandy's reputation and convenience may well make the extra expense worthwhile.

Compare your business needs with the features of the 4016 SX.