

Warning: Although "The Scorpion's Tale" is a warm and comfortable tavern of the mind with a nice cozy fire of vibrant images, our resident storyteller conjures up illuminating hints about games. If the gentle reader eschews hints, let him beware!

Baby, it's cold outside! In fact, this has been one of the coldest winters we've had in awhile. So, mosey on up to the fire, while Fred prepares a little something to help take the chill off. This is the time to think of warm places . . . the islands . . . sun . . . sand . . . surf . . . sex . . . (grin) . . .

Leisure Suit Larry 3: (LSL3) picks up where the previous game left off, although several years have passed in the meantime. Larry, who seemed to have found true love and a decent life at last, is about to experience several rude shocks that will send him back on the "make out" circuit with a vengeance.

This game is also much more explicitly sexual than "Looking For Love", which was mainly farcical in tone and content. Sex is the dominant theme in *LSL3*, and there is plenty of it, as Larry rolls in the hay with five different women. Anyone who considers such antics offensive or repulsive will probably want to avoid the game.

In an interesting departure from standard adventure fare, the action switches at the mid-point from Larry to Patti. During the first half of the game, you guide Larry through his various make-out maneuvers. During the second half, you guide Patti in her attempts to find Larry, who has run off into the bamboo jungle.

This division is sharper than it may first seem. The Larry portion is somewhat open-ended, so if you miss or overlook something, going back to get it is not much of a problem. The Patti portion, however, is *strictly* linear in design. If you don't have all the items you need, your only option is to restore the game, because you can't go back. The trek through the jungles is strictly one-way.

Decked out in island togs, our hero starts the game at a point overlooking the island. Larry meditates placidly on the changes and events since his defeat of the nefarious Dr. Nonookie. He is married to a beautiful woman; lives in a plush home; and has a comfortable job with Natives Inc., which controls all development on Nontoonyt Island. Surely this is all a dream-come-true for our former lounge lizard.

However, as Larry is about to discover, some dreams are nightmares. After poking (and peeking, very much peeking!) around the lookout, Larry strolls home and suddenly, all is not so serene any more.

In fact, Larry has just been kicked out of hearth and home. Kalalau (his ex) has left him (well, actually she's staying, but he's

Scorpion's Tale

Leisure Suit Larry III

As Told By Scorpia



leaving) for another woman. That's right, woman. Larry's prowess in the bedroom seems to have declined over the years.

Crushed, Larry wanders off and finds his way to Natives Inc. The news here is no better, as Chairman Kenneth (Kalalau's father) informs Larry that he no longer has a job, either.

Wifeless, penniless, homeless—does our boy give up? Not on your life! Now that the preliminaries have been taken care of, it's time to get down to some serious business (making out with as many women as possible in the shortest possible time).

This is a good place to save the game and map out the area. It is not large. The outdoors is a mere fifteen screens total. The only thing to be careful of is the fact that several screens have different exits in the same direction. For instance, the middle right exit of one screen will take you to the casino, while the one in the upper right takes you to Chip 'n' Dale's.

An important point to keep in mind, by the way, is to return occasionally to places you have been before (except

Natives Inc.). Sometimes, things change while you've been gone. It also helps to pick up whatever you find during your explorations . . . you never know what might come in handy in the future!

Once everything has been mapped, it is time to reflect on what you've seen. For instance, there's the lovely Tawni, sunbathing semi-nude on the beach. Definitely a candidate for Larry's sure-fire techniques. Or she *would* be, if she wasn't so interested in buying souvenirs.

That's something to remember for later. Right now, Larry has other things on his mind (and we have no doubts about what that is, either!). However, Tawni's not about to give anything away for free. Considering her acquisitive nature, there's really only one thing to offer in return for sampling her charms.

Unfortunately, in the middle of this "sampling", there are some interruptions. Get used to that, because there will be many more yet to come. A vendor shows up and captures Tawni's interest with a genuine ginsu knife. At least, the interruption is brief.

The same can't be said for the sand crabs, who put an end to Larry's romantic interlude permanently. Oh well, at least he managed to hang on to the knife, dull though it is. It might be worthwhile to sharpen it, if Larry can find the right spot (which isn't all that far away).

Maybe he'll have better luck with Cherri Tart (hey, blame AI

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Lowe for these names!), appearing nightly in the casino's show room. Getting in to see the show would be a good start. This may trip some people up, because you actually have an item that doesn't show in the inventory . . . check out the booklet that comes with the game.

However, the Maitre D' wants a little cash up front, too, and you don't have a dime. So, how many people have you seen handing out money? Right! Now, all you need is a little ingenuity, and Larry will soon be carving a path to success, provided he also remembers to skirt the issue.

The show isn't much (awwww), but afterwards, Larry has his opportunity with Cherri. She wants a little something up front as well. If Larry pays attention to what she says, her needs will become abundantly clear. Luckily, Larry can satisfy them . . . after a visit to the lawyer.

And while he's there, he might as well ask about a divorce . . . if Kalalau can do it, so can he. All it takes is a mere \$500 and Larry will really be a free man. By the way, did you notice that the lawyer is a woman? Too bad you can't ask her for a date . . . but perhaps there are other ways of getting what you (or Larry) want.

Right now, though, Larry has pastry on his mind, so it's best to hustle back to Cherri. Give her what she wants and, in no time at all, it's backstage for a little taste. That's about all Larry will get, too, as the next show starts in the middle of the action.

Oops! Larry better get dressed in a hurry. Too bad his sense of touch isn't what it used to be (or maybe never was in the first place). How he manages to squeeze into Cherri's costume is a mystery, but there he is, feathers and all, right on stage in front of everyone (say, y'know, he looks kinda' cute like that). Better shake it, Larry . . . the crowd is getting restless!

After this embarrassing (but rewarding) episode, Larry should be in pretty good shape, having enjoyed (at least to some degree) three women (oh, did you miss Suzi? Tch! And I gave you a big clue to that, too!). Now that he's had some practice, maybe he's up for Passionate Patti, known (in more ways than one!) throughout the island.

Patti, however, is a tough proposition (grin), being more demanding than any of the others. She wants her men to be single (well, the divorce should take care of that). She also likes her men to be in good shape, and that potbelly of Larry's is a definite turn-off. Looks like a trip to Fat City is in order here.

What's that, you say? You're not a member? Fie! Didn't you look at everything that came into your hot little hands? No? For shame! Restore and be more careful this time.

At Fat City, you come across Bambi, the aerobics instructor. While Patti is your ultimate goal, there's nothing that says you can't take out a little time to help her with her video (a last fling, as it were). You need to be in shape for her, too, so you might as well head for the locker room. Oh, by the way, do you have a towel? No? Better go find one . . . you've seen it somewhere already.

The only problem with the locker room is that all the lockers look very much alike. How do you know which one to go to or what the combination is when you find it? Well, where would you write down all the pertinent information?

Working out is simple, and you don't need any hints for that

(one of the few really straightforward things in the game). After a quick shower, you're ready for Bambi, and after that, Patti.

Well, almost ready for Patti. Now, she wants a present. Perhaps you can find a little something to lay on her. Fresh, mind you. And then, there's the liquor! Patti enjoys a nip before bed. There aren't too many places where liquor might be served, so check 'em out and you should find what you need. Then, it's up to the penthouse and, at last, some uninterrupted (and satisfying) love-making.

Only, at the end of it, Larry misinterprets Patti's murmured "Arnold", and runs off to the jungle. Now comes the switch, as Patti awakes to find herself alone in the room, with no sign of Larry anywhere. After a quick trip to the terrace and a look through the telescope (or binoculars), she knows where he's gone and it's time for Patti to track down her man.

Take everything you can from the penthouse. This is crucial. Once she's

been through the jungle, Patti won't be able to come back here, so make sure she has everything before she leaves. Patti should be fully dressed when she steps into the elevator.

While Patti won't need much money, she will need *some* and it ought to be pretty obvious where to get it (after all, it's hers). On the way out with the money, stop and look around carefully. There is an item here that is critical. If you miss it, you will scream loudly and in anguish later, because it is needed near the very end and you'll have to restore and go through everything a second time. You really don't want to do that.

On the way to the jungle, stop off at Chip'n'Dale's, which is now open. Our friend the Maitre D' is there, but you know how to handle him. Enjoy the show, and have a chat with Dale after (I'm sure you can think of a couple of ways to get his attention . . . remember his act). You can't, alas, make out with him, but you may get some helpful information.

Now it's jungle time. The bamboo forest is nasty. Patti will need a water supply to survive (and don't drink it too soon, either!). There are two ways to get through: easy and hard. The hard way is to map it out yourself. I don't recommend this, unless cartography is the joy of your life. The easy way is to get the directions from the booklet, if you're in tune with the author. Then, it's just a matter of following through (20 screens worth!) until you're out.

On the other side, the locale is more restricted. In fact, there doesn't seem to be any way to go . . . except down the side of the cliff. Bet Patti never thought she'd be doing this sort of climbing (grin). Well, there's nothing for it but to try going down (heh). Check her inventory. She has something useful. Then, all she has to do is get across the chasm (which is a lot wider than it appears to be).

There isn't much to work with here, but it's enough. Can you think of another name for marijuana? (Those are marijuana plants growing there, a relic from the days of Dr. Nonookie) And don't overlook the coconut trees . . . they're important, too. Now, all Patti needs is a little extra support, since rope-climbing over a chasm is not something she does every day (or any day but this one). Aren't short hemlines in again this year?

Whew! She made it over safely! Too bad the rope comes untied . . . but then she wouldn't want to try that sort of thing again, anyhow. Up ahead is another obstacle, the dangerous Feral Pig.



Leisure Suit Larry

By this time, Patti doesn't have much of anything left. Still, what little there is should be enough (coconut trees, remember?).

Now comes the worst part of the game, an arcade sequence. Patti has to ride a log down the river, avoiding the various obstacles that appear in her path. It's mostly a matter of moving in the right direction at the right time. Save often as you make progress along the river, and good luck!

Past the river, our heroine's tribulations are not over. Before you can say "cookpot", she's captured by cannibal Amazons! Oh no! But wait . . . It's not all bad! At last, in a cage suspended over the cauldron, she is reunited with Larry!

Celebrations could be a bit premature, though, as a witchdoctor makes her appearance and the pot starts bubbling by magic. What to do? Well, maybe Patti has a little magic of her own. Anything is better than being boiled to death (we won't even think about what comes after that!).

So, as our loving couple makes good their escape from a fate worse than death, remember that if you need help with an adventure game, you can reach me in the following ways: On Delphi, visit the GameSIG (under the Groups and Clubs menu). On GEnie, stop by the Games RoundTable (type: Scorpia to reach the Games RT). By US Mail (you must enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring!

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