

INTRODUCTION

HOW TO USE THIS GUIDE

To avoid covering material included in the *Leisure Suit Larry: Box Office Bust* game manual, we've skipped the absolute basics and focused on the strategies and tips gamers are really looking for.

The tabs and headers are all clickable links. You can use them to jump immediately to any section.



In the first section, we cover some important information regarding game structure. This breaks down the sections of the game and how they all relate. Connected to this are some general strategies relating to Larry's various moves.



The second section, "Story Mode Walkthrough," is the main walkthrough for *Leisure Suit Larry: Box Office Bust*. This covers the primary Story mode and will comprise most of your time playing the game.



The third section, "Optional Missions Walkthrough," covers the two different types of optional missions: the Seduction missions and the Buggy Races. They're straightforward, but we've included every last detail to make sure you don't miss anything.



The fourth section, "Larry Awards," is a master reference list detailing the specific locations of all 100 Larry Awards. This is a helpful screenshot guide that corresponds to a large map for ease of use.



The fifth and final section is the Appendices. These include a complete Xbox 360® Achievements and PLAYSTATION®3 Trophy list (most of them are fairly straightforward, but a few of them require some special feats or methods to unlock), a complete costume location chart, and fully labeled maps for each of the game's primary areas.

GAME STRUCTURE

The game has two primary modes of play. The first mode is when you're in the "real world" inside Laffer Studios, running around and completing Story mode missions or optional missions. The second mode is when you're inside a dreamscape—of which there are three—and reality is completely suspended (even more than when inside Laffer Studios). The gameplay alternates between studio and dream sequence all the way to the end.



You can only complete optional missions or collect Larry Awards while you're in the Laffer Studios sequences, not when you're in one of the three dreamscapes. Other than that, the game is very straightforward and linear. You can complete all seven optional Seduction missions in a row or as they become unlocked—your choice. The same goes for all nine optional Buggy Races.

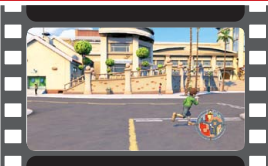
Costumes, the only real "items" you'll find in the game, are unlocked periodically throughout your adventure. Once they're available, you'll find them in the wardrobe area of Larry's Motor Home. This is also where you'll make custom save files (separate from the auto save).

GENERAL STRATEGY

LARRY'S MOVES

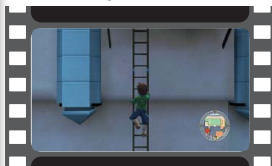
SPRINTING

Sprinting is an important part of just about every mission in the game. Unfortunately, Larry gets only 10 seconds of uninterrupted sprint before he enters a cooldown period. When you're empty, it takes about two or three seconds of cooldown to generate another half-second of sprint.



TIP

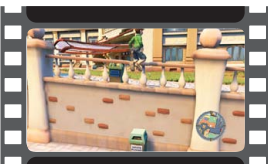
If you enter a building, your Sprint meter automatically refills, even if you entered the building with an empty Sprint meter.



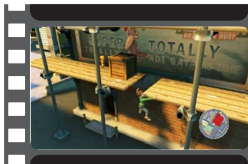
Sprinting also works while climbing and descending ladders or when shimmying across ledges. Although not quite as evident as when you're on foot, you'll still notice a distinct speed increase.

DOUBLE-JUMPING

The double-jump is Larry's most often used, and arguably most useful, move. It's great for reaching high and out-of-the-way ledges, jumping up to grab ropes, and sometimes even accessing areas you normally couldn't. When you combine double-jumping with wall-jumping, you have an effective way to scale just about any obstacle in the game.



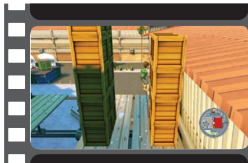
LEDGE GRABBING/DROPPING



The primary rule to remember here is that Larry will *always* automatically grab a ledge that is within range. The trick is with positioning yourself and making sure you're facing the right direction to grab one. To drop down from a ledge, just press the Action

button. If there's another ledge below, you'll automatically grab it on your way down. For many missions, this is the only way to get down from a building or mountain without killing yourself from falling damage. Never try to jump horizontally while shimmying unless you've reached the end of a ledge—if you jump while positioned in the middle of a ledge, Larry will automatically turn and miss the one you're trying to grab.

WALL-JUMPING



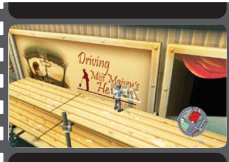
Wall-jumping is the most critical—and the most difficult to master—of all your available techniques. If you have two facing walls with not much room in between them, you can jump back and forth between the two, slowly progressing higher until

you run out of space. Press and hold toward the wall to grab it, then execute a normal jump to wall-jump back to the other side. This is extremely helpful for climbing past normal routes (on specific missions) and for bypassing otherwise complex jump and balancing sequences. Wall-jumping gets tricky if you press the wrong direction when you hit an object with multiple angles on its face. In other words, sometimes it's easy to grab the wrong wall (or "face") and jump away from it in the wrong direction. Remember to stay perpendicular toward the wall you're attempting to jump from and you should be fine.

LAFFER STUDIOS—PART 1

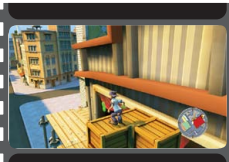
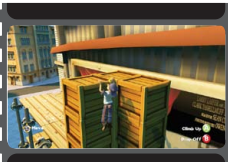
MISSION 1: CALL ME AL

GRAFFITI CLEANING



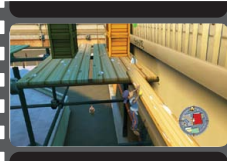
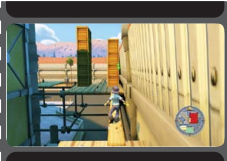
After the opening cutscene and Uncle Larry and Al's brief introduction of the situation, head outside and clean the graffiti off the walls. Walk up to the graffiti marks—indicated by the large green arrows—and press the Action button to automatically clean them up. There are two spots on the lower level and two more on the second. Once you climb the ladders, jump over the first series of boxes and you'll see another graffiti mark around the corner.

DOUBLE-JUMP THE BOXES



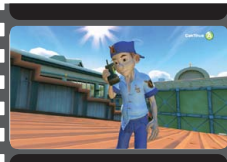
You must execute a double-jump to reach the top ledge of the boxes that block your path. Once you've caught the top, execute another jump to pull yourself up and over.

TRAVERSE THE WOODEN BEAM



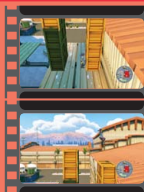
Line up the beam so it's perfectly vertical, and you can easily cross it without wobbling or falling off. If you take it at an angle, in 3-D, it's a little tougher to judge. At the beam's end is the final piece of graffiti. Clean it and you'll view a brief cutscene of Al.

KIP'S CELL PHONE



Kip's cell phone is way up on the roof. How it got there is anyone's guess. Wall-jump between the two stacks of boxes until you have enough height to make it up and over the highest box.

TIP



Wall-jumping 101: The easiest way to wall-jump is to press and hold the Jump button as you head toward the crates. As long as you hold down the direction, you'll automatically grab on to the wall. When you release the Jump button and point the other direction, you'll follow up with another jump. There is no limit to how high you can wall-jump. Use this for exploring hard-to-reach areas throughout the game.

LAFFER STUDIOS
PART 1

WILD WEST
DREAMSCAPE

LAFFER STUDIOS
PART 2

HORROR
DREAMSCAPE

LAFFER STUDIOS
PART 3

BYTANIC
DREAMSCAPE

LAFFER STUDIOS
PART 4

RETURN KIP'S PHONE



Once you have the cell phone, head over to the bright yellow circle on your minimap. This indicates the Reception Building. Kip's office is on the second floor. Enter the huge green circle to initiate a cutscene and finalize the mission.

What Next?



To begin the next mission, check the minimap and look for the Vehicle Warehouse (indicated by the bright yellow circle). Enter via the door to the south, and you'll find Al inside his office on the first floor.

MISSION 2: GONE ON THE WIND

THE STREET FACADE

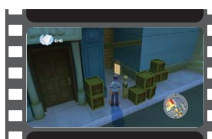


Grab any vehicle and drive to the Street Facade. Enter the glowing green circle to initiate the mission.

COLLECT THE SCRIPT PAGES

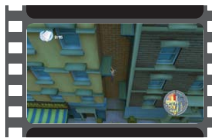
Page 1

Page 1 is about 20 feet in front of Larry's starting position, tucked between the boxes.



Pages 2 and 3

Wall-jump from wall to wall, raising yourself up by the ledges as you ascend. Pages 2 and 3 are on these ledges.



Page 4

Page 4 is at the end of the main path, atop the building.



Pages 5 and 6

You find Pages 5 and 6 as you traverse the boxes and ledges, moving forward on the building's roof. You won't miss them.



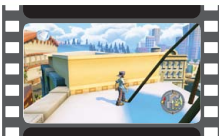
Page 7

Page 7 is on the tightrope connecting the two rooftops. Crossing the tightrope is very similar to crossing the wooden beam from the first mission; just try to keep the rope perfectly vertical on your screen and you won't wobble or fall off either side.



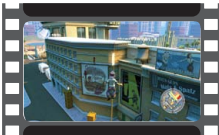
Pages 8, 9 and 10

You find Pages 8, 9, and 10 in rapid succession as you move forward along the rooftop. The last one is easy to miss, so make sure you check behind the billboard right next to the tightrope that leads to Page 11.



Pages 11 and 12

Page 11 is located on the second tightrope strwn between the adjacent buildings. You'll see it clearly from where you stood when grabbing Page 10. Page 12 is in the middle of the extremely long tightrope that crosses over the street below.



Pages 13 and 14

You'll find Page 13 atop the water reservoir, and Page 14 is right next to the extendable ladder, just past the reservoir. Use the Action button to initiate the ladder, then descend to ground level. Remember, you should have 14 pages before you descend from the rooftop.

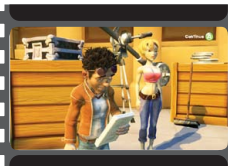


Page 15

Page 15 is atop the stack of boxes only 20 feet from where you get off the ladder. You'll have to maneuver the single crate over to the taller stack in order to get the height required on your double-jump. With the crate in place, grab the top ledge and pull yourself up as shown.



RETURN TO DAMONE



With all 15 Script Pages in the bag, head back to Damone—marked by the glowing green circle—to complete this mission.

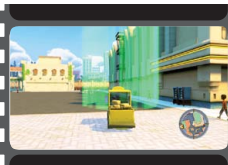
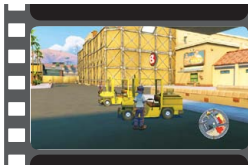
What Next?



Make your way to the Mailroom (the glowing yellow dot on the minimap), and you'll find "Merv the Perv" tucked away in the eastern wing of the first floor. Speak with him to receive your third mission.

MISSION 3: THE POSTMAN ALWAYS RINGS THRICE

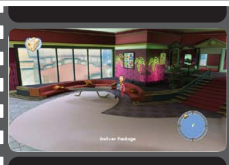
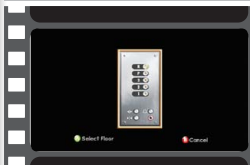
THE MAIL BUGGY



You'll find the mail buggy just outside the door next to Merv's office. (It's also marked on your minimap in case you get lost inside the Mailroom.) Drive it over to the glowing green circle on your minimap—right next to the Theater—to initiate your first package delivery.

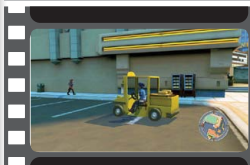
LAFFER STUDIOS
PART 1WILD WEST
DREAMSCAPELAFFER STUDIOS
PART 2HORROR
DREAMSCAPELAFFER STUDIOS
PART 3BYTANIC
DREAMSCAPELAFFER STUDIOS
PART 4

Package 1: Executive Offices



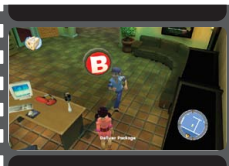
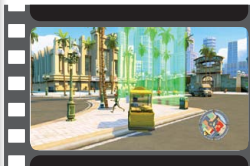
Run across the street from the Theater and you'll find the Executive Offices. Enter through the large glass doors in the front and dash straight to the elevator. Access the control panel, select floor "P," and you'll be dropped off in Larry's penthouse suite. Talk to Larry and you'll complete the first package delivery.

Package 2: Damone's Trailer



Get back to the mail buggy (the green dot on your minimap), and the second delivery location will appear. Damone's Trailer is highlighted by the glowing green circle. After giving Damone his package, head back to the mail buggy and your next destination will appear.

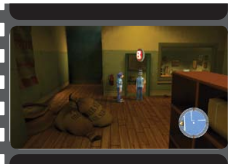
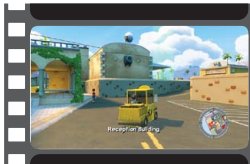
Package 3: Reception Building



Head over to the Reception Building and deliver the final package to the girl in the northernmost office on the second floor. You'll know

you've found the right girl by the large green arrow floating over her head.

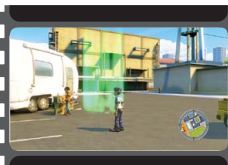
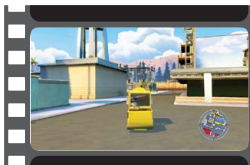
RETURN TO MERV



With the final package delivered, get back in the mail buggy and park it in the green circle next to the Mailroom to complete the mission. Speak with Merv again to get the assignment for your next mission.

MISSION 4: ONE CAMERA, TWO GIRLS

MEET DAMONE



Yet again, you'll find Damone hanging out right next to his trailer, as marked on your minimap. When you talk to him, he gives you a camera along with two girls to go photograph.

LAFFER STUDIOS
PART 1WILD WEST
DREAMSCAPELAFFER STUDIOS
PART 2HORROR
DREAMSCAPELAFFER STUDIOS
PART 3BYTANIC
DREAMSCAPELAFFER STUDIOS
PART 4

MAP 3: HORROR DREAMSCAPE



Horror Dreamscape Map Key

- | | |
|-------------------|----------------------|
| 1. Barn | 5. Isle of Sauna |
| 2. Watchtower | 6. Maze |
| 3. Madman's Cabin | 7. Dracula's Mansion |
| 4. Camp | |



PRIMA OFFICIAL GAME GUIDE

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