

# Uncovering Passionate Patti in

by J.D.

TITLE:	Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work
SYSTEM:	IBM
COPY PROTECT:	Document Look-Up
PRICE:	\$59.95
DESIGNER:	Al Lowe
PUBLISHER:	Sierra Coarsegold, CA

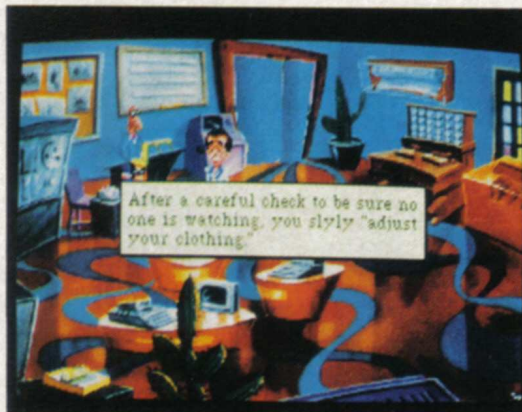
Patti's eyes were mesmerizing orbs that pulled Larry into her gaze as surely as a planet's moon affects its tide. Patti performed a perfectly paced pirouette in that long-standing bathing beauty tradition designed to melt even the sturdiest stock of manhood and gracefully fluttered her eyelids in the feminine analog to a matador passing his cape before a raging bull (and with the same intent). Larry responded to that teasing "Come hither" look in the same way that cavemen have been reduced to kept men for millennia. He gently grasped her zipper and began the sensuous ritual of exposing her creamy white shoulders to his worshipful eyes. Both hands swayed in a serpentine dance toward Patti's... suddenly, the magic was broken. "Excuse me, sir," queried the flight attendant, shattering Larry's dream, "is there something wrong with your nuts?" Airline peanuts were the last thing on Larry's mind as a red sunset of embarrassment glowed across his face.

As nearly anyone can tell from the scene just described, Al Lowe is back with the kind of irreverent humor that makes everyone a victim, from M.C. Hammer to J. Danforth himself. Alert readers will have noted that the article title describes the current game as *Leisure Suit Larry 5 (LSL5)*. This may be disconcerting to those who realize that no actual *LSL4* was ever published, but since Al doesn't mind making Larry and Patti feel uncomfortable, he sure isn't going to stop with computer gamers. So, the last thing computer gamers remember about their synthetically clad friend was the fact that he had lost both his memory and Patti. In fact, if it is possible for Larry to sink even lower, he has done so in *LSL5*.

In *LSL5*, Larry turns up as the Chief VCR Rewinder and Sterilizer (Beta Division) for PornProdCorp. His latest assignment is working on the new show *America's Sexiest Home Videos*, a program that solicits videos that would best be rated by Florida-based vice squads. Larry's boss, Silas Scruemall, selects Larry to find the sexiest woman in America to host the show. His mission, should he decide to accept it, is to go out and audition three of the best candidates. After all, if Larry can get lucky with any of these, they must *really* be passionate and sexy (maybe even nymphomaniacs looking to start a franchise).

## Zip-Look Interface

Sierra's new parserless interface means that players only need to type words whenever they are saving a game. If Larry or Patti need to hold a conversation with someone, the player simply places the conversation balloon icon over the person they wish to speak with and the program handles the entire conversation. If there is no useful information to impart, the program informs the player that Larry or Patti has had a "meaningful conversation" with the victim of their social intercourse. Veteran Sierra adven-



turers will note that one must still look at everything and try to pick up/manipulate everything, but it is no longer necessary to guess what the program calls an item or which verb the program wants the player to use. Now, one simply places the CBS...er..."Eye" icon on an object to look at it or examine it. If one wants to pick it up, one simply places the arrow cursor on the object and clicks. If one wants to manipulate the object, one uses the "Hand" icon. The icon that may give players the most trouble is the "Zipper" icon used to relieve oneself or to initiate the PG-rated sex scenes to which the game forever alludes.

Some of the puzzles are difficult, but even novice players can take heart in the knowledge that neither Larry nor Patti can be killed (computer game immortality?), one cannot leave the screen if there is a "must do" which has not yet been accomplished and one cannot jump ahead in the game (using the fast forward button in the VCR interface) if there is an unsolved puzzle (unless it is possible to come back to the location with the unsolved puzzle). There is even on-line assistance, in that one can click on the "Question Mark" and target any item on the screen in order to receive help. The "Briefcase" icon, of course, is the inventory, and the "Blank" icon window is reserved for one's active inventory (i.e. objects which the character is currently using will appear in the "Blank" icon window).

## And Away We Go (Warning: Hints Involved)

To get these interviews, Larry is equipped with a miniature camera, a Rob Lowe model which looks like a pocket protector and is to be used to get pictures...er...interviews, of the three candidates. Candidate #1 is a wealthy NYC junk bond broker, Michelle Milken. Candidate #2 is an Atlantic City professional mud wrestler/casino change girl, Lana Luscious. Candidate #3 is a Miami dental hygienist and former lambada dancer/gymnast, ChiChi Lambada.

Larry must travel to all these cities to interview each girl. "It's a tough job," he says, "but I'm going to do it!" Larry has his own limousine to travel in, but he must make sure he has all his luggage with him to leave. Before Larry leaves he must locate the files of the girls, three blank video cassettes, his camera and charging unit, his boarding pass, the Aerodork flight schedule and his plastic money card. "Now where did I put those things?" he asks. Experienced players will go into all the rooms and search *everything*.

Once on the plane, of course, Larry will have the daydream of Patti described in the introduction to this article and the action

# Sierra's Leisure Suit Larry 5

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will move to Patti as the protagonist. It seems that Patti has just been stiffed out of two weeks' pay when she is approached by Inspector Desmond of the FBI. They want Patti to go undercover and "service"...er..."serve" her country by working undercover to infiltrate the music industry and investigate Mob influence. Patti agrees and accompanies the inspector to FBI headquarters. There, she witnesses some of the new inventions, some of which would do justice to *Get Smart* in their functional humor. She experiences a gynecological fitting for a secret transmitter, as well as receiving a new addition to her wardrobe, one which requires a wrench to adjust. Patti is given several numbers. They are a phone number, E-Mail number, a password and a code name: Agent 88. A smart player will write them down! Without them, one cannot even move in the game. [Note: Interestingly enough, the code name was supposed to be both a play on the number of keys on a piano and a reference to Max's old number on the *Get Smart* television series. Actually, Max was Agent 86 and his "Patti" was Agent 99. See, even great game designers outsmart themselves, sometimes!]

Patti is to investigate a studio engineer named Reverse Biaz, who specializes in subliminal recordings and an obscene rap lyricist/disc jockey from KRAP radio, P.C. Hammer. Patti has a limousine also, complete with fax, telephone, fish tank and telephone, but like anything else purchased by government requisition, they don't all work. So, how does one get started? Could be that Desmond might have an idea. As Patti travels, the presentation dissolves back to Larry.

Larry arrives at NYC's Hard Disk Cafe and is so much in awe at the sight of the memorabilia displayed that he cannot move. Too bad the loudmouthed fat lady won't shut up and let Larry get anyone's attention. Maybe Larry ought to show something official in order to get in. If Larry does get into the club, he meets Michelle and, hopefully, gets lucky. He spends his time with Michelle, boards a plane for Atlantic City and starts to daydream. Flash! The game returns to Patti at the Baltimore recording studio.

Patti has been introduced as a keyboardist (88, get it?) and, after negotiating the foyer, she makes her way to meet Reverse Biaz. He asks her to play a piece that he is recording, so the player gets to limber up his/her fingers and go with the rhythm. Even players who are tone deaf will have no trouble getting through this scenario. There are four ways to deal with Reverse Biaz: talk to him, jump him, let things take their course or "put the zipper" on him. If all goes well, Patti flies for Phillie with a gold record in her baggage. The game moves back to Larry, now in Atlantic City.

There are plenty of casinos in Atlantic City, but Larry only has only plastic money and it takes those green lettuce leaves to get past the huge bouncer in the casino. One certainly needs to meet the right kind of friend. Once inside the casino, it is a sure bet Larry can figure out some way to increase his salubrious salad of cash. He will need plenty of dough to get into the action and meet Lana Luscious. Once Larry has the pictures (astute players will not forget to turn the camera on in order to get the film and off in order to keep from running the battery down even faster than the "girls" say Larry runs down), he is off to Miami, his final destination. Naturally, the game moves back to Patti as she arrives at KRAP.

Well, there's no receptionist here and the door to John Krapper's office is locked. The phone on the wall looks promising, assuming Patti can remember that phone number which Inspector Desmond gave her by fax. Then, once inside the office, just before the secretary gets back, she has to find the evidence. Naturally, the desk looks promising and there is a convenient letter opener on the desk. Of course, there is always the problem of what to do with the evidence once she finds it. Hope she isn't too redundant.

Then, it is time to meet with P.C. Hammer. He may not move like M.C., but he has Patti's kind of moves (wink, wink).

Meanwhile, Larry arrives at the dentist's office where ChiChi Lambada works. Larry remembers why he hates dentists so much. Boy, ChiChi Lambada sure has some strange dental equipment, not to mention her equipment. Hope Larry's into pain. So, after a thorough cleaning and a drilling, Larry heads for home with the three video cassettes (and some pleasant memories to boot), while Patti is being debriefed by Inspector Desmond back at the FBI headquarters.

During the debriefing, Patti learns that she is to be the singer at a White House dinner. Naturally, that is where the game's denouement occurs.

## Debriefing for Leisure Suit Larry 5

*LSL5* is a thoroughly enjoyable game. From the opening sequence in the PornProdCorp's office to the final scene, the humor and thought that went into this game is quite evident. The game is extensive, requiring 8 MB of hard disk space and uses enough RAM that most players will have to deactivate all memory-resident programs in order to play it. The game is currently available in a VGA version with the EGA to be released soon. It supports the **Roland**, **Sound Blaster** and **Tandy** sound boards. In fact, there is an "Easter Egg" when one uses the Sound Blaster card. Every function key has a rude noise contributed by each of the development team members respectively.

Now, if they could only come up with a Virtual Reality version of Patti. In order to move beyond the great colors and sounds of this *Leisure Suit Larry*, that is just about what AI is going to have to do. Sierra embraces VR! What do you think, AI? **CAW**