

**WALKTHROUGH AND EASTER EGGS FOR**  
**BARN  RUNNER**  
**THE RICH DAME WHO CUT THE CHEESE**  
**AGS BAKE SALE 2012**



NOTE: It is best to use this document only to help get past any puzzles you are stuck on, not as a guide for the entire game. If you follow this walkthrough word for word, you will miss a great deal of the game!

With that in mind, read on. And I hope you enjoy the game!

Scott LeGere



### **THE ELEVATOR LOBBY**

Prick arrives at the restaurant and has a brief introductory dialog with the Coat Check Bot. After that, the investigation begins.

TALK to the Coat Check Bot.

Say "Let me ask you about something else..."

Say "Can you lower that screen and let me in?"

Say "Maybe we can find another solution?"

USE the *note* on the open drawer.

USE the *gun* on the open drawer.

The screen is now down, so WALK through the open door to the restaurant.

### **THE RESTAURANT**

Prick enters the restaurant and meets Pierre the maitre d', Aurora the owner, and Mayor DuChamp.

TALK to Mayor DuChamp. She is too drunk to carry on a conversation. You'll have to find some way to sober her up.

WALK to The Bar.

(Note: The restaurant is a big circular looping room. If you walk in one direction long enough, you'll come back to the same point. As such, there are no left or right directions given when navigating this area. Other areas connected to the restaurant are always found at the bottom of the screen, at clearly marked junction points.)

### **THE BAR**

TALK to the BartenderBot.

Say "Let me ask you about something else..."

Say "What do you have that's good for hangovers?"

The BartenderBot gives Prick a mug of strong, black coffee.

WALK back to Mayor DuChamp.

### **THE RESTAURANT**

GIVE the *coffee* to Mayor DuChamp. Prick will automatically begin a conversation with her. As they talk, events are beginning to unfold elsewhere.

WALK to the office elevator.

### **THE OFFICE ELEVATOR**

Prick encounters a pair of suspicious robots (one of which picks his pocket, stealing his badge when she bumps into him). He also encounters his friend and informant, PimpBot 9000, who leaves a disk on the ground for Prick to upload to Info Network as a favor.

TAKE the *disk* and USE it on the blue Data Terminal on the wall. Return to the restaurant.

### **THE RESTAURANT**

You may notice that PimpBot 9000 is now at the table where Councilman Gary Minge was earlier. Where has Councilman Minge snuck off? This restaurant is a crime scene and no one is supposed to leave until the investigation is concluded. You'd better find him. But where could he be?

WALK to the bar and enter the men's room on the right.

### **THE MEN'S ROOM.**

Minge needs to make a call, but he doesn't have his WristLink communicator.

GIVE the *WristLink* to Minge. He places an order for a drink at the bar. Go to the bar to get it for him.

### **THE BAR**

TAKE the *drink* from the bar, by the cash register. Return to the men's room.

### **THE MEN'S ROOM**

GIVE the *drink* to Minge.

While Minge has been keeping Prick busy with this errand, things have continued to unfold outside the men's room.

### **THE RESTAURANT**

Prick discovers that his boss, Holly, and their mutual friend, Dr. Noriko, are now at a table that was previously empty. Holly informs Prick that Mayor DuChamp has somehow gone missing from a restaurant that has disabled elevators. Prick now needs to find both the missing cheese and the missing mayor!

### **THE OFFICE ELEVATOR**

Prick finds Aurora by the Data Terminal and automatically begins a conversation with her regarding Mayor DuChamp. While they talk, a robot wheels a large box by in the background. Better get to the bottom of that mystery.

Return to the bar and enter the ladies room on the left.

### **LADIES ROOM**

There is a FemBot here, but she is unresponsive. Another disk lies on the ground nearby.

TAKE the *disk*. Leave the ladies room.

Outside, Prick encounters the yellow robot again. While they talk, Aurora can be seen sneaking around in the kitchen behind them.

Return to the Data Terminal where you used the first disk.

### **THE OFFICE ELEVATOR**

USE the *disk* on the Data Terminal. Prick has now become an unwitting pawn in larger conspiracy. Return to the bar.

### **THE BAR**

PimpBot 9000 (who is no longer at his table) has ordered a drink for Aurora. But since PimpBot 9000 is nowhere to be found, the BartenderBot needs Prick's help to deliver the drink.

TAKE the *drink* from the bar. You'll find Aurora near the Data Terminal again.

### **THE OFFICE ELEVATOR**

Prick finds Aurora waiting in the private elevator that takes her up to her office. While they talk, more events do more unfolding. She goes upstairs and leaves Prick to his investigations. Return to the restaurant.

### **THE RESTAURANT**

PimpBot 9000 has returned to his table and the previously unresponsive FemBot from the ladies room is now operational and has joined him. She doesn't speak English apparently, but with her as cover, PimpBot can now speak publicly with Prick without blowing his cover as a police informant. They begin a conversation automatically.

After speaking with PimpBot 9000, Prick needs to resume his search for the missing cheese and the Mayor. But where should he look next?

### **THE LADIES ROOM**

This place is a mess! Expensive garments are scattered everywhere. This is a perfect opportunity to search for clues.

TAKE the *bra* from the top of the bathroom stall. Prick finds a *robot memory stick* hidden in one of the cups.

TAKE the *electronic lock device* from the floor. It has the pass code for one door programmed in its memory. But which door does it open?

### **THE RESTAURANT**

TALK to Pierre.

Say "Let me ask you about something else..."

Say "Could I get a menu?"

Pierre gives Prick a menu.

Now to find the right door to open...

## **THE ELEVATOR LOBBY**

USE the *electronic lock release* on the red door lock.

## **THE COAT CHECK CLOSET**

The Coat Check Bot is revealed to be Melanie, the hardest working little girl in town. She has been hiding the robot accused of stealing the cheese because they are friends. While Prick talks to them, PimpBot and the FemBot sneak past and somehow manage to escape using the elevators, even though they're supposed to be locked down and non-operational until the investigation is over.

Prick can't leave this room until he can prove this robot is innocent. But his DataLink is broken and he can't check the robot's memory without one. However, a shiny new one is present.

GIVE Melanie the *broken DataLink*. GET the *gold DataLink* in return.

USE the *gold DataLink* on the robot.

Turns out he's innocent. So who stole the cheese?

TALK to the robot.

Say "Let me ask you about something else..."

Say "How did you get in here?"

The robot has a lock release unit built into his arm. He has the codes to more doors. But he won't help you because Melanie hints that she is hungry.

GIVE the *menu* to Melanie. She tells you the sort of food she likes: something cheap and microwavable. But where to find food like that in an establishment this fancy?

## **THE BAR**

TALK to the BartenderBot.

Say "Let me ask you about something else..."

Say "Got anything to eat?"

The BartenderBot gives Prick a packwich.

## **THE COAT CHECK CLOSET**

GIVE the *packwich* to Melanie.

GIVE the *electronic lock release* to the robot. He programs the device with the pass code to the supply closet.

If you've been reading the signs over doors, you know where Prick needs to go next.

## **THE OFFICE ELEVATOR**

USE the *electronic lock release* on the red door lock for the supply room. Go inside.

## **THE STORAGE ROOM**

The two robots Prick encountered earlier are hiding in here. But they are mysteriously unresponsive. Maybe repairing them will help?

USE the *multi tool* on the gray robot. Prick is unable to bring the robot back online, but his missing badge falls out of the bot's forearm while he works.

TAKE the *badge*.

LOOK at the security monitoring station. Prick learns that someone has used a police officer's badge number to disable the lock down long enough for them to escape. So that's how PimpBot 9000 managed to escape.

USE the *electronic lock release* on the security monitoring station. Prick finds another lock pass code and programs it into the device.

Step outside and USE the *electronic lock release* on the red door lock for the private elevator.

## **AURORA'S PENTHOUSE OFFICE**

A giant TV informs Prick that Mayor DuChamp has been kidnapped and is being held by sinister, sexy (and shockingly familiar) FemBots down in Bot Town. Aurora is up here, waiting for Prick to pay a visit.

(Note: This room is a smaller looping room, like the restaurant below).

USE the gray controls on the wall three times, until the robot delivers a can of whipped cream.

TAKE the *whipped cream*.

Aurora dims the lights and reveals that she has the gun that Prick left with the Coat Check Bot earlier.

USE the *badge* on Aurora to get the gun back.

The BartenderBot wouldn't let Prick into the kitchen earlier, even if he showed the bot his badge because, in that line of work, the bot has seen a lot of fake I.D.s. But only a policeman would have a gun like this, so the next step is obvious.

## **THE BAR**

USE the *gun* on the BartenderBot. He opens the kitchen door for Prick.

But before Prick goes in there, there's a quick detour he needs to make that will save time later. Go into the men's room and take the green *rubber gloves* that are draped on top of the door.

### **THE KITCHEN**

It's quiet in here. Too quiet.

USE the tape player. But there's no tape in there, so no music to play. And Stu, the dishwasher, won't let you near his sink unless you can distract him... somehow.

WALK to the right and USE the *robot memory stick* on the ChefBot.

OPEN the cabinet door nearest to the ChefBot. Oh no! Someone has stolen all his whipped cream!

GIVE the can of *whipped cream* to the ChefBot. GET a *bottle of cleaner* in return.

Now Prick needs to find some music for the tape player.

### **RESTAURANT**

TALK to Ginger, the singer.

Say "Let me ask you about something else..."

Say "Do you have any demo tapes?"

She'll trade you a tape for a drink, which will be an easy puzzle to solve.

### **THE BAR**

TALK to the BartenderBot.

Say "Let me ask you about something else..."

Say "I want to get a drink..."

Choose one from the list and take it to Ginger. She'll give you a tape in return.

### **THE KITCHEN**

USE the *tape* on the tape player. Stu is now distracted.

TOUCH the sink foam. Prick tastes it and discovers it's not soap. It's whipped cream!

USE the *multi tool* on the drain handle.

USE the *bottle of cleaner* on the thick, delicious foam to thin it down.

USE the faucet handles to water down the foam even more.

However, the sink won't drain completely. Something is blocking the hole. Since Prick has the rubber gloves, he can now reach in a fish around for whatever that something may be.

Prick has found the missing cheese! Stu swears he knew nothing about it. So who stole it?

### **THE RESTAURANT**

GIVE the *wheel of cheese* to Holly.

She will ask Prick who he thinks was behind the theft. From the list provided, pick whichever suspect you think committed the crime.

And that ends the game. If you watch the closing credits all the way through to the end, you'll get an additional cutscene that shows who really did it.

If you want to know more about how and why they did it, and all the ways that Prick was being manipulated during his investigation, then read the Easter egg section that follows.

Thanks for playing and thanks for supporting our charity drive.

# TRIVIA, EASTER EGGS, AND THE STORY BEHIND THE MISSING CHEESE CAPER



- Prick's starting inventory contains a broken DataLink. If you look at it, he says that he recently broke it solving a convoluted puzzle. This is a reference to the events of Barn Runner 4: The Prick Who Came In From The Cold. This game takes place about three weeks after that one, which means Prick has been carrying that thing around for quite a while.
- After eight years of games referencing the Big Oops, this is the first game to finally set a (mostly) firm date for that event (2006) and to give the causes for it.
- Mitch Gravitas was originally going to appear in this game, but I decided to have him at the news station from the start, rather than contrive a reason for him to leave. This explains why there is an empty table to the left of Pierre for the entire game. For a while, I had a "Reserved For M. Gravitas" note on the table, but I thought it would be more fun if the player could deduce who was supposed to be there, rather than be told. (Hint: Try to use Pierre's lectern, then ask him about the guest list. He'll tell you why Mitch couldn't be here today, which ties into the larger conspiracy).
- Every time you meet someone new, you can go back and ask the other people in the restaurant about that person. Let me tell you, that was a lot of dialog to write!
- Stu begins the game in the men's room. He won't return to the kitchen until you encounter PimpBot for the first time. But for some reason most of the play testers missed him, not finding him until they entered the kitchen for the first time.
- If you pay attention to what people tell you about the other people here and the events leading up to the investigations, every person has inconsistencies in their story.
- In the promotional shot for the game, I had to change the color of the dress and shoe in the ladies room to blue from red, as Mayor DuChamp is the only character wearing red and I didn't want to give that plot twist away.
- The TV program that plays in Aurora's office, "Oceanspirit Dennis and Pals", is part of the larger Oceanspiritverse. The adventures of Dennis and Ray are a running gag in the AGS community and many of the higher profile AGSers have contributed to the shared universe.
- Pierre was originally a Spaniard pretending to be a Frenchman because Americans equated French with class. It would later be revealed that he was actually a guy from Hoboken, New Jersey

- pretending to be a Spaniard pretending to be a Frenchman. There were some good “ugly American” jokes in this side quest, but I wasn’t able to finish it all in time, so I had to abandon it.
- The big box that the gold personal assistant bot rolls by while Prick talks to Aurora reads: “Contents: (1) FemBot – Shell Only. Fragile. Imported. Made in Arc 91.” In the world of Barn Runner, Arcology 91: Moncalieri is renowned for their fine FemBot designs.
  - You can get the BusBot to give you a set of silverware if you talk to him. The utensils don’t serve any purpose in the game, but if you’re the sort to steal forks from a nice restaurant, then this Easter egg is for you.
  - Prick begins every game with the WristLink, but this is the first game in which he actually uses it to solve a puzzle.
  - Mayor DuChamp and Gary Minge have appeared in other Barn Runner games, but this is the first time they’ve appeared “in person”, outside of a cutscene, where the player can interact with them.
  - After Prick exchanges his gray DataLink for the gold one, all the GUIs that use the DataLink graphic change from gray to gold.
  - You can talk to both the TV set and the sink full of foam.
  - The cheese was originally Emmental instead of Cheddar. I changed it in the middle of the night when a little voice inside my head began to insist that Swiss cheese was too obvious a choice. Giving in to peer pressure or doing what it takes to get the voices inside my head to stop? I leave that to the historians to decide.
  - Coming up with all those mixed drinks proved harder than I initially thought. Every time I would come up with a new drink, I would search the internet and discover that someone had already invented a drink using that same name.
  - Speaking of internets, the world of Barn Runner doesn’t have the world wide web. Since this universe takes place in the world of the future as envisioned in the early to mid 1980s, people are still using BBS technology (and cassette tapes).
  - Lots of sexiness in this game. DuChamp and Aurora are an item. As are DuChamp and PimpBot. And DuChamp, Minge, and Aurora! Holly and Noriko are also an item. Minge and Stu have a fling. And Aurora does her dead level best to seduce Prick. Gary tries to seduce our hero too. And let’s not forget about DuChamp, Holly and Noriko making that video. Goodness!
  - This is the first time I’ve done a looping room in a game. You don’t see them in AGS games very often as it turns out they’re kind of a pain in the ass to make. But having done one, I foolishly decided to make a second, smaller one upstairs. Don’t expect to see another one in a Barn Runner game again any time soon.

## **THE COMPLETE CAPER**

For those who don’t want a little mystery in life, and insist on peeking at your Christmas presents, what follows is the complete breakdown of the theft of the antique cheese. – Want to know who did it and how? Read on!

Before the game begins, DuChamp tells Mitch Gravitas to stay at the Action 6 news station rather than attend the fundraiser at the restaurant. She assures him a big story is about to break. Meanwhile, Stu has been in the men’s room for most of the morning, hiding from Aurora and not washing dishes. Knowing that fact, Aurora helps DuChamp pull the memory out of the ChefBot and steal the cheese. They hide it in the kitchen sink and cover it beneath a blanket of whipped topping. It will be quite safe there, as Stu won’t wash a dish unless Aurora stands there and forces him to do his job.

Aurora returns to her table while PimpBot, DuChamp, Holly, and Noriko go upstairs to record DuChamp’s hostage video using Aurora’s camera and photographer’s backdrop

that depicts Bot Town, while Holly and Noriko wear the two FemBot shells that PimpBot has provided for them. Holly also calls the police station and reports the crime.

As Prick arrives at the restaurant, DuChamp has finished making the hostage video and has just made it to her table. When Melanie, disguised as the Coat Check Bot reads the note Prick puts in the drawer, she cooks up a story to get Prick's gun away from him so he can't hurt BusBot, who is hanging out with Melanie in the closet. Once Prick has been disarmed (which was not part of the original conspiracy plot!), he enters the restaurant. Aurora's gold personal assistant bot is putting the finishing touches on DuChamp's makeup and hair. The mayor dismisses the robot as Prick approaches her table.

By the time Prick gets the coffee to sober her up and question her, PimpBot, Holly, and Noriko have put the camera away and have the hostage video ready to send to Mitch Gravitas. When Prick approaches the office elevator, Holly (still disguised as a HangarBot, bumps into him and steals his badge). She and Noriko (disguised as a MaidBot) hide in the storage closet while PimpBot distracts Prick and gives him the hostage video disk to upload to Action 6, where Mitch Gravitas waits for the big scoop DuChamp promised him. While Prick is unwittingly sending this file, Holly uses the intercom in the closet to anonymously contact Melanie, telling her to stay put and keep BusBot hidden (knowing Prick will later arrive to shoot him!).

When Prick returns to the lobby, he finds that PimpBot has taken Minge's table. Gary owes PimpBot money and ran to hide in the men's room when he saw PimpBot step out of the office elevator. Stu, who was hiding in the men's room, has now returned to the kitchen. Minge was making sexual advances on him too. Apparently, Prick's not so special – Minge does that with every guy he meets in the men's room.

Gary, who is also in on the conspiracy, does his best to keep Prick busy in the men's room while Holly and Noriko shed their robot disguises. At the same time, DuChamp goes to the ladies room to hide. (If you go in there before going out to meet Holly, you can see her legs in the stall – though Prick cannot).

When Prick finally encounters Holly, the personal assistant bot has just finished putting the last touches on her hair and makeup. While Prick talks to her, Aurora goes to the storage closet to use the badge Holly stole from Prick to temporarily lift the lock down on the main elevator. She see Prick approaching on the monitoring stations camera feed and hurries outside to stand by the Data Terminal quite nonchalantly. While she talks to Prick, the personal assistant bot uses the unlocked main elevator to bring up a FemBot shell from the lobby and roll it into the ladies room. After dropping it off in there, the robot takes the dolly and empty box out of the restaurant to hide the evidence. Meanwhile, Aurora is on the move again. She heads to the kitchen to get the last can of whipped cream. While she is doing that, Stu is forced to hide from her in the men's room, where Gary Minge is still lurking. Gary, never one to waste an opportunity, puts the "Wet Floor" sign out and closes the men's room for a "private meeting" with Stu.

Continuing his search for the missing mayor, Prick goes into the ladies room and finds the strangely unresponsive FemBot (it's unresponsive because it's just an empty shell). He also finds a MediaLink (i.e. "movie") disk with a label that reads "Girl On Girl". This is too intriguing a clue for Prick to ignore. As he leaves the ladies room, the personal assistant bot arrives to help get DuChamp into the FemBot shell. In the background, you can see Aurora walking around in the kitchen.

Prick takes the disk back to the Data Terminal hoping to see some "girl on girl" action, but is duped into signing his name to an amended (read "forged") auditing file (secretly provided by Councilman Minge) that will be used to clear DuChamp's name regarding a scandal that is currently plaguing her administration. This scandal is the stated reason that she is holding this fundraiser in the first place – though the real reason is to bury that scandal and drive it from the front page by staging her own sexy kidnapping.

While this is going on, PimpBot delivers the gold DataLink to the lost and found box in the coat check room in the hopes that Prick will use it to clear a robot PimpBot knows is innocent (fight the power!). Also, knowing that DuChamp will arrange for Prick to enter the coat check room shortly, Aurora has had a change of heart about the fate of poor BusBot, and goes there to fetch Prick's gun so he can't destroy Melanie's best robot friend when he discovers the hapless bot, who is a pawn in a larger scheme he knows nothing about.

(Note: If you go to the elevator lobby after uploading the 'Girl On Girl' disk but before returning to the bar, you can briefly glimpse Aurora entering the coat check room!)

When Prick returns to the bar, PimpBot has ordered a drink for Aurora. However, since he is hiding in the ladies room, enjoying a brief romantic interlude with DuChamp, he can't deliver the drink himself. Prick is asked to deliver it instead (PimpBot is also trying to help his cop buddy score). While Prick brings the booze to Aurora, who is hoping to lure Prick into a romantic interlude of her own, PimpBot and DuChamp (disguised as a FemBot) return to their table in the restaurant. DuChamp has purposely left an electronic lock release in the ladies room where Prick is sure to find it. The only door it can unlock is the coat check room and she is sure that he will destroy the BusBot and end his investigation, allowing her to sneak out of the restaurant in disguise. However, she does not know that a quick-thinking girl has disarmed him or that Aurora has made sure that the gun is now upstairs with her. (Aurora was further planning to distract Prick with sex, but he doesn't dare, not while his boss is watching him like a hawk).

After searching the ladies room, Prick finds the lock release as planned. But he also finds the memory stick that DuChamp stole from the ChefBot but forgot to take with her. He uses the gold DataLink PimpBot left to prove the BusBot's innocence. While he is doing this, PimpBot scoops up DuChamp and sneaks out of the restaurant while Holly unlocks the elevator for them using Prick's badge number again). Now that PimpBot has left, Minge returns to his table and Stu returns to the kitchen, leaving his green rubber gloves in the men's room (he wears yellow gloves for the rest of the game).

Once Prick gets a sandwich for Melanie and BusBot gives him the code for the storage room, he finds the two FemBots who bumped into him earlier. Both of them are now strangely lifeless (since they are the empty shells Holly and Noriko were wearing earlier). He finds his missing badge stuffed up the arm of one of the robots and sees that someone has used a police officer's badge number to lift the lockdown on the elevator. However, since it has been established in other Barn Runner games that Prick has never bothered to learn his own badge number, he doesn't realize that it was his badge that was used to facilitate PimpBot's escape.

Once he unlocks the office elevator and goes upstairs, he sees Mitch Gravitus reporting on the mayor's kidnapping from her own fundraiser (although the official nature of the fundraiser has been changed to make it appear she was trying to help adorable orphans instead of trying to raise money to pay for all her lawyers). This is the big scoop Mitch was waiting for and he only has the footage of the hostage video because Prick uploaded it to him. It is also worth noting that the FemBots featured in the video are actually Holly and Noriko in disguise.

While trying to avoid Aurora's advances, he finds the tools used to fake the hostage video: the camera, the backdrop of Bot Town, and a liberal amount of booze. However, he does not make the connection – he's too distracted by a naked Aurora. Taking the last can of whipped cream, he gets his gun back and goes back down to the restaurant to continue to his investigation.

Finally making his way into the kitchen, he completes his investigation and finds the cheese. Of all the people involved in this conspiracy (DuChamp, Aurora, Holly, Noriko, Minge, and PimpBot), no one expected him to actually find the cheese. The plan was for him to shoot BusBot and go back to the stationhouse to take a nap while Holly began a bogus investigation to find the mayor). Fortunately for BusBot and Melanie, Prick is a better detective than anyone expected.

Victorious, he turns in the evidence to his boss and goes off to take a well-earned nap. As the case is now solved, the rich people are finally allowed to leave. They file out and return to their gilded lives while Holly and Noriko put their robot disguises back on and go down to Bot Town to fetch DuChamp, who is hiding out at PimpBot's place. Holly will later receive a commendation for rescuing the mayor. But for now, they pickup a couple of pizzas and lie low for a day or two until the public interest in the kidnapping peaks and it's time to "rescue" her and hold a triumphant press conference that is sure to endear her to the people of the city once more.

And that's the story of how a wheel of antique cheese was never really stolen and the mayor was never really kidnapped and how our hero solved the case without ever really knowing what was going on. Quite a lot of twists and turns for such a small game, eh?

I hope you enjoyed playing it even half as much as I enjoyed making it.

