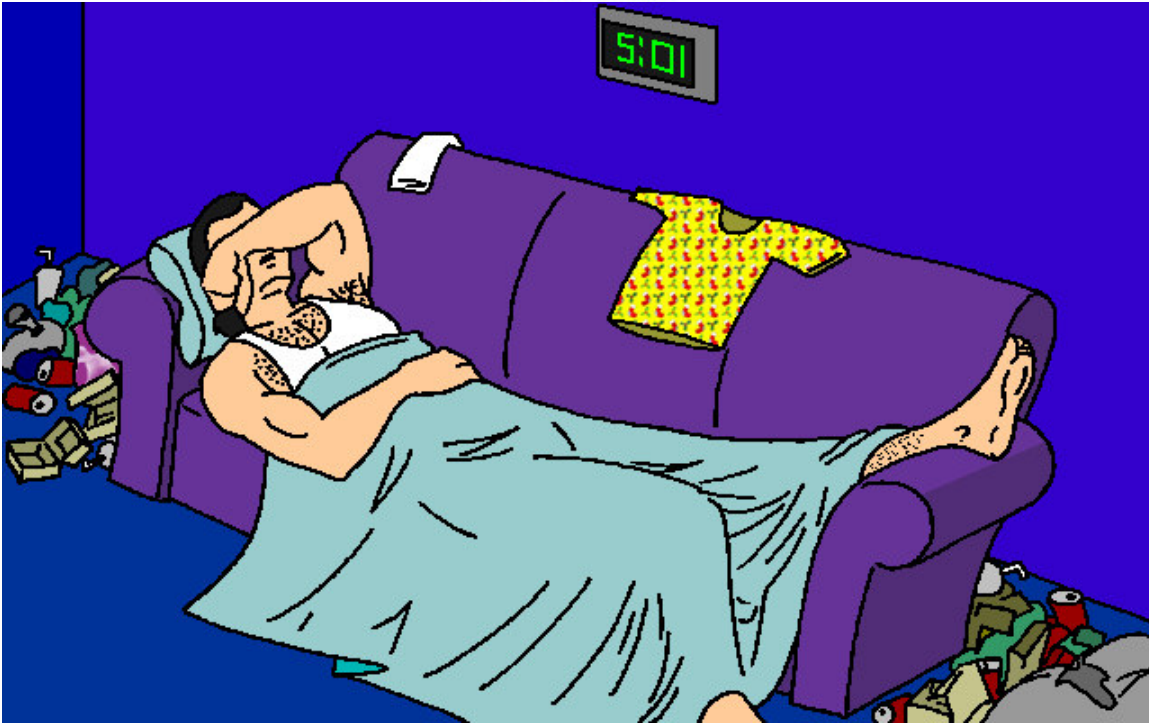


WALKTHROUGH AND EASTER EGGS FOR
BARN RUNNER
THE FOREVER FRIDAY
PART ONE



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!

Game play in chapter one of *The Forever Friday* is separated into several distinct blocks (referred to here as rather pretentiously as Acts and Scenes). This walkthrough will address each of these scenes separately to make it easier for the reader to find the section they need a hint to complete.

So read on, and I hope you enjoy the game!

Scott LeGere

ACT ONE

SCENE ONE: THE WOODS OF THE BGCZ

NOTE: This section assumes you have opted to play the forest maze. If you chose to bypass the maze, then skip ahead to the next scene.

Ask anyone who has ever been lost in the woods, and they'll probably tell you that after a while, every tree begins to look the same. This explains why I reused so much of the background art in the forest maze – to convey that feeling of the forest blending together in a confusing fashion. It's not that I was lazy and only wanted to draw just so many damn trees... I promise... Honestly.

Below is a map of the forest. The pathway from the car to the barn is marked in green. Non-essential pathways are marked in red.

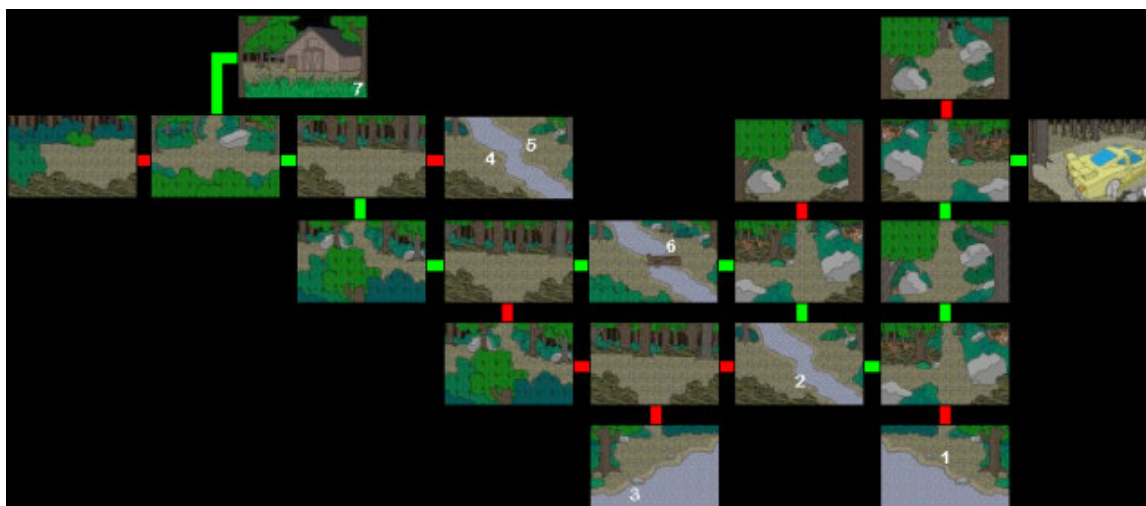


Fig 1. The Forest Maze

- 0) The clearing atop the rocky hill where you landed your car.
- 1) The fisherman sits on the bank of the pond here (at least until the rain stops).
- 2) A stick has washed up on the banks of the creek here.
- 3) A bottle with a note in it floats in the pond here.
- 4) A copy of *The Menthol Ridge Messenger* can be found here.
- 5) A waterproof book about philosophy can be found here.
- 6) This is where the waterproof book will wash up after you've dropped it into the creek.
- 7) The barn where the runaway robot is hiding.

Prick must make his way through the woods to the barn, located in the northwestern, more heavily forested part of the map. If you're not the sort to care about side quests and the like, then just follow the green path on the map above and skip ahead to Scene Two.

However, if you want to see more of what this story has to offer, then why not try your hand at some of the largely pointless side quests. What better use of your time could there possibly be?

First off, do not go directly to the barn (you'll see why later). Instead, make your way to area 2 on the map (as luck would have it, it's marked with a big "2," so it should be easy to find). TAKE the stick that's lying there.

Head south to area 3 and USE the stick on the floating bottle. Prick will open the bottle and read the note. Earl? Zeke? Eileen? Who are these people, you might possibly be wondering. (If you've already played *Barn Runner Xmas 2: Wreck the Halls* and talked to the trucker on the CB radio, you may have heard a rumor or three about the oversexed and infamous Eileen Delroy.) Unfortunately, the note is too old and waterlogged. It falls apart before Prick can put it in his coat.

Head north to area 4. Several Big Mouth Bass are having a book-of-the-month club meeting here. Once they spot you, they flee to the safety of the creek, leaving behind the book they were discussing, along with yesterday's edition of *The Menthol Ridge Messenger*. TAKE the newspaper and USE the stick on the fish's book.

Unfortunately, the book is too heavy to balance across the creek on the branch, and it falls into the water and is carried off downstream.

Go back to the log bridge (area 6), and you'll find the waterproof book has washed up on the banks of the creek nearby. TAKE the book.

Go down to the pond (area 1) and you'll find a yokel fishing. Try to TAKE the boot sitting next to him. He won't give it away, but he'll trade it for some paper. GIVE him the newspaper to get the boot. Congratulations! You now have a worthless, sopping wet boot that will only take up space in your inventory. The fisherman gave you a red herring! Get it? I'm a comic genius! But at least you've made a new friend!

If you want to have a supernatural encounter later on, TALK to the fisherman and ask him if he knows anyone named Earl. This will spawn Earl's Ghost later that night. If you're not the sort to be easily offended (or at least not the sort who will send me angry e-mails about how much you've been offended), then make sure the Director's Cut Mode is ON before asking the fisherman about Earl. Tell him you're not the sort to be easily offended, and the fisherman will regale you with the first (and only) "Barn Runner Big Musical Number™." Once you've suffered through some terrible accordion music and some equally terrible song lyrics (sorry, I'm not a lousy poet), Earl will now make a much longer appearance later on.

All the side quests in the woods are now complete. So head up to the barn (area 7).

SCENE TWO: THE BARN

USE your Multi Tool on the smaller door. This will stop the rain (and the fisherman will go home. See why it was important to do all those other things first?). Go inside the barn.

USE the ladder to go upstairs to the loft. Walk to the right, all the way to the back of the loft.

(This triggers a cutscene. Prick and his robot friend reminisce about better times).

TALK to the MaidBot as much as you like. The scene ends when you tell her “I’ll make this quick.”

(Another cutscene plays, as Prick gathers up her belongings as evidence.)

SCENE THREE: THE WOODS AT NIGHT

NOTE: This section assumes you have opted to play the forest maze. If you chose to bypass the maze, then skip ahead to the bit about the Night Chickens.

Night has fallen. Fortunately, your robot friend had a small nightlight that you can use to find your way back to the car.

If you spoke to the fisherman about Earl, the ghost will be waiting by the log bridge (area 6). Unless you heard the accordion-fueled epic poem about Earl, Zeke and Eileen Delroy, then Earl will make his way across the bridge, pass you silently, and disappear into the night. If you listened to the fisherman’s story, then follow Earl back through the woods, until he leads you to the place where he died. He’ll introduce himself. You can now TALK to Earl, and learn more about him and perhaps he’ll tell you what the future holds for you.

Once you’re done talking to him (or if Earl has faded away), then head back through the woods to the landing zone (area 0). If he offered it to you, be sure to GET the old moonshine hidden beneath the log bridge (area 6) by USING the stick on the log.

ARCADE SEQUENCE: NIGHT CHICKENS¹

If Arcade Mode is ON, these tiny, terrible monsters will chase you through the woods. You must make it back to the barn before they catch you. Move quickly. If they get close enough, they can lunge, closing the distance and finishing you off.

If Arcade Mode is OFF, a brief cutscene will play, showing Prick running to the barn.

(A cutscene plays, showing that Prick made it safely inside and must now wait until morning to go back to his car. This ends Act One.)

¹ For those of you that pay attention to such things, I’ve been making reference about the Night Chickens and how they terrorize the woods of the BGCZ since part two of *The Armageddon Éclair*!

ACT TWO

SCENE ONE: HANGAR DECKS AND PARKING LEVELS

After the main titles and the opening movie play, Prick awakes back home in Arcology 19: Evansville.

HANGAR

TALK to Dr. Noriko, an unexpected favorite of many fans since her debut in *Barn Runner 2: The Ejection Rejection* – note that she is very busy, and will only talk to you once, thereafter ignoring you. So make your conversation count. Ask her what she's doing. Ask her where she lived before coming to Arc 19. If you fished the waterproof book out of the creek in the BGCZ, tell her you have something she might like. Prick will give her the book (this will make your life *much* easier in chapter five of *The Forever Friday*!) This will also open up a second dialog tree with the good doctor. It doesn't really serve a purpose, but it sheds some light on the relationship she and Prick have developed over the last couple of years.

After talking to Noriko, walk over to the hangar doors. LOOK at the empty bracket near the door. Hmm. Where could that fire extinguisher have gone? Walk up onto the landing platform.

LANDING PLATFORM

TALK to the HangarBot (who, if you've played *Wreck The Halls*, is much more than the simple HangarBot that he appears to be, though Prick doesn't know that... yet). Ask him about the missing fire extinguisher. He will give it to you. Walk down the stairs and return to the hangar deck.

HANGAR (Again)

Notice that Dr. Noriko has left to do other things? Well, she must have been in such a hurry that she accidentally left a portable Power Saw behind, partially hidden beneath the large fuel station. TAKE the saw. USE the ladder to climb up into your crashed AutoDyne.

AUTODYNE

USE the fire extinguisher to put out the flames. TAKE your Multi Tool from the windshield. TAKE the Luggage from the floorboard in front on the passenger seat. TAKE the used Air Bag from the steering wheel.

NOTE: If you elected to play through the forest maze instead of bypassing it, and if you played the Night Chicken Arcade instead of skipping it, the MaidBot's nightlight will be in the driver's seat, behind the air bag. TAKE it.

Leave the AutoDyne and USE the hangar door controls to open the doors. Walk out into the hallway.

(This will trigger a cutscene in which Prick rides an elevator down to the Parking Levels while he receives new orders to return the luggage the MaidBot stole to the rightful owners who live up in The Dome, in RitzPlex 2.)

PARKING LEVELS

The red and yellow car parked in the space reserved for Dr. Noriko belongs to Prick. You need this car to leave the area (Prick's a hard boiled detective, and men of action like him don't ride the bus) but first things first, walk down the line of cars to the Krazy Kleen truck. USE the truck.

KRAZY KLEEN TRUCK

USE the Power Saw to cut through the lock on the doors. USE the Multi Tool to pick the lock of the supply cabinet. TAKE the spray bottle of PlastiBlasta polymer dissolving acid. Leave the truck and USE Prick's car.

PRICK'S CAR

USE the PlastiBlasta to soften the Polymorphic Lock that's wrapped around your tire. You can TAKE the ticket off the windshield if you like. If you don't, it will still wind up in your inventory. USE the car to leave the Parking Levels.

(This triggers a cutscene that shows Prick's trip from the lower levels up to the opulent, and very much off-limits luxury of The Dome, the topmost level of an arcology, where the rich and privileged live out their lives in spacious apartments beneath a scratchproof sky.)

SCENE TWO: THE DOME AND RITZPLEX 2

STREETS OUTSIDE RITZPLEX 2

After parking his car, Prick stands in front of the posh, towering haven for the UltraWealthy, RitzPlex 2. USE the IdentiPanel next to the door (it's the red panel with the handprint). TALK to the DoorBot and tell him you're selling vacuum cleaners door to door. The door will open. Walk inside.

SECURITY STATION

TALK to the DoorBot behind the safety glass. Tell him to lower the Bum-B-Gone force screen and let you in. Tell him you'll check your gun at the door for the safety of the residents. USE your Spatha energy pistol on the open drawer. The DoorBot will take your gun and the force screen will be switched off. Go through the gate.

RITZY LOBBY

There are a lot of puzzles packed in this lobby, so permit me to slap up a picture to make this as easy as possible a thing to write about.

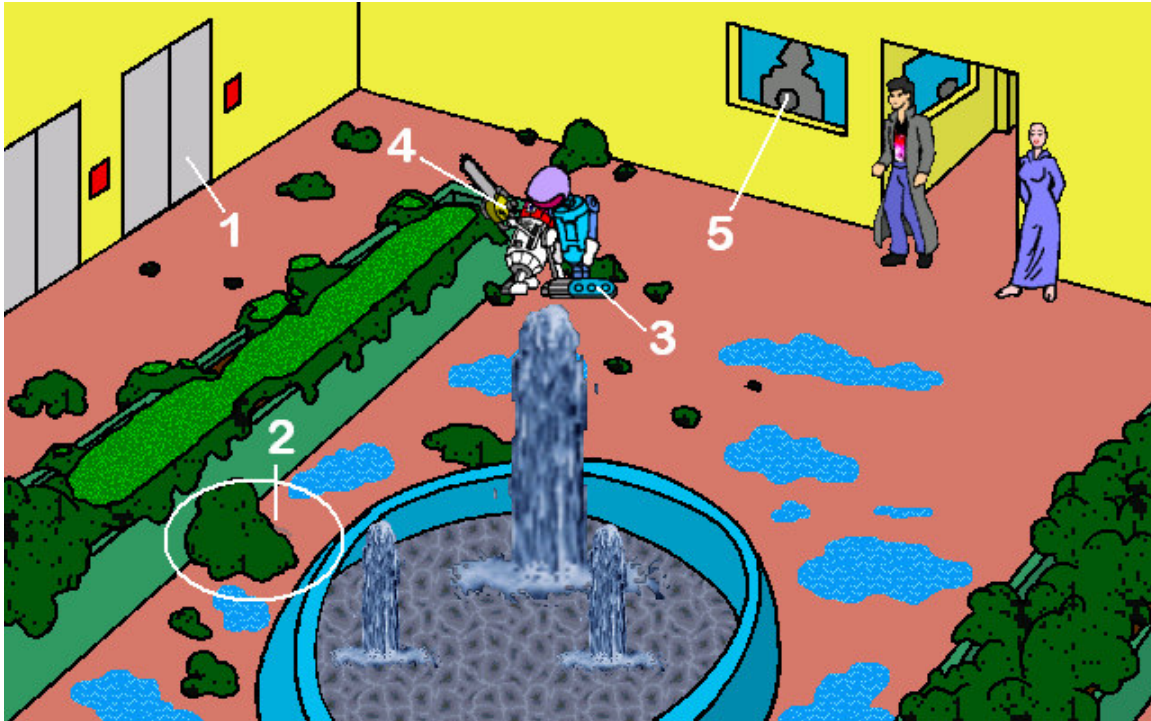


Fig 2. The Lobby of RitzPlex 2

- 1) The elevators to the upper levels.
- 2) A maintenance hatch covered by a clump of shrubbery.
- 3) A FixelBot that's been shorted out by the water.
- 4) A MaintenanceBot that's been completely fried by the water.
- 5) A LobbyBot observing the proceedings.

Prick wants to go up to Penthouse 2. The LobbyBot doesn't want him to. Puzzles ensue!

NOTE: Talking to the bald girl in the blue robe isn't required, but will fill in the story quite a bit, and will certainly put a personal face on things when the world comes to an end in a few hours (but more on that later).

(1) The elevators are locked out and are summoned only by the LobbyBot. Prick won't know this until he tries to use one. So go ahead and USE one of the elevators. The LobbyBot will explain the policy regarding poor people like Prick, who must now find a way to get those doors opened. And to do that, he needs the name of the tenant he's there to see. Or at least the name of tenant that can get him onto an elevator.

Hardboiled men like Prick aren't much for negotiations, especially when it comes to dealing with robots. But since he doesn't have his robot busting pistol right now, he'll have to be more subtle about things, whether he wants to or not. Perhaps he can use his knowledge of robots to his advantage somehow? Perhaps those two robots know something he can use to get an elevator?

(2) Before you can ask the robots any questions, you'll have to fix them. Or better yet, let the FixelBot do the fixing for you! And before you can do that, you'll have to turn off the water that shorted them both out to begin with. USE the clump of shrubbery clippings to

move them aside, revealing the small hatch underneath. USE the hatch to get a close up view of it. It's held shut with a single screw. USE the Multi Tool to open the hatch. USE the valve handle to shut off the water and leave the hatch area.

(3) The water is now off, so you can try to repair the FixitBot. USE the MultiTool on the Bot to open him up. The sticker on the inside of his panel says he runs on a six-amp system. Notice that there are three circuit cards, one each in the "1," "2," and "3" slots. Add those numbers together and they equal six! However, one of the cards is scorched and unusable. Pull that scorched card out (or leave it in, it doesn't matter). Put a good card in the "2" slot and the "4" slot. Two plus four equals six! Push the big red button marked "On" and stand back while the FixitBot returns to life and picks up where he left off: trying to fix the other robot.

Unfortunately, the MaintenanceBot is too damaged to restore to operation. The FixitBot wanders off to do FixitBot stuff elsewhere. Prick knows that every robot has a MindLog, a file that contains a record of all the thoughts that passed through their logic units that day. Maybe that MaintenanceBot has some information on the tenants of the building? Surely, one of the names on that log can be used to summon an elevator.

(4) USE your DataLink on the MaintenanceBot. Scroll through the entries until you find the one for "Upkeep – Lobby." Now you know the name of the family your MaidBot friend ran away from. Exit the DataLink.

(5) TALK to the LobbyBot and tell him you want him to summon an elevator for you. Tell him you're here to meet with the Googie family.

(This will trigger a cutscene. Prick will ride up to the penthouse levels with an unexpectedly appealing Italian robot. She may seem innocent now, but if you read all the DataLink entries, you'll know that she's the new leader of the local cell of the Robot Revolution, apparently replacing the former leader, your MaidBot friend! Who knows what role this sinister, sexy FemBot may play in upcoming adventures! Foreshadowing!)

PENTHOUSE

If the Director's Cut is ON when you enter this area, one of the statue's will be holding a note you can USE the Multi Tool on to pry out and read. You can also read the screens of the Streaming EgoFeed to learn more about this family, and a certain construction project going on in The Dome that will come into play in chapter two.

USE the controls next to the gold door to speak to someone from the Googie family.

(A cutscene plays where Prick returns the luggage and gets an hourglass filled with gold dust for all his troubles. He rides the elevator back down to the lobby, gets his gun back

and goes back out to his car to return to the Police Station before he can go home and finally get some sleep.)²

(Man, there sure are a lot of little cutscenes in this game. Must be because this is the first game in a five chapter series, and there's a lot of story to set up.)

SCENE THREE: POLICE HEADQUARTERS

PRECINCT LOBBY

After entering the stationhouse, The Chief orders Prick to turn in any evidence and then come see her in her office.

GIVE the two Robot Revolution propaganda disks to Roy, the guy at the window. GIVE the MaidBot MindLog disk to Roy. He now has all the evidence you need to give him. You can also GIVE him any Parking Tickets you have, and the Cult Brochure from the Church of the Second Minute, if you want to free up some space in your inventory. If you have it, be sure to GIVE him the Used Air Bag from your crashed AutoDyne (this will make your life *much* easier in chapter five of *The Forever Friday!*).

USE the door controls to the Chief's Office to go in and see her.

(This will trigger a lengthy cutscene wherein Prick gets some terrible news and completely misinterprets it)

Afterwards, Sgt. Debbie Sauer (officer in charge of the gun range, who made her first appearance in *Barn Runner 3: Don't Jerk The Trigger of Love*) says she needs to see Prick down in the gun range for his final certification before he's not on the force anymore. Apparently, Debbie is getting promoted and needs to have all her ducks in a row before she moves into her new position.

ARCADE SEQUENCE: GUN RANGE

If Arcade Mode is ON, you'll have to complete two basic tests, each of which will teach you how to use the gun fight interface for later shootouts in the series. After you complete these tests, you may elect to try your hand at an even tougher test, which will give you even more training for later shootouts. If you get a perfect score, with no wasted shots, on this optional third range, you'll get a cool trophy! (A perfect score consists of every target hit by the appropriate weapon, with one shot to spare in the Spatha, and five shots left in the Sappara.)

If Arcade Mode is OFF, you'll skip ahead to the cutscene.

² If you picked up both orange safety cones from the hangar, beneath your AutoDyne, then Prick won't have to deal with the MetermaidBot and get another ticket. It doesn't add anything to the game either way; it's just a nifty little egg.

(A cutscene plays in which Debbie reveals to Prick that he's been fired from the Police Force. Prick drives home, mulling over his limited options now that he's unemployed.)

ACT THREE

SCENE ONE: PRICK'S HABWELL AND APARTMENT

After a very long couple of days, Prick has finally made it home. Sleep is just a few more steps away.

HABWELL

Prick steps out of the elevator. Walk towards the right of the screen to get him close to his apartment.

APARTMENT DOOR

There is a yellow piece of paper covering the door controls to Prick's apartment. TAKE the note and Prick will read it. He has been locked out of his own apartment and his controls disabled.

USE Lock to reveal a close up of it. There is a small opening on the left side of the lock. USE the Multi Tool in that slot to pop the panel open and reveal the workings inside. It would take too many words to describe how to rewire the lock, so let's just use a picture instead.

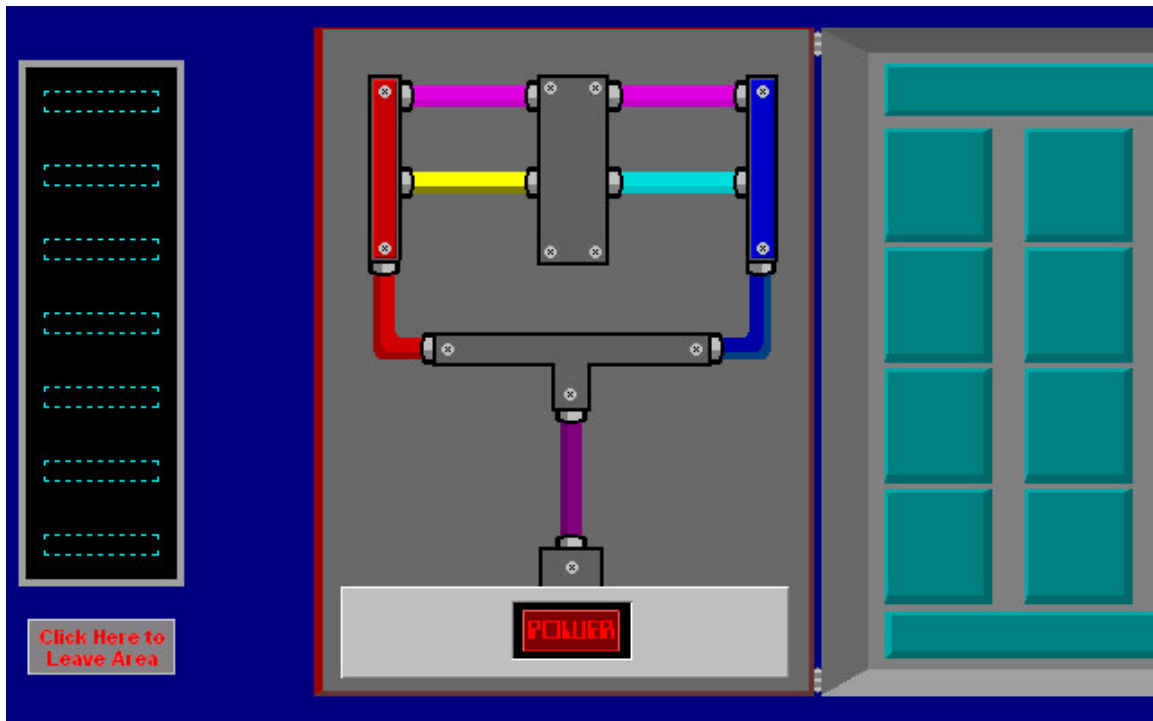


Fig 3. Hotwiring the Lock

This puzzle is color based (so I hope you're not colorblind.) For all the awe inspiring graphical wonderment, it's just a "yellow and blue make green" kind of puzzle. Magenta and yellow make red. Magenta and cyan make blue. Red and blue make purple. Once the lock looks like this, press the "Power" button to cycle the lock and open the door.

The door opens and Prick goes inside.

PRICK'S APARTMENT

TAKE the remote control off the little table by the couch. USE it on the VidScreen (the big TV set) and scroll through the programs until you find one that would make for good naptime entertainment. Select it. USE the sofa and Prick will, at long last, get some much needed sleep.

SCENE TWO: THE DREAM SEQUENCE

This entire scene is one long, non-interactive movie. In other words, another cutscene in a game already filled to overflowing with them.

I just wanted to say that I loved doing the modified art style used in this scene. Losing the black outline and going instead for a colored line around everything was a lot of fun, and very Diney-esque. The full frame aspect was fun too. Working within the letterbox format that Barn Runner uses can provide a more cinematic feeling, but I like that Prick dreams without those black bars covering the top and bottom of the frame. I think it really sets the dream apart from regular game play.

Also, if you want to get a glimpse of Dr. Noriko's boobs, make sure the Director's Cut is ON before you USE the sofa in Prick's apartment.

I'd take this chance to point out all the symbolism and subtext that abounds in the dream, but that would feel entirely too much like patting myself on the back. If you're not the sort to care about that sort of thing, just enjoy the sight of Noriko without any knickers. Or enjoy all the shots of Prick's bare bum if that's more to your liking. Or both, I suppose, if that's the sort of person you are. I'm not one to judge.

SCENE THREE: TIME RUNS OUT FOR PRICK

Harry meets Prick at his door and the two set off for a Food Court so that Harry can fire Prick officially.

FOOD COURT 212

Once they arrive, Harry picks out a table and tells Prick to buy their meals (how very classy of Harry). You have two choices: McWigga's (on the right of the food court), or Burger Thing (on the left). Which one you choose has no real impact on the game (other

than what food is shown on the table during the interview, and what you see after the closing credits). Go to one of the food stalls, TALK to the sales persons, and order two of the daily specials. The final interview follows.

Harry will ask you a series of questions. You have the choice to lie, tell the truth, or duck the question. The choice you make in each case only changes the response you give / get.³ Once the interview is complete, the finale cutscene is triggered and civilization in Arc 19 begins to collapse and the first chapter of *Barn Runner 5: The Forever Friday* is complete.

Thanks for playing!

³ If you want to see all the possible billboard ads on the screen in the background, the complete list of responses and corresponding advertisements is included in the Egg / Trivia list at the end of this document.

TRIVIA & ASSORTED EASTER EGGS

- If you notice the discrepancies between the time and date given when you're in the BGCZ (April 2, 2193) and when you arrive at Arc 19 (March 16, 2181), you can see that Arc 19's Master Clock Program has been frozen at 5:01 for twelve years. No wonder Prick kind of goes off the deep end during his interview.
- The fisherman is the latest in a long line of yokels who bear a striking resemblance to each other. Every game that takes place in the BGCZ has a variant of this guy somewhere.
- The fisherman says that after killing Earl, Zeke moved away to run his aunt's roadhouse, The Roadkill Bar and Grill. This is the restaurant you visit in chapter two of *The Armageddon Éclair*. It's supposedly the best eating this side of the Rooster Downs, near where Eileen Delroy now lives, a place mentioned in both *The Armageddon Éclair* and *Wreck The Halls*.
- The forest maze was originally much, much larger (43 rooms). My play testers all despised it to varying degrees. I guess not everyone loves mazes like I do. I pared it down to 20 rooms. Sadly, the canoe sequence was cut. I hope to be able to reuse it in the upcoming *Barn Runner 5th Anniversary: Stench of the Big, Wet Bottoms*.
- Originally, once you reached the AutoDyne, additional Night Chickens spawned randomly throughout the woods, making it very much harder to bet back to the barn in safety. The safer option was to try to get to the aforementioned canoe instead and spend the rest of the night bailing it out to stay afloat (mini-game goodness!). When the canoe was cut from the game, the random Night Chickens had to be cut as well to make the arcade sequence more manageable.
- In addition to the poster with the Robot Revolution's Metal Fist logo, the MaidBot has a map of the BGCZ with five important, mysterious locations marked on it. Though the player has no way to know it, these are the locations Prick has visited in previous Barn Runner games. I guess he must give very specific co-ordinates when he talks in his sleep.
- The MaidBot also has the "Help Wanted" page from yesterday's edition of *The Menthol Ridge Messenger*. Which explains where that newspaper came from. The fish didn't seem like the sort to read such non-waterproof publications, did they?
- Regarding the fish's book club, while *The Goonies* was a real movie, with a real novel tie in, *Kiss Meets The Phantom of the Park* was never novelized. But it should have been.
- The waterproof book *The Individual Against The Organization*, about the writings of Soren Kierkegaard doesn't actually exist. I just thought it would be funny for fish to evolve to the point of having little legs, then start studying religion. For people outside the United States, where the "Darwinists" and the "Creationists" are still fighting it out with obnoxious bumper stickers, the joke might not carry much water, I suppose.
- As a complete aside, I love the shot of Prick holding the Arc 19 nightlight. Although he doesn't know it, he will soon be one of the few people who can save the city – symbolically holding the fate of Arc 19 in the palm of his hand.
- The original MaidBot was C-3PO in a French maid outfit. But I felt I was overusing poor Threepio as of late, so I replaced him with Rosie from *The Jetsons*. C-3PO makes a cameo (as he does in all Barn Runner games) in the police station. When you step out of the Chief's office, he can be seen in the hallway behind the lobby.
- Harry makes a similar appearance in that hallway when you first arrive at the station. Although the player doesn't know it yet, that hallway is where Prick's office is. Harry was back there, looking for him.
- Harry made his first appearance in the series all the way back in *Barn Runner 2: The Ejection Rejection*, as "AeroDyne 5-62." He is the other police officer who appears on your dashboard screen, bragging about his perfect score on the target range.
- Several of the things Dr. Noriko brings up in conversation are references to her one and only flight with Prick. That misadventure is chronicled in *The Ejection Rejection*. The bit about the date he spoiled for her by making it back alive refers to *Barn Runner Xmas 1: Cyclone Alley*.

- Prick's car was inspired by the Fisher-Price car my friends bought for their toddler so he could "drive" around the house and back yard. I loved the idea of cars of the future being not much more than scaled up children's toys with tiny little motors to power them.
- The "Reserved Parking For Dr. Noriko" sign was the last joke to go into this game. I thought of it the night before I bundled it to upload on the web. Although the player has no way of knowing it yet, the little white truck at the end of the row is Dr. Noriko's. (Her favorite color is white, after all.)
- The blue robed cultists who cause so much trouble in this game first appeared in the very first Barn Runner game, *The Armageddon Éclair*.
- Until about three months before the game was released, the Italian-made FemBot in the elevator tried to seduce you. Prick only resisted because he was convinced that he was so tired he was hallucinating the whole thing. I reluctantly cut it because the game already had too many cutscenes. But don't worry robophiles, F13R0 ("Fiero") the FemBot will appear in later games. Who knows what may happen!
- The names on the doors around Prick's apartment are all people who have been supporters of the Barn Runner series.
- The *Wizard of Oz* dream sequence took longer to develop than any other section of this chapter of the game. The soft outline art style proved to be more time consuming than I anticipated.
- Also, at one point, the dream sequence was a playable level. You had to find a way down into the canyon and across to climb the rope bridge to the other side. When you climbed up, you found that you were actually climbing out of Cyclone Alley and into the Ash Wastes (Oz had mysteriously disappeared in a puff of dream logic). The sequence was scrapped because of two things. Prick, being naked, could only carry one item at a time, so assembling the ladder of robot parts to climb out was tedious. Also, I got frustrated finding new ways to keep Prick's um... well... prick from being seen. Sadly, after the game was released, a player named ProgZmax said he wanted to see Prick and Noriko do an arcade sequence of naked Big Wheel racing. Sigh. Where was that idea when I was making the game?
- One reviewer told me the sun turning into the clock turning into the sunset was the neatest part of the entire game. I don't know if that's a compliment or not.
- Originally McWigga's was a 1970's funk and soul themed joint. It became what it is now when my friend's kid went through a "wigga" phase. It was the most unintentionally hilarious thing I've ever experienced. He's older now, and doesn't want to talk about it. Though he was nice enough to translate the dialog into something that sounded like a suburban kid trying (and failing) to sound "thug," he didn't want his name in the credits. He likes to pretend that whole year never happened.
- Dill the cloned giant appears in the background of the closing movie, as the salesperson of World of Byproducts. He last appeared in chapter one of *The Armageddon Éclair*.

If you want to see all the possible bill boards in the Food Court interview:

1. Set the Director's Cut Mode to ON before starting the interview.
2. Ask Harry "Can I ask you a question first?" and ask every question.
3. Tell the truth, Lie, or Duck the Question
4. Tell the truth, Lie, or Duck the Question
5. Tell the truth
6. Lie
7. Tell the truth, Lie, or Duck the Question
8. Tell the truth, Lie, or Duck the Question
9. Rate the review however you like

And lastly...

As Prick drives from his HabWell to Food Court 212, you get a nice look at a typical street scene for the majority of Arc 19's inhabitants who don't live up in The Dome.

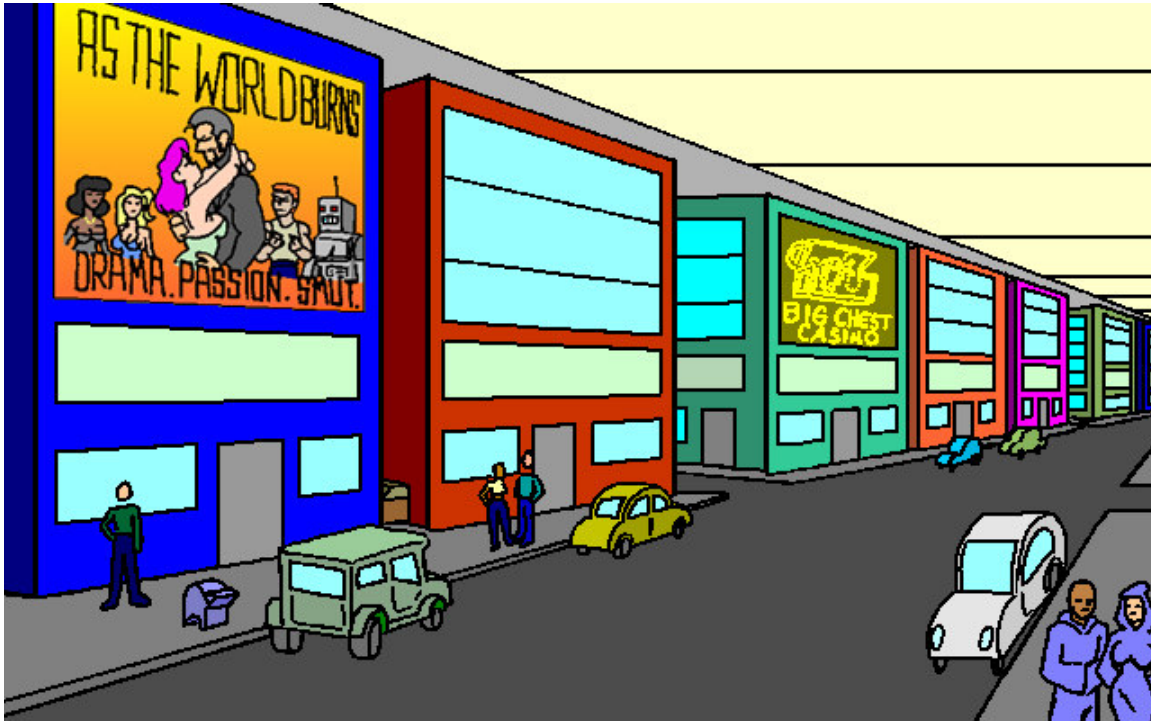


Fig 4. Level 212, Entertainment District

I really liked this shot, because it shows off the claustrophobic spaces of the lower levels. Notice all the buildings have the exact same dimensions? That's because they're all pressed out of a machine as giant plastic slabs. Like the walls of the hangar or even Prick's car, most everything in the city is formed out of brightly colored plastic. Also, the ceiling is nothing but rows of fluorescent lights over the streets, and plunging darkness in the unlit alleyways. Life for people not in The Dome is bland and oppressive, and this shot sums it up better than I could have expressed in dialog.

Also, the people featured in the billboard advertisement for "As The World Burns" (Arc 19's most popular soap opera!) are based on characters from a comic I did back in the 90s, in my small press days. The red-haired guy and his robot pal are two of my characters retooled to be stand-ins for the *Futurama* characters Fry and Bender. Since it's a soap opera, the robot suit is really cheesy. Why not use a real robot instead? The answer to that may (note that I said may) be revealed in *Barn Runner 8: Recycle My Heart*.

And, to close, notice the billboard further down the street for the Big Chest Casino? That won't be the last time you see that place mentioned. Will it pay off in the future? Who knows...

