

Leisure Suit Larry 5:

"Passionate Patti Does a Little Undercover Work"

Game Design Document

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Design Considerations

Thoughts on the game's design:

a return to more of Larry the loser

"Whatever happened to Larry 4?"

- disks stolen by the bad guy and erased causing Larry to have amnesia
- unable to remember anything that happened that year
- running gag references to "LSL4: The Missing Floppies"
- should at least get buyer's attention
- after all, IBM brought out the PS/1 after their PS/2 !!

use KQ5 multiple cursors and icons

- add zipper for sexual references

- change "that last move didn't work" to message or ??

- add keyboard shortcut keys for all icons (old F5 to save, etc)

- add fast forward and reverse icons to bar to skip a running cartoon or replay something

missed

easier puzzles, more humor

- make sure everyone finishes game

- disappoint GAMERS forum players because game's too simple

- remember: more people give up than finish

include in package a plastic inch ruler, marked 1-2-4-8-12 called "The Laffer Curve"

Suicide Man Running gag makes up for lack of dying sequences

Changes from earlier games

No way to die!

Multiple Paths

- more points that are unnecessary to complete the game

- double solutions to many puzzles; more obtuse solution scores more points

- can skip around some difficult puzzles for no points

always provide an icon so the player to skip ahead past HandsOff cartoon sequences

all characters accept all objects the player could possibly have at that time

Inventory hops back and forth as ego changes between Patti and Larry

CD-ROM only

- include (optional) laugh track with drum fills, audience responses

- applause for a correct move

- laughter for a dumb move

- "Ooooh" moaning, heavy breathing for nasty stuff, etc

- include much more video animation

Plot Synopsis

Perhaps Larry really did make billions as a savings and loan tycoon in "LSL4: The Missing Floppies," perhaps not. No one really knows for sure, including Larry! But since those halcyon days of yesterdisk, his life script has soared like a Stealth boat anchor. He assumes he found fame in LSL4 as he is fortunate to have his present job in the glamorous Hollywood entertainment industry. Unfortunately, his job is as Chief VCR Rewinder and Sterilizer (Beta Division) at the all new "America's Sexiest Home Videos," a proposed tawdry syndicated television show nearing production that solicits home videos primarily distinguished by their creative bed sheet stains. To those who ask, "Larry, why don't you quit that lousy job?" Larry, of course, replies, "What? And give up show business?!"

Actually Larry's memories of LSL4 are quite vague. As LSL5 begins, his most recent memories involve programming some computer on some deck beside some lake with some woman named Passionate Patti. Whatever happened to her? Poor Larry has no idea. Now he's alone in Hollywood working a minimal wage job. Since "LSL4: The Missing Floppies" is missing, Larry's memory of those disks is also blank! How he wishes he knew what had happened to him! Could he really have lost a whole year, a tenth of a decade, a hundredth of a century? Yep.

Meanwhile, Patti's memory is unaffected, although sometimes she would like to forget. Her career has been one semi-moderate success after another, ever since that fateful scene (which Larry doesn't remember) when she left our Leisure One standing at the altar of The Little Church in Yosemite Valley! What a waste! She dumped a good man to run off to Hollywood just for one of those once-in-a-lifetime recording deals. Of course, after all the composing, arranging, rehearsing and recording work was actually done, the deal turned out to be just another show biz snow job. When she returned for Larry, he had mysteriously vanished without a trace. So Patti resumed both her ca-

reer track and her worldly ways. She is presently on a whirlwind national tour of famous airport hotel cocktail lounges. She and Larry in two different worlds.

We begin the game at a meeting of some gentlemen with organized crime written all over them. It seems the Mafia has lost a major source of revenue in recent years: pornographic theaters and adult bookstores. Who needs them when you can watch the same stuff on cable without leaving the comfort of your own living room? The boys want to regain their lost market share. How? Why, by producing a show so rank, so vile, so filthy that even the U. S. Congress will be forced to tighten U. S. obscenity laws, outlawing anything remotely dirty, thus cleaning up the airwaves, forcing all red-blooded Americans back where they belong: adult bookstores!

Quietly, they contact PornProdCorp (a major Hollywood production company), explain the problem, explain the goal, (explain the alternatives) then "request" their help. With great fanfare, PornProdCorp announces "America's Sexiest Home Videos," a show in which ordinary, All-American families submit videos made in the privacy of their ordinary, All-American bedrooms just to win prizes. To "get the balls rolling" they hold a contest to find the hostess of the show, the sexiest woman in America. They receive thousands of video audition tapes from ordinary, All-American, over-sexed housewives. It's tough work, but they finally narrow the competition down to three finalists. This creates a problem: they know if they bring these women to Hollywood to audition, they'll all be sexy. They want a woman so passionate, so over-sexed, she'd go for any man, any loser, any dork, no matter how lame! Where could they find such a man? Fortunately, right under their noses!

It seems PornProdCorp recently employed a certain Larry Laffer to rewind (and disinfect) those very same audition tapes. Thus, Larry has his new quest: audition the three sexiest women in America without their knowl-

edge that he is anything but plain, simple Larry. His "victims": a wealthy black NYC junk bond broker, program-trading specialist, and computer hobbyist named Michelle Milken; a ditsy Atlantic City blonde-bombshell, former beauty pageant runner-up and wet T-shirt contest entrant, now professional mud wrestler/casino change girl named Lana Luscious; and a Miami-based Latin-American lambada-dancing former gymnast, now "green card-less" dental hygienist named Chi Chi Lambada.

While flying to his encounters, Larry daydreams of Passionate Patti and the glamorous life she must be leading without him. Each dream dissolves into the reality of Patti's present-day life. Unfortunately, the reality is not so pretty. We first find Patti in a Georgetown piano dive being stiffed (so to speak) out of her last two weeks pay by the Mob-controlled nightclub owner. As she leaves the club, an undercover FBI agent offers her a chance to get even. "Why not service, er, serve your country by working under covers, er, undercover? Investigate Mob influence in the music biz." Of course she's interested in revenge, especially when he mentions a possible White House gig. After all, she suspects the bum who cheated her on her album contract in "LSL4: The Missing Floppies" was involved in organized crime. So she agrees to go to FBI Headquarters with him, gets outfitted with several neat gadgets in a scene reminiscent of James Bond's "Q," and is (gynecologically) fitted with a secret transmitter. The FBI books her a series of gigs as cover and places a limousine and driver at her disposal. She is assigned two men to investigate: a Baltimore recording studio engineer specializing in backwards subliminal message recording named Reverse Biaz; and a former computer hardware builder, now obscene rap lyricist/disc jockey at Philadelphia's K-RAP radio named P. C. Hammer.

On the way to her encounters, Patti daydreams of various rich and famous men (not including Larry Laffer). During her dreams, we dissolve back to Larry, whose airplane is conveniently nearing his destination. As Larry leaves the jetway he becomes ego again. This "ego transformation" happens seven times during the game. The

player's inventory flip-flops along with the character they're presently playing.

After Larry's third daydream, as he's on his way back to Hollywood with his three videotapes, we see Patti get debriefed by her FBI boss. She learns she will get to play at the White House when suddenly, without a dream sequence or other transition, we cut back to Larry in his airplane. This time, Larry's face is facing downward, for the plane is plummeting to Earth. Larry rescues the airplane full of passengers, lands it safely (by tripping over the throttles at just the right moment), and becomes a National Hero. He receives a telephone call from the President, inviting him to a big State Dinner to be held in his honor. Unbeknownst to Larry, the after-dinner entertainment: Passionate Patti, of course!

At the dinner, Patti eventually is seated with Larry, Desmond, and Mr. Bigg, the Mafioso chieftain. He hustles her up, singing a soft love song into her ear and promising her she'll be the hostess on a new TV show. Larry recognizes his show and calls Bigg on it. Patti recognizes the song as one she wrote for her album in Larry4. Since there's no way he could have heard it without playing the game, he must have "The Missing Floppies" and therefore, also must be the man she's been chasing all along. The FBI arrests him, making Patti a hero along with Larry. To get even with Porn-ProdCorp, Larry erases the videotapes of his three girls.

So, all's well that ends well? Well, as the game ends, we learn that all Larry's "work" was for naught as the ASHV producer "simplified the auditions" by magnanimously awarding the hostess gig to his girl friend; ASHV went on to become the megahit of the season; recordings no longer contain subliminal messages since no one has figured out how to play CDs backwards; the Mob's porn biz got steadily worse and worse; Congress never did get around to doing anything to clean up the airwaves; the entertainment industry is slightly more honest; and Leisure Suit Larry and Passionate Patti are together again!

Game Structure

This game attempts to implement the "meanwhile back at the..." device of film-makers through the use of two parallel, non-interacting adventure games in one. Ego changes back and forth between Larry and Patti, never under player control, but only at the conclusion of a major segment of the game. The two games (and egos) meet only in the closing cartoon. Larry has three cities to visit and Patti has two different ones. The cities may be played in any order, but only one trip to each city is available. Though you must solve the puzzles in a city before leaving, all the necessary pieces are available, i.e., you are never stuck without something you missed in an earlier area.

The overall structure works like this. After an initial introduction where Larry learns of his goals for the game, he flies to a city; falls asleep on the flight and dreams of Patti. We then dissolve to Patti's real life, she gets her introduction to learn her goals. After she works her way through FBI Headquarters, she falls asleep in her limousine, dreaming of a rich and famous man (not Larry). We then dissolve back to Larry awakening from his dream in time to land at the airport of the first city. This device is used to change back and forth three times, with the player ending as Larry in our "flight stimulator" rescue. Inventory hops back and forth as ego changes between Patti and Larry

Larry opening cartoon in Hollywood
Larry finishes Hollywood, flies to NYC
Larry dreams of Patti, dissolve to...

*Patti opening cartoon in Washington, D. C.
Patti finishes FBI HQ, takes limo to Baltimore
Patti dreams of Donald Tramp, dissolve to...*

Larry awakes to land at NYC
Larry finishes NYC girl, flies to Atlantic City
Larry dreams of Patti, dissolve to...

*Patti awakes to arrive Baltimore
Patti finishes Baltimore man, takes limo to Philadelphia
Patti dreams of Wild Willy Gates, dissolve to...*

Larry awakes to land at Atlantic City
Larry finishes Atlantic City girl, flies to Miami
Larry dreams of Patti, dissolve to...

*Patti awakes to arrive Philadelphia
Patti finishes Philadelphia man, takes limo to D. C.
Patti dreams of Scrooge McDuck, dissolve to...*

Larry awakes to land at Miami
Larry finishes Miami girl, flies to Hollywood
Larry dreams of Patti, dissolve to...

*Patti awakes to arrive FBI HQ
Patti gets debriefed, debriefing interrupted in progress
by...*

Larry awakes to find airliner in spin
Larry saves plane, lands at some airport
Larry taken to White House for hero's dinner

*Patti solves Mob mystery of Mr. Bigg
Patti becomes Larry's after-dinner entertainment!
Patti and Larry chopper off to Camp David together*

Plot in Detail

Our opening cartoon begins with a group of obvious Maffiosi sitting around a conference table, watching a looney business slideshow presentation with elaborate 256-color sales charts. Mr. Bigg begins the meeting by announcing he is ready for their annual reports. Mob Flunkee #1 says, "As you know, ever since LPs in the 50s, our recording industry subliminal message campaign, "Just Do Drugs," has been a resounding success. Drug sales have never been larger, while prices remain firm." He shows us Slide #1: an arrow indicating the growth of Mob drug profits versus record industry investments (it has a shape subtly similar to an erect penis). "Discounting our one abortive push to quadraphonic, results have been most gratifying," he concludes. Flunkee #2 begins, "Our pornography division also enjoyed a period of explosive growth." He shows us Slide #2: another upward-trending arrow (with a similar shape) representing 1955-1980 revenues from pornographic movies and magazines. "Unfortunately, after a quarter century of positive ROI, recent results have been definitely flaccid." He shows us Slide #3: revenues dated 1980-1990. "We attempted to counter this trend with an investment in rap music, thinking teenagers' continuous exposure to those lyrics would help our sales. But the result is obvious: painfully declining penetration! Our market research failed to foresee the widespread growth of cable! Even when we forced through rapidly reduced VCR prices in the early 80s it just didn't help our X-rated movies sales -- no one buys them! Why should they, when they can use their remote controls to flip through channel after channel of almost the same stuff in the comfort of their own homes? Now even the networks are getting into the act!" We cut back to Mr. Bigg, who responds, "I understand the problem, but I want a solution!" His eyes leave no doubt as to his meaning. We fade to black.

A few months pass. We are in another business meeting, but this time in a more refined, glamorous setting. A large sign proclaims "PornProdCorp: Home of 'America's Sexiest Home Videos.'" PPC President

Filthy McNasty (the first person to identify this reference wins Al's eternal admiration!) speaks. "Our contest to find "The Sexiest Woman in America" to serve as our hostess has been a tremendous success! We searched for a woman beautiful yet with All-American girl next door looks; a woman virginal and untouchable yet sexy and slutty. We've received thousands of submissions, and narrowed it down to three finalists. But, we know if we bring these women to Hollywood to audition, they'll all be sexy. We're looking for a woman so over-sexed she'd drop for any man, any loser, any dork, no matter how lame! Yes, our little Vanna Black must be one exceptional woman!" In a "masterful stroke," the producer decides to hold double-blind auditions, where the women don't know they're auditioning and the auditioner is a man so inept, so sexless, so lame that it would take the sexiest woman in America to possibly find him appealing. "Wherever will we find someone like that?" they ruminate. Heh, heh, heh. Of course, we know he's right under their noses.

We cut to the hallway outside that very same conference room to find our Leisure Suit Larry under our control. He hears the word "COFFEE!" shouted from the conference room door nearby. He finds the coffee pot in the hallway, stumbles into the conference room and trips over his own feet, attracting their full attention. "What a dolt! The sexiest woman in America wouldn't be attracted to this.." thinks McNasty. Suddenly he shouts, "Hey, wait a minute, you!! Everybody else, out! I want to speak to Mr. Laffer personally!!" The room clears as Larry hears the pitch. "What? You want me to personally audition three women?" Of course, why it's a dream come true! But, there is a catch. "Remember we're looking for their reactions to a "normal" guy like you, Larry. If you tell them who you are, or of your powerful new position with the show, it won't be a valid test," says McNasty. "Instead, videotape your meetings on this brand new, imported, .5-lux, Rob Lowe Model Complete-Video-Studio-in-a-Pocket-Protector. They must never sus-

pect you are filming them! If you can pull this off, I promise you a big promotion: Assistant Associate Director! But because of its tiny size, the camcorder's recording time and battery life are severely limited, so be sure you recharge when you finish with each girl." (Why, that's always a good idea, thinks Larry!)

OK. Now Larry is set up to visit three over-sexed women. He leaves Filthy McNasty's office, finds his video workshop, finds and takes the battery charger from the workbench, finds an electrical outlet, plugs in the charger, and inserts the camcorder into the charger. While it's charging, he finds and takes the degausser from the workbench drawer, grabs three videotapes off the shelf, and applies his degausser to the videotapes. He finds the file room, opens the file drawer labeled "Finalists," takes the three finalists' folders from the drawer. Anytime he has the folders, he can open one and examine the contents. One contains a Hard Disk Cafe napkin; another, a Tramp Casino matchbook; and the third, a business card from "Doc Pulliam's Dental Hygiene Heaven." He then finds and takes the Aerodork Gold Card from the file room's credit card imprinter. He walks back to his workroom, grabs the camcorder from the recharger, takes the charger from the outlet, and inserts a degaussed videotape into it. He walks outside, climbs in the waiting limousine, and heads for the airport. The limo driver is young, beautiful, desirable and unobtainable. They may chat during the short rides, but nothing will happen.

The limousine drops him off at Aerodork Airline's convenient curbside "ATM Check-in Service." If he has the Aerodork Gold Card with him, the limousine drives away. (If he forgot it, he must return to the office to get it.) Larry inserts the Gold Card into the Automatic Ticket Machine, sees an ATM-type screen that offers only game-approved destinations, clicks on his choice of destination and out pops a Boarding Pass. During the game, players may visit Larry's three cities (and Patti's two cities) in any order. For right now, we'll select New York City first to call on Ms. Michelle Milken. Larry takes the Boarding Pass, enters the terminal, crosses the lobby to the security checkpoint, and passes through

the metal detector. (Add jokes here) The door of Aerodork's Chartreuse Carpet VIP Lounge is just beyond. He flashes his Aerodork Gold Card to the security TV camera to gain admittance.

The Chartreuse Carpet VIP Lounge consists of four bare walls, a burned-dry coffee pot, and a folding chair. Fortunately, it's already time to board. The flight is announced, a "Now Boarding" sign flashes over the door in the rear wall, Larry walks to the door, and inserts his Boarding Pass into the ABM slot. The pass is retained by the machine. The door opens and he walks down the first class jetway to his flight. (You may wonder how the other passengers got on ahead of him. He doesn't!) We cut from the jetway to a first-person view from his seat, behind a woman with a large hat blocking most of the airplane's movie screen. We watch (the edges of) the pre-flight safety video lecture (during which Larry may take the In-Flight Magazine from the seatback pocket), then cut to a long shot of the airport to watch the plane takeoff. From the takeoff we cut to a satellite photo of the U. S., see Larry's plane begin trace a red line between L. A. and New York City. We return to the "seatback" scene.

Knowing his flight will be uneventful, Larry begins to daydream, thinking of Passionate Patti and what might have been, maybe could be, maybe even was. If the magazine is still there, he could grab it now. We see his vision: Patti playing a classical piano recital in the Parthenon in the moonlight. She finishes, rises from the bench, and we cut to a reverse angle, showing her from behind, bowing to a standing ovation from a huge lavishly dressed audience. As Larry drifts off to sleep, we dissolve to the reality: Patti's huge audience becomes a few scattered souls; her ovation becomes a smattering of applause; and the Parthenon becomes "The Piano Pit," a rather seedy jazz club/sing-a-long piano bar in Georgetown, Virginia. We commence the second half of our opening cartoon as Patti walks off the grimy little stage into the grimy little office of the grimy little nightclub owner.

He begins their conversation by firing her! It seems "the Boys" didn't much care for her small audiences; her fans "listen too much

and drink too little"; how can he and "his backers" be expected to make a profit like this? He stiffes her out of two week's pay, she leaves in disgust, returns to the stage, grabs her charts, and walks out the back door into the dark film noire alley behind the club. Waiting for her in trench coat and slouch hat is FBI Inspector Desmond, who plays on her anger and convinces her to help her country while getting even with the Mob. They walk off-screen to his waiting car and we iris in, cover their short drive to FBI HQ in D. C. through text, then iris out to see Patti seated in Inspector Desmond's office. He explains her mission: she is to go undercover, learn of any Mob influence in the entertainment industry and obtain sufficient evidence so the FBI can convict them and clean up the business. Specifically, she is to investigate subliminal messages in popular recordings and the recent spate of obscene rap recordings. If she can learn anything about radio station payola that would be a bonus. In return, the FBI will set her up with a tour as cover and take care of all her travel arrangements. First class, of course. Yes, a private limousine for her exclusive use. (Mention is even made of a possible White House gig if things go well!) Patti consents. Desmond tells her to visit Commander Twit for outfitting, she leaves his office, and we are again under player control, but now with Patti as ego. (This long cartoon sequence is, like all others in this game, easily bypassed by choosing an icon or by pressing the FF icon.)

Patti finds Commander Twit's laboratory and sees many silly things Twit could give her. Commander Twit shows her a security clearance, a codename ("Agent 88," of course), her contact's telephone number, plus some silly things she can't really use in the game: computer account, E-mail ID number, password, etc. He tells her to see the staff physician, Dr. Lyccus Von Pelt, for her official departmental checkup and "fitting" for her "Safety First" Field Locator Device. She finds Von Pelt's office and discovers the "fitting" is slightly more intimate than she expected. You see, Dr. Von Pelt is the resident gynecologist! She climbs in the stirrups and we cut to a Patti-eye view of his head between her legs (which are demurely covered by a sheet). As he raises the sheet, a hint of a smile crosses

his lips. "Assume the position," he smiles. "Oh, sorry, I used to be a street cop!" (Insert cavern, clam, and fish jokes here.) He inserts a metal probe, the screen shakes, he replies, "Oh, sorry; let me warm that for you." She squirms. "Oh, sorry; perhaps something in a D-width?" Patti gets her "Locator" installed, the doctor leans back to light a cigarette, and Patti is on her way.

She finds herself under player control back in Twit's Laboratory. Patti finds a "Data-Man" and two corresponding ROM cartridges for the two villains she's seeking from his desk. She walks outside to her waiting limousine (we reuse Larry's limousine, but with a male driver), enters the limo, and is asked where she wants to go. Reading her DataMan, she discovers she has a choice of two men to investigate: P. C. Hammer at K-RAP, a 24-hour, rap music radio station in Philadelphia or Reverse Biaz at des Rever Records in Baltimore. (Alternate: she can use the cell phone to call Desmond (using the telephone number given her by Twit) who will fax her the info she needs on the limo's fax machine.) She can do either place first; we'll begin with Baltimore. She gives him the Baltimore address, then settles back for the trip. She notices a nice bottle of champagne resting in the limo bar and grabs it. We watch the limousine leave the curb, return to the interior scene with Patti, when she begins to daydream. (The player immediately recognizes the similarity to Larry's airplane dream of Patti.) But Patti doesn't dream of Larry; rather, she pictures herself enjoying the good life with some extremely rich men. In this first dream, she sees herself sailing on The Tramp Pianist with Donald Tramp, enjoying the good life, performing Czerney on his chest. We cut to a close-up of Donald smiling, which melds into Larry smiling, still in his airplane seat where we left him.

We return the same airport long shot, show Larry's airplane land, then cut to the jetway scene. He leaves the plane through the exact same set of rooms as at the L. A. airport and player control is returned. (We reuse the same airport pix repeatedly for ALL the airports. Only the addToPics are changed to protect the animators.) Thus, we leave Patti daydreaming during her limousine ride, and

Larry is again ego. Patti's inventory is gone and Larry's (small that it is) is back.

Larry reads a limousine ad on the airport wall, learns the telephone number of the local limo rental company, finds a cigarette machine, feels in the change cup, finds some quarters, finds a telephone, dials the limousine company, then walks outside to find his rental limousine waiting. He reads Michelle Milken's resume and learns she's a computer freak who loves to hang out at the Hard Disk Cafe near Wall Street. (If he hasn't read the resume, he won't know the address but can use the limo's cell phone to telephone his office and have them fax him the address.) He shows the driver the address. He looks at the inside of the limousine and discovers a previous passenger has lost his DayTrotter address book/calendar/everything notebook, so he takes it. Soon the limousine arrives at the Hard Disk Cafe.

He exits the limousine, it leaves, he enters the building and finds himself in the Hard Disk Cafe's lobby, which is decorated with computer memorabilia. When he requests a table, the maitre d' (the same maitre d' from Larry2 and Larry3) is unhelpful unless Larry slips him lots of cash from the DayTrotter, or begs him for quite a long while. Finally, the maitre d' consents to make Larry a membership tape. He punches Larry's name and credit card number into a piece of paper computer tape, then places the tape in the punch tape reader by the cafe entrance where it is read, then returned to him. The tape reader's screen tells him the "track & sector number" of his table, the gate swings open, and he enters the restaurant's seating area, a large room with a few diners scattered about randomly at many tables. He sits down to wait for Michelle Milken, which gives us a chance to do a sight gag.

A man in shirt sleeves and tie enters the cafe, walks to a corner, and faces the crowd with his arms folded. One-by-one the tables of diners notice him, rise, move to a table near the rear. When he's done, all the diners are arranged in tidy, contiguous rows. The man turns and leaves. If player clicks on him, he gets the message, "Why, that's Peter Norton, defragging the Hard Disk Cafe

again!" This, of course, only happens once; from then on, Larry is free to enter and leave.

Soon thereafter we see Michelle enter the cafe, pass Larry's table to enter the Herman Hollerith Room at the rear. When Larry tries the door, he finds another punch tape reader. He inserts his tape; it's rejected with a "SystemLevel User" message. He returns to the lobby, reads the In-Flight Magazine (which contains a story about early machines that use present-day computer principles), looks at the exhibits in the lobby museum, finds the music box and wraps his punched tape around it. The music box punches additional holes in the tape that the paper tape readers then read as "Gilbert Hyatt," who, of course, has the highest level of clearance in all microprocessors. (Alternative solution: Larry gives the maitre d' all the DayTrotter's credit cards as a bribe.) Larry then reenters the cafe, walks through, and uses his new membership tape to enter the private room at the rear. (If Larry enters the cafe with the "enhanced" membership tape and hasn't seen the Peter Norton scene, just skip it, and start Michelle in as soon as Larry sits.)

Larry sits alone at a table for one, very near Michelle Milken's private booth. He strikes up a conversation with her. When he expresses interest in junk bonds, she expresses interest in obtaining his money. She invites him to join her in her booth and we cut to a close-up of the two of them alone in a booth. She orders several deserts ("the bananas du juor") and as they converse we see close-ups of her sucking whipped cream from various pastries, etc. Even Larry catches this message. They converse, with Larry always choosing the financial answer. (Alternately: at any time after the close-up, give her the DayTrotter's information concerning mutual funds, Swiss bank accounts, etc.) Following the instructions in the game's documentation, Larry sets up his Pocket Protector Camcorder to record. (If he forgets, things still happen, but the tape will just be blank.) Soon we cut to a reverse angle showing Larry's face and just his side of the table. Michelle slides beneath the tablecloth while discussing the relative merits of insured versus uninsured bond(age). Larry's eyes glance

downwards, then roll back in his head. He gasps, he smiles, he fades to black.

We iris out to find Larry in the lobby of the HDC, without his DayTrotter, membership tape, or Michelle. He applies his last quarter to the pay telephone on the wall, calls the limousine company, walks outside, finds the limousine waiting, enters, and arrives at LaGuardia, his mission accomplished. He purchases a ticket at the ATM for either of his two remaining locations (for this document, we'll choose Atlantic City). He follows through the same airport procedures again, including another "I Dream of Patti" sequence. This time Patti's floating through Venice in the moonlight, casting romantic glances at her gondolier. We dissolve to the reality only to find Patti fending off the backseat advances of her limousine driver. She escapes the limousine (and the driver) and finds herself outside The Shill Building in Baltimore where the FBI has booked a keyboard cut-in session for her. Unlike Larry, Patti's limousine driver is only too happy to wait for her (heh, heh, heh) so she could leave the building at any time, return to her limousine, and head off for the next city. If she does, she'll miss lots of points, of course, but it is possible.

A guard sits at a table limiting access to the elevators. He asks her for her destination. She reads the DataMan to learn the office number of des Rever Records. (Alternate: she finds the office number by reading a glass case on the wall containing a list of all the building's tenants.) She gives the guard the office number, he phones upstairs, gets approval and summons an elevator for her (all without leaving his desk since he has no legs). Since the elevator is controlled from the guard's panel, it automatically takes her to the proper floor. We never see inside the elevator -- after its doors close in the lobby, we cut to the doors opening in the lobby of des Rever Records. The office walls are mostly glass, which generates some nice 3-D effects. The lobby connects the recording studios, control rooms, and offices. It also contains a record player with turntable, amp, speakers, and a gold record mounted on wall. Patti can take the gold record and apply it to the turntable. It sounds fine at 33, but if she plays it at 78 she hears "DAT

causes impotence." (Hmm. Must be a pre-Sony CBS recording.) If she plays it in reverse, she hears "Porn is best at a quarter a whack!" She keeps the gold record for evidence.

As she walks through the lobby toward Studio A at the rear, she hears a speaker crackle, "Come into the studio, Patti. I'm waiting for you." She does, and meets Reverse Biaz, the studio's chief engineer and specialist in backwards subliminal message recording. He tells her the synth is programmed, the charts are on the music stand, the levels are checked and he's "ready when she is!" Patti sits at the synth, we cut to a close-up with just a keyboard and some music. He announces, "Take 1," the music starts, and the player must click on the on-screen piano keyboard at approximately the right time to complete the recording. It will take several takes. If they can't do it, it's ok; we'll just cheat and do it for them. After she finally gets a good take, Reverse invites Patti into the control room to hear the playback.

She enters the control room, they listen to the tune, he compliments her playing and she has the chance to question him about his success in the biz. Eventually, he mentions his speciality and how good business has been lately. Once she's heard the evidence she needs, she asks for some samples of his work for her collection. He says he'll gladly give her some samples of his work if she'll give him some samples of her work! Eager to "serve her country" (especially with such a cute man), she consents and we discretely cut back to the recording room pic, where we see her and Reverse get it on through the window. During their passion, Patti accidentally hits the Record button with her foot, recording their lovemaking. Later, Reverse adds a simple drum track and a synth bass part. At last Patti has a hit record! (She just doesn't know it!) (Alternate: she can give him the champagne she brought from the limousine. He'll talk a while, give her the tape, then chatter aimlessly for a while.)

We iris in to black, then iris out on Patti in the limousine. The driver asks for a destination. She reads the DataMan (or uses the cell phone to call Desmond at HQ), tells the

driver the destination, and she's on her way to Philly. This trip she dreams of Wild Willy Gates, lying on a huge, bedroom-sized, circular waterbed with wave-machine attachment, their interesting parts covered only by strategically-placed infrared Chiclet keyboards. We cut to a close-up of Willy whispering romantic source code and major computer vender deals in her ear, which dissolves into Larry snoring away in his airplane seat where we left him. His airplane lands, Larry leaves the jetway and walks into the Atlantic City airport. Again, Patti is daydreaming during her limousine ride, and ego is Larry.

Larry reads a limousine ad on the wall to learn its local office's telephone number, finds a row of slot machines, finds some quarters forgotten in the machines, finds the telephone, calls The Tramp Limousine Service, walks outside and hops in the waiting limousine. The driver asks for the destination. If he has the resume, he can read it, and then tell her the address. (Alternate: use the limo's cell phone to call Hollywood to learn it.) He then rides to his next encounter.

Larry's limousine pulls up before The Tramp Casino on The Tramp Boardwalk, he gets out, and the limousine pulls away. At the door to the casino stands a not-very-interactive doorman and a very-interactive scantily-clad woman, asking passersby to "Hey, wanna get lucky? Guess the number of which I'm thinking of." Larry guesses, is right, and wins a silver dollar. (Any time he has no money, he guesses right! Any time he has money, he guesses wrong! What are the odds?) Now he can play video poker inside the casino. He enters the casino, walks to a poker machine, and plays poker until he wins some money. Leaving the poker machine, he enters the ballroom at the rear of the casino, pays the bouncer \$25, and sits in the front row of "The Tramp This! Wet T-Shirt Contest." When he's had his fill, he leaves. (You're right, there's no reason to have a wet T-shirt contest here; I just thought we'd all want to be there for the CD-ROM photo shoot!)

He leaves the casino, heads east down The Tramp Boardwalk. The boardwalk never ends (well, ok, maybe at screen 32,767!). To

return to the casino he must walk west the same number of scenes he walked east. The back edge of the boardwalk is solidly blocked by businesses. The near edge isn't; if he steps off it, he'll fall into the sea. He doesn't die, but just swims west until he comes to the beach in front of the casino. Some kids and a few men rollerblade along the boardwalk scenes, passing Larry by, but there is only one woman. She is, of course, Larry's lucky video lady, Lana Luscious, the woman he is to contact. His problem is: how?

Larry finds the rollerblade rental shop on the boardwalk, enters, pays for a rental with his money from the casino (Alternate: he can leave his camcorder as deposit, if he doesn't have enough winnings), removes his shoes, puts on the rollerblades and skates off. He skates terribly at first, but slowly improves with practice as the timer expires. While skating, we prevent him from falling off the edge with a funny, out-of-balance loop. After he's learned how to rollerblade, we add Lana Luscious to the scene. She skates a little slower than Larry so he can catch her. If he does catch her, he talks to her and she suggests they head for that nearby bench and rest. After they sit, we cut to the close-up of Lana's face. (Alternate: He drops a hundred-dollar bill on the boardwalk close to her; she'll stop skating to return it to him, then accept his offer to sit down and rest a while.)

Lana tells him her hopes and dreams, her wishes and desires, her ambitions and fantasies, but mostly just invites him to the big mud-wrestling tournament that begins shortly back at the casino ballroom. No fool, Larry agrees to meet her there. He returns the rollerblades to the rental shop (if necessary), retrieves his shoes and deposit (or camcorder) and walks to the casino ballroom, which no longer hosts the "Tramp This! Wet T-Shirt Contest," but now the "Tramp This! Mud Night Madness" mud wrestling contest. If Larry pays the bouncer \$25 again, he sits down, Lana enters, stands in the middle of the ring and taunts him, urging him to "come on up!" Larry pays the bouncer \$500 to enter the contest. He flips on his camcorder and heads up the stairs into the ring (vat? pen?). Lana attacks him immediately!

We switch to an arcade game spoof with a bizarre interface. Female body parts appear on screen with the instructions "Click to grab here." Mostly they're arms and legs and necks and shoulders, but occasionally as the player moves close to click on one it changes beneath his cursor to a more intimate body part. Sometimes as the player moves near, a part will disappear and another part appears. This is all a smoke-screen, since what really matters is how often the player clicks the mouse and the number of seconds we've been wrestling. Larry and Lana wrestle, soon Lana is on top and appears to be winning, but eventually Larry flips her over onto her back, and spreads out on top of her going for the pin. She squirms, he squirms, they squirms, suddenly there's squirms everywhere! They both breath heavily, moaning sounds emanate from the CD-ROM drive, and they move ever more slowly and subtly, eventually rolling off the far edge of the stage just as things get good, landing on the floor at the feet of the front-row patrons. We see the audience's eyes widen, we see muddy clothes fly, we see men cheer, but we see nothing of Larry and Lana. We get a few laughs, iris in to black, then iris out on Larry outside the casino entrance. He talks to the doorman, asks him to summon a limousine, it soon arrives and he's off to the airport. Upon arrival, he purchases a ticket at the ATM for his remaining location (for this text, all we have left is Miami). He follows the same airport procedures again, including another "I Dream of Patti" sequence.

This time, he sees her playing a strap-on keyboard synth (in a very provocative way) before the reflecting pool in front of the Taj Mahal in the moonlight. We hear a few bars before dissolving to the final Patti reality -- Patti standing near her limousine in front of K-RAP Radio in Philadelphia, listening to a broadcast over its exterior speakers of an advertisement for The Taj Mahal Cafe. Again, since the limousine waits for her, she could leave at any time, return to the limousine, and head for her next city. This (and only this) region takes place at night.

As she enters the lobby, we cut to a reverse shot of the building's exterior, revealing the top floor was just a small part of the entire

structure, which stretches down a long hillside in a series of rooftop patios. We linger just long enough for the player to understand this is not really a small one-story building at all, then we cut to the lobby inside. Patti finds a bank of elevators, an unattended receptionist's desk, and the office door of Mr. John Krapper, Founder, Owner, President and C. E. O. of K-RAP Radio. His office is secured with a combination lock. She refers to her DataMan, learns the combination, enters it and the door opens. She enters carefully, only to find his office deserted.

Weird spotlights create pools of light, leaving portions of Krapper's office in darkness. The city lights are spread out in a spectacular view from his panoramic windows. Patti changes from dark to light as she walks around the office. She finds a locked desk, but picks the lock with the letter opener lying on the desk. (Alternative: use the spare desk key, which he keeps hidden in the plant by the window.) Inside Krapper's desk Patti finds the combination to the downstairs control room doors and a folder of incriminating evidence in the desk's filing drawer. A personal copier rests on the table. If Patti tries to take anything out of the room, the game won't let her leave. ("He'll surely miss that, Patti! Better return it.") She can, however, use his photocopier to make copies then return the originals to the desk. Unfortunately, the copier jams before the copies are finished. She automatically opens the copier to repair it, toner explodes everywhere, and she is transformed into Blackface Patti. She returns everything where she got it (retaining just the copies), but now she can't leave by the front door ("the receptionist has returned"). She notices the "shower" in his bathroom. If she is not dirty, she can't enter the shower. ("You don't need a shower right now, Patti. You're not dirty." "(Well, you're not soiled!)") She removes her clothes, hangs them on a nearby hook, climbs in the shower, turns on the "faucet," and the "shower" lowers through the floor, leaving her clothes behind. ("Patti! You're so em'bare-assed!!") She descends through the atrium lobby in Krapper's glass elevator, naked and black-faced, past floor after floor of office windows that fill with staring workers as she passes.

The elevator comes to rest in the downstairs broadcast area.

As she steps from the elevator, she notices a M. C. Hammer-style rapper's outfit hanging conveniently on a nearby hook, grabs it, and is instantly transformed into "Rap-pin' Patti P." With her hip clothes and her newly-black skin, she may now wander the area with impunity. She finds herself in a complex of closed cubicles containing workers dressed similarly to her, discussing something she cannot hear. She feels certain their conversations would be revealing to her mission. Wandering next door, she finds the station's control rooms.

Using the combination she learned upstairs, she unlocks Control Room B, enters, and finds a microphone, dozens of knobs, sliders, and meters, plus a few usable pushbuttons labeled with the names of various offices. By pushing the buttons she can spy on the conversations in the other small studio-offices. She places a reel of tape on one of the recorders and records their incriminating conversations. Unfortunately, as she records 2 Live 2 Screw incriminating themselves, P. C. Hammer (the DJ in Control Room A) observes her, deduces what she's doing, walks from A and blocks the door to B with a huge mike stand. He then leaves to get help! Patti is trapped in Control Room B! Using the control room mike, she sings a powerful high "C" and we see the glass walls shatter! (Alternate: talk to P. C. via microphone before he leaves his Room A, invite him to Room B, offer him the champagne from the limo, he gets drunk and tells all. You record him, and the others, then leave him there.) Patti finds the elevators to the rear of the room (not the glass one), returns upstairs, exits right past the receptionist (still in her Rap-pin' clothes), enters the limousine, and heads back to FBI HQ. This time, she dreams of Scrooge McDuck using a skip-loader to pour money over her naked body!

We dissolve back to Larry landing in Miami. He recharges his camcorder, reads the last girl's resume and installs a fresh tape in his camcorder. He finds no money in any of his normal locations, but does find a charity collection container, and steals a few quarters from it. ("There goes your chance for

the "Larry's Kids" Labor Day telethon!") Here he finds a new ad: a company selling "replacement" green cards for aliens who have "lost their cards." Their logo is a Latino man smiling and winking. Larry finds a limousine company ad, calls the number from a pay phone, then dials the counterfeiters and gets a card made. They leave instructions to pick up the card outside the airport in a few minutes. "It'll be on the trash can by the limousine stand. Be sure you leave my \$1000, ok? (click)" Larry leaves the terminal, finds the trash can, takes the card, and "forgets" to leave the money (since he has none!). His limousine is waiting nearby. The driver asks for a destination. If he's read the resume, he's found Doc Pulliam's business card. (If not, he can use the limo's cell phone to call Hollywood and ask for the address.)

His limousine arrives below the second-story, walk-up offices of Doc Pulliam, discharges him and leaves. He climbs the exterior wrought-iron stairway beneath the giant revolving neon bicuspid, up past the "Gym-Dandy Gymnastics Center" and enters Doc Pulliam's waiting room. The "helpful" receptionist completes the humorous forms in triplicate, ending with "is this an emergency?" Since it isn't, he may have an appointment in nine months and slams shut the sliding window. Larry uses the telephone in the waiting room, dials the number on Doc's business card, convinces the receptionist he's Dr. Payne, and he's sending one of his emergency clients over for Doc Pulliam. "His name is Larry; Larry Laffer!" (Alternative: Larry walks over to the waiting room magazine table, pulls the small, white doily out from under the WWII-vintage magazines, wraps it around his head in classic 3 Stooges toothache style before walking to the window.)

He knocks on the receptionist's window. She slides it open. "Why, you poor dear!" slobbers the receptionist, as she ushers him inside to Chi Chi Lambada's Dental Hygiene Heaven bay, "come right in." We cut to Larry in the dental chair as Chi Chi Lambada enters the cubicle and stands beside him. (Larry's eyes beam. He has had fantasies about gymnasts!) Latin Muzak plays over the dental office's P. A. system. reclines the chair and leans over

him. The chair is at the perfect angle for her to lambada Larry's arm and leg, which really turns her on. We cut to an extreme close-up of her face, showing ceiling for background. The music makes her dance, Larry plays along. The more Larry talks to her and the hotter the music becomes, the more she rubs herself on his arm and the more excited she gets. "Have you ever considered dental floss an aphrodisiac?" (Alternative: if Larry has the green card, the conversation goes in a different direction. She wants to live here legally. If only there were some way... you get the drift. He gives her the card and we can skip the dancing talk.) She suggests they adjourn to her apartment downstairs adjoining the old gymnastics studio. Quickly, Larry sets the Pocket Protector to record. We iris in to black, then iris out on the gymnastics studio after hours. The camera is peeking through her Venetian blinds, looking in from outside the building. We see Larry and Chi Chi flail around, passing back and forth before the window, executing tumbling runs, bouncing on trampolines, hanging by their heels from rings, etc. We iris in to black, then out on Larry standing outside the building. ("This is great, you think; you've been wanting to get more exercise!")

Larry returns to the dentist's waiting room, uses his telephone to call the limousine service, walks outside to find it waiting, enters, rides to the airport, gets a ticket for L. A., enters the plane, takes off and we go through the same "dream of Patti" sequence again. This time Larry sees himself in the role of Rick with Patti as Elsa in the closing scene from Casablanca. "You may not thank me now, but someday you know that the two of us don't amount to a hill of beans in this crazy, mixed-up world we live in..." The dissolve to reality shows Patti in that same trench coat, but Inspector Desmond is Rick, debriefing her ("And you assumed that had something to do with removing underwear!"). In so doing, Desmond informs the player of any points missed in the Patti portion of the game. "Well, Patti, I've got good news: you're the background music at the next White House dinner party." Right in the middle of this joyous conversation we cut to Larry in his airplane seat.

This is not like the other transitions; it's sudden, obviously there's an emergency -- something's wrong. Boy, is it! This time, Larry's face is facing downward, for the plane is plummeting to Earth. An announcement requests "passengers with flight experience may wish to report to the cockpit." The pilot has just drained the airplane's liquor stores and is unable to fly! ("What! No co-pilot?" "Cost containment. Do you think prices like ours are an accident?" "Yeah; an accident waiting to happen!" "They don't call us Aerodork for nothing.")

Since Larry once sold flight simulator software, he volunteers. We cut to a three-way split screen, showing an immense cockpit smothered with dials, knobs, switches, gauges, CRT screens, etc. on the top half, a close-up view of Larry panicking in the lower-left quarter of the screen, and a long shot of the plane plummeting to Earth in the lower-right quarter. Through some tricky maneuvering (none of which works) plus accidentally catching his coat sleeve on the controls (which does), Larry pulls the plane out of its spin, saving the passengers. He then lands it safely (by tripping on the rudder pedals at just the right moment), and becomes a Big National Hero. Leaving the same old jetway, he receives the typical, after-the-game, congratulatory telephone call from the President, inviting him to "a big State Dinner in your honor, Mr. Lafner! Of course, I'll be unable to attend, but I will send the Vice-President." We iris in to black, then out on a long shot of a big White House dinner party.

We see the dais in the back, with two empty seats near the Vice-President. Patti is seated near the entrance with Desmond, her date. Mr. Bigg, the Mafioso chieftain we met in our opening cartoon, in town to testify at a major Congressional hearing on interstate trucking, is seated on the dais near the V. P. Larry is announced as the guest of honor, he enters, spotting Patti immediately. She rises, they embrace, he asks her if she'd like to join him at the dais ("since I had a little trouble finding a date,"). She agrees, and without asking Larry, invites Desmond too. Since there are only two chairs, and Patti and Desmond grab them, Larry is left standing. A Secret Service agent walks in with a folding chair,

sets it up for Larry, and he squeezes between Quayle and Desmond. So now our dais line-up (from left-to-right) is Quayle, Larry (sideways), Desmond, Patti and Bigg.

Bigg hustles Patti during the soup course, singing her a soft love song while attempting to tempt her with a job as hostess of a new TV show he calls "America's Sexiest Home Videos." He attempts to impress her with his brilliance. "See what I've done: I've produced a TV show so vile, so repulsive, so blatantly pornographic, so obviously obscene, that even our U. S. Congress will have no choice but to respond with legislation tight enough to make the airwaves "Beaver" clean again, thus reviving pornography." Larry recognizes Bigg is referring to his show and calls Bigg on it. Patti recognizes Bigg's love song is one she composed for her LSL4 album. "There's no way you could know that song without having played LSL4! You're the one who stole "LSL4: The Missing Floppies" and you must be the man I've been chasing! Desmond, arrest him!!" Bigg leaps to his feet, pulls a gun from his pocket and aims it at Bigg. Larry throws himself on top of the V. P., slamming his face into the custard pie just placed on the table by the waiter. A Secret Service agent sneaks up behind Bigg, pulls his arm up as the gun fires, then helps Desmond wrestle the gun away. Bigg is handcuffed, and hauled away by Desmond and the nameless S.S. agent, leaving Patti dateless. She turns to Larry, "So it looks like I'm free for the weekend? How about you?" Quayle thinks she's talking to him and replies, "I could set things up for Camp David..." Larry assumes he's being magnanimous, thanks him and hopes he'll get a chance to come along. "You've always been a personal hero of mine, Mr. V. P.!!"

We cut to the White House lawn at sunset. As the chopper takes off and slowly disappears into the sunset, we wrap up all our loose ends through text as the credits fade in and out over the lawn. "So, all's well that ends well? Well, well! We learn all Larry's "work" was for naught as the ASHV producer "simplified the auditions" by magnanimously awarding the show's hostess gig to his girl friend; ASHV went on to become the megahit of the season; recordings no longer contain subliminal messages

since kids can't figure out how to play CDs backwards; the Mob's porn biz continued to decrease; Bigg pleaded insanity due to the high sugar content of the White House desert; Congress never did get around to doing anything to clean up the airwaves; the entertainment industry is only slightly more honest; and Leisure Suit Larry and Passionate Patti are together again!" "Hey, Larry," says Patti, "ya got any good videos we can watch during the flight?"¹.

Characters

Larry

see lavishly documented Character Sheets, long on file at SOL.

Patti

see lavishly documented Character Sheets, long on file at SOL.

Mr. Bigg

Mob boss, racketeer, kingpin, pin-stripe suit, black shirt, white tie, gold tooth

Mob flunkies

Two big, dumb, strong guys with various funny faces.

Filthy McNasty

President of PornProdCorp. Typical Hollywood producer stereotype. Too much gold. Terminally Jewish.

2 PornProdCorp flunkies

Just some suits with various, deadly-earnest, but funny faces.

Bobbi Bang

Larry's female limousine driver. Same description as Bobby Bang, her brother the male limousine driver.

Bobby Bang

Patti's male limousine driver. Same description as Bobbi Bang, his sister, the female limousine driver.

Michelle Milken

Beautiful wealthy black NYC junk bond broker/computerized program-trading specialist. Wall St yuppie, power-sex. Hangs out at Hard Disk Cafe. Likes computers, software, and hard-ware.

Peter Norton

Rolled up dress shirt sleeves, tie, dark slacks, needs a standing view with arms folded. Works the HDC main room.

Maitre d' Frag

Frag is his first (and only) name. Guards the entrance to the HDC preventing improper entrance. Makes Larry's computer tape membership card. Snooty, uppercrust. Use same character as Larry 2 and 3, as the joke is he remembers Larry from those games.

A grimy Little club owner

Seated behind a desk in his grimy office, cigar chomping, large belly

Inspector Desmond

FBI agent who contacts Patti at beginning of her segment, and is her contact throughout the game. Trench coat, dignified, looks like typical Secret Service type. (Earphone wire?)

Commander Twit

FBI head techie, white mane of hair, lab coat, dry humor.

FBI flunkees

Just some generic guys who do nothing but work around Twit's lab.

Dr. Lyccus Von Pelt

No relation to comic strip flyer. FBI gynecologist. Attractive, Warren Beatty in "Shampoo" (only upside down?).

Silver Dollar chick

No name, no personality, just hands out silver dollars outside the Casino. More automaton than character.

Casino Doorman

Summons a limousine for Larry. Larry then "accidentally" gives him all his winnings.

ballroom bouncer

Big bruiser. Collects money at doorway, not much else. It's a living.

various, sundry rollerbladers

Generic guys, kids, teens, little girls, old ladies, but NO suitable chicks for Larry. Never stop skating left and right, so only 1 (mirrored) loop each is necessary.

Rollerblade shopkeeper

A clerk, skater-length hair hanging over the right half of his face. A "dude" without lots of brains. Knows his skates. Nothing else.

Lana Luscious

Ditsy Atlantic City blonde-bombshell, former beauty pageant runner-up and wet T-shirt contest entrant, now professional mud wrestler/casino change girl. Spends her days rollerblading on The Tramp Boardwalk.

Reverse Biaz

Cute, studly hunk, long-haired, earringed Baltimore recording studio engineer specializing in backwards subliminal message recording.

Chi Chi Lambada

Miami-based Latin-American lambada-dancing former gymnast/dental hygienist. New in country. Needs green card. Willing to "pay" for it!

John Krapper

President of K-RAP Radio. We never see him, just visit his office.

P. C. Hammer

Number 1 rap disk jockey and obscene rap lyricist at Wonderful K-RAP Radio in Philadelphia.

suicide man

Will we ever be able to implement this? Probably not.

There is a continual, nonsense, running gag where occasionally upon entering a scene, a man is visible in the corner. He attempts suicide and fails. Sometimes he walks off-screen, sometimes he just keeps on trying. No point, no reason. (Rather like flasher in LSL1.) Choose from the following or add your favorites:

- asphyxiation
- guillotine, decapitation
- blow brains out
- break neck
- burn at the stake
- disconnect his own life-support system
- disembowel
- drive stake through his own heart
- electrocution
- lethal injection
- fall on his sword
- hara-kiri
- drink hemlock
- jump off a building
- jump off a pier (boardwalk)
- overdose of sleeping pills
- overdose on drugs
- pillow held over his face
- Russian roulette
- scalp himself
- self-immolation
- slash his wrists
- slash his throat
- dressed as a crusty old sailor, he scrimshaws his member

Scene by Scene Description

Throughout this chapter, underlined text indicates mouse click actions by the player.

"Material inside quotation marks" indicates print messages. All character dialog windows in which a character responds to player input includes a "talking head" of that character. Text in print windows is not normally inside quotes, unless it is dialog said by a character.

The picture change style "iris in, iris out" is reserved to denote the passage of time. The iris in goes to a completely black screen, we pause 3 seconds, print a message telling what happened, then iris out on the following scene. "Wipe from right" is reserved to denote a "Meanwhile..." scene. "Meanwhile..."s all use the same frame. Following a "Meanwhile..." we "wipe from left" to the next scene.

Opening Sequence

100 Title

How about if we did something creative? "Sierra presents", then "Leisure Suit Larry in", "Episode 5:", "Passionate Patti Does a Little Undercover Work"

110 Copy Protection Spoof

First screen up upon anyEvent is a spoof of document-based copy protection. Screen says "Please remove your clothing and compare yourself to the photograph on page n of your manual. Click OK when ready!" Click and see, "Do you have less or more?" Click and see, "Less or more what!?" Click and see, "Boy do you look foolish!" Run "Opening Larry Cartoon."

115 Trivia Quiz

I guess we have to do this again. Larry3 was the best way I can think of. Let's rip it off until something better comes up.

Credits

I prefer we list anybody who makes a significant contribution to the game. There is no special picture background for credits. Instead, use the Larry3 style, in which the credits dissolve in and out over actual game play. We'll show 'em all again (in same manner) at the end of the game over the closing cartoon, as the helicopter disappears into the sunset.

TouchTone Dialer

Standard telephone pushbuttons. We'll make the * and # do something funny. Show buttons depress. We'll do a spoof of voice mail ending in a circular loop with "press 1 for more". Several phone numbers in doco will actually work here. Sierra numbers, including 900 hint line.

Opening Larry Cartoon

120 Mob boss' office

Medium shot. Many gangsters sitting around conference table in Mr. Bigg's office. Expensive decor, clothes; inexpensive taste. Bigg wants to hear their annual reports. Flunkee 1 begins. He ain't real bright, but nice suit.

Flunkee 1 explains problem. "As you know, ever since LPs in the 50s, our recording industry subliminal message campaign, "Just Do Drugs," has been a resounding success. Drug sales have never been larger, while prices remain firm as this slide shows." He projects Slide #1, a parody of presentation software slide shows. It shows an arrow indicating the growth of Mob drug profits versus record industry investments (it has a shape subtly similar to an erect penis). Over the slide, Flunkee 1 continues, "Discounting our one abortive push to quadraphonic, results have been most gratifying," he concludes. "Now to you, Biff." Flunkee 2 is another rocket scientist.

Flunkee #2 begins, "Our pornography division also enjoyed a period of explosive growth as you can see from this slide." Cut to Slide #2, another upward-trending arrow (with a similar shape) representing 1955-1980 revenues from pornographic movies and magazines. Flunkee #2 continues, "Unfortunately, after a quarter century of positive ROI, recent results have been definitely flaccid." He shows us Slide #3: porn revenue, 1980-1990. "We attempted to counter this trend with a heavy investment in rap music, thinking teenagers' continuous exposure to pornographic lyrics would help sales of our wider product line. But the result is obvious: painfully declining penetration! Our market research failed to foresee the widespread growth of cable! Even when we forced through rapidly reduced VCR prices in the early 80s it just didn't help our X-rated movies sales -- no one buys them! Why should they, when they can use their remote controls to flip through channel after channel of almost the same stuff in the comfort of their own homes? Now even the networks are getting into the act!" He is interrupted by the boss...

130 Mr. Bigg Close-up

We cut back to Mr. Bigg, obviously angry, steaming, who responds through clenched teeth, "I understand the problem, but I want a solution!" His eyes leave no doubt as to his meaning. We fade to black.

140 Office of the President, PornProdCorp

"Six Months Later" Another business meeting, but this time in another, more refined, glamorous setting. PPC Flunkee #1 is concluding his report to the President. "And so, I'm pleased to say our contest to find "The Sexiest Woman in America" to serve as our hostess has been a tremendous success! Our Vanna Black character will be one exceptional woman! We searched for a woman beautiful yet with All-American girl next door looks; a woman virginal and untouchable yet sexy and slutty. We've received thousands of submissions, and narrowed it down to three finalists. I intend to have these three women flown here, first class, wine and dined before the auditions. National press coverage will be arranged. In short, everything is proceeding according to schedule." He sits down to a burst of applause.

PPC President Filthy McNasty speaks, "But, wait. I know if we bring these women to Hollywood to audition under those circumstances, they'll all be sexy. I'm looking for a woman so over-sexed she'd drop for any man, any loser, any dork, no matter how lame! I think we should hold a double-blind audition, where the women don't know they're auditioning and the auditioner doesn't know he's auditioning."

PPC Flunkee #2 interjects, "But, that's impossible. We need videotape for review purposes. I don't know how we could do that!" McNasty agrees, "Yes, we do need to review. But what if you

could find an auditioner so inept, so sexless, so lame, so unappealing that it would take the sexiest woman in America to find him attractive." Sounds of "Great idea!" "Of course!" "Masterful stroke!" ring out. "But, Fil--, er, Mr. McNasty! Wherever will we find someone like that?" they ruminate. We scroll off screen right to the hallway immediately outside the McNasty's office where we find our hero patiently waiting to begin the game.

[after Larry gets the coffee pot] Screen scrolls back right. In walks Larry carrying the coffee pot, passes behind Bigg and turns to pour coffee into his cup. We cut to...

145 McNasty gets scalded

We see Larry bump the glass pot against the edge of the table, breaking the glass and spilling coffee all over McNasty's lap. He screams in pain and anger, "You clumsy idiot!" shouts McNasty. "What a dolt! Who hired this fool? Sexy women? Why, the sexiest woman in America wouldn't find..." Suddenly his tone shifts while a light bulb appears over his head, "Hey, wait a minute! Wait a minute!!" We cut to "Close-up of McNasty" below.

150 McNasty and Larry 2-shot

Larry sitting alone with Filthy McNasty. "Nice leisure suit," he begins sarcastically. "What's your name?" "My name is Larry; Larry Laffer." "How quaint," he responds, ignoring your semicolon, "your first and middle names are the same. Well, never mind, here's the deal. Luffner, we're looking for a hostess for our new show. We have three women selected as finalists, but we're all too busy to hold auditions. So I want you to "audition" them for us." He smiles and winks. "You do understand about how we "audition" girls, don't you, Loafer?" You're charmed. "What? Audition three women? No problem, boss, I'm your guy!" Why it's a dream come true! But, here comes the catch. "But, Loaner, if you tell them who you are, or of your powerful position here, it won't be a valid test," says McNasty. "We want to see their reactions to a nice, normal guy like you, Lori," he pulls out a pocket protector loaded with colored pens. "So I want you to videotape your "meetings" on this brand new, imported, .5-lux, Rob Lowe Model Complete-Video-Studio-in-a-Pocket-Protector. You must never let them suspect you are representing the show or that you are filming them!" He smiles as he hands it to you. "If you can pull this off, Lipper, I promise you a really big promotion: perhaps even Assistant Associate Director! What do you think of that?" You think, "Wow! This could be the big break I've been hoping for!" But to McNasty you reply, "I promise to give it my all!" He concludes, "But because its a new model and its tiny size, this little baby's recording time and battery life are severely limited. Be sure you recharge after each girl." ("Heh, hey. Always a good idea," you think!) "OK, Safford, you've got two days. Better get the girls' bios from the file room and get going!" We cut back to Larry standing near the (now gone) coffee pot.

"PornProdCorp" -- Hollywood

The home offices of the production company creating "America's Sexiest Home Videos." in glamorous Hollywood, CA. Larry works here. There is no connection made between the Mob and PornProdCorp.

160 PornProdCorp lobby

A transition between Larry's workroom, McNasty's office, file room and exterior. Exit East to exterior. A large sign proclaims "PornProdCorp: Home of 'America's Sexiest Home Videos.'"

[During opening cartoon] There's a coffee pot here with a pot of coffee. We come here for a short player control section: Cries of "Coffee" emanate from the boss' office until Larry takes coffee from the stand. Under program control he heads into the boss' office. We cut back to "Office of

the President, PornProdCorp" above for continuation of cartoon. DAC machines will hear real voices yelling for "coffee!"

[After opening cartoon] Game begins with Larry standing here with pocket protector in inventory. Larry thinks to himself, "How did I get here? How did I end up in this job? The last I remember, I was programming on a porch!"

Coffee pot is gone; nothing else to do with coffee area. Look in area of Larry's workroom hallway gives "Chief VCR Rewinder and Sterilizer (Beta Division)" Look door of McNasty's office gives "Filthy McNasty, President, C. E. O., C. F. O., C. T. O., C. O. O., Chairman of the Board, Executive Producer" Look door of fileroom gives "File Room -- Authorized Personnel Only." Look near east edge of pic gives "A door leads outside." Exit via east edge.

Recharging camcorder at coffee pot outlet (as well as everywhere else where there's an electrical outlet): All outlets are a consistent height from the floor (isn't code 12") so we can reuse same graphics. Recharger on outlet Moving to the electrical outlet, Larry bends over, plugs in the empty charger, and parks it on the floor. He's free to move away. Camcorder on charger (if charger on floor) Larry moves to outlet again, bends over (same loop), inserts the camcorder into the charger. He is free to leave while it's charging. Look camcorder while in charger shows time left to complete charge. Look camcorder while in inventory indicates length of recording time remaining. Can't take camcorder from socket before it's fully recharged. A full charge equals 10 minutes of recording time.

A water cooler sits against the near wall, with bubbles occasionally rising to the top. If Larry is within a few pixels of it, and faces North, it burps and Larry says, "Oops. Excuse me." Only do once, unless Larry walks 80+ pixels away and returns.

170 Larry's workroom

Stacks of tapes everywhere. 55-gallon drum of disinfectant mounted high on wall with hose and spigot hanging down. Look shelf mostly says "There are many different types of videotape here." Finding the tiny tapes says "these tapes look like they'd fit your new camcorder." Hand on tiny tapes grabs the three videotapes, commenting "And you always thought those were DAT tapes. You cleverly label the tapes "Girl 1" "Girl 2" and "Girl 3"."

Look workbench reveals a battery charger on workbench. Hand gets it. Drawers under workbench, all at same height (so one loop opens all) all can be opened with hand. Most give text gag. One contains degausser. Hand gets it.

Anywhere: degausser on tapes gives, "Sliding the switch to send rapidly alternating, pulsating currents through your degausser, you sensually rub it in slow, concentric circles over each girl's dedicated magnetic particles, gradually increasing in speed and intensity, until they (and you) are randomly aligned. A shudder passes through your body!! By God, that's degaussing!" "You wipe the sweat from your hands." Set tape state to degaussed.

Anywhere: tape on camcorder If tape is degaussed, "OK." If not, "This camera requires tapes that have been previously degaussed." Else, set camcorder state to tape number loaded.

Anywhere: hand on camcorder opens dialog window with elaborate requirements, only obtainable through the doco. We'll flesh this out later.

180 file room

[first time only] "Larry looks at the date and realizes a full year has past and he can remember nothing! He's had amnesia. What did he do? What happened to Larry4?"

Look drawer mostly gives, "Filthy McNasty Personal" some drawers say "Losers" but one drawer says "Finalists." Hand on drawer opens drawer. Can't really see much in drawer. Look drawer while open says "Here are (were) the finalists' resumes." Hand on drawer takes the three finalists' folders if they're there, adding all three to inventory at once.

Look counter says there's a credit card imprinter with a credit card still in it. Hand on Counter takes the Aerodork Gold Card from the file room's credit card imprinter if it's there and he's read the message.

Anywhere, if he has the folders: Look folder works like this. It describes the contents, then adds an object to inventory. Look MM adds the Hard Disk Cafe napkin. Look LL adds the Tramp Casino matchbook. Look TP adds the business card from "Doc Pulliam's Dental Hygiene Heaven." Those items are then lookable too. Each folder tells his destination city, the girl's name, and how/where to contact her.

190 PornProdCorp exterior

Show palm trees, Hollywood sign in background. Door enters PPC. Limo always waiting. Hand on Limo to enter. Hand on Limo to enter. Show Larry climb inside, then cut to "Limousine Interior" below.

Generic Limousine

200 Limousine Interior

This scene is reused in every city as transition between airport and point of interest. Each city requires its own logic, messages and driver. In most cases, in the previous, exterior scene ego used the hand on limo to indicate he wanted to enter, we walk ego to the limo, newRoom to here where the limo is obviously standing still. The driver waits until the player provides the input to indicate destination. The only exceptions are: when Larry is finished in a city and can only go to the airport or when Patti is finished with her second city and can only return to D. C. In those (four) cases, we automatically announce to the driver the destination, and the trip begins. At conclusion of any trip, we see the exterior animation grind to a stop, have ego say "thanks for the ride," and newRoom to the next exterior scene automatically. Upon arrival in the newRoom, ego is standing beside the limo, so we never have to see him/her climbing in or out. Larry's limos always leave immediately. Patti's limo waits for her.

The following things work everywhere: Fast Forward icon takes us to ego standing after exiting the limo. There is a working TV, but it shows is commercials for other Larry games. Hand on tv turns it on. There's a VHS VCR with Beta tapes, not "takeable." There's a bar with liquor bottles, all of which are empty. Patti's limo has one bottle of champagne. Hand on bottle takes. Hand on onscreen button lowers and raises electric window to driver compartment.

Patti and Larry get different drivers, both are young, attractive, sexy, desirable and unobtainable. They may chat during the short rides, but nothing will happen. If Patti's in the limousine, the driver is Bobby Bang; if Larry, it's Bobbi Bang (no relation, of course). In every city, Larry's girl driver's last name changes spelling (Bangue, Banng, Bahng) but we still use the same view. All have same description, etc.

Hand on cell phone lets Patti call FBI (only?) and Larry call PornProdCorp offices. All phones in the game utilize the same touch-tone telephone face for dialing (see "TouchTone Dialer" below). The fax machine is for incoming faxes only. If Patti uses the cell phone to call the number Twit gave her, she gets Desmond's office and requests a fax of the next address she needs.

Larry's limo rides

departing L. A.

If Larry has the Aerodork Gold Card, the tapes, the recharger, or the degausser (he can do without the finalists' folders), he automatically announces his destination as "to the airport, please!" He relaxes while we cut to the first "Meanwhile..." scene below. After "Meanwhile..." he arrives quickly at the airport.

But if he forgot something, upon entering limo, Larry just sits. Soon the cel phone rings. It's Al telling you you're not ready to proceed. "Ignore Al / Exit Limo" "Al says, "Give up? Ready for a hint?" Click 'Yes, I'm a wimp' or 'No, I'll look some more!'" Give hint or not. If he reads the clue, he doesn't get the points, but he doesn't need to solve the puzzle either. This same procedure is followed anywhere else Larry is "locked with no way to make progress."

NYC

[arriving after airport] A look shows a previous passenger left his DayTrotter address book/calendar/ everything on seat. Can take the DayTrotter lying on the seat in NYC. Window to driver is stuck. Driver can't hear us. Must give destination to driver by showing HDC napkin, or if no napkin, use phone, call office, get address, driver takes off (he explains "I just happened to overhear the address.>"). After getting destination, limo starts, we see a little animation of stuff whizzing past outside the windshield, then pull up at the "Hard Disk Cafe" exterior. If he attempts to exit the limo without the DayTrotter, we give it to him, but give no points.

[returning to airport] Larry automatically announces his destination as "to the airport, please!" Limo starts, we see animation outside begin to cycle, then do the next "Meanwhile..." (see below).

Atlantic City

[arriving after airport] Window to driver is stuck. Driver can't hear us. Must give destination to driver by showing Tramp Casino matchbook. If no matchbook, can use phone, call office, get address, driver takes off (he explains "I just happened to overhear the address.>").

[returning to airport] Larry announces destination automatically, limo starts, we see animation, then do the next "Meanwhile..." (see below).

Miami

[arriving after airport] Window to driver is stuck. Driver can't hear us. Must give destination to driver by showing Doc Pulliam's business card. If not, he can use phone, call office, get address, driver takes off (he explains "I just happened to overhear the address.>").

[returning to airport] Larry announces destination automatically, limo starts, we see animation, then do the next "Meanwhile..." (see below).

Patti's limo rides

Washington, D. C.

[after FBI] Patti sets the DataMan to either destination's info, then shows DataMan to driver. Or, she can cell phone Desmond's number at FBI HQ (which she learned from Twit) and get a fax back in return with the addresses on it. She shows fax to driver to give him the address, then settles back for the trip. Can take bottle of champagne resting in the limo bar. We cut to "Patti dreams of..." below.

Baltimore

[after leaving K-RAP] If Patti has finished Phillie, she automatically announces "Home, Bobbi!" to the driver. Otherwise, she sets the DataMan to Phillie, then shows DataMan to driver. If no DataMan, can show fax to driver. Can take bottle of champagne resting in the limo bar. We cut to "Patti dreams of..." below.

after Philadelphia

[after leaving des Rever] If Patti has finished Baltimore, she automatically announces "Home, Bobbi!" to the driver. Otherwise, she sets the DataMan to Baltimore, then shows DataMan to driver. If no DataMan, can show fax to driver. Can take bottle of champagne resting in the limo bar. We cut to "Patti dreams of..." below.

Meanwhile... sequences

Each "Meanwhile..." is framed in a dark frame. It wipes in from the right, shows its little cartoon, then wipes out from the left when done. Start soon after ride begins. On each of Larry's trips to the airport (L. A., and after each of his three women), instead of watching the entire ride, we interrupt the ride to "take this opportunity to show you what's happening in..." Skipable via Fast Forward icon. Upon return to limo, ride is slowing to a stop.

210 Meanwhile... Mob wants CANE

Bigg discusses with his Mafioso henchmen how best to raise public anger against A.S.H.V. One suggests using a new, hyper-active, conservative organization ("Conservatives Against Nearly Everything") to raise CANE against obscenity in rap music, suicide messages in heavy metal, and shock DJs. Bigg agrees they sound like the perfect group to form the vanguard of the protest against a filthy TV show. Just a cut scene, then back to the limo. Reuse v122, v124.

215 Meanwhile... McNasty on phone

Inset showing just McNasty on the telephone, listening deferentially to someone he refers to only as "Julius." He looks worried and assures him everything is proceeding nicely. Just a cut scene, then back to the limo.

220 Meanwhile... CANE gets a big grant

When CANE receives a sizable, anonymous donation to help its pursuit of porno on TV, i.e., America's Sexiest Home Videos., the excitement spreads through the hallways like the smell of their cheap hairspray! Make 'em all look like Jim Bakker. (Except for Tammy!) Just a cut scene, then back to the limo.

225 Meanwhile... CANE works Congress

CANE isn't letting its Mob "donation" go to waste. We see them delivering Halliburton suitcases full of money to their favorite, right-wing Congressman on a bench under a tree right outside the U. S. Congress! "I think you'll know what to do with this sizable cash contribution to your 're-election' campaign, Senator" "Have I mentioned how much we want to see America's Sexiest Home Videos off the air?" "I thought so..." Just a cut scene, then back to the limo.

Patti dreams of...

The following three dream scenes take place while Patti is riding in the limousine between gigs. Dream "bubbles" appear near her head, swell to fill the center of the screen, then we see each of the scenes below in that bubble. Following the scene, we fade to black, print "Meanwhile, an airliner is preparing for its descent into %n." nextCityNameStr There is no attempt to "meld"

the vision into the conclusion of Larry dream which follows. Patti's inventory leaves and Larry's comes back. Fast Forward icon takes us to start of next Larry segment.

230 ...Donald Tramp's Yacht

Patti falls asleep and dreams of drifting with The Donald on his fabulous yacht, The Tramp Pianist., enjoying the good life, performing Czerney on his chest. After this establishing long shot, we cut to...

232 ...Donald Tramp 2-shot

The Donald strokes Patti's hair with a diamond-encrusted, gold-plated, sable-whisker hair-brush while she tickles his ivories. The scene fades to Larry landing.

235 ...Wild Willy Gates

Patti dreams that she and Wild Willy Gates are lying on a huge, bedroom-sized, circular water-bed with wave-machine attachment, their interesting parts covered only by strategically-placed infrared Chiclet keyboards. Willy whispers romantic source code and major computer vender deals in her ear.

240 ...Scrooge McDuck

Patti dreams of Scrooge McDuck driving a skiploader through his money bin, picking up scoops full of money and showering it all over her naked body.

Generic Airport

All of these pictures are reused in L. A., NYC, Miami, Atlantic City, Washington, D.C. All that changes is the addToPics of the city names and humorous advertisements for local attractions on the walls. "All airports look alike!"

250 airport exterior

[before departure in all cities] Limo drops Larry off here and leaves, never to return again. Entrance to lobby. ATM machine here. Look at ATM takes us to "ATM Close-up" below.

[after arrival in all cities] Limo doesn't appear here until Larry telephones limo company from phone in airport lobby.

Miami only

There is a trash can waiting here. (Look can says "Hold it till you get to the can!") If Larry telephoned the Green Card Corp. and made arrangements for a card to be delivered, when he enters this scene he can look can and find it waiting on the trash can. He can take card, but he always "forgets" to leave the money (since he has none!).

258 ATM Close-up

Automatic Ticket Machine. AutoTik from AeroDork. Looks like a computer monitor, but with a touch screen. Apply Gold Card to slot and machine comes to life. Only offer flights to cities Larry hasn't yet visited. Click on destination. Issues Boarding Pass directly into inventory. "Welcome, Mr. Williams! Where to today?" followed by a selection of any remaining destinations.

After a flight, ATM screen says "Out of Order. Try again later. Why not enjoy your stay in %s now? Have a nice day. Thanks for trying AeroDork" cityNameStr

"Want some cash?" "HA HA"

Airport Lobby

These three pix go together, scrolling left and right. Reuse same pic in every city, with only addToPix changing.

260 airport lobby, West

Has electrical outlet to recharge camcorder battery pack. Recharger on outlet shows Larry plug in recharger. Camcorder on recharger after it's plugged in shows Larry place the camcorder on the recharger. Hand on camcorder shows Larry take both camcorder and recharger.

L. A.

Nothing special. Only funny ads. All pay phones broken.

NYC

Larry reads a limousine ad on the wall, learns the telephone number of the "Checker Limo Co."

Atlantic City

Several slot machines on wall, one of which contains a quarter someone previously dropped in without pulling the handle. If hand on slot, Larry pulls the handle and wins several quarters. Quarter on slot machine replies, "Only fools play the slots, Larry!"

Miami

The change tray of a broken cigarette machine on wall contains two quarters.

270 airport lobby, Middle

Has exit south to exterior, door on north wall. Apply Aerodork Gold Card to the rotating security TV camera to gain admittance to the Chartreuse Carpet VIP Lounge. Two ticket agents argue behind the counter, ignoring him. They move back and forth between p270 and p280.

L. A.

Nothing special. Only funny ads. All pay phones broken.

NYC

Handicapped children collection cannister in CENTER. Hand on cannister takes quarters from little crippled children. ("There goes your chance for a Larry's Kids telethon!")

Atlantic City

Ad for "Tramp Limo Service."

Miami

Ad for JustGreenCards, a company selling "replacement" green cards for aliens who have "lost their cards." Their logo is a Latino man smiling and winking. "'Lost' your green card? Just call me! You'll get a 'replacement' immediately. We deliver!!" They leave instructions to pick up the

card outside the airport in a few minutes. "It'll be on the trash can by the limousine stand. Be sure you leave my \$1000, ok? (click)" L

280 airport lobby, East

Bank of pay telephones, all of which are broken except one, which is randomly selected once per city.

L. A.

Nothing special. Only funny ads. All pay phones broken.

NYC

Larry finds a quarter in a pay phone here, dials the limousine company's number on the (one unbroken) phone, then walks outside to find his rental limousine waiting. Quarter on Phone brings up "Phone Dialer" screen.

Atlantic City

Nuttin special

Miami

Limousine company ad in RIGHT. Pay phones in RIGHT.

290 Chartreuse Carpet VIP lounge, empty

The Chartreuse Carpet VIP Lounge consists of four bare walls, a burned-dry coffee pot, and a folding chair. Barren, spartan, homely. Exit only to hallway and skyway. "You feel out-of-place in such luxury." Always the same. Fortunately, it's always time to board. The flight is announced, a "Now Boarding" sign flashes over the jetway door in the rear wall, Larry walks to the door, look door mentions a slot for boarding passes, and he applies his Boarding Pass to the ABM slot. The pass is retained by the machine. The door opens and he walks down the first class jetway to his flight. A continuously diminishing ego walks into the long tunnel and becomes a tiny speck before we change pictures to his first class seat. Upon his return, he becomes a steadily growing ego. (An experience not wholly unfamiliar to...) Take pot, chair do nothing. Click on chair walks Larry to it, then does an EOL of ego sitting, falling backwards, rolling, standing up while chair springs back up to normal position.

This scene is the same in all airports until the very end of game after Larry saves the airplane full of passengers. Then it becomes...

295 Chartreuse Carpet VIP lounge, full of reporters

Just a cartoon. After saving the airliner, upon leaving the jetway Larry finds the (now-expected, standard) VIP lounge completely full of reporters, TV cameras, lights, boom mikes, etc. As he enters, the room cheers. Someone thrusts a telephone into his hand and we an inset of the President. He makes the typical, after-the-Super-Bowl telephone call, congratulating Larry for "saving the Vice-President's Mommy," and invites Larry to "a big State Dinner in your honor, Mr. Laffter!" Larry grins and accepts. As the crowd goes wild, children ask for autographs, and photographers seek in vain for a "good angle", we iris in to black, then out on the big White House dinner party long shot.

Generic Airplane

Used whenever Larry travels to or from a city. Always the same. "Don't all airplanes look alike?" "Aerodork -- the world's first all-automated airline. No messy humans to deal with!" The usual airplane sequence is: "Jetway," "Takeoff," (possibly "U. S. A. Map,") "Sitting in First Class," "I Dream of Patti," then game play as Patti until her dream sequence, then back to "Sitting in First Class" to see Larry wake up with funny Patti-dream parallel, then "Landing," then "Jetway" at the next airport. Fast Forward icon always takes us to the start of the next important segment.

310 Takeoff (also Landing)

This is just a cut scene. Can be skipped with Fast Forward icon. Extreme long shot of tiny plane rising from runway.

On takeoffs, come here from the "Jetway" scene. If he took off from LAX or has finished all three girls, we cut to the "U. S. A. Map" below. If Larry's flying between the East Coast cities, we skip the "U. S. A. Map" below and instead, return to "Sitting in First Class." Each takeoff has a slightly more exaggerated, sillier animation.

For landings, come here from "wake-up in plane", watch plane land, then cut to "V.I.P. Lounge" where we see Larry walk out of jetway. Air traffic control jokes. Each landing has a slightly more exaggerated, sillier animation. For the final, Larry-controlled landing (after he saves the airliner), we show the plane do several "bounce and goes." Finally, Larry brings it in crosswise (on the taxiway between runways), the plane "digs in its claws" and screeches to a halt. Larry comments, "What a stupid way to build an airport!! Imagine building a runway 50' long... and 2 miles wide!"

315 U. S. A. Map

This is just a cut scene used to show (only two of) Larry's flights to and from L. A. All flights are straight. After tracing about one-fourth the route, cut back to "Sitting in First Class" and show Larry begin to doze.

320 Sitting in First Class

This is just a cut scene. Can be skipped with Fast Forward icon.

[before dream] This shows Larry sitting in his seat, with the magazine visible in the seatback ahead of him. His groin is hidden by the seat's armrest. He can take in-flight magazine from the seatback pocket for clues to more difficult puzzles. Clouds pass by occasionally while flying. Otherwise, the player just watches Larry begin to doze. Larry's dream bubble appears and grows to fill the center of the screen. We shift to one of the "Larry dreams of Patti" cartoons.

[after Patti's dream] Each Larry dreams ends with our return here, just in time for a punchline. Then we hear the "tighten seatbelts, we're landing" speech and cut to "Landing" above.

Larry dreams of Patti...

All of the following dreams are just cut scenes. Can be skipped with Fast Forward icon.

[after "Sitting in First Class"] Each scene appears in a cloud which is on top of the "Sitting in First Class" scene above. Each shows Larry's idyllic vision of what Patti is now doing, then dissolves to the current, less-than-idyllic "Patti reality" somewhere. Position the characters in the dream so they can meld into the reality characters without movement. Use same slow dissolve as in "Patti dream sequences" in limo. Show each of the following Patti performance sequences

just long enough for us to hear enough of the music to know it's different each time. Ultra-romantic, idealized, backlit by moonlight, etc.

Dreams appear in an order dictated by the choices the player makes as Patti. Athens always comes first to set up the "Piano Pit" sequence with the FBI. When Patti tells the driver to take her to Baltimore Larry dreams of Venice. When Patti heads for Philly Larry dreams of the Taj Mahal. Casablanca always occurs last.

[after Patti's dream] After Patti's three dreams fade to black, we return here to see Larry's vision of how his earlier dream of Patti is progressing. Each time something happens in his dream to wake him up, and provide material for a gag; fortunately, just as the airplane is ready to land. After seeing the joke, we cut to "Landing," above.

330 ...in Athens, reverse medium close-up

This dream always comes first, after "Take-off" from LAX. Patti plays a heavy, serious, classical piano recital featuring Romantic (with a capital R) variations on the Larry Theme Song for a huge audience outside the Parthenon. Patti in low-cut, high-slit, formal, black, floor-length, ultra-sexy gown. Black, 9', concert grand piano. Audience formally dressed (to the nines) visible behind her. After hearing a few bars, we cut to...

335 ...in Athens, long shot

Long shot showing stage in far distance, large crowd stretching downhill listening attentively. Patti finishes her performance, rises and faces the camera, and we cut to...

340 ...in Athens, reverse

We see Patti from the rear of the stage, bowing to a standing ovation from the huge audience. Much applause. Roses thrown to the stage. We dissolve to "The Piano Pit" and the opening Patti cartoon.

345 ...after Athens

When Patti's dream is done, we fade to black, then return here. We see a continuation of Larry's dream of Patti, except now he's leaning against the piano, she's leaning against him, he's rubbing her neck, her back, (Hey! He unzipped the back of her dress!), her sides, and almost her chest. We cut to "Sitting in First Class" to see Larry's hands up in the air in front of him, squeezing two backs of nuts. The stewardess' voice says "Mr. Laffer, is there a problem with your nuts?" We cut to "Landing"

350 ...in Venice #1

This dream occurs if the player chose Baltimore as Patti's destination as he was finishing the previous Patti segment. We see a gondola float down a Venetian canal under a bridge in the moonlight. Gondolier is not visible. "You stick it in too deeply -- an experience wholly unfamiliar to you!" We hear a few bars of some sensuous, Italian music, then cut to...

355 ...in Venice #2 (reuse for after Venice)

[before Patti] Patti lies in the gondola beside the gondolier, who looks a lot like Larry. She gazes longingly at him, he returns her obviously strong emotions. The music builds to a fever pitch, setting up the following scene, as we slowly dissolve to Patti's reality: she's in the backseat, fending off her limousine driver's advances...

[after Venice] Following Patti's dream, we fade to black, then come here. We again see a gondola floating through Venice, but this time, after setting the romantic mood again, it springs a leak

right between Larry's legs, wetting his pants just as we cut back to "Sitting in First Class," to see sleepy Larry holding a dripping glass above his lap.

370 ...at Taj Mahal

This dream occurs if the player chose Philadelphia as Patti's destination as he was finishing the previous Patti segment. Patti plays rock and roll with a strap-on keyboard synth by the reflecting pool of the Taj Mahal. Other band members nearly invisible. The angle of the synth emphasizes her figure. We listen to a few bars of rock as we set up the following picture, then slowly dissolve to the Patti reality showing Patti standing before the K-RAP building.

375 ...after Taj Mahal

Following Patti's dream, we fade to black, then come here. We see Patti and Larry inside the Taj Mahal, lying on some large, Indian cushions becoming quite friendly. Her synth rests nearby. We see the concert site through the window. Patti plays an oboe, charming a cobra, causing it to rise from its basket. As we cut back to "Sitting in First Class," we see sleepy Larry's meal slide off his tray table onto his ankles. Since both of Larry's hands are visible (but his groin isn't), we'll let the player's imagination determine why Larry's face is so red!

380 ...Casablanca

This dream always occurs last, as Larry takes off for L. A. We see Larry as Rick (Humphrey Bogart) and Patti as Elsa (Ingrid Bergmann) standing on the tarmac in the fog with the DC-3 waiting in the background fog. "Hill of beans" speech. We fade to the reality of Patti and Desmond standing in the foggy alley outside the Piano Pit again, dressed in their respective trench coats. Use the tight 2-shot of Desmond and Patti so we can see lots of Larry's face.

385 Dying in First Class

This is just a cut scene. Can be skipped with Fast Forward icon. Same as "Sitting in First Class," but pivoted 90 degrees to indicate airplane plummeting to earth. The transition here is not like the other transitions; it's sudden, obviously there's an emergency -- something's wrong. Boy, is it! An announcement requests "passengers with flight experience may wish to report to the cockpit." Since Larry once sold flight simulator software, he volunteers. The pilot's contract has just run out and he refuses to continue flying the plane! ("What! No co-pilot?" "Cost containment. Do you think prices as low as ours are an accident?" "Yeah; an accident waiting to happen!") Pilot leaves carrying a parachute.) It seems the Vice-President's Mommy is on the flight with Larry. Cut to "Flight Stimulator" below.

390 Flight Stimulator

A three-way split screen, showing an immense cockpit smothered with dials, knobs, switches, gauges, CRT screens, etc. on the top half, a close-up view of Larry panicking in the lower-left quarter of the screen, and a long shot of the plane plummeting to Earth in the lower-right quarter. Through some tricky maneuvering (none of which works) plus accidentally catching his coat sleeve on the controls (which does), Larry pulls the plane out of its spin, saving the passengers. He then lands it safely (by tripping on the rudder pedals at just the right moment), and becomes a Big National Hero. We cut from here to "Takeoff/Landing" to watch Larry execute the actual landing. Hand on throttle moves throttle. Hand on controls doesn't do much for a while, then a click says "Your leisure suit catches on the steering wheel, right the airplane." In the exterior view window, we see the plane correct its flight while in the Larry window, we see him smile. "But now comes the hard part -- you've got to land this thing!" Cut to "Takeoff/Landing".

Opening Patti cartoon

400 "The Piano Pit"

This is just a cut scene. Fast Forward icon skips ahead to Desmond's office. We dissolve here from Larry's dream of Patti at the Parthenon. Patti is just finishing her last show at "The Piano Pit," a rather seedy jazz nightclub/sing-a-long piano bar in Georgetown, Virginia. Show small club, few customers, bored bartender in rear polishing glasses. Pic should exactly match Larry's dream pic, except surroundings are a dive. Constants are: piano and Patti. Variants are: stone columns become drabby, dingy curtain legs; roses on stage becomes napkins; patrons throw napkins at stage instead of roses; huge audience becomes scattered drunks ignoring her. Patti bows to smattering of applause, then walks off the grimy little stage into the grimy little office of the grimy little nightclub owner...

405 club owner's office

Small, tight, little, overcrowded, grimy office. Framed picture. Patti walks in, sits sexily on a corner of desk. He begins their conversation by firing her! It seems "Julius didn't much care for your small audiences; your fans listen too much and drink too little"; how can he and "his backers" be expected to make a profit like this? Patti learns she's not getting stiffed out of two weeks pay (again) and next week's gig is cancelled. Under program control, she leaves in disgust, returns to the stage, grabs her charts, and walks out the back door into...

410 Dark Alley Exterior

A dark, film noire alley behind the club. We can see "The Piano Pit" neon sign flashing in distance. Trashy, garbage, bottles stacked up. Night. Mist coming from manholes and basement windows. Waiting for Patti in his trench coat and slouch hat is FBI Inspector Desmond, who plays on her anger and convinces her to help her country while getting even with the Mob. Overlay faces while conversing. They walk off together through the mist to his waiting car, into the foggy backlighting. Film noire. They walk off-screen and we iris in, cover their short drive to FBI HQ through text, then iris out to see Patti seated in Inspector Desmond's office.

415 Dark Alley, 2-Shot

[opening cartoon] Show lots of face for expressions, just Patti and Desmond talking. This pic must match the last Larry dream shot (Casablanca).

[end of game] We dissolve into this scene from Larry's dream while heading to L. A. on his final flight. Patti and Desmond are Ingrid and Bogie. This time he is debriefing her. She tells him all the Patti points the player accomplished during the game. If points were missed, Desmond suggests she could have done more in "that area." This is just a sneaky way to let the player know where they missed points. "And in appreciation of all you've done, Patti, I want to assure that, true to my word, I've made all the necessary arrangements, and you are officially on the bill as entertainment at the very next White House dinner!" "Oh, Paul! I'm so happy. Perhaps now my career will finally take off!" As he begins to explain the arrangements, we are interrupted by the emergency on Larry's flight, and go immediately to "Dying in First Class."

"FBI Headquarters" -- Washington, D. C.

420 Inspector Desmond's Office, 2-shot

This is just a cut scene. Fast Forward icon skips ahead to just after Von Pelt's office. Patti is briefed by Inspector Desmond for her mission into the dark side of the music biz. Government office; nondescript. Chair for Patti to sit. Desmond sits behind his desk to make his view

smaller. Like all the cartoon sequences in this game, this can be bypassed by the Fast Forward icon. Desmond explains Patti's mission to her. "You must go undercover to learn of any organized crime influences in the entertainment industry. Obtain sufficient evidence so the FBI can convict them and clean up the business." "Yes, but what area? Crime is rampant." "Specifically, investigate subliminal messages in popular recordings and the recent spate of obscene rap recordings. We think some guy named Julius is involved with 2 Live Screw and K-RAP. In return, we'll set you up with a tour as cover and take care of all your travel arrangements. First class, of course. Yes, a private limousine for your exclusive use. Possibly even a White House gig if things go well!" Patti consents, "When do I start?" Desmond tells her "Let me introduce you to Commander Twit. He'll fit you with everything you need." We cut to "Commander Twit's workshop, West" below.

425 FBI exterior

Entered only from Laboratory. Just a place for Patti to enter the limousine or return to Commander Twit's workshop thru "Stein Labs" door. Backgrounds should look Washington, D.C.-ish. Patti can walk up to the limo, hand on limo means we cut the limo interior to find her inside. Typical city storefronts, except with names revealing the type of offices within: "Gyno-Man -- We Deliver!", "The Woodwind Repair Shop" and "Stein Laboratory -- We'll Be Frank With You."

430 Commander Twit's workshop, West

Connects to r440 by scrolling. There is a door here that takes us to the FBI exterior, where we find the limo waiting in the street. The door back into Desmond's office is always locked.

[opening cartoon] Here's where we set up the joke for Dr. Von Pelt. Very techie laboratory. Spoof of the James Bond movies' overly high-tech gadgets. Twit and Patti walk through this scene on her way to Von Pelt's office. As they walk, Twit pauses at several tables to shows her gag spy items. "This is our new 'heat-seeking, ground-to-air vibrator'" We show an inset of the experiment, showing the agent turning on the vibrator but forgetting to let go. The vibrator seeks the closest source of heat, heading over his head, down his back and up his asshole. He begins to shudder violently and shakes his way out of the inset. The second "is our 'hair-trigger, armor-piercing brassiere.' To fire it, merely touch your elbows behind your back!" The techie thinks Twit means him and now, so he does it. Another techie gets it! He turns toward us, blinks, and slinks out of the frame. We return to the main picture to see Twit and Patti walk to Commander Twit's workshop, East.

[after Pelt-ing] A cartridge storage rack (i.e., bookshelf) stores many ROM cartridges for the DataMan. If she remembers the #'s given her by Twit, she can find the corresponding carts for the two villains she's seeking. take Rom Cart puts them in inventory.

440 Commander Twit's workshop, East

[opening cartoon] The third techie is working on "high-yield, space-age polymer, chemical flatulence powder suitable for destabilizing governments by embarrassing a country's leader while at a major state functions!" As he speaks, the techie takes a drink and he swells like a Macy's parade balloon. We see him bouncing off the walls and disappear out of the inset. "Possibly a lighter dosage would be preferable!"

He stops at a computer to issue her contact's telephone number (which she may dial with the limo's cell phone), plus a bunch of fake funny spy knowledge she doesn't need: computer account, E-mail ID number, password, security clearance, codename ("Agent 88," of course), etc. He tells her she'll need an official departmental medical checkup and "a fitting" for her "Safety First" Field Locator Device. They end up at the far end of the laboratory before a door labeled "Medical." He opens the door, introduces her to Dr. Von Pelt who tells her "Nice to meet you.

Take off all your clothes!" ("Fast worker," she thinks.) "Assume the position," he smiles. "Oops, sorry; I used to be a field agent!" She enters, we see the door close, and we move to "Dr. Lyccus Von Pelt's office" below.

[after Pelt-ing] Patti is standing outside the door to Von Pelt's office, under player control. The door back into Von Pelt's office is always locked. The hair-trigger bra is issued to her and added to inventory. This is the start of her portion of the game. (We could also come here from a Fast Forward during Patti's opening cartoon.) She roams the lab tables looking for stuff. She finds the "DataMan" on the workbench beside a computer. Take Dataman installs it in inventory.

450 Dr. Lyccus Von Pelt's office

All takes place in opening cartoon. Angle is from over Patti's head so we can see a Patti-eye view of Dr. Von Pelt's head between her legs (which are demurely covered by a sheet). As he raises the sheet, a hint of a smile crosses his lips. "God, I love this job!!" (Insert cavern, clam, and fish jokes here.) He inserts a metal probe, the screen shakes, he replies, "Oh, sorry; let me warm that for you." As he installs the device, she squirms. "Oh, sorry; perhaps something in a D-width?" He brings out a syringe. "Just relax; you'll only feel a little prick." (A feeling not wholly unfamiliar to you!) We iris in to black, print "two hours later..." then iris out to...

458 post-Pelting

After Patti gets her "Locator" installed, we see von Pelt leaning back in his chair with a cigarette. He inhales, exhales, does a take to the player, feels his head for his now-missing miner's helmet. We cut to Patti outside his door in r440.

Closing Cartoon

460 White House Dinner long shot

This is a cut scene, skippable via the Fast Forward icon which takes the player to "Helicopter-ing Into The Sunset" below. We see the dais in the back, with the two empty seats of honor near the Vice-President. Patti is seated near the entrance with Desmond, her date. Mr. Bigg, the Mafioso chieftain we met in our opening cartoon, is seated on the dais near the V. P. Larry is introduced last, makes his entrance, sees Patti, rushes to her. As they embrace, we cut to "Patti embraces Larry" below.

[after "Patti embraces Larry"] Patti & Desmond walk to the dais, followed by Larry. Since there are only two chairs, and Patti and Desmond grab them, Larry is left standing. A Secret Service agent walks in with a folding chair, sets it up for Larry, and he squeezes between Quayle and Desmond. So now our dais line-up (from left-to-right) is Quayle, Larry (sideways), Desmond, Patti and Bigg. During dinner, Larry makes a few comments to Quayle and Desmond, then Mr. Bigg leans over to Patti. As they embrace, we cut to "Bigg hustles Patti" below.

[after "Bigg hustles Patti"] Larry, eavesdropping, turns to Patti, "Wait a minute, Patti. Something's wrong. He's offering you the job as hostess of "America's Sexiest Home Videos!" But he has nothing to do with that! I was sent to find... Say, unless you're the money behind...?"

"JULIUS!" you cry, suddenly putting everything together! "Desmond! Arrest this man!" You finally realize where you heard that love song Bigg was humming! "That song! I wrote that for the album I made in LSL4: The Missing Floppies!" There's no way you could know that song unless you played LSL4! Those disks were stolen before they reached production. Of course, you hired me to create the music, then erased the floppies to keep from paying me! No wonder my poor Larry has amnesia!! Julius Bigg you are the man I've been chasing!"

Bigg leaps to his feet, pulls a gun from his pocket and aims it at Desmond, shouting "That's what you think!" Larry thinks he's aiming at Quayle, cries, "I'll save you, Sir!" and throws himself on top of the V. P., slamming his face into the lemon merangue pie before him. Patti turns to Bigg, touches her elbows behind her back, her exploding bra does its thing, and Bigg is smoked and stunned. Desmond grabs the now-stunned Bigg, takes his gun, cuffs him and leads him away, leaving Patti dateless. Quayle rises from the pie, wiping his face. Larry looks embarrassed.

Patti turns to Larry, "So... it appears I'm free for the weekend? How about you?" Quayle thinks she's talking to him and replies, "Er, uh, perhaps I could set up a little excursion to Camp David..." Larry assumes he's being magnanimous, "Gee, thanks! I hope you 'n the missus get a chance to come along too. You know, you've always been my personal hero!!" Fade to black...

470 Patti embraces Larry

Inset pic over the "Dinner Scene" above. A passionate embrace, and a chance for us to catch up with years of missing activity, including Larry's amnesia and Patti's recent successes. Restate positions: Larry infatuated with Patti; Patti indifferent but not disinterested. Larry asks her if she'd like to join him at the dais, "since I had a little trouble finding a date." She accepts, and without asking Larry, invites Desmond to come along as we return to the previous pic.

475 Bigg hustles Patti

A close-up of just Patti & Bigg. Bigg is close to Patti's ear, obviously trying to score. Patti looks uneasy.

"It's so fortunate that you're here this evening. I'm only in town for a short time. Have to testify at that major Congressional hearing on pornography in the entertainment industry . You've heard about it, of course? Yep, my job is to convince our U. S. Congress to create anti-pornographic legislation tight enough to make the airwaves "Beaver" clean again, like in the good ol' days!" His breath curdles your hairspray. You're unimpressed, and decide to play hard to get. He hums a little love song which sounds oddly familiar to you. Realizing you're unimpressed, he digs in deeper. "You know, Patti (may I call you Patti?), you're a very sexy woman. In fact, I've been looking for just such a woman for a new position I've created." Again, he hums that little tune. "What is that melody? Where have I heard it?" you wonder. "Patti, let me cut to the chase: you seem like a woman interested in success. How would you like to be the hostess of a new TV show? We were looking for the sexiest woman in America. Say the word, and it will be you!" Finally, you respond, "Really, Mr. Bigg, your offers are not the least bit..." He interrupts you, "Oh, Patti! Don't be so formal. Just call me 'Julius.'" "JULIUS!" you think, your mind racing!

We cut back to the previous pic.

480 Helicoptering Into The Sunset

We cut to the White House lawn at sunset to see Marine Corps One take off from the White House lawn and slowly disappear into the sunset, carrying Larry and Patti away to spend a long weekend at Camp David with Larry's heroes: the Quayles.

We wrap up all our loose ends through text over the lawn as the credits fade in and out over the sunset. "So, all's well that ends well? Well, well! We learn all Larry's "work" was for naught as the ASHV producer "simplified the auditions" by magnanimously awarding the show's hostess gig to his girl friend; ASHV went on to become the megahit of the season; Bigg got off scot-free after pleading insanity due to the high sugar content of White House desserts; recordings no longer contain subliminal messages since kids can't figure out how to play CDs backwards; the Mob's porn biz continued to decrease; Congress never did get around to doing anything to

clean up the airwaves; the entertainment industry is only slightly more honest; and Leisure Suit Larry and Passionate Patti are together again!" "Hey, Larry," says Patti feeling the bulge in Larry's leisure suit, "waddaya say we watch these videotapes during the flight?"¹.

"The Hard Disk Cafe" -- New York City

Here Larry finds Michelle Milken, noted Wall Street junk bond saleswoman and financier.

500 "Hard Disk Cafe" exterior

Room for limousine. Limousine drives off as soon as Larry exits it, so keep it small. Nothing else to do. Walk on inside.

[after Michelle] Limo shows up here only after Larry telephones for it from the HDC lobby telephone.

510 lobby

Courtesy (free, non-pay) telephone near maitre 'd. Generic woman stands talking on phone endlessly. Lobby decorated with computer memorabilia in display cases both on the floor and mounted on the walls. As Larry walks toward the "museum" area, we cut to "computer memorabilia Close-up" below. To the other side an antique paper tape reader/puncher stands before a steel gate. Talk man to maitre d' (whose last name is Frag) gives several responses, but generally he treats Larry with respect. He remembers him from previous games (he worked at the resort in Larry2 and the casino of Larry3). When he requests a table, the maitre d' is unhelpful unless Larry applies cash to man (from the supply in the DayTrotter), or talks man for quite a long while (several messages). If Larry applies credit cards to man, Frag says "save those, they may come in handy later." Eventually, the maitre d' consents to make Larry a membership tape from the old paper tape puncher/reader so Larry can gain admission to main dining room. He works the punch tape machine and it produces a short strip of paper computer tape, which the maitre d' gives to Larry. Apply tape to reader takes us to "paper tape reader close-up" below.

After Larry watches Michelle enter the Hollerith room, he can return to the lobby. Talk man says he wants into private room. Maitre d' mentions credit cards. If he has the DayTrotter, he can give him all the credit cards, Frag makes him an improved tape (that still says Larry), and he can now enter Hollerith room.

[after MM] We iris out to find Larry standing in front of the gate, without his DayTrotter, credit card collection, cash, membership tape, or Michelle. Woman has finally stopped talking on telephone, so he can call the limousine company to retrieve him. He walks outside, finds the limousine waiting, enters, and arrives at LaGuardia, his mission accomplished.

A Look at the display cases gives some information about them (probably accurate, but inferring to keep looking) and a single-cell view of the object. Then he walks past a case with floppy disk, magnetic tape, paper tape, punch card, player piano roll, Jacquard loom card, and a music box. Again, a Look explains how these relate to modern computers. The music box is playable with the Hand, but it sounds like hell. If he has the paper membership tape, the message notices the music box's cylinder is the same width as his paper tape. If he applies tape to music box, cut to a small window showing the tape wrapping around the cylinder, punching additional holes in the tape. "You may well have ruined your only chance at admission!"

520 paper tape reader close-up

Shows mostly a computer monitor screen attached to the paper tape reader. Text should look old, dotty, 24-column and all caps. Need only enough on-screen space to display Larry's name,

User ID# number. This pic is used both in the HDC lobby and cafe (at the entrance to the Herman Hollerith Room).

[in lobby] "Processing..." "Welcome, User. You are assigned to Track 68, sector 4f." Cut back to Lobby scene, see gate swing open, and Larry enter the cafe under program control.

[in cafe] "Processing..." If plain paper tape, "Your clearance level prevents access. Assigned to Track 68, sector 4f." If "improved" tape from music box, "WELCOME, Gilbert Hyatt. Sit anywhere!" If "upgraded tape" from maitre d', "Welcome, SuperUser Laffer. Access approved." After either of these, we cut back to Cafe pic, watch the rear door swing open, and Larry enter the private room under program control.

525 The Cafe

Tables are arranged in very straight, symmetrical rows and columns, numbered by track and sector. Tables stretch off-screen to left and right, implying a much bigger room. Looks like inside of a hard disk. Door labeled "The Herman Hollerith Room." Larry is assigned to "track 68, sector 4f". Some tables have "Reserved: system" signs. Nothing happens until Larry sits at his assigned table to wait for Michelle Milken. Michelle won't show up until Larry sits down. When he does, we prevent Larry from rising, she enters, passes near Larry's table, Larry recognizes her, tries to stop her by saying something, but she brushes past him, ignoring him completely to enter the door at the rear of the room. Once Michelle's through the door, Larry can stand. If he inserts his tape at the door, we cut to the "paper tape reader close-up" above.

530 "The Herman Hollerith Room"

Private dining room, intimate setting. Dark walls, candlelight, expensive crystal, linen, silver. Only a very few tables, all couples closely involved with each other, except for Michelle Milken who dines alone in a rather enclosed booth. Near her booth is the only empty table, a serving cart for one which Larry automatically walks to and sits down at upon entering the room. They are the only two dining alone. Talk girl lets him strike up a conversation with her. She remains uninterested and unimpressed until Larry eventually expresses interest in junk bonds or he shows her his DayTimer. Then she expresses interest in obtaining his money! She invites him to join her in her booth. After he sits, we cut to her close-up below.

535 Michelle Milken close-up #1

[first time] "I laugh all the way to and from the bank!" She has already ordered desert ("la tubular du juor") and as they converse, she slowly and seductively eats it. She begins by dipping her index finger into the whipped cream, then sucking it off ("Don't you just love stiff cream?"). Larry discusses computers, games, and financial security. Choosing the financial answer makes progress. If give DayTrotter to her, she uses her 18" tongue to snap off the sundae's cherry without moving her head. She becomes convinced that Larry's a rich eccentric with much money to invest. She suggests they make their booth more private so they can talk "financial affairs." We return to the long shot of the restaurant, see the other customers have left, watch MM reach up and draw the curtain across their booth, then return to...

540 Michelle Milken close-up #2

[after curtains closed] Michelle goes down on her sundae, sucking the ice cream from the dish, then sits up, leaving the banana standing erect in the dish. Even Larry gets her drift. (Lower filth levels skip this.) She then "shoulder walks" her way down the booth, disappearing under the table. Somewhere during this sequence Larry should start the pocket camcorder running to record the "blow-by-blow" action, following the instructions in the game's documentation. FF skips this scene, taking the player to "HDC Lobby, after MM."

545 Larry close-up

Shot from behind Michelle, showing Larry's upper body at the table. Larry's head must be large enough so we can see good facial reactions. Michelle finds out Larry used to be in software. "How would you like me to download onto your hard disk?" she sighs as she slowly slides beneath the tablecloth while discussing the relative merits of insured versus uninsured bond(age). Larry's eyes glance downwards, then roll back in his head. He gasps, he smiles, he does lots of facial takes. As his eyes roll back in his head, we discretely iris in to black, then iris out on Larry standing in the HDC lobby without his DayTrotter, credit cards, membership tape or money except the quarters he needs to use the phone. FF to skip this scene.

"The Shill Building" -- Baltimore

600 Backseat Patti

FF skips this scene, taking the player to outside the limo. We dissolve into this scene from Larry's "Patti in Venice" dream. The reality is, she has arrived in Baltimore and must fend off her limousine driver's backseat advances. Common elements in the two pictures are: Patti and driver. We only watch a few seconds (in which his advances are not too strenuous). Struggling to get away from the driver, she exits the limousine still under program control to stand in front of the...

610 "The Shill Building" Exterior

Limousine waits for Patti to return, so she can leave building at any time and head off for the next city. Revolving door. (Is this the only type of door we haven't done yet!?) Tall building in midst of other tall buildings. Granite, brass and chrome exterior.

620 Shill Building Lobby

A guard sits at a table preventing entrance to elevator without destination. Wall holds directory with list of tenants. Look board cuts to "Building Directory" below, then returns here.

Talk guard gets a request for destination. Talk guard (if Patti has learned office number from DataMan or fax transmission) or Apply DataMan to guard (if set to record company) makes him call ahead for approval. Guard says they're waiting for her piano cut-in session. He gets it, summons elevator (all without leaving his desk since he has no legs), elevator doors open, Patti enters under program control and she automatically goes to destination floor only. We never see inside the elevator -- after its doors close in the lobby, we cut to the doors opening in the lobby of des Rever Records.

630 building directory

Close-up of directory on wall of lobby. Patti can read the office number of des Rever Records. The board uses those push-in letters and some letters are missing from some names (creating humorous spellings). When she uses hand on the name of the record company, we give a message that she gives the guard her destination, then we cut back to her standing before the board in the lobby pic. _uck Corp, Hell_ Industries, des Rever Records, etc.

640 des Rever Records Waiting Room

The office walls are mostly glass, which generates some nice 3-D effects. The lobby connects the recording studios, control rooms, and offices. It also contains a record player with turntable, amp, speakers, and a gold record mounted on wall. Take gold record adds it to inventory. Look stereo cuts to "Stereo close-up" below. As she nears Studio A at the top of the pic, she hears a

speaker crackle, "Come into the studio, Patti. I'm waiting for you." Hand on door takes her to "Recording Studio" below.

650 Stereo Close-up

Draw at whatever angle will minimize size of animation necessary. Patti can apply record to turntable. Switch labeled "R OFF F". Hand moves switch to F play record forward, or "R" for Reverse. Speed indicator labeled 33, 45, 78. Show record spin, hand on arm places tonearm on record, hand on speed indicator changes speeds. It sounds fine at 33 Forward. At 78 F, she hears "DAT causes impotence." (Hmm. Must be a pre-Sony CBS recording.) At 78 R, she hears "Porn is best at a quarter a whack!" At 33 R she hears, "Just Do Drugs." She keeps the gold record for evidence. Each of these will check for DAC support; if there, no print window, and you'll hear the actual, funny-sounding, backwards-ish speech.

660 Recording Studio

Lots of drums, mike stands, speakers, and a view of the control room through a window on the rear wall. There is a door to control room beside window. Upon entering this scene, Patti remembers her last studio session, a big 2-album recording of background music for a computer game named "Larry4." How she left Larry programming his heart out in the mountains. And that big contract with a mysterious someone named "Julius" who never paid her one red cent! She grimaces and hopes this session goes better.

Reverse Biaz introduces himself as "chief engineer and specialist in backwards subliminal message recording." He tells her through the talkback speaker the synth is programmed, the charts are on the music stand, the levels are checked and he's "ready when she is!" She can't enter the control room yet. All she can do is sit at the synth keyboard. When she does, we cut to the "Synth close-up" below.

[after "Synth close-up"] Under program control, Patti leaves the keyboard and walks to the control room. This time the door opens automatically, she enters, and we cut back to the "Synth Close-up" below.

670 Synth close-up

[first time] Show just part of a synth keyboard and some music. We see the announcement, "Take 1," we hear the music starts, and the player must click the hand on keys of the on-screen piano keyboard at approximately the right time to complete the recording. It will probably take at least several takes. (If they try more than 5 times and can't do it, we'll just cheat and do it for them.) Reverse is encouraging when possible. After a good take, he invites her into the control room to hear the playback. We return to "Recording Studio" above.

[after Patti enters control room] Reverse rolls tape, they listen to her recording, he compliments her on her playing and speculates "you must have wonderful technique." If she apply champagne to man, he drinks it all, gets drunk quickly and chatters aimlessly, eventually giving her his tape to impress her. No sex, the clean and simple solution. After she gets the evidence she needs (or after n minutes with him), we wipe in the "Meanwhile" below.

If instead, she talks man, she questions him about his success in the biz. Eventually (slowly, more dialogue), he mentions his speciality is backwards subliminal message recording and how good business has been lately. Once she's heard the evidence she needs, if she talk more, she asks him for some samples of his work for her collection. He says he'll gladly give her some samples of his work if she'll give him some samples of her work! Eager to "serve her country" (especially with such a hunk), she consents and we discretely cut back to the recording room pic, where we see her and Reverse get it on through the window. During their passion, Patti accidently hits the Record button with her foot, recording their lovemaking. Later, Reverse adds

a simple drum track and a synth bass part. At last Patti has a hit record! (She just doesn't know it!) More points this way. After she gets the evidence she needs (or after n minutes with him), we wipe in the "Meanwhile" below.

690 Meanwhile... Back at the FBI #1

We come here upon Patti's departure in the limo from K-RAP radio. We see a couple of FBI types huddled over a radar screen with a blip flashing away. "What's she doing now?" asks the boss. "I dunno; it's hard to make out. She's either in a tunnel near Baltimore, or she's dilated 3 cm!"

"Tramp Casino" -- Atlantic City

Larry finds Lana Luscious, his second girl, here. Everything in town is named for Donald Tramp, a formerly rich guy.

700 "Tramp Casino" Exterior

Shows some surf (for Larry to walk out of when he falls off the boardwalk). He can walk into water and start swimming. (For this game, polyester sheds water.) He can walk from water onto the shore, driveway, boardwalk. Boardwalk begins on the right. Casino entrance. Casino building "architecture by Frank Lloyd Wrong" (the bizarre-r, the better). As soon as Larry leaves his limousine, it pulls away. Doorman and scantily-clad woman stand on either side of casino entrance. If he's on rollerblades, he can't skate off the boardwalk area.

Doorman not very interactive. Talk doorman response is "May I summon a limousine for you?" Yes/no buttons to click response.

Woman very interactive, asking passersby "Hey, wanna get lucky? Guess the number of which I'm thinking of." Talk girl dialog prompts, "Between 1 and 6900..." and gives him buttons to click, a la pushbutton phone dial. If Larry has no money, he always "picks" right, so he has a dollar to play video poker. Any time he has money, he guesses wrong! (What are the odds, you ask? See, the game is rigged, ok?) "No, sorry. I was thinking of %d!"

[after LL] Silver Dollar girl not here. Talk doorman, asks him to summon a limousine. He then automatically tips the doorman ALL of his remaining silver dollars. The limo comes, Larry enters, and exits scene under program control.

710 "Tramp Casino" Interior, Extreme Downshot

The main room of the casino proper is an easy, silly maze, filled with many different types of gambling, but only the video poker machines are accessible to Larry. The path through the maze is obvious, just fun. Exit S to boardwalk and N to ballroom. People are gambling at other machines, but no one gambles at any poker machine. Apply silver dollar to machine anywhere along the many tables of video poker machines takes us to "video poker Arcade game" below.

When return from poker, show Larry standing at same position from which he left.

720 "Tramp Casino" video poker

"The Pete Rose Model" Authentic gambling, just like real draw poker machines in Vegas. On-screen buttons control play. Use silver dollar on slot inserts all of player's money into the machine. You can then bet from 1-100 dollars or withdraw your winnings at any time. Up your bet by repeated clicks. Click cash out button to claim winnings also automatically exits the picture. Losing all money also exits the picture. Player can win up to \$25,000. Jackpot continually

changes to \$25000, minus his dollars. Winning jackpot also exits the picture. Save/restore disabled in this scene (maybe? is this a good idea??)

Multiply amount bet times these odds: Straight Flush=100; 4 of a kind=50; Full House=25; Flush=20; Straight=15; 3 of a kind=10; 2 pair=5; 1 pair of jacks or better=2. Royal Flush payoff is progressive; it starts at \$1000 and adds 1 each play.

730 "Tramp Casino" Ballroom

Home of the "Tramp This! Wet T-Shirt Contest." Until Larry meets Lana on the boardwalk, this room contains only a wet T-shirt contest. (Only!?) Just a little T&A to keep Larry busy until the mud wrestling starts. After they speak and she offers to meet him in the ring, he returns here to enter her mud-wrestling contest. After mud-wrestling, the ballroom is closed. Runway leads off-screen right so girls have a place to enter/exit. Aisle leads to stage from bouncer. Dramatic show-biz stage lighting. Try to reuse same pic for both ballroom scenes with as little variation as possible.

[wet T-shirt contest] A bouncer collects the \$25 cover charge via money on bouncer. Larry can enter anytime, sit and watch any length of time and leave anytime. There's a never-ending supply of women. Nothing else happens.

In the CD-ROM version we'll include lots of close-ups of great women. Girls parade on, get to center, we cut to close-ups, some large without animation, smaller with more animation. Art department contest for sexiest pictures? (No point, just a chance to show pictures of wet, titillating women. Ain't that why God made VGA? Besides, I thought we'd all want to be there for the CD-ROM photo shoot!)

[mud wrestling Sequence] "Welcome to the "Tramp This! Mud Night Madness" mud wrestling contest." Once Larry has met Lana, when he returns to the ballroom, instead of the T-shirt contest, he finds this. In the CD-ROM version we'll include lots of close-ups of mud wrestling bodies.

Same bouncer is in foreground, preventing entrance without paying. If Larry applies money to the bouncer, he gets a choice of buttons to click: \$25 to watch, \$500 to participate. If Larry gives him \$25, he sits down under program control, Lana Luscious enters, stands in the middle of the ring, taunts him, urging "a real man" to "come on up!" If he gives the bouncer \$500 to participate, he heads up the stairs into the ring (vat? pen?). Lana attacks him immediately! We cut to "Mud Wrestling 'arcade game'" below. To get maximum points, Larry must turn on the camcorder before entering ring.

738 "Tramp Casino" Ballroom--wet T-shirt contestant

Just a T&A close-up. No interaction. anyEvent exits here and returns Larry to standing outside the Ballroom entrance in the "Casino Interior."

740 Mud Wrestling "arcade game"

We get another pseudo-arcade sequence. Female body parts appear on screen with the instructions "Grab whatever you can!" Sometimes as the player moves near, a part will disappear and another part appears. Mostly they're arms and legs and necks and shoulders, but occasionally as the player moves close to click on one it changes beneath his cursor to a more intimate body part. Or, a "good part" will appear far from the player's cursor, then change when he gets close. This is just all a smokescreen, since about all that really matters is how often the player clicks the mouse and the number of seconds we've been wrestling. It should only "feel" like the user is controlling Larry's actions. So, this should be arcade-feeling, but without that arcade pain. Soon Lana climbs on top of Larry and appears to be winning, but no matter how badly the

player plays, eventually Larry flips her over onto her back, and spreads out on top of her going for the "pin." We soon cut to the "Medium Shot" below.

750 Mud Wrestling Medium Shot

The pic is set up so Larry and Lana can roll off the far side of the ring and be in full view of the audience, yet not visible to us. (Perhaps do something with shadows on the audience?) Audience members must be large enough so we can see their reactions to what they see.

We begin this scene in missionary mode. She squirms, he squirms, they squirms, suddenly there's squirms everywhere! They both breath heavily, moaning sounds emanate from the CD-ROM drive, and they move ever more slowly and subtly, eventually rolling off the far edge of the stage just as things get good, landing on the floor at the feet of the front-row patrons. We see the audience's eyes widen, we see muddy clothes fly, but for a few seconds we see nothing of Larry and Lana. Then Lana sits up, Larry sits up, they both glance down at Larry's member and Larry says, "Uh, I dunno, Lana. Bucephalus has never performed in front of 900 people before!" We get a few laughs, iris in to black, then iris out on Larry outside the casino entrance.

760 Tramp boardwalk

This scene actually stretches off to the east an infinite number of rooms (well, maybe 32,767? 16? 8?), but is made up of just one pic to which we add multiple, random addToPics so each scene seems different. Frame is mostly filled with boardwalk. We use 5 different ego sizes here depending upon Y-coordinate (plus 5 more skating egos). Each scene has at least one bench. Pictures continuously scroll sideways. There is no way to reach the right (ocean) end of the boardwalk. Show various shops, all closed, except for the rollerblade shop which is always open. Guys skate by, of no interest. One girl skates by, of big interest. The game announces, "it's the girl you've been looking for!"

Larry can walk off the near edge only. If he falls into water, he doesn't tumble, instead he does a Willy Coyote-take, looking at the player before he "zips" down. There is a slight pause, then a splash. We cut to the "Piling" scene below. While skating, we prevent him from falling off the edge with a funny, out-of-balance loop.

Picture #8 will have pylons added to the middle area. If Larry can skate through them, he gets 5 points

The rollerblade rental shop is always in the fourth picture from the left. Hand on door lets Larry enter shop, and we cut to "Rollerblade Shop" below. Upon his return from the shop, if he rented successfully, he's on skates, and we use a funny setSize cycleTime combination. Learning to skate takes time. Keep track of cumulative skate time while on the rollerblades and moving. At first, he's quite unstable. Eventually he learns, but only if he keeps moving. Perhaps we'll add tricks, jumps, spins, other cute animation to impress the chick when the project is ready to ship early.

After he's learned how to rollerblade, we add Lana Luscious to the scene. She skates a little slower than Larry so he can catch her. If he does catch her (defined as skating n pixels from her), they stop, he talks to her, she suggests they head for that nearby bench and rest. If he uses Silver Dollars on boardwalk near her; she'll stop skating to return them to him, then accept his automatic offer to sit down and rest a while. They skate to the nearby bench together under program control and we cut to "Lana Luscious close-up" below.

[after Close-up] Lana rises from the bench and rollerblades off toward the casino. Larry can't catch her, and she never appears here again. He returns the rollerblades to the rental shop (if necessary) and heads for the casino ballroom.

780 Under the Boardwalk

A pic with just pilings and water, reused over and over. He must swim left (towards land) as many screens as he's walked right but never more than ?? (8 ??). He ends up at the boardwalk entrance none the worse for wear.

790 Ivana Tramp's Rollerblade Rental Shop

Tiny shop, dark, dank, with photos of skaters and posters of rollerblades on walls, shelves in back, cloth drape serves as door to storeroom, no access behind counter. Chair for Larry to take off shoes, put on rollerblades. Bare bulb dangling from a wire from the ceiling provides the only light, other than sunlight shining in the door at bottom. Larry needs 250 silver dollars for rental and deposit in order to rent rollerblades here. Talk clerk says she needs deposit. Money on clerk gives it to her. Or camcorder on clerk leaves it as deposit. He sits on the only stool, removes his shoes, puts on the rollerblades, leaves his shoes there, and wobbles off screen to the boardwalk.

[after skating] Talk clerk responds "So ya gonna take off them skates?" Hand on skates walks Larry to seat. Give rollerblades to clerk makes owner find some damage "so I'll have to dock your refund %d bucks. Thanks for skating with Tramp!" random(100, 250) Money and skates removed from inventory.

795 Lana Luscious Close-up

Lana Luscious, once a beauty pageant runner-up, wet T-shirt contest entrant, and ditsy blonde, is now a casino change girl/mud wrestler. Lana tells him her hopes and dreams, her wishes and desires, her ambitions and fantasies, but mostly just invites him to the big mud-wrestling tournament that begins shortly back at the casino ballroom. Mostly they just chat here, but soon Lana mentions she has to leave, as she's participating in the big mud wrestling contest. No fool, Larry agrees to meet her there. We cut back to the "Boardwalk" pic. No alternate solution. Hell, this ain't even a puzzle!

"K-RAP radio" -- Philadelphia

This entire region takes place at night, the only one to do so.

800 "K-RAP Radio" Exterior

Normal-scale pic showing just top story of huge building visible in the "K-RAP exterior reverse long shot" picture (from this angle it just looks like a small building), with reverse of the bottom portion of a few letters from the big sign. K-RAP in gold lettering on each of four doors. Door handle pairs say "96", their frequency. External loudspeakers air their current broadcast. Limo can be fixed in position in this pic, as it never leaves. Hand on door to enter. Hand on limo to enter limo and leave.

[from Larry's dream of Taj Mahal] Patti is already standing outside her limousine in front of K-RAP Radio in Philadelphia, listening to a broadcast over its exterior speakers of an advertisement for The Taj Mahal Cafe. Common elements between the two pictures are: the band, the speakers, Patti. She walks inside under program control while the limo waits. Instead of immediately following her into the building, we cut to "K-RAP exterior reverse long shot" below.

[from interior] Limo is always waiting. Patti can enter and leave at any time.

810 "K-RAP Radio" Exterior, reverse long shot

Just a cut scene. Only come here if it's Patti's first time in K-RAP. Can skip with Fast Forward. From this angle, we can see there is much more to K-RAP than shown in the previous "entrance" pic. Trendy, hillside, multi-story building with logo flashing "K", "RAP", "K-RAP" on roof. The top floor was merely a small part of the entire structure, which stretches down a long hillside in a series of rooftop patios. From drive, she could only see top story. We can see the entire, large, pyramid-shaped structure, with offices opening onto rooftop courtyards, hot tubs, gardens, tennis courts, putting greens, etc. Blinking aircraft lights pass in distance. We get just enough time to drink in the scene before we cut to...

820 "K-RAP Radio" Lobby

Rear wall shows roof top garden overlooking city lights. Great view of the city at night. Terminally modern architecture. Patti finds a bank of elevators, an unattended receptionist's desk, and the office door of Mr. John Krapper, Founder, Owner, President and C. E. O. of K-RAP Radio. His office is secured with a keypad lock. look keypad or hand on keypad cuts to Lock Close-up below.

830 Keypad Close-up

Very similar to telephone touch-tone dial. Re-use code. Rip off Sierra's door keypads. Keypad says "K-RAP 96 FM" Need an "Exit" button.

[at Krapper's door] Patti refers to her DataMan, learns the combination, enters it into the keypad, we cut back to the lobby, watch the office door swing open and see her enter. As she enters, "You hear footsteps! Hurry, Patti! It's the receptionist returning from break."

[at anywhere except Control Room B] She doesn't know the combination, so nothing ever happens.

[at Control Room B] She must enter the combination she learned in Krapper's desk. Randomly generated each game.

840 John Krapper's office

Rear wall is again all glass, overlooking city lights. (reuse background from lobby pic?) Many computer terminals, tv monitors, stereo speakers, awards. Door to lobby. Door to bath. Weird spotlights create pools of light, leaving portions of room in darkness. Patti changes from dark to light as she walks around the office. Use both a dark and light ego here. Desk is locked. She can't leave by the front door (hand on door responds, "the receptionist has returned"). The desk, plant and copier are all spotlighted in individual pools of light. (Geez, is that obvious, or what?)

look desk responds, "There's a needle-sharp letter opener." hand on desk takes letter opener. look plant responds, "There's a glint of metal in the humus." look plant again responds, "It's a key." Hand on plant to take key.

opener on desk or key on desk lets Patti (pick) open the desk's lock and open the desk drawer. Inside the desk, look drawer responds, "Look: a number! %d" random(10000, 65000) generated each game and saved. This is the code to enter control room B's keypad door lock. Another look desk (or for less points, hand on desk as if to close drawer) responds, "You find a folder marked 'Personal.'" Later, look folder from inventory shows an incriminating memo to Krapper from someone named "Julius". A personal copier rests on the table.

If Patti tries to take anything out of the room, the game won't let her leave. ("He'll surely miss that %s, Patti! Better return it." objNameStr) She must do open on desk, key on plant, folder on

desk before leaving the room. She can apply folder to copier to use his photocopier to make copies of the file. Just as the copies are finished, the machine jams, she automatically opens it, and toner explodes everywhere, turning her into Blackface Patti. Another two views (light and dark blackface) are necessary for her. She must still return everything where she got it (retaining just the copies).

850 John Krapper's bathroom

Toilet, sinks, shower. Gold fixtures. Gold sinks. Marble. Granite benches. More dramatic lighting. Glass walled elevator is disguised as a shower stall, multi-nozzle, gold frame, 96 on door handles, hooks for clothes on outside. hand on toilet lets her "use toilet," but it's angled so when she does, we see nothing interesting. She notices the "shower" in his bathroom. If she is not dirty, she can't enter the shower. ("You don't need a shower right now, Patti. You're not dirty." "(That is, you're not soiled!)" Only after she's covered with toner, does hand on shower start this program control sequence. She removes her clothing, hangs it on a nearby hook, climbs in the shower very naked, hidden only by selective pixels of towel rack, etc. She turns the "faucet" and the "shower" lowers through the floor, leaving her clothes behind. She descends into...

860 "K-RAP Radio" Atrium

At first, we see just the many floors full of offices, with people working at desks, computers, etc. A tiny shower descends through the pic (at the near edge) so we can see the maximum effect of all the people gawking at Patti naked. ("Patti! You're so em'bare-assed!!") As she goes by, heads keep popping up into windows, and turning toward her. Make it look like the S. F. Hyatt Hotel lobby. She is still naked and blackfaced and blackhanded. Draw pic carefully so we can reuse the same yuppie workers in every window. FF skips this scene. She descends into...

870 "K-RAP Radio" Studios

There is a keypad (for which she has no combination) that prevents Patti from re-entering the shower/elevator. Soundproof glass and cubicle walls create many offices, inside which we see desks, tables, phones, lounge chairs, etc. Each has at least two people conversing. Everyone is dressed as a rapper. Everyone is black. No one notices Patti. She can roam around here, and realizes she should probably listen to their conversations, but she can't hear them through the soundproof walls. She finds 2 Live 2 Screw meeting in the largest cubicle. She feels certain their conversations would be revealing to her mission. ("If you could only hear through those soundproof windows!")

[first time here] After a few seconds, we see Patti's elevator lower into this pic, dropping behind a wall that makes it look like an elevator should. A hook on the wall between her elevator and another door labeled "Racquetball Court #29" holds an M. C. Hammer-style rapper's outfit. After the elevator stops, hand on clothes makes Patti grab it, wear it, and she is instantly transformed into "Rappin' Patti P." She exits the elevator and with her hip clothes and her newly-black skin, she may now wander the downstairs area with impunity. Hand on doors says they are locked, or there's a meeting inside. look keypad or hand on keypad takes you to the keypad close-up, but since you don't know any codes, nothing happens.

880 "K-RAP Radio" Control Rooms A & B

Two control rooms, mostly glass, plus other inaccessible rooms. Room A is occupied by P. C. Hammer, B is accessible to Patti, but locked. Hand on doors says they are locked. Look door A says "there's a man inside." look keypad or hand on keypad takes you to the keypad, but you don't know any codes, so nothing happens.

[Before entering B] look keypad or hand on keypad by either door takes you to the "Keypad Close-up" above. Patti uses the combination she learned upstairs, we return here under program control, watch her unlock Control Room B, enter, close the door, and we cut to "Control Room B" below.

[from B, after starting tape recording] A short cartoon interlude. Skippable via FF. We return to this scene and see P. C. Hammer in Control Room A and Patti in B. P. C. observes Patti's spying, deduces what she's doing, and that she's no rapper. We see him leave Control Room A, walk to Control Room B's door, and block it with a huge mike stand resting nearby. Patti is trapped in Control Room B! He then leaves the scene, presumably to get help! We return to "Control Room B" below.

890 Inside Control Room B

Here Patti finds a microphone, a reel of recording tape, dozens of knobs, sliders, and meters, plus a few usable pushbuttons labeled with the names of various offices.

[first time] She can take reel of recording tape from a shelf. Tape on recorder places tape on recorder. Hand on recorder starts it recording. Hand on mixer lets her hear the conversations in the other small studio-offices. As soon as she solves this puzzle and begins to record 2 Live 2 Screw, we cut back to the "control rooms" above.

[after she's locked inside] Use mike makes her sing powerful high "C" and we see the glass walls shatter!

"Doc Pulliam's Dental Hygiene Heaven" -- Miami

Larry finds his third girl here: Chi Chi Lambada, a petite, gymnast, sexy, lithe, beautiful, fiery, Latin, labada-dancing, chili pepper of a dental hygienist who has some really great moves.

900 "Doc Pulliam's Dental Hygiene Heaven" Exterior

"Look for us under the giant revolving neon tooth!" "Doc Pulliam" ("That's pronounced 'pull-em'") "Beats a string and a doorknob!" Another sign advertises the "Gym-Dandy Gymnastics Center" located on the first floor directly beneath Doc Pulliam's office. We can see the Gymnastics center has partially open venetian blinds on its windows and a locked door. Waiting room is up an exterior flight of wrought iron stairs. Room for limousine, etc. as in other exteriors. His limousine discharges him and leaves. Just an entrance. Make background look like Miami.

[after Chi Chi] Larry stands outside gymnastics door. Door still locked. He must climb the stairs, enter the dental office to use the telephone to order a limousine to take him back to the airport.

905 dental office waiting room

Very small waiting room, a few chairs (all of which fit the same Larry sitting loop), a table with a doily on it, some old magazines (jokes about WWII, etc) and a telephone. Larry can sit on any chair, but they're all hard and uncomfortable. A receptionist sits behind a typical sliding window on wall next to a door that leads to office proper. We can only see part of her head.

Look window says the fine print says to "open window for service." Hand on window makes the window slide open, the "helpful" receptionist introduce herself, she asks him a series of yes/no questions: insurance? allergic to pain? fear of rubber in your mouth? ever heard of AIDS? etc.. Any "yes" response ends interview early when she slams the sliding window shut. Since this

isn't an emergency, she sets up an appointment for nine months from now, then slams the sliding window shut. Hand on telephone takes us to the "TouchTone Dialer" dialog again, where he can only dial the number on Doc's business card (any other number responds, "that is not a working number"). He convinces the receptionist he's "Dr. Payne, and I'm going to send one of my emergency clients over for Doc Pulliam. His name is Larry; Larry Laffer!"

Alternative solution: Larry takes the doily from the waiting room magazine table. Doily on self wraps it around his head in classic 3 Stooges-toothache style. He then walks to the window, knocks, receptionist opens window, see doily, says "Oh, you poor dear!" and ushers him right in to...

[after Chi Chi] Larry may use the telephone to dial the limo company. Once Larry's met Chi Chi, no one ever answers the window.

910 Chi Chi Lambada's Cubicle

Small low-tech dental cubicle. Budget plan. Dirty instruments. Larry sits in the chair waiting for Chi Chi Lambada's entrance. No way for him to leave. She enters with great moves. She is beautiful, fiery, Latin, labada-dancing, petite gymnast, sexy, lithe, young chili pepper of a dental hygienist. She: "Well? Shall we get started?" Larry: "I'd rather have a baby" She: "Make up your mind; I've got to adjust the chair." She "tastes great." He wants "less filling." He sits, chair reclines, she leans over. The chair angles must be just right to show her lambada-ing Larry's arm and leg. After a little snappy repartee and many pain jokes, we cut to...

915 Chi Chi Lambada Close-up

Extreme close-up of her face, with ceiling for background. Great eyes, lips. She talks a lot; Larry can only mumble thru the instruments in his mouth. The more she talks, the more she rubs, the less Larry needs to say. She discusses her gymnastics background as Larry dreams of yet-untried positions. "Have you ever considered dental floss an aphrodisiac?" "Does the phrase 'Bucky Beaver' mean anything to you?" Eventually she gets so excited, she insists they adjourn downstairs to the gymnastics studio.

920 Chi Chi & Larry's Gymnastic "Routine"

Picture is from outside the building, looking in through the window (and some venetian blinds). This is a cartoon showing Chi Chi & Larry attempting unsuccessfully to get together.

The blinds open, we see Chi Chi hanging by her heels from the rings. Larry swings towards her from off-camera upper-right releases a little too late, missing her completely, flying across the room into the far wall, where he does the classic toon "slide-down-the-wall." The blinds close, pause, then re-open. Chi Chi lies on the even parallel bars on her back, Larry runs across the room towards the camera, uses the springboard to mount, and flies over the apparatus into the exterior wall in front of us. The blinds close, pause, then re-open. We see Chi Chi walk from left to right on the balance beam. She does a slow roll to a handstand splits, then invites Larry to try again. Larry mounts the beam's left end gracefully, carefully walks to Chi Chi. As he gets close, he loses his footing, and does the splits onto the wooden beam. He does a slow take to the camera as his legs tighten around the beam, then he slowly rotates completely around the beam until he's hanging upside down, still staring at the camera. The blinds close, we iris in to black, and next see Larry standing outside the gymnastics studio with the line, "You vow to get in shape!"

Objects

00 Zipper

"Larry, the idea was to keep your hands off this!"

Used when solving "girl-type" puzzles.

01 Camcorder Pocket Protector

"Auto-focus, auto-level, auto-color balance, auto-zoom, auto-pan. .5-lux, Complete-Video-Studio-in-a-Pocket-Protector. 'The Rob Lowe Model'"

Given to Larry in opening cartoon. Used with each girl. Must be recharged after each use. "Look" must show battery status. Battery only good for 10 minutes (real time).

Player must read the doco to learn how to charge the battery, load and unload tape, aim it, and turn it on and off. This is all done in a custom dialog box. Click on the subject, click the colored pens in the order given in a table in the doco.

02 Battery Charger

"Insert into any 110-volt, 20-amp GFI-protected circuit. Recharges most batteries in one minute!"

Found in file room. Used in HDC Lobby, Dental waiting room, Rollerblade rental store.

03 Degausser

"Apply carefully in slow, concentric circles, gradually-increasing in speed and intensity, anywhere you have extra gauss."

Must use this to erase tapes before inserting them into the camcorder. Makes tapes blank, ready to record. Can be used on recorded tapes, with considerable loss of points.

04 MM's Blank Videotape

05 LL's Blank Videotape

06 Chi Chi's Blank Videotape

"Michelle Milken. Genuine pretty-good quality. Highly biased. Degauss before using. Floss before brushing. T-10."

Obtained in workroom. Each has nearly same description (only girl's name changes) until recorded. Only fits pocket protector camcorder. Can only insert in camcorder if blank and degaussed. Once they're recorded, they become...

07 MM's Video

08 LL's Video

09 Chi Chi's Video

[if contains MM] "You had no idea financial concepts could be so physically rewarding!"

[if contains LL] "You had no idea mud wrestling could be so spiritually rewarding!"

[if contains Chi Chi] "You had no idea dental pain could be so pleasant!"

Inventory changes when record button pushed on camcorder. Can be inserted and removed from camcorder anywhere, anytime.

10 Michelle Milken's Resume

Shows vital statistics about NYC girl: photo, measurements, tongue length, where to meet her, turn-ons, turn-offs.

11 HDC Napkin

"Where computers are our life! In the Heart of the Famous Times Square Wine Country, New York City"

Find inside MM's resume. Show to limousine driver to give address to get to HDC.

12 Aerodork Gold Card

"Whether it's the U.S.A. or the South Pacific, it's Nontoonyt for you on Aerodork!"

Found in L. A. office file room credit card imprinter. Used to obtain Boarding Passes for all flights at Aerodork Curbside ATM Stands and to enter "Chartreuse Carpet" Lounge at all airports.

13 Aerodork boarding pass

"This boarding pass good for one First Class Seat on Aerodork flight # 1, L. A. to Miami, Seat 2D, Tuesday, November 25, 2003 only."

Get one of these per flight. Make flight number increment by 1 each flight; make source and destination accurate, make seat number from 1 to 4, make letter random from A to D, and use player's computer's system date (will this require a new interpreter function?). Received from the ATM outside airport, used to enter jetway, automatically deducted from inventory when Larry inserts it in jetway door and door keeps it.

14 Aerodork In-Flight Magazine

"Good idea; save this in case the restroom runs out of paper!"

Found in seatback pocket on airplane. Clues to tough puzzles are hidden inside, so when player reads magazine he gets a clue. Which clues will be determined during beta testing.

Article on early punch card applications. A story about early machines that use present-day computer principles.

15 Quarter(s)

"You always were a two-bit game player!"

Found in various coin drops: cigarette machine, slot machine, telephone, charity donation container, etc. Used in pay phones to call limousine, green card company

16 DayTrotter

[first time only] "Inside you find: some folding money with more than two digits in the corners, many credit cards, some mutual fund account numbers, a Swiss bank account number."

[after discovering contents] "You always wanted to have one of these, but you never had anything to schedule!"

Found in limousine seat on way to HDC. Used to increase MM's interest in Larry. MM keeps it when she through. After first look, add Money and Credit Card Collection to inventory.

17 Money

"This is even better than having your own savings and loan (as you believe you may have had in 'LSL4: The Missing Floppies!'"

Get from DayTrotter. Give to maitre d' or MM. MM keeps it when she's through.

18 Credit Card Collection

"Who was this Pat Patterson guy?!"

Found inside DayTrotter. Used to bribe maitre d' or as a short cut to success with MM. MM keeps them when she through.

19 Membership Tape

[before music box] "What an interesting way to make a club membership card! No one uses this antique, 9-track, paper tape any more!"

Larry gets this from maitre d'. Uses it to enter HDC main room.

[after maitre d' upgrade] "Whoever said you're not a man of credit!"

Larry gets his upgrade from maitre d' by giving him all the DayTrotter credit cards. Uses it to enter HDC Hollerith room.

[after music box] "How clever you are!"

Made by wrapping the ordinary membership tape around the music box's cylinder, punching holes in the tape. Allows Larry admittance to Hollerith Room. Made in HDC lobby, used in cafe, lost in the "encounter" with MM.

20 "Safety First" Field Locator Device

"Please don't ask to see this!"

Received by Patti during her gynecologist's visit at the FBI office. Always working. No player use. Ostensibly used by FBI to locate Patti in the field.

21 DataMan

[without cartridge inserted] "You are amazed the Japanese didn't come up with this product first!"

Found in FBI office. After she inserts a data cartridge, when she "looks at" the DataMan it tells her where to go, who to see, and what to look for. If she hasn't read it, she doesn't know.

[with cartridge inserted] Tell info about current cartridge's man, place, office, clues, etc.

22 DataPak #1 -- Reverse Biaz

"Insert one end first."

Found in FBI office. Insert in DataMan. If other cartridge is in DataMan, it is removed automatically.

23 DataPak #2 -- P. C. Hammer

"Insert one end first."

Found in FBI office. Insert in DataMan. If other cartridge is in DataMan, it is removed automatically.

24 Lana Luscious' Resume

Show vital statistics about Atlantic City girl: photo, measurements, where to meet her, turn-ons, turn-offs.

25 Tramp Casino Matchbook

"Tramp Casino on the beautiful Tramp Boardwalk outside the luxurious Tramp Hotel near the palatial Tramp Overscale Miniature Golf Course off Tramp Beach! 711 High Roller Drive, Atlantic City."

Find inside MM's resume. Show to limousine driver to give address to get to Casino.

26 Silver Dollars

"You have %d silver dollars, but desire much much more. Hey, wait a minute!! These aren't real silver dollars; they have Donald Tramp's picture on them!!"

Get first one from girl at entrance to casino. Used in the video poker machine. Win more from the video poker machine. Spend at ballroom and rollerblade rental. Tip whatever remains to doorman when he calls you a limo.

27 Rollerblades

"With these on your feet you feel as though you could fly... off the boardwalk."

Rented on Tramp Boardwalk. Used to catch Lana Luscious. Returned to rental shop.

28 Fax #1 -- Reverse Biaz

"Info about Biaz."

Obtained in limo from limo fax machine only if Patti didn't find the DataMan.

29 Champagne

"You do so love a nice wet Brute!"

Obtained in Patti's limo from ice bucket. Used to get either Reverse Biaz or P. C. Hammer drunk so they will spill the beans. Apply champagne to self responds, "Perhaps you should save this for the after-game locker room interviews!"

30 Gold Record

[before playing it backwards] "For years you've wondered what happened to The Four Shabangs!"

[after playing it backwards] "Excellent detective work, Patti!"

Incriminating Evidence #1. Found in recording studio lobby. Given to FBI at end of game.

31 Cassette Tape

"A smoking gun of the subtle degradation of our nation's youth by those filth-mongering blasphemers, wouldn't you say, Patti?"

Incriminating Evidence #2. Obtained in recording studio control room Given to FBI at end of game.

32 Chi Chi Lambada's Resume

Show vital statistics about Miami girl: photo, measurements, where to meet her, turn-ons, turn-offs.

33 Doc Pulliam's Business Card

"Can Doc Fixem? Nope, 'Doc Pulliam!!' Doc Pulliam's Dental Hygiene Heaven, 123 Wacker Drive, Miami"

Find in Chi Chi Lambada's resume. Show to limousine driver in Miami.

34 Green Card

"Official U. S. Government Alien Resident Permit"

Order at Miami Airport. Receive outside airport. Give to Chi Chi Lambada.

35 Doily

"Isn't this sweet! It would look great back home in your apartment." "(If you HAD an apartment!" "(If you had a HOME!")"

Find in dentist waiting room. Apply to self to gain admission.

36 Fax #2 -- P. C. Hammer

"Insert one end first."

Obtained in limo from limo fax machine only if Patti didn't find the DataMan.

37 Letter Opener

"This is just an extremely sharp letter opener; don't try anything funny with it like picking locks!"

Found on desktop in K-RAP office. Sharp tip. Use to pick desk drawer. Must be returned to desk before exiting scene.

38 Desk Key

"Did you know there's only one key to fit every pressed-cardboard furniture lock in the world!?"

Hidden in plant by window in K-RAP office. Used in same office to open locked desk. Must be returned to plant before exiting scene.

39 Folder of Incriminating Evidence

"These papers provide proof positive of Mob payola, at wonderful K-RAP Radio!"

Incriminating Evidence #3. Found in K-RAP office. Must be returned to desk before exiting scene. Must photocopy it, then return it to desk drawer.

40 Photocopies of Incriminating Evidence

"These papers are an excellent copy of most of the proof positive of Mob payola, at least at wonderful K-RAP Radio!"

Incriminating Evidence #4. Copied in K-RAP office. Given to FBI at end of game.

41 Blank Reel-to-Reel Tape

"If could look closely enough, you could see billions of magnetic particles pointing in random directions. (In other words, this tape is blank!)"

Found in K-RAP radio's control room B. When recorded, it changes to...

42 Recorded Reel-to-Reel Tape

"DDD This tape is filled with digitally recorded incriminating evidence!"

Incriminating Evidence #5. Recorded in K-RAP radio's control room B. Given to FBI at end of game.

43 Hair Trigger Brassiere

"Don't touch your elbows behind your shoulders!"

Issued upon leaving gyno's office. Used in closing cartoon. Does nothing elsewhere.

Click-Thru

Larry in L. A.

find workshop, find & take battery charger
find electrical outlet (may be done at airports)
apply charger to outlet (may be done at airports)
apply camcorder to charger (may be done at airports)
find & take three videotapes
find & take degausser
apply degausser to videotapes (may be done anywhere)
find file room
find file drawer labeled "Finalists"
take three finalists' folders
open MM folder,
 auto add napkin to inventory
open LL folder,
 auto add matchbook to inventory
open Chi Chi's folder,
 auto add business card to inventory
find & take Aerodork Gold Card from imprinter
return to outlet, take camcorder from charger,
 take charger from outlet
apply a videotape to camcorder
walk outside, enter limousine,
 automatically go to airport
watch "Meanwhile..." cartoon during ride
leave limousine, apply Gold Card to ATM
click destination from 3 choices,
 take boarding pass
find lounge, insert Gold Card, enter lounge
apply Boarding Pass to jetway door
enter jetway, watch take-off cartoon
take In-Flight Magazine from seatback pocket
watch "I Dream of Patti" Athens cartoon

Patti in D. C.

watch Patti opening cartoon,
 meet Desmond, Twit, Von Pelt
find DataMan, find ROM cards
apply Rom card to DataMan
walk outside, find limousine
read DataMan to learn Baltimore address (or call office on cell phone
to get fax of Baltimore address)

apply address to driver, ride to Baltimore
take champagne from limousine
watch "I Dream of Money" Tramp cartoon

Larry in NYC

resume Patti in Venice dream,
 awaken holding peanuts
arrive NYC, leave airplane
find cigarette machine, look in change tray
find & take quarters
read limousine ad on wall

Patti in Baltimore

Larry in Atlantic City

leave airplane

Patti does Philly

arrive K-RAP radio, leave limousine, enter station
use DataMan, enter office
find letter opener on desk (or find desk key in plant)
open desk, find combination to control room locks
find incriminating folder
take folder, photocopy folder, get blackface
return key, letter opener, folder
find shower, undress if blackface
take shower/elevator to basement
dress, find control rooms (enter control room A, talk to DJ,
give champagne, talk more, hear confession)
apply key to control room B, enter B
use console to spy on other offices
find reel-to-reel tape, find recorder
apply tape to recorder, record conversations (if DJ not drunk, get blocked in, find
microphone, apply self to micro-
phone, crack glass)

leave, take elevator upstairs, exit
automatically give D. C. address to driver

watch "I Dream of Money" Scrooge McDuck sequence, transition to...

Larry in Miami

leave airplane
find electrical outlet
apply battery charger to outlet
apply camcorder to charger
take camcorder, charger
apply videotape to camcorder
find charity collection container, take quarters
read limousine ad on wall
apply quarter to telephone
enter limo company phone number, order limo
phone, order card, (read resident alien ad, call on
wait inside, go outside, find card,
forget to leave money)

exit airport, find limousine, enter limo
read another folder (or call Hollywood on cell phone
to get dentist's address)

apply Doc Pulliam's address to driver
take limo to dentist, leave limo, enter dental office waiting room
talk receptionist, complete forms, get rejected
use telephone on table to dial receptionist,
lie that you're oral surgeon,
demand admittance (or find doily, apply doily to self)
knock on window, talk to receptionist
enter inner office, meet Chi Chi, talk Chi Chi
give her the resident alien card (or talk lots, always choosing
dancing/athletic answers)

do Chi Chi, segue to office exterior
re-enter dental office waiting room, use phone
enter limousine company phone number
order limousine, ride limousine to airport
leave limousine, apply Gold Card to ATM
click destination, take boarding pass
find lounge, insert Gold Card, enter lounge
apply Boarding Pass to jetway door
enter jetway, watch take-off
take In-Flight Magazine from seatback pocket
watch "I Dream of Patti" Casablanca sequence, transition to...

Patti in D. C.

arrive FBI HQ, enter Desmond's office
tell all, give all evidence
learn you get next big White House dinner gig
Suddenly, current Patti reality interrupted by Larry emergency...

Larry's Flight Stimulator

awaken to plane plummeting, volunteer to help
do pseudo-flight simulator sequence
land plane, save people
see landing long shot with plane bumping

Closing Cartoon

leave jetway, get welcomed as Big Hero
receive phone call from President
see Larry at place of honor as entertainment introduced
Patti & Larry reunited

chopper off to Camp David with the Quayles
ASHV went on to become a smash hit
none of the three finalists got the hostess gig, producer chose his girl friend

Background Scene, View, and Loop Numbers

Naming convention: Pictures (pix, pic) are referred to as p120, p130, etc. Views use "V", loops use "L", cells use "C", and rooms use "R". Thus V0/L2/C7 refers to the eighth cell of a southbound Larry.

Numbering convention: Any view used as part of a background picture has the same number as that picture. Any specialized ego (either Larry or Patti) used only in that one picture has the same number +1. Any additional views for that picture begin with +2 and continue up. Ego views used in multiple areas are numbered in the upper 500s. Inventory views are in the upper 900s.

Graphic description convention: Indentation, font size, and style denote whether a line refers to a pic, view, loop, or cell as shown in this example:

```
### This is a pic description
    ### This is a view description
        # This is a loop description
            # This is a cell description
```

100s -- Hollywood

Opening Larry Cartoon

```
100 Title: "Sierra presents"
102 Title: "Leisure Suit Larry in"
104 Title: "Episode 5:"
106 Title: "Passionate Patti Does a Little Undercover Work"
110 Copy Protection Spoof
115 Trivia Quiz
120 Mob boss' office
    120 Slide show
        0 slides
            0 Chart #1
            1 Chart #2
            2 Chart #3
    122 Mob Flunkee #1
        0 talking
    123 Mob Flunkee #2
        0 talking
    124 Mob Boss
        0 eyebrows
        1 cigar
        2 hand
    125 "Six months later..."
130 Mr. Bigg Close-up
    130 Bigg's facial animation
        0 eyebrows
        1 upper lip
        2 lower lip
```

140 Office of the President, PornProdCorp

- 141 Larry scene specific
 - 0 taking coffee pot
 - 1 walking west with coffee pot (also used in r160)
 - 2 turning from west to south with pot
- 142 PPC Flunkee #1 speaks
 - 0 talking
- 143 PPC Flunkee #2 speaks
 - 0 talking
- 144 Filthy McNasty speaks
 - 0 talking

145 McNasty gets scalded

- 145 McNasty screams
 - 0 yells
 - 1 "Hey, wait a minute"
 - 2 light bulb
- 146 Larry cracks pot
 - 0 scared

150 McNasty and Larry 2-shot

- 150 McNasty animation
 - 0 talking
- 151 Larry animation
 - 0 talking

"PornProdCorp"

160 PornProdCorp lobby

- 160 scene stuff
 - 0 single cells
 - 0 coffee pot
 - 1 door to Pres office
 - 2 door to fileroom
 - 3 water cooler occasional bubbles
 - 4 water cooler belch
- 161 Larry & recharger
 - 0 bending over
 - 1 placing recharger on floor
 - 2 plugging in
 - 3 placing camcorder in recharger
 - 4 recharger plugged into outlet
 - 5 camcorder plugged into recharger plugged into outlet
- 162 coffee
 - 0-3 "coffee" emanating thru McNasty's office door

170 Larry's workroom

- 170 scene stuff
 - 0 single cells
 - 0 three tiny tapes
 - 1 battery charger
- 171 Larry scene specific
 - 0 opening drawer
 - 1 taking tapes from top shelf

180 file room

- 180 scene stuff
 - 0 credit card
- 181 Larry scene specific

- 0 opening drawer w/folders
- 1 opening drawer w/o folders
- 2 taking folders from drawer
- 3 taking card from imprinter

190 PornProdCorp exterior

- 190 scene stuff
 - 0 door
 - 1 limo parked (cell 0) to leaving
- 191 Larry scene specific
 - 0 Larry entering limo
- 192 fountain

200s -- Generic Limousines & Airports

Limousines

200 Limousine Interior

- 200 scene stuff
 - 0 single cells
 - 0 cell phone
 - 1 champagne
 - 2 DayTrotter
 - 3 fax extruding
 - 1 traffic left
 - 2 traffic right
 - 3 mirror left
 - 4 mirror right
 - 5 power window button
- 201 Larry scene specific
 - 0 raising cell phone
 - 1 fidgeting #1
 - 2 fidgeting #2
 - 3 fidgeting #3
 - 4 taking DayTrotter
- 202 Patti scene specific
 - 0 raising cell phone
 - 1 fidgeting #1
 - 2 fidgeting #2
 - 3 fidgeting #3
 - 4 dream bubble
 - 5 taking champagne
- 203 driver, male
 - 0 fidgeting
 - 1 talking
 - 2 eyes (in mirror)
 - 3 driving
- 204 driver, female
 - 0 fidgeting
 - 1 talking
 - 2 eyes (in mirror)
- 205 TV picture
 - 0 static
 - 1 ad for Larry1
 - 2 ad for Larry2
 - 3 ad for Larry3

- 4 ad for Larry4
- 206 aquarium
 - 0 bubbles
 - 1 fish #1
 - 2 fish #2
 - 3 fish #3
- 210 Meanwhile... Mob wants CANE**
 - reuse v122, v124
- 215 Meanwhile... McNasty on phone**
 - 215 McNasty speaks
 - 217 McNasty worried
- 220 Meanwhile... CANE gets a big grant**
 - 220 Cane President
 - 222 Cane Flunkee #1
- 225 Meanwhile... CANE works Congress**
 - 225 Cane Flunkee #1 with \$\$
 - 227 smiling Congressman

Patti dreams of...

- 230 ...Donald Tramp**
 - 230 scene stuff
 - 0-3 waves against ship
 - 231 Patti & Donald wriggling
- 235 ...Wild Willy Gates**
 - 235 scene stuff
 - 0-3 computer displays
 - 236 Patti & Willy wriggling
- 240 ...Scrooge McDuck**
 - 240 scene stuff
 - 0 Scrooge's Caterpillar tractor
 - 1 falling cash
 - 241 Patti wriggling in money
- 245 TouchTone Dialer**
 - 090 pushbuttons, all with cells like this:
 - 0 up
 - 1 down
 - 0-9 buttons 0 thru 9
 - 10 * button
 - 11 # button
 - 12 hook
 - 13 red light

Airports

- 250 airport exterior**
 - 250 scene stuff
 - 0 single cells
 - 0 LAX name
 - 1 NYC
 - 2 Atlantic City
 - 3 Miami
 - 4-7 airplanes
 - 8-11 clouds
 - 12 green envelope on trash can
 - 1 flag

258 ATM Close-up

- 255 scene stuff
 - 0 single cells
 - 0 card
 - 1 boarding pass
 - 1 flashing lights #1
 - 2 flashing lights #2
 - 3 flashing lights #3

260 airport lobby, west

- 260 generic
 - 0 single cells
 - 0 outlet for recharging battery
- 261 Larry scene specific
 - 0 reaching for slot machine handle
 - 1 pulling slot machine handle
- 262 NYC specific
 - 0 single cells
 - 0 lighted ad for "Checker Limo Co."
- 264 Atlantic City specific
 - 0 single cells
 - 0 slot machines
 - 1 slot handle
 - 2 quarter winnings
 - 1 working slot
- 265 Miami specific
 - 0 single cells
 - 0 cigarette machine

270 airport lobby, center

- 270 generic
 - 0 door to VIP lounge
 - 1 rotating TV security camera
- 271 Larry scene specific
 - 0 showing card to TV camera
- 273 NYC specific
 - 0 single cells
 - 0 charity cannister
- 274 Atlantic City specific
 - 0 single cells
 - 0 lighted ad for "Tramp Limo Service"
- 275 Miami specific
 - 0 single cells
 - 0 lighted ad for JustGreenCards
- 276 ticket agent #1
 - 0/1 walking east/west
 - 2 arguing
 - 3 talking head
- 277 ticket agent #2
 - 0/1 walking east/west
 - 2 arguing
 - 3 talking head

280 airport lobby, east

- 280 generic
 - 0 single cells
 - 0 bank of pay phones
- 284 Atlantic City specific
 - 0 single cells

- 0 lighted ad for "Tramp This! Continuous Wet T-Shirt Contest"
- 285 Miami specific
 - 0 single cells
 - 0 lighted ad for "North Beach Limo Co."
- 290 Chartreuse Carpet VIP lounge, empty**
 - 290 scene stuff
 - 0 single cells
 - 0 folding chair
 - 1 door to jetway
 - 2 flashing "Now Boarding" sign
 - 291 Larry scene specific
 - 0 sits down; collapses chair
 - 1 inserting boarding pass in slot
 - 2 disappearing in jetway
 - 3 reappearing in jetway
- 295 Chartreuse Carpet VIP lounge, full of reporters**
 - 295 scene stuff
 - 0 an arm handing Larry a telephone
 - 1 flashbulbs flashing
 - 2 Bush on telephone
 - 297 misc. reporters & people

300s -- Generic Airplane

- 310 Takeoff (also Landing)**
 - 310 generic airport addToPix
 - 0 single cells
 - 312 LAX
 - 313 NYC
 - 314 Atlantic City
 - 315 Miami
 - 1 airplane takeoff & landing
 - 0 flat
 - 1 tilted up
 - 2 freeway
 - 3 flag
 - 4 windsock
 - 5 birds
 - 311 Larry's funny landing animation
 - 0 landing attempt #1
 - 1 landing attempt #2
 - 2 landing attempt #3
 - 3 successful, cross-wise landing
- 315 U. S. A. Map**
 - 315 scene stuff
 - 0 arrowhead east
 - 1 mirror of 0
 - 2 short dash line
- 320 Sitting in First Class**
 - 320 scene stuff
 - 0 magazine
 - 1 clouds
 - 0-3 various cloud cells pass by outside window
 - 321 Larry's facial reactions
 - 0 going to sleep

- 1 sawing zzz's
- 1 awakening
- 322 dream bubbles
- 323 Larry squeezing his nut bags
- 324 Larry spilling his drink on his lap
- 325 Larry pushing up his tray

Larry dreams of Patti...

- 330 ...in Athens, reverse medium close-up**
 - 330 Patti playing piano
 - 0 face
 - 1 hands (hammers inside piano??)
- 335 ...in Athens, long-shot**
 - 335 Patti playing piano
 - 0 at piano
 - 1 rising, turning to audience
- 340 ...in Athens, reverse**
 - 340 scene stuff
 - 0 roses in flight east
 - 1 roses in flight west
 - 341 Patti scene specific
 - 0 bowing
- 345 ...after Athens**
 - 345 Patti in "Fabulous Baker Boys"
 - 346 Larry in "Fabulous Baker Boys"
- 350 ...in Venice #1**
 - 350 scene stuff
 - 0 moonlight on water
 - 1-3 waves & ripples
 - 4 pole stuck in mud
 - 351 Larry gondolier
 - 0 poling
 - 1 loses pole
 - 2 "lost my pole" take
 - 3 moves to sit beside Patti
 - 352 gondola
 - 0 Patti only (1 cell)
- 355 ...in Venice #2 (reuse for after Venice)**
 - 355 scene stuff
 - 0-2 moonlight
 - 3-4 waves & ripples
 - 4 gondola leaking
 - 356 Patti + Larry stroking in gondola
 - 0 petting
 - 1 heavy petting
- 370 ...at Taj Mahal**
 - 370 scene stuff
 - 0 moonlight
 - 1 waves & ripples
 - 3 speaker cone
 - 371 Patti scene specific
 - 0-1 playing her strap-on synth

375 ...after Taj Mahal

- 375 scene stuff
 - 0 snake rising from basket
- 376 Larry scene specific
 - 0 Larry stroking Patti
- 377 Patti scene specific
 - 0 playing oboe

380 ...Casablanca

- 375 scene stuff
 - 0 moonlight
 - 1 airplane propeller
 - 2 airplane propeller
- 376 Larry as Bogie
- 377 Patti as Ingrid

385 Dying in First Class

- 385 scene stuff
 - 0 clouds streaking past window
- 386 Larry scene specific
 - 0-1 facial takes
 - 2 hair blowing
 - 3 clothes flapping

390 Flight Simulator

- 390 scene stuff
 - 0-15 various loops of dashboard lights, dials, gauges
- 391 Larry in lower left window
 - 0 single cell stuff
 - 0-4 various Larry facial take cells
- 392 airliner in lower right window
 - 0 single cell stuff
 - 0-4 various cloud cells
 - 1 airplane spinning
 - 2 from spinning to level

400s -- Washington, D. C.

Opening Patti cartoon

400 "The Piano Pit"

- 400 scene stuff
 - 0 patron #1 clapping
 - 1 patrons #2-3 talking

405 Club Owner's Office

- 406 Patti scene specific
 - 0 mounting corner of desk
 - 1 perched on desk, waving leg
 - 2 stands up, pissed-off
- 407 club owner
 - 0 wriggling cigar talking
 - 1 inhaling
 - 2 blowing smoke ring

410 Dark Alley Exterior

- 410 scene stuff
 - 0-3 steam

- 4-5 "Piano Pit"
- 6 arrow
- 7 other neon ?
- 411 Patti trenchcoat
- 412 Desmond
 - 0-1 walking east/west
- 415 Dark Alley, 2-Shot**
 - 415 Desmond facial animation
 - 416 Patti facial animation

FBI Headquarters

- 420 Inspector Desmond's Office, 2-shot**
 - 420 Desmond facial animation
 - 421 Patti facial animation
- 425 FBI exterior**
 - 425 scene stuff
 - 0 door to interior
 - 1 limo
 - 2 limo door (if needed?)
- 430 Commander Twit's workshop, West**
 - 430 scene stuff
 - 0 Desmond's office door
 - 1 door to exterior
 - 2 atmosphere techie #1
 - 3 atmosphere techie #2
 - 4 generic experiment #1
 - 5 generic experiment #2
 - 6 generic experiment #3
 - 432 Twit
 - 0-3 walking
 - 4 gesturing, pointing, talking while facing east
 - 433 vibrator-man
 - 0 working (before inset)
 - 1 smoking (after inset cartoon)
 - 434 vibrator-man inset animation
 - 0 manipulating vibrator
 - 1 liftoff
 - 2 insertion
 - 3 vibrating
 - 4 collapsing
 - 435 bra-man
 - 0 working (before inset)
 - 1 smoking (after inset cartoon)
 - 436 bra-man inset animation
 - 0 bra-man being adjusted
 - 1 bra-tech adjusting bra-man's bra
 - 2 bra-man touches elbows behind back
 - 3 explosion
 - 4 bra-man's smoking cups
 - 5 bra-tech smoking head
 - 6 dropping out of frame
 - 437 background cell for inset animation

440 Commander Twit's workshop, East

- 440 scene stuff
 - 0 single cells
 - 0 DataMan
 - 1 DataPak #1
 - 2 DataPak #2
 - 1 Von Pelt's office door
 - 2 computer screen Greeking
 - 3 atmosphere techie #1
 - 4 atmosphere techie #2
 - 5 atmosphere techie #3
 - 6 generic experiment #1
 - 7 generic experiment #2
 - 8 generic experiment #3
- 441 Patti scene specific
 - 0 taking DataMan
 - 1 taking DataPaks
- 442 Twit using computer
 - 0 facing north, only a couple of cells
- 443 fart-man
 - 0 working with test tubes (before inset)
- 444 fart-man inset animation
 - 0 pouring red fluid into blue fluid
 - 1 drinking beaker
 - 2 lowers beaker
 - 3 facial take
 - 4-6 stomach expansion
 - 7 ignition
 - 8-? lift-off and shoots off-frame
- 445 Dr. Von Pelt
 - 0-1 walking east/west

450 Dr. Lyccus Von Pelt's office

- 450 Dr. Von Pelt
 - 0 head & body
 - 1 talking
 - 2 raising sheet
 - 3 smiling big
 - 4 another facial expression ?
 - 5 hand with full needle
 - 6 hand with empty needle
- 452 miner's helmet
 - 0 single cells
 - 0 hat with light on
- 453 power tools
 - 0 pulling down ratchet tool
 - 1 ratchet cord wriggling
 - 2 getting brace & bit

458 post-Pelting w/office frame

- 458 scene stuff
 - 0 hand with cigarette
 - 1 smoke rings
 - 2 hand feeling for helmet as head turns to camera
 - 3 puzzled expression

Closing Cartoon

460 White House Dinner long shot

- 460 scene stuff
 - 0 single cell stuff
 - 0 Patti's empty chair on dais
 - 1 Desmond's empty chair on dais
- 461 Larry scene specific
 - 0 sitting on dais
 - 1 fidgeting
 - 2 talking to Bigg (leaning way over)
 - 3 sees gun, leaps on top of Quayle
 - 4 leaving Quayle back, sitting down
- 462 Patti scene specific
 - 0 rising from chair
 - 1 sitting on dais
 - 2 fidgeting
 - 3 talking to Bigg
 - 4 talking to Larry
 - 5 scoots west 1 chair
 - 6 leans near Larry
- 463 Quayle
 - 0 scooting chair west
 - 1 fidgeting
 - 2 face in pie
 - 3 with pie on clothes, turning east
 - 4 with pie on clothes, talking to Patti
- 464 Desmond
 - 0 rising from chair
 - 1 sitting on dais
 - 2 fidgeting
 - 3 stands up to make arrest
 - 4 leaps over to Bigg, grabs gun
- 465 Bigg
 - 0 fidgeting
 - 1 talking to Patti
 - 2 drooling over Patti
 - 3 leaps to feet, drawing gun
 - 4 close-up cell for print window, showing angry face (as in p130) and pistol glinting
 - 5 Bigg + Desmond + SS Agent wrestling
 - 6 Bigg + Desmond + SS Agent walk off to west
- 466 SS Agent
 - 0 walking east w/Larry chair
 - 1 unfolds and places chair
 - 2 walking east
 - 3 standing
 - 4 grabs Bigg's arm, gun fires
- 467 Quayle vignette
 - 0 background cell
 - 1 Larry rises off Quayle's back
 - 2 Quayle rises
 - 3 wiping off pie
 - 4 pissed-off look at Larry

470 Patti embraces Larry

- 470 Patti & Larry
 - 0 Patti + Larry embracing
 - 1 Patti + Larry separating
- 471 talking heads
 - 0 Larry face-only talking
 - 1 Patti face-only talking

480 Helicoptering Into The Sunset

- 480 scene stuff
 - 0 copter large
 - 1 copter medium
 - 2 copter small
 - 3 sun setting
- reuse principal credits from opening
- 481 additional credits

500s -- New York City

500 "Hard Disk Cafe" exterior

- 500 scene stuff
 - 0 single cells
 - 0 limo
 - 1 flashing lights
 - 2 door

510 Lobby

- 510 scene stuff
 - 0 single cells
 - 0 Computer Memorabilia Close-up #1
 - 1 Computer Memorabilia Close-up #2
 - 2 Computer Memorabilia Close-up #3
 - 3 Computer Memorabilia Close-up #4
 - 4 Computer Memorabilia Close-up #5
 - 1 gate opening
 - 2 tape machine working
 - 3 tape coming out

511 Larry scene specific

- 0 taking paper tape
- 1 wrapping music box
- 2 talking on telephone

512 maitre d'

- 0 standing facing south (1 cell)
- 1 talking
- 2 using tape machine

513 phone lady

- 0 yakking
- 1 pushing Larry away

514 music box

- 0 playing (w/o tape)

520 paper tape reader close-up

525 The Cafe

- 525 scene specific
 - 0 door to Hollerith room
 - 1 Larry's chair
 - 2-7 diners dining

- 526 Larry scene specific
 - 0 sitting
 - 1 inserting tape in tape reader
- 527 Michelle Milken
 - 0 walking east
 - 1 inserting tape in tape reader
- 530 "The Herman Hollerith Room"**
 - 530 scene stuff
 - 0 other booths' curtains closing
 - 1 Michelle's booth's curtain closing
 - 2 dining couple #1
 - 3 dining couple #2
 - 4 dining couple #3
 - 531 Larry scene specific
 - 0 sitting at cart
 - 1 entering M's booth
- 535 Michelle Milken close-up #1**
 - 535 facial expressions
 - 0 body (includes left arm)
 - 1 eyebrows
 - 2 eyelids
 - 3 eyes
 - 4 nostrils
 - 5 mouth talking
 - 6 mouth licking
 - 7 mouth pouting
 - 536 Michelle animation #1
 - 0 finger into whipped cream (right arm movement)
 - 1 finger to mouth
 - 2 sucking finger
 - 3 lizard tongue out
 - 4 lizard tongue in
- 540 Michelle Milken close-up #2**
 - 540 Michelle animation #2
 - 0 going down on banana
 - 1 coming up smiling
 - 2 shoulder walking
- 545 Larry close-up**
 - 545 quizzical face
 - 0 eyes
 - 1 mouth
 - 2 nose
 - 546 pleased face
 - 0 eyes
 - 1 mouth smiles
 - 2 nose stiffens

upper 500s -- Shared Ego Views

- 550 Larry
 - 4-7 standing
- 551 Larry smaller
- 552 Larry larger

- 570 Patti
 - 4-7 standing
- 571 Patti smaller
- 572 Patti larger

600s -- Baltimore

600 Backseat Patti

- 600 Driver groping
 - 0-2 gropes
- 601 Patti scene specific
 - 0 struggling
 - 1 pulls door handle

610 "The Shill Building" Exterior

- 610 scene stuff
 - 0 flag left
 - 1 flag right
 - 2 door

620 Shill Building Lobby

- 620 scene stuff
 - 0 elevator doors
- 621 Patti scene specific
 - 0 pushing elevator button (to no avail)
- 622 guard
 - 0 dozing
 - 1 talking
 - 2 raising telephone
 - 3 talking on telephone
 - 4 working control panel

630 building directory

640 des Rever Records Waiting Room

- 640 scene stuff
 - 0 elevator door
 - 1 studio A door
 - 2 gold record
- 641 Patti scene specific
 - 0 taking gold record
- 642 Reverse Biaz
 - 0 working panel (visible thru control room's glass window)

650 Stereo Close-up

- 650 scene stuff
 - 0 "R/off/F" switch
 - 1 "33/45/78" switch
 - 2 turntable spinning w/record
 - 3 tone arm
 - 4-5 speaker cones dancing

660 Recording Studio

- 660 scene stuff
 - 0 Control Room door
- 661 Patti scene specific
 - 0 sitting at synth
- 662 Reverse Biaz
 - 0 talking to Patti thru glass

670 Synth close-up

- 670 scene stuff
 - 0 tape reels spinning
 - 1 lights flashing
- 672 Reverse Biaz
 - 0 playing with knobs
 - 1 talking to Patti thru glass
- 673 synth
 - 0 key depressed

680 control room

- 680 scene stuff
 - 0 tape reels turning
 - 1 VU meters
- 681 Patti scene specific
 - 0 talking
 - 1 groping
 - 2 going down
 - 3 leg pressing "Record"
 - 4 other interesting positions ??
- 672 Reverse Biaz
 - 0 talking
 - 1 groping
 - 2 going down

690 Meanwhile... Back at the FBI #1

- 690 scene stuff
 - 0 sonar screen
 - 1 flashing blip
 - 2 techie's talking head
 - 3 Desmond's talking head

700s -- Atlantic City

700 "Tramp Casino" Exterior

- 700 scene stuff
 - 0 limo
 - 1-3 flashy lights
 - 4 bird flying
 - 5-7 flags ??
- 702 casino change girl
 - 0 talking
 - 1 giving money
- 703 casino doorman
 - 0 talking
 - 1 hailing limo

710 "Tramp Casino" Interior, Extreme Downshot

- 710 scene stuff
 - 0-7 gamblers
- 711 Larry scene specific
 - 0-3 walking

720 "Tramp Casino" video poker

- 720 scene stuff
 - 0 increase bet
 - 1 decrease bet

- 2 cash out
- 3 flashing light #1
- 4 flashing light #2
- 5 flashing light #3
- 6 flashing light #4
- 722 card deck
 - 0 clubs
 - 1 diamonds
 - 2 spades
 - 3 hearts
- 730 "Tramp Casino" Ballroom**
 - 730 scene stuff
 - 0-2 audience motion
 - 731 Larry scene specific
 - 0 sitting in front
 - 1 mounting ring
 - 732 bouncer
 - 0 blocking aisle (EOL does "stepping aside")
 - 1 talking
 - 2 accepting money
 - 733 wet T-Shirt contestant
 - 0-1 walking
 - 734 Lana in mud wrestling suit
 - 0-1 walking
 - 2 taunting #1
 - 3 taunting #2
- 738 "Tramp Casino" Ballroom--wet T-shirt contestant**
 - 738 T&A close-up
- 740 Mud Wrestling "arcade game"**
 - 740 scene stuff
 - 0 single cells
 - 0-8 body parts
 - 741 Larry wrestling
 - 742 Lana wrestling
 - 743 Larry + Lana wrestling
 - 0-6 "look at that!"
 - 7 going for the pin
 - 8 rolling off stage
- 750 Mud Wrestling Medium Shot**
 - 750 scene stuff
 - 0-4 audience members
 - 5-8 audience "oohing"
 - 751 Larry + Lana scene specific
 - 0-6 getting better & better
 - 752 flying clothing
 - 753 Lana sitting up
 - 0 looking at Bucephalus
 - 1 looking at each other
 - 2 looking at camera
 - 754 Larry sitting up
 - 0 looking at Bucephalus
 - 1 looking at each other
 - 2 looking at camera, embarrassed

760 Tramp boardwalk

- 760 building AddToPix
- 761 Larry walking, smallest
 - 0 east
 - 1 west
 - 2 south EOL only (current size to next larger size)
 - 3 standing only (can't get smaller)
- 762 Larry walking, smaller
 - 0 east
 - 1 west
 - 2 south EOL only (current size to next larger size)
 - 3 north EOL only (current size to next smaller size)
- 763 Larry walking, small
 - 0 east
 - 1 west
 - 2 south EOL only (current size to next larger size)
 - 3 north EOL only (current size to next smaller size)
- 764 Larry walking, normal
 - 0 east
 - 1 west
 - 2 standing only (can't get larger)
 - 3 north EOL only (current size to next smaller size)
 - 4 falling take
 - 5 zip out of sight
 - 6 splash
- 765-8 Larry skating (as in 741-4)
- 769 Lana skating, normal size only
 - 0-1 east/west only
- 770-79 misc skaters

780 Under the Boardwalk

- 780 scene stuff
 - 0-3 pier waves
- 781 Larry scene specific
 - 0 swimming east
 - 1 swimming west

790 Ivana Tramp's Rollerblade Rental Shop

- 790 scene stuff
 - 0 door to back room (beads)
 - 1 flickering neon sign
- 791 Larry scene specific
 - 0 sitting on wooden box
 - 1-2 changing shoes
- 792 Ivana Tramp, proprietor
 - 0-3 walking
 - 4 talking
 - 5 bending behind counter

795 Lana Luscious Close-up

- 795 Lana
 - 0 eyes
 - 1 eyebrows
 - 2 eyelids
 - 3 nostrils
 - 4 mouth smiling

- 5 mouth frowning
- 6 talking

800s -- Philadelphia

800 "K-RAP Radio" Exterior

- 800 scene stuff
 - 0 door
 - 1-3 flashing lights (KRAP)
 - 4 Taj Mahal reflection?
 - 5 speaker cones
- 801 Patti in darkness, smaller
 - 0-3 walking

810 "K-RAP Radio" Exterior, reverse long shot

- 810 scene stuff
 - 0 KRAP sign
 - 1 airplane blinking lights
 - 2 lights of the city

820 "K-RAP Radio" Lobby

- 820 scene stuff
 - 0 door to Krapper's office
 - 1 lights of the city
- 821 Patti in dark

830 Keypad Close-up

- 830 pushbuttons, all with cells like this:
 - 0 up
 - 1 down
- 0-9 buttons 0 thru 9
- 10 * button
- 11 # button

840 John Krapper's office

- 840 scene stuff
 - 0 single cells
 - 0 letter opener
 - 1 glinting key
 - 1 door to lobby, hinges on south edge
 - 2 copier running
 - 3 copier jamming
- 841 Patti scene specific
 - 0 opening drawer
 - 1 taking papers from file drawer
 - 2 taking key (digging in ficus roots)
 - 3 putting papers into tray
 - 4 hand pressing button
 - 5 opening copier
 - 6 copier exploding
- 842 Patti blackface

850 John Krapper's bathroom

- 850 scene stuff
 - 0 single cells
 - 0 shower w/o Patti
 - 1 Patti's clothes on hook
 - 1 door to office
 - 2 door to shower

- 851 Patti scene specific
 - 0 sitting on can
 - 1 grunting
 - 2 blackfaced disrobing behind shower door
 - 3 blackfaced entering "shower"
 - 4 shower with door & blackfaced Patti (1 cell)
- 860 "K-RAP Radio" Atrium**
 - 860 scene stuff
 - 0 single cells
 - 0 shower descending w/blackfaced Patti
 - 1-7 heads appearing in windows
- 870 "K-RAP Radio" Studios**
 - 870 scene stuff
 - 0 single cells
 - 0 shower w/o Patti
 - 1 clothes on hook
 - 1 shower door
 - 2-6 groups talking inside offices
 - 871 Patti scene specific
 - 0 shower descending w/Patti
 - 1 reaching for clothes
 - 0 robing
 - 872 Patti Hammerpants
- 880 "K-RAP Radio" Control Rooms A & B**
 - 880 scene stuff
 - 0 single cells
 - 0 mike stand
 - 0 mike stand blocking door B
 - 1 door to A
 - 2 door to B
 - 882 P. C. Hammer
 - 0-3 walking
 - 883 Hammer actions
 - 0 using mixer
 - 1 looking at Patti
 - 2 blocking Room B's door with mike stand
- 890 Inside Control Room B**
 - 890 scene stuff
 - 0 recorder reels
 - 1 breaking window
 - 2-4 flashing meters, lights
 - 891 Patti scene specific in Hammerpants
 - 0 getting tape
 - 1 using recorder
 - 2 using board
 - 3 singing into mike
 - 4 climbing out window

900s -- Miami

- 900 "Doc Pulliam's Dental Hygiene Heaven" Exterior**
 - 900 scene stuff
 - 0 single cells
 - 0 limo
 - 1 door

- 2 revolving molar with gold filling
 - 901 Larry scene specific
 - 0 climbing stairs
- 905 dental office waiting room**
 - 905 scene stuff
 - 0 single cells
 - 0 doily
 - 1 window sliding open
 - 906 Larry scene specific, w/o Doily
 - 0 knocking on window
 - 1 sitting
 - 2 fidgeting
 - 3 reaching for telephone, facing west
 - 4 lowering telephone, facing north
 - 5 taking doily
 - 907 Larry scene specific, w/Doily
 - 0 knocking on window
 - 1 sitting
 - 2 fidgeting
 - 3 reaching for telephone, facing west
 - 4 lowering telephone, facing north
 - 5 installing doily
 - 908 Larry wearing doily
 - 0-3 walking
 - 909 receptionist
 - 0 talking
 - 1 motioning
 - 2 lifting phone
 - 3 talking on phone
- 910 Chi Chi Lambada's Cubicle**
 - 910 scene stuff
 - 0 drill
 - 1 sink
 - 911 Larry scene specific
 - 0 mounting chair
 - 1 enjoying self
 - 912 Chi Chi
 - 0-3 walking
 - 913 Chi Chi actions
 - 0 inserting suction in Larry
 - 1-3 rubbing Larry
 - 4-6 dancing
- 915 Chi Chi Lambada Close-up**
 - 915 Chi Chi
 - 0 eyes
 - 1 eyebrows
 - 2 eyelids
 - 3 nostrils
 - 4 mouth smiling
 - 5 mouth frowning
 - 6 talking
- 920 Chi Chi & Larry's Gymnastic "Routine"**
 - 920 wall cracking
 - 921 Larry scene specific

- 0 swinging on rings
- 1 parallel bars running
- 2 parallel bars jumping on springboard over her
- 3 parallel bars falling past window
- 4 balance beam walks
- 5 balance beam falls onto crotch
- 6 balance beam take
- 7 balance beam slowly rotates around beam
- 922 Chi Chi scene specific
 - 0 swinging on rings
 - 1 parallel bars
 - 2 balance beam walks west to east
 - 3 balance beam handstand & splits

upper 900s -- Inventory Objects

- 930 Zipper
- 931 Camcorder Pocket Protector
- 932 Battery Charger
- 933 Degausser
- 934 MM's Blank Videotape
- 935 LL's Blank Videotape
- 936 Chi Chi's Blank Videotape
- 937 MM's Video
- 938 LL's Video
- 939 Chi Chi's Video
- 940 Michelle Milken's Resume
- 941 HDC Napkin
- 942 Aerodork Gold Card
- 943 Aerodork boarding pass
- 944 Aerodork In-Flight Magazine
- 945 Quarter(s)
- 946 DayTrotter
- 947 Money
- 948 Credit Card Collection
- 949 Membership Tape
- 950 "Safety First" Field Locator Device
- 951 DataMan
- 952 DataPak #1 -- Reverse Biaz
- 953 DataPak #2 -- P. C. Hammer
- 954 Lana Luscious' Resume
- 955 Tramp Casino Matchbook
- 956 Silver Dollars
- 957 Rollerblades
- 958 Fax #1 -- Reverse Biaz
- 959 Champagne
- 960 Gold Record
- 961 Cassette Tape
- 962 Chi Chi Lambada's Resume
- 963 Doc Pulliam's Business Card
- 964 Green Card

- 965 Doily
- 966 Fax #2 -- P. C. Hammer
- 967 Letter Opener
- 968 Desk Key
- 969 Folder of Incriminating Evidence
- 970 Photocopies of Incriminating Evidence
- 971 Blank Reel-to-Reel Tape
- 972 Recorded Reel-to-Reel Tape

999 Just a Plain Black Pic

Things To Do, Fix, or Clarify

Insert more Patti "remembrances of Larry4"

Add girls' photos to resume

check for code wheel passage before doing a Restore

Can we do a slow fade to "almost black" ?

Can we color-cycle a border pattern around close-up faces?

Handle inventory possessions of Patti & Larry

Plan for keypad rooms: must be able to pop up window at every pad.

create a points list right now

Ken, Bill & Rolling Stone meeting, January 29, 1991:

dynamic scaling WILL BE implemented; plan on it, code around it

Multiple puzzles / girl:

 Miami could be implemented, others tougher to rationalize

Build a Conversation Class, with members Messages
 any interruption skips to end of conversation
 if only 1 message, skip to end of that message