



Leisure Suit

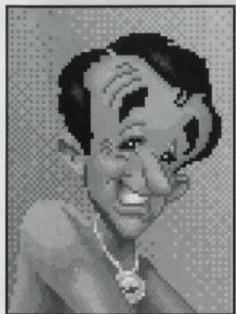
LARRY

Shape Up Or Slip Out!

Leisure Suit Larry 6:

"SHAPE UP OR SLIP OUT!"

Windows or Dos?



It's up to you. We've included both DOS and Windows versions, but let's be honest: there are pros and cons. You decide which to install.

Windows PROS: Windows handles your sound card for you. It works without special VESA drivers. You can quickly hide the game when your boss walks in.

Windows CONS: Since we can't use our special sound drivers, your music won't sound as good. It's always slower. It requires more memory.

To run in Windows, you must install under Windows. If you install the DOS version, it will NOT run in a Windows DOS shell.

Installation

1. Put the game CD in your CD-ROM drive.
2. From DOS, change to your CD drive (e.g., D:<enter>), and type INSTALL<enter>.

From Windows, pull down the FILE menu and select RUN. Type D:\SETUP and click OK.
3. Follow the on-screen instructions. When offered the chance to view the README file, do so. If you later change hardware or settings, you can run the program again without losing your saved games.

Running the Game

The game won't run without the game CD in your CD-ROM drive. (Duh!)

From DOS, change to the C:\SIERRA directory (or the directory where you installed the game) and type: LSL6CD<enter>

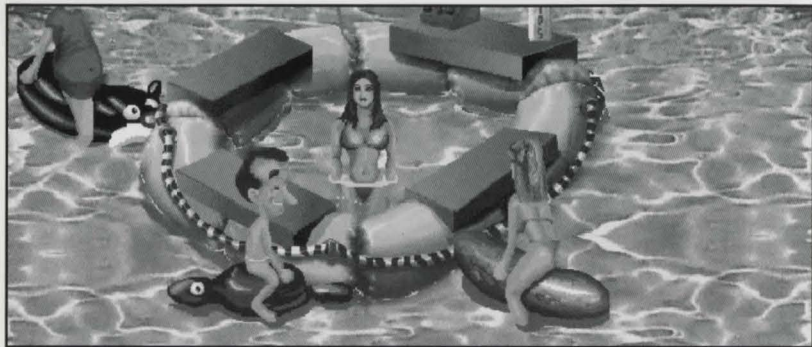
From Windows, open the Sierra group and double-click on the game's icon.

Windows and Sound

Before installing the game, be sure you have correctly installed and configured the proper Windows drivers for your sound card, using the Windows Control Panel's Drivers program.

When the game's Setup program asks you, select "Base-Level" synthesizer if you have a SoundBlaster, ProAudio, Thunderboard, or similar FM card.

Or, if you have a Roland SCC-1, Sound Canvas, Multi-Sound, Wave Blaster, MT-32 or similiar synthesizer, choose "Extended-Level" synthesizer. These synths must also be properly configured by the Control Panel's MIDI Mapper program. For Help, run the Windows Control Panel, and press F1 or consult your Windows manual, your sound card's manuals, and anyone you know who got *their* card to work!



Tips for Beginning Gamers

While playing the game, pull down the Help menu and select "Interface Help." Move your cursor around the screen to learn what everything is and what it does.

Explore every scene completely. Take anything you can. Speak to everyone repeatedly. Try every icon on everything in every scene. Try clicking your Inventory objects (things you have taken) on each other. Even if it doesn't do what you expected, at least you'll probably get a funny message.

Save your game often, and with different descriptions. Take advantage of our new "Auto-Save" and "Save-O-Matic" features under the Game menu.

Things you may not know...

Pull down all the menus. Try every option. None of them will harm you! Some are even fun.

Clicking the right mouse button cycles through the available cursors. If you have a middle mouse button, it will toggle between the Walk cursor and the previously selected cursor.

The text window at the bottom of the screen contains a scroll-back buffer holding recent messages you have heard. You may review it at any time by clicking the arrows. When someone is speaking, the text in the buffer is a different color. Clicking a mouse button stops the audio and "releases" the text.

Credits

**DESIGNED, WRITTEN, DIRECTED
AND PRODUCED BY**

Al Lowe

ART DIRECTOR

Bil Skirvin

SENIOR PROGRAMMER

Carlos Escobar

LEAD ANIMATORS

Karin Young, Russell Truelove

PROGRAMMERS

Victor Sadauskas, Chris Carr

CHARACTER DESIGNS AND BABES

Ruben Huante

BACKGROUND ARTISTS

Bil Skirvin, Ruben Huante,

Phy Williams

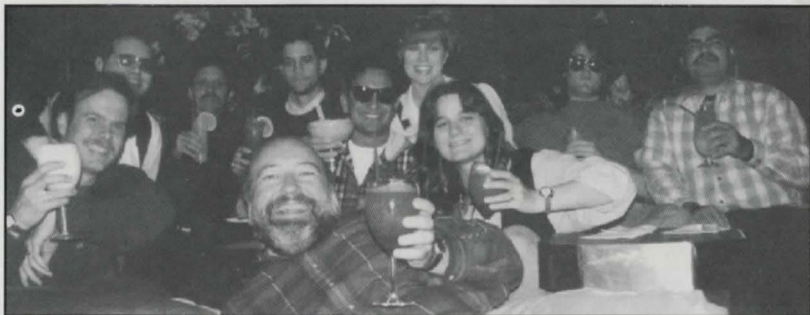
ANIMATORS

Phy "No Relation" Williams

Donovan "No Relation" Skirvin

MUSIC AND SOUND EFFECTS

Dan Kehler



The Larry 6 Team: *(Left to Right):* Dan Kehler, Bil Skirvin, Dan Woolard, Al Lowe, Chris Carr, Ruben Huante, Phy Williams, Karin Nestor, Russell Truelove, Carlos Escobar.
(Completely hidden behind Al Lowe): Donovan Skirvin, Victor Sadauskas.

**S 2 3 3 1 0 0
8 3 2 3 3 1 0 0 0**

QUALITY ASSURANCE

Dan Woolard

PROJECT MANAGER

J. Mark Hood

CAVALRY CODING

Bill Shockley

ADDITIONAL CD CODING

Sean Mooney

ADDITIONAL ART CLEAN-UP

Marc Hudgins, Frankie Powell,
Tim Loucks

HIGH RESOLUTION FONTS

Phy "No Relation" Williams

BRAND MANAGER

John "Relation" Williams

GAME MANUAL WRITER

Al Lowe

GAME MANUAL DESIGNER

Nathan Gams

DIGITAL SOUND EFFECTS

Rick Spurgeon

VOICES RECORDED AT

Waves Studios,
Hollywood, California

VOICES

Jan Rabson, *Leisure Suit Larry*

Neil Ross, *Narrator*

Marcia Mitzman, *Burgundy*

Mary Kay Bergman, *Cav Vuarnet*

Sheryl Bernstein, *Gammie Boysulay*

Jackie Goaneau, *Mer Lowe*

Iona Morris, *Shablee*

Ed Gilbert, *Art*

Dave Fennoy, *Mark*

Ronnie Schell, *Jimmy*

Julie Amado, *Sham Payne*

Mary Kay Bergman, *Char Donay*

Sheryl Bernstein, *Rose*

Iona Morris, *Thunderbird*

Dave Fennoy, *Billy Dee*

Ed Gilbert, *Daryl*

Jeff Bennett, *Gary*

Ronnie Schell, *Kenny*

Al Lowe, *Rock Hard*

VOICE DIRECTOR

Al Lowe

**VOICE RECORDING
ASSOCIATE PRODUCER**

Dan Kehler

VOICE EDITING

Rick Spurgeon, Kelli Spurgeon

DREAMS EDITING SOFTWARE

Bill Crow

VOICE SYNCING

Dana Dean, Don Waller,

Chris Willis

PHOTOGRAPHY

Al Lowe

SIERRA'S CREATIVE INTERPRETER

Ed Critchlow, Dan Foy,

J. Mark Hood, Ken Koch,

Terry McHenry, Martin Peters,

Larry Scott, Christopher Smith,

Mark Wilden

BETA TESTERS

Paul Andersen, Rich Cermele,

Terry & Sharlene Howard,

Dena Johnson, Bill Larkins,

Ivan Luk, Penney May,

Della Rogers, Neil Rubenking,

Beach Walker

**FINAL CD-ROM
CONFIGURATION TESTING**

Doug Wheeler, Roger Clendenning,

Leonard Salas, Lynne S. Dayton,

Jon Meek, John Trauger,

Sharon Simmons, Susan Frischer

CUSTOMER SERVICE

Bob Kinnear

MIDIFIED INSTRUMENTAL SOLOS

Chris Braymen, *trombone*

Neal Grandstaff, *guitar*

Al Lowe, *saxophone*

"CELL BLOCK LOVE"

(Marie's Love Theme
from "Police Quest")

Sung by Marcia Mitzman

Music by Al Lowe

Lyrics by Josh Mandel

Arranged by Dan Kehler

Neal Grandstaff, *guitars*

Dan Kehler, *bass*

Kip Lewis, *drums*

Recorded at Maximus Studios

Rafeal Carmany, *Recording Engineer*

Nye Morton, *Mix-down Engineer*

CD MANUAL DESIGNER

Maria Fruehe

MR. LOWE'S HAIR STYLIST

n/a

COFFEE BY CARLOS