



Leisure Suit Larry 6: Shape Up or Slip Out

I – The Game

Title: Leisure Suit Larry 6: Shape Up or Slip Out!
Published By: Sierra
Developed By: Sierra
Copyright Year: 1993
Platform: DOS
Media: Floppy Disk, CD-ROM
Genres: 3rd-Person Perspective, Adventure

Alternate Titles:

"Leisure Suit Larry 6 - Reiss auf oder schieb' ab" -- *German title*
"Larry in the Jacuzzi" -- *Israeli title*

Designed, written, directed and produced by	Al Lowe
Art Director	Bill Skirvin
Lead Programming	Carlos Escobar
Animation	Karin Ann Young, Donovan Skirvin, Russell Truelove, Phy Williams
Music and Sound Effects	Dan Kehrer
Programmer	Chris Carr (), Victor Sadauskas
Backgrounds	Ruben Huante, Bill Skirvin, Phy Williams
Character Design and Babes	Ruben Huante
Quality Assurance	Danny A. Woolard
Video Modes Supported	SuperVGA, VGA

Input Devices Supported

Keyboard, Mouse

Minimum CD Speed Required

1X

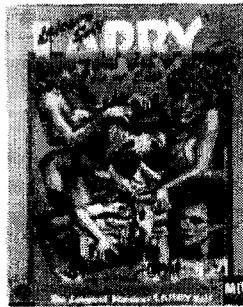
Business Model

Commercial

SYSTEM REQUIREMENTS

MS-Windows 3.1 or MS-DOS 5. 2x CD-Rom. 486 or higher. 4mb RAM. 256 colors, VGA display. 10mb diskpace. Supported: Microsoft Compatible Mouse. Soundblaster Compatible Soundcard.

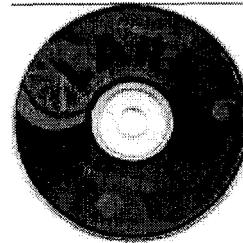
DOS Box Covers



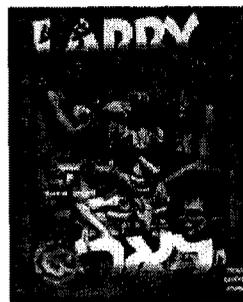
Larry 6 Front Box Cover



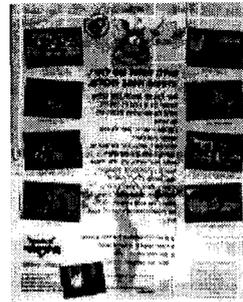
Larry 6 cdbox cover



Larry 6 cdlabel



Israeli Localized Version - Front



Israeli Localized Version - Back

About Sierra-On-Line:

A leader in the interactive entertainment industry, has close to one hundred games in development at any time, and entertains at least the same number of unsolicited game ideas every month. They are located in the affluent suburb Bellevue east of Seattle in Washington. For European distribution, Sierra-Online uses Coktel, the largest education and game publisher in Europe.

Interestingly enough, only the French and German versions of Leisure Suit Larry feature are in audio, while the Spanish, Portuguese, and Italian versions have foreign language text only. In essence, this translates into production efficiency since this system allows for Sierra to produce international games quicker and for less. According to one interview with Sierra, the French language version can be completed about three days after recording. It is suggested that the savings translate into a better product for the consumer, including “digitized music, deft animation and seamless software” – giving the ultimate “aesthetic experience for the player.”

Sierra has its own proprietary language and software for development of its interactive games. They do not license either of them since they do not want to worry about having to create a system to regulate and optimize the transactions for its patented techniques and software code. The proprietary language for writing games and the animation and other programs Sierra uses is very specialized, including distinct ways to handle a loop of cells, bouncing a character from right to left, attaching text to specific actions, and retrieving recorded sound from a couple hours session in 10 minutes.

Sierra, the largest in-house developer of entertainment and education software in the US, was acquired by CUC International, who also purchased Davidson & Associates, a busy publisher of education and entertainment software.

About Al Lowe

The multitalented jazz musician and game designer Al Lowe writes his own games, as well as the fact sheets and interviews to go with them. Jokingly, Al Lowe is believed to be the world's oldest living computer game designer. He started programming in 1978 until he eventually was offered a job creating games for Sierra, where his first full-blown animated 3D graphic adventure game was *The Black Cauldron*, in 1984. Later in 1987, Al Lowe created the Leisure Suit Larry series.

Al attributes the development of his games to his friends and team meetings – “Team meetings are key. Anything that I threw out that got a laugh we kept. If it didn't we cut it. The byword is, 'You don't cut funny.' We decided against using live actors, for fear the live ones would both increase the sleaze and reduce the humor.”

“Although there is no visible on-screen sex, frontal nudity can be seen with a little ‘extra effort’ from the player,” as explained by Lowe, “titillation is the key ingredient here, not pornography.”

II – The Story Line/ Game Play

The Story Line

The main character Larry Laffer plays a sly guy in the form of Al Lowe’s alter ego. Throughout the game, Laffer craves for more and more love in his sixth adventure, but as in the past, he is met with little or no success in the romance departments. In this adventure, Laffer serves as a last-minute replacement for a missing contestant on a dating game show called "Stallions." His prize is a two-week vacation at the infamous La Costa Lotta, a beautiful health spa filled with beautiful single women.

In the Leisure Suit Larry series, Larry craves for the companionship or conversation with the score of gorgeous ladies he meets. However, in order to advance his conversation with them he must figure out how to solve the problem each of the nine women have. Usually this consists of having to find items that will appease the women’s’ wants. Larry finally earns the opportunity to win the love of his dreams, referred to as “a spiritual, former material girl,” by presenting her with three items of true romance at the end.

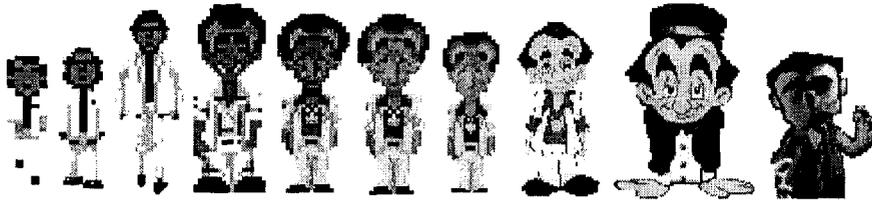
Gameplay

This addition to the Leisure Suit Larry adventure series provides fans the entertainment expected by all Larry followers and newcomers alike. The beauty of the game rests in the fact that even though the player knows that every encounter of the opposite sex will end with Larry getting "dumped," it does not impede the player to keep playing the game. It is the complex matrix of awkward humor within Leisure Suit Larry 6 that continues to impress more and more game players.

Unfortunately, there really is no complex storyline and no unexpected events, as in Final Fantasy; yet, that is not the appeal. It is Al Lowe’s comedy that remains the savior of the Larry series. Every conversation tends to have a comical point coupled with a humorous picture as well. The player welcomes even the banal humor that may seem a little too hackneyed. In fact, if you play the game correctly, you will even land some “dirty jokes.”

Since all adventure games gain gamer appeal by having the gamers find out how and where to get the needed items to correctly solve the game’s puzzles, Lowe includes a few of his own item searches with a little twist. Sometimes the puzzles can be quick tricky since they vary widely in difficulty, leading to long hours at the computer. Towards the end of the game, the items get harder to find since they grow weirder and weirder. Due to Al Lowe’s arcane humor, some puzzles get very difficult to solve as they do not make complete logical sense.

III – The Technology



Leisure Suit Larry 6: Shape Up or Slip Out! represents the standard Sierra point and click adventure with its trademark system of icons and hotkeys to allow Larry to talk to other characters and interact with his surroundings.. Like the previous version of the game, Larry behaves as you expect him to behave by following around with every click of the mouse, picking up items, and using items in various situations.

Shape Up or Slip Out! presents the distinctive atmosphere of Larry-esque graphics and sounds, with its "toon-like" characters juxtaposed against photo-realistic backgrounds. Scanned photographic images of clouds, oceans, trees, and mountains are combined with cartoonish-looking buildings.

The women of Larry's pursuit are realistic, beautiful, and sexy. The player will appreciate the juxtaposition of hand-drawn background art with the cartoonish characters since it adds a distinctive zest to the game. The music in the game consists of several good MIDI tracks. As far as the sound effects, they are of the high quality and have that warm Sierra feel to them.

Graphic artists scan in hand drawings and use special software to enhance the colors. The backgrounds are scanned and computer colored. Since the animators are bounded by the constraints of time and the limitations eight frames per second, they spend hours on end to make the character's movement more fluid.

By pasting parts of bodies on the background, programmers are able to free up sufficient memory to better animate the other characters. They also break up character cells so that they are not all moving at the same time, which increases the chances that the sequence will move smoothly on slower computers.

Perhaps one of the more interesting technological advances that Larry includes is its file copy protection method. At first, there used to only be a series of adult-rated questions that kept ignorant teens from entering the adult-mode. Then a more progressive method of manual-based protection took effect. By this time, the method of protection consists of both manual-based protection and a series of questions *in media res*. However, Leisure Suit Larry 6 and its successors do not carry copy protection, since according to Al Lowe, "we no longer worried about copy protection, assuming that CD-ROM burners would never be affordable. Once again, I've been proven wrong!"

Finally, Leisure Suit Larry contains some wonderful full motion animations. This is a major improvement over previous Larry versions since now game players can get that sense of positive reinforcement by watching a hilarious video as one would expect from completing a major conquest in other adventure games like Final Fantasy.

IV – The Game Design

Delights

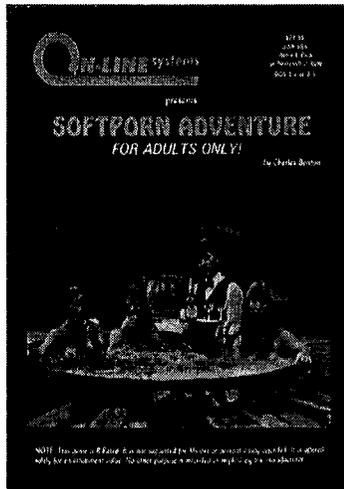
Leisure Suit Larry 6 comes with a wonderfully comical script for you to follow, coupled with decent 2D graphics and catchy MIDI music. If adventure is in your blood, or you are a die hard Larry fan, do not pass this version up. You will soon welcome the spa resort as a place for intellectual intrigue and visual delight. The game continues to get easier as you start to locate more items and are given advice to your next step by the AI. Finally, since this game is also one of the first Sierra On-Line adventures in which you cannot die, you never have to return to your friends with a sullen face.

Dislikes

Some of the events within the spa can be distasteful. Also, once you've heard a joke once or twice, it becomes more a bother than a comical relief device. Even though this sequel succeeds in bringing together some dazzling comedy scenes without excessive gratuitous adult humor, you still may get an uneasy feeling if playing with a member of the opposite sex. Finally, this game is a one or two shot deal, so you will just have to wait one to two years for a new Leisure Suit Larry game to come to the market.

V- The Game's Success

Leisure Suit Larry serves as a touchstone for the evolution of the interactive entertainment industry. It was first to be categorized "adult only" software in 1987, causing a California bill to be passed that would have prohibited adult-themed computer games, though it died in committee. Al Lowe says "that the kind of adults they are designing for are those who enjoy brain teasers and logic puzzles." The game's continued success and the exorbitant number of fan art mailing lists, lobbying groups for more Larry games, and fan webpages dedicated to Leisure Suit Larry only prove its previous and continued success. This following started from the very first days when Leisure Suit Larry was first created from Sierra's command-line interface of the acclaimed "Softporn Adventure" that sold over 25,000 copies in the early 1980's!



The remaining question is how significant is 3D over 2D. Leisure Suit Larry 6 is a test case to see whether it can withstand the competition for 3D rendered products of other adventure games. "It's hard to give 3D characters character," chimes in Al Eufrazio. "You're limited to how much information you can put into the computer, and this translates [for example] into how far you can bend a knee." Al Lowe says that his strength is on the abundance of humor, poking fun at society's airs and pretensions. In this respect, Leisure Suit Larry 6 performs exceptionally well with 2D animation, even though you generally see 3D animated games selling more.

According to one gamer, "The game is simple-minded but not simple. But most of all, it's fun."

