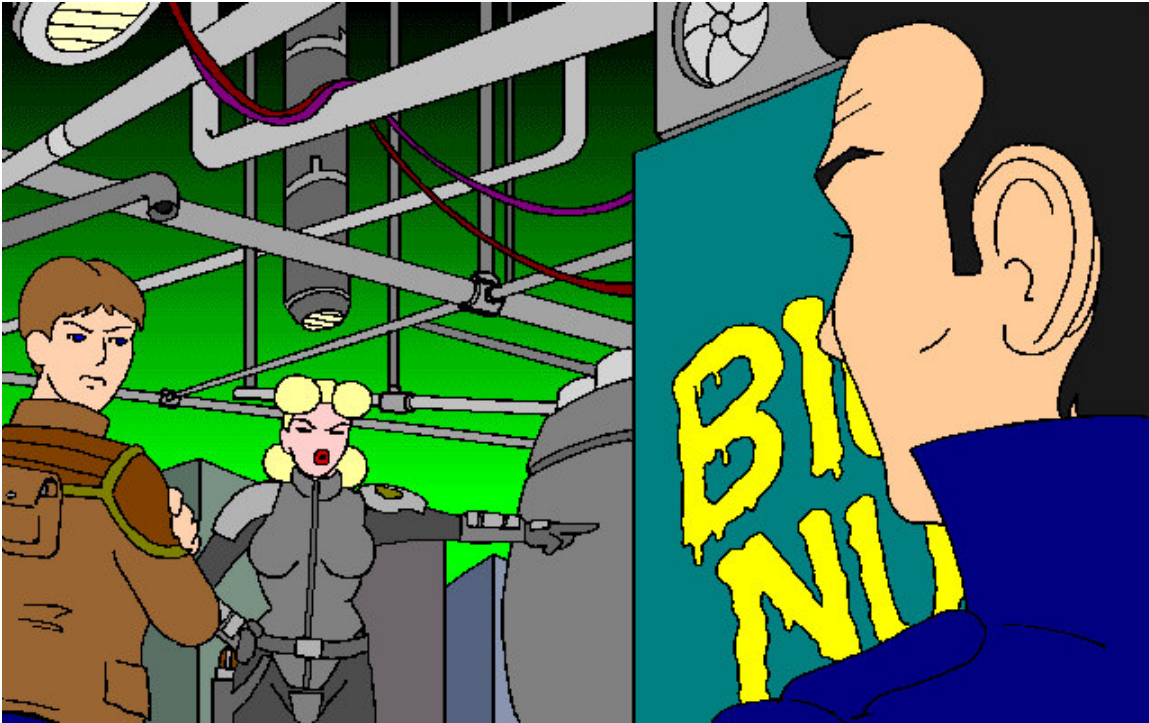


WALKTHROUGH AND EASTER EGGS FOR
BARN RUNNER
THE FOREVER FRIDAY
PART TWO



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 two of *The Forever Friday* is separated into several distinct blocks, depending on the case you choose, and in what order you choose them. 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

POLICE HEADQUARTERS

LOBBY

After getting your gun back from the Chief, she departs to start her own investigations, and Harry decides to visit the little boys room before you two hit the road. You've been given a disk with the list of suspects you've been assigned to investigate, but you've accidentally left your DataLink in the Briefing Room, and you can't read the disk without it. Also, since you'll be investigating humans instead of robots, you'll need to get the stun gun from your office.

First things first, let's get that stun gun. Walk down the hallway behind you to the hallway where all the senior officer's personal offices are located.

OFFICE HALLWAY

Walk to the left until you reach your office. Prick disabled the controls to his office years ago to keep the mountain of paperwork trapped inside from getting loose and terrorizing the city. USE the controls of the Janitor Closet and go inside.

JANITOR CLOSET

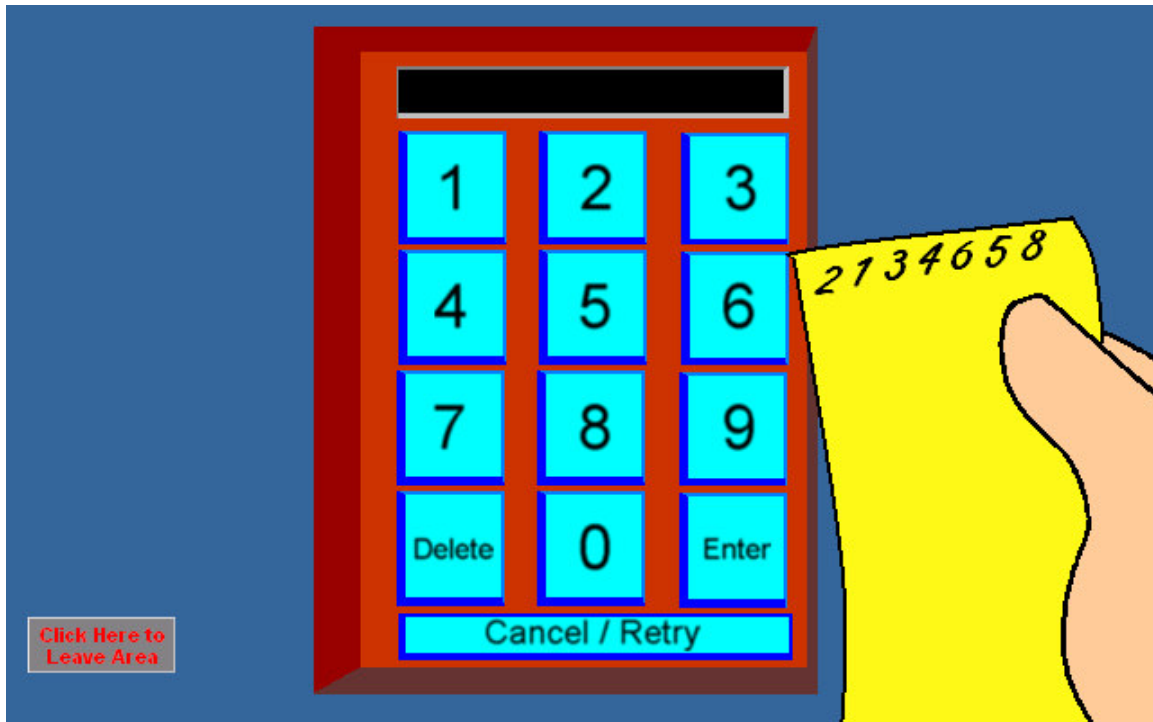
Prick will move things around to reveal his secret hidey-hole (for those of you that wondered where it was exactly that he was napping in *Wreck The Halls*, now you know.) Just walk over to his desk. Take all the guns and power packs he has. USE the door controls to go back to the hallway.

OFFICE HALLWAY (Again)

Walk to the right until you reach the doors of the Briefing Room. USE the red keypad and you'll discover the door is locked and Prick doesn't know the code.

Go back down the hallway and USE Sergeant Debbie Sauer's door. When she opens the door, TALK to her and ask about the combination to the Briefing Room. She's in no mood to help you (she is in her underwear, after all). But ask her again and she'll relent and tell you how to get inside the Briefing Room.

Go back to the Briefing Room door and USE the red keypad again.



It doesn't get any easier than this.

BRIEFING ROOM

TAKE the DataLink from the bench. Prick is now ready to go back to the Lobby and start his investigations. After a brief cut scene, you'll be presented with your list of suspects.



You can investigate these fine citizens in any order you like. For the purposes of this walkthrough, let's start with Dorthea Q. Huggington and work our way around clockwise from there.

HUGGINGTON, DORTHEA Q.

“SMASHERS” (Outside)

After you arrive, just USE your checkbook on the head bouncer to bribe your way inside.

“SMASHERS” (Inside)

Walk to the left a bit, and you'll find Drew the bartender trying to fix his Booze-A-Matic using that tried and tested technique: beating the hell out of it. However, it's going to take more than that to get this old machine working again. USE Harry on the small control box Drew is kneeling beside. Harry will repair the broken software with his HackLink. Now that you're on Drew's good side, walk to the left and TAKE the pile of Rigger's Cable from the corner. USE the cable on the light rig overhead and Prick will swing across the crowd to the other side of the club.

STAIRWELL

USE the plastic cactus, and TAKE the pencil. USE the red keypad next the door. Jani, the manager, has a bad memory, so he has hidden the pass code amidst all the scribbles. Find the word “Start” and enter the numbers in the order you find them



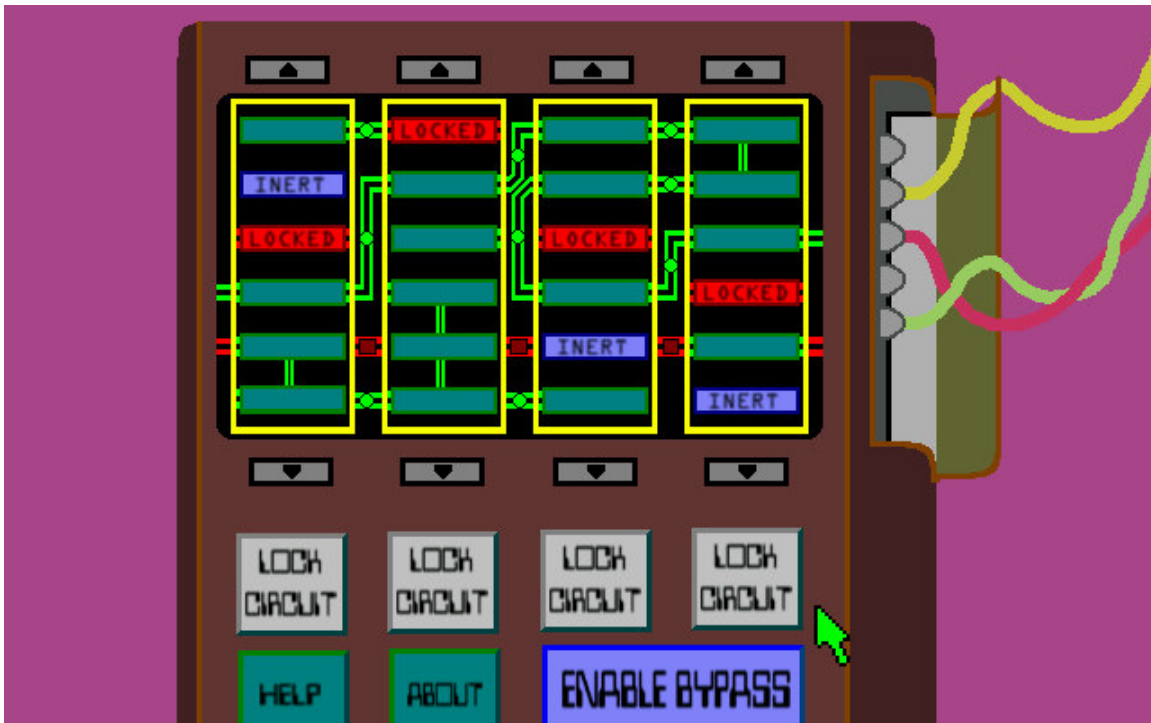
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JANI'S OFFICE

It's too loud in here to hold a conversation, so TAKE the yellow notepad from his desk (it's at the bottom of the pile, so you might have to look carefully to find it). USE the Notepad and Pencil on Jani and you can communicate with him with notes. He'll give you Dorthea's address and send you on to the next part of the game.

DORTHEA'S APARTMENT (Outside)

After Harry accidentally kills Dorthea's cultist roommate (and a second cultist gets away), walk to the left to Dorthea's door. USE Harry on the Lock and he'll use the HackLink to hack the lock.



If it looks like this, then you've succeeded.

Solution (going left to right):

Column 1: Click UP twice.

Column 2: Click DOWN twice.

Column 3: Click UP twice.

Column 4: Click UP once.

DORTHEA'S APARTMENT (Inside)

Dorthea isn't home. And unless her room mate returns as a zombie, you're on your own if you want to gather evidence. So take a look around her apartment for some clues.

USE the controls for the door at the rear right of the apartment. LOOK at the poster on the wall. USE the blinking answering machine by the sofa.

Having gathered enough information, Harry and Prick set out to find Dorthea.

DORTHEA PULLED OVER

TALK to Dortehea. You have the option of taking her in for more questioning (you'll get a nice interrogation sequence), but she doesn't know anything. So just ask her a few questions here and then let her go.

Dortehea isn't involved with the cult you are investigating, so this part of the case is closed.

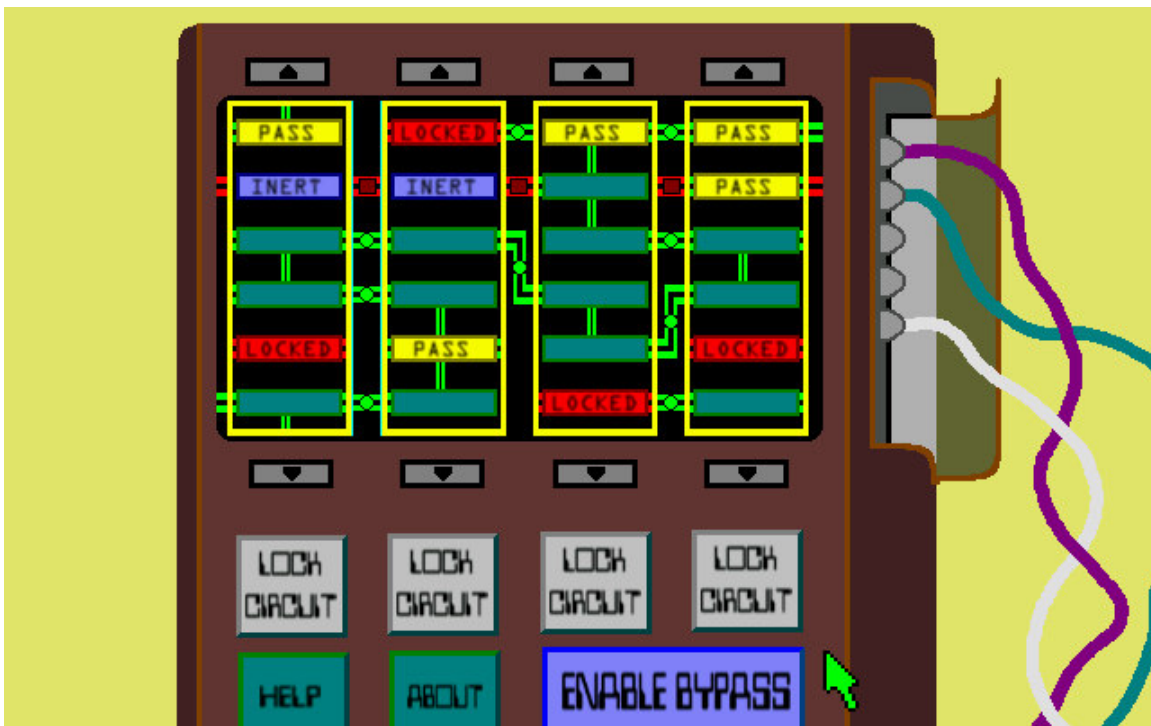
FONG, HOMER J.

HABWELL

You'll be playing Harry for this part. After you exit the elevator, walk to the right.

FOSTER PARENT'S APARTMENT (Outside)

Walk to the apartment on the right. USE the keypad. Nothing you say will get Henry to open the door for you, so thank him for his time and USE your HackLink on the keypad.



If it looks like this, then you've succeeded.

Solution (going left to right):

Column 1: Click DOWN three times.

Column 2: Click UP once.

Column 3: Click UP twice.

Column 4: Click UP three times.

FOSTER PARENT'S APARTMENT (Inside)

Henry doesn't have a clue. His wife, Harriet, is only slightly better. TALK to her and eventually she'll remember that Homer is still at school, in detention for misbehaving.

SCHOOL (Outside)

The door to the school is padlocked (these must be some bad kids). USE Prick on the lock and he'll use his Multi Tool to pick the lock. Go inside.

SCHOOL LOBBY

Walk to the upper right.

BOY'S ROOM (Outside)

TAKE the mop off the floor. Walk into the Boy's Room.

BOY'S ROOM (Inside)

To everyone who e-mailed, asking what a Scavenger Worm was and why they gave Prick nightmares as a kid: now you know. USE the mop on the Keys under the worm's tail. Go back to the lobby.

SCHOOL LOBBY (Again)

Walk to the upper left.

ELECTRICAL ROOM (Outside)

The detention room is on the other side of the electrical force screen (these must be some really bad kids!), so USE the Keys on the locks of the door. Go inside.

ELECTRICAL ROOM (Inside)

USE the handle on the control box to turn off the power to the force screen. You can now go back outside to the hallway outside the Electrical Room and walk to the upper right.

DETENTION ROOM (Outside)

Prick comes to check up on you at this point. With kids this bad, it probably won't hurt to have back up. Walk to the left, and USE the door controls. A DetentionBot comes to the door. Since this is now a robot related investigation, Harry lets Prick take over from here. The robot invites you inside.

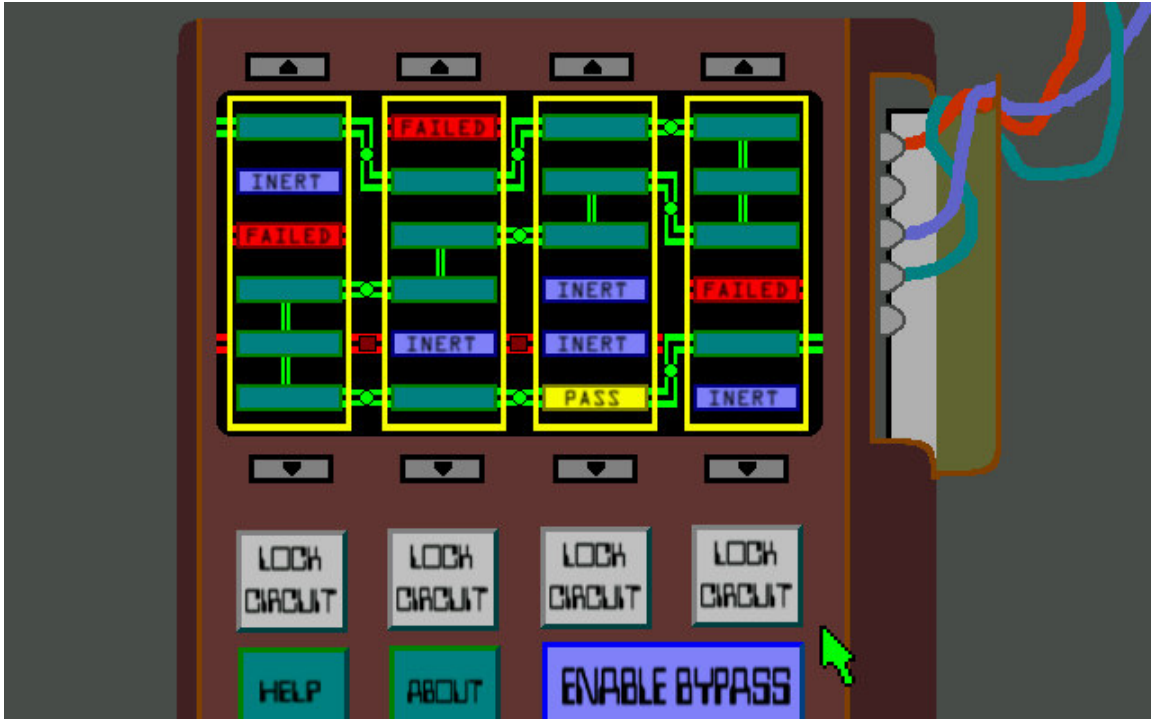
DETENTION ROOM (Inside)

It's pretty clear that Fong has nothing to do with the cult. So you can cross him off your list. Time to move on to the next suspect.

WEBBE, CHARLES

FREIGHT PARKING LEVEL

USE the controls next to the stairs. Prick will walk downstairs. Walk to the right and USE the controls of the only elevator that's still functioning. Turns out it's only functioning a little bit. USE Harry on the controls and he'll come down and use his HackLink.



If it looks like this, then you've succeeded.

Solution (going left to right):

Column 1: Click UP twice.

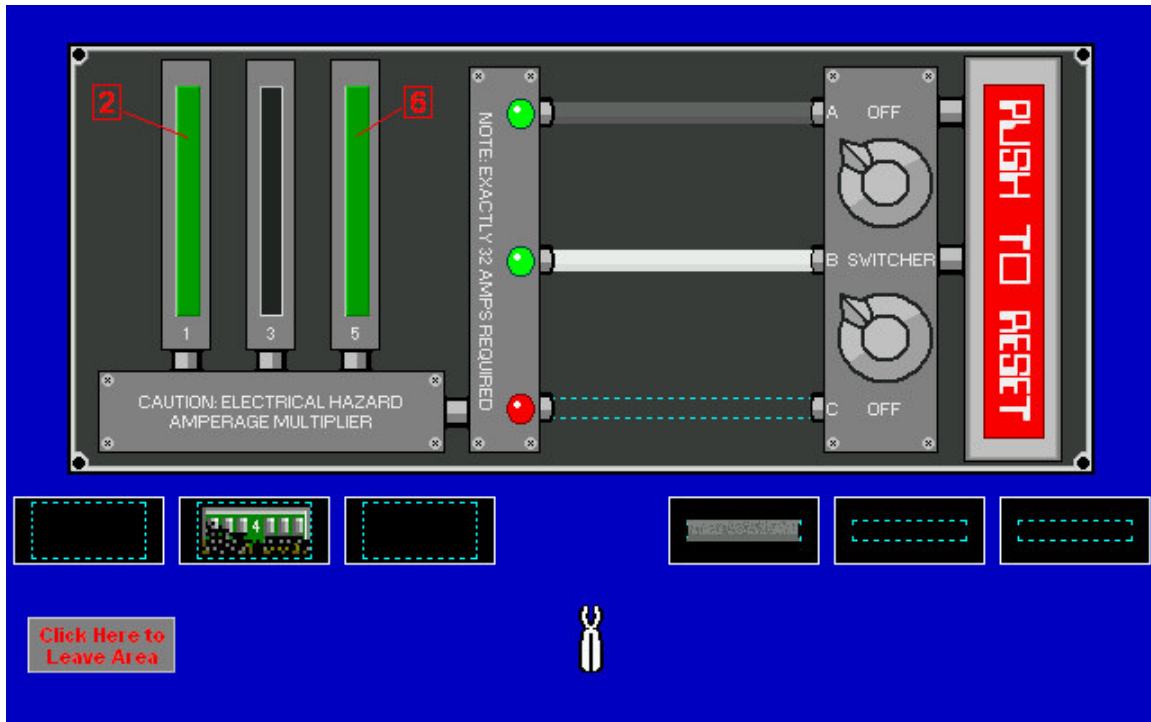
Column 2: Click DOWN twice.

Column 3: Click DOWN once.

Column 4: Click UP once.

MALL ELEVATOR

No sooner than you've fixed the elevator, it breaks down again. This time the software is too damaged to fix with a HackLink. So USE your Multi Tool on the small panel beneath the keypad. You'll be presented with the following puzzle.



Solution:

Place the “2” circuit card in the “1” slot.

Place the “6” circuit card in the “5” slot.

Place the scorched “4” card in one of the holding slots.

Place the scorched light gray wire in one of the holding slots.

Place the dark gray wire from the top wire slot.

Rotate the bottom “Switcher” knob twice, from “Off” to “B.”

Press the reset button.

MALL PLAZA

Walk to “They’ll Never Guess You’re Wearing Rat” (it’s the store in the lower left corner of the plaza).

“THEY’LL NEVER GUESS YOU’RE WEARING RAT” (Outside)

This place has survived the riots remarkably well. It must be because of the power gate and the well-made barricade. There’s no getting through the barricade and you need a special key card to unlock the power gate, so USE Harry on the controls.

However, the owner of the store is keeping a close eye on things and catches you in the act. TALK to her. She won’t let you inside for personal reasons, but ask if you can send Harry inside instead.

“THEY’LL NEVER GUESS YOU’RE WEARING RAT” (Inside)

For long time players of the Barn Runner series, let’s welcome back Kelly and StickBot (not seen since part one of The Armageddon Éclair). TALK to her and ask about Charles Webbe. Once you’ve learned of his current whereabouts, Harry can go back outside.

However, if Arcade Mode is “On,” then Prick has his own problems to deal with while Harry is inside talking to Kelly.

ARCADE SEQUENCE: MALL MADNESS

Despite the number of looters and the robots trying to get their revenge against mankind, this is a fairly safe arcade. As long as you don’t shoot the little robot that comes rocketing out of the store closest to you, then you only have to deal with a single robot that will attack you. The rest of the robots are trying to kill other people, and take no notice of you. You can help those people if you like (and a good cop should), but you don’t have to lift a finger if you don’t want.

(Please note that if you DO shoot that fast little robot, it will spawn a big, nasty robot that takes a lot of shots to kill and can chop you into hamburger very quickly.)

BIG NUTS BAR (Outside)

This is The Sump, the absolute opposite of The Dome and the very bottom of the city. The robots gather down here to get away from people. When you arrive, they are celebrating the end of the city above and won’t be too happy if they notice humans have wandered down to Bot Town when they should be upstairs, busying themselves with killing each other so the robots can inherit the city.

The guy you’re looking for is inside the bar behind the car, so walk in there.

BIG NUTS BAR (Inside)

Webbe and a few bots are passing time until the apocalypse is over. TALK to Webbe. If you try to take him in for questioning, you’ll have a gaggle of angry robots on your hands, so just ask him your questions here. When you’re done, go outside.

BIG NUTS BAR (Outside, again)

As you leave, PimpBot 9000, an informant of Prick’s, has some information he’d like to share with you. Talk to him if you like, but most of what he knows isn’t of much use in the case. Maybe it will pay off in a future chapter? We’ll just have to wait and see.

Your investigation of Charles Webbe is now complete.

ROC, DUTTON

A WELL-LOOTED STREET

Harry will handle this part of the investigation since Prick won’t leave the car unattended in such a bad part of the city. You’re looking for a sanitation worker driving a trash truck, so find the nearest dumpster and wait for the truck to show up.

The nearest dumpster is at the end of the street, so walk left until you find it. Once you do, stand next to it and (magically, it seems) a trash truck arrives.

However, this trash man isn't Dutton and he isn't interested in collecting the garbage. He's looking to loot some furniture. He'll ignore you until you USE your Gun or Badge on him. Ask him about Dutton and his whereabouts.

ARCADE SEQUENCE: DECAPITATORBOT

When you finish talking to the trash man, a robot he looted earlier will tear its way out of his trash truck and attack you. USE Prick on the robot quickly, and Prick will rush in and shoot the robot.

(Note: If Arcade Mode is "Off," the Prick will save you automatically.)

DIAPER DEPOT SECURITY GATE

TALK to the SecurityBot and keep asking to be let in until he relents.

DIAPER DEPOT PARKING LOT

USE the Visitor Pass the SecurityBot gave you at the gate on the robot guarding the door and he will let you in.

DIAPER DEPOT LOBBY

Hmmm. Looks like no one is home. LOOK at the model on the right side of the screen.

DIAPERTORIUM SITE MODEL

Apparently, Diaper Depot is building some off-site storage facility and this model is the Artist's Concept of the magnificence to come. When you're tired of looking at it, return to the lobby.

DIAPER DEPOT LOBBY (Again)

Apparently, while Prick and Harry were busy looking at the model, a receptionist and a squad of SecurityBots arrived to greet you. TALK to the receptionist and ask her about Dutton. Apparently, Dutton isn't here. He's at the Diapertorium. Thank her for her time and head across town to find Dutton.

THE DIAPERTORIUM

This place isn't quite what the model promised. Try to enter the site and a GuardDogBot will come out to greet you with sharp metal teeth. USE Harry on the DogBot and the two of you will put together a half-baked plan to get past the dog. Once inside the site, USE the door to the Construction Foreman's Shack to go inside.

FOREMAN'S SHACK

TALK to the Foreman and ask where Dutton is. Turns out he just stepped out for some coffee at a place down the street.

As you drive there, Harry thinks better of trying to bring someone as big as Dutton in by force. You'll need to lay a trap for him. Prick seeks out a friend for help.

PEPE'S BURRITO CART

TALK to Pepe and tell him you need a disguise.

POLICE HEADQUARTERS

Now that you have Dutton in custody, you can interrogate him. Ask him as many questions as you like. Maybe he knows more than he's letting on?

This concludes your investigation of Dutton Roc, and also marks the end of your assigned casework. Prick must now decide if he has collected enough clues to figure out where the cult hideout is located. It's up to you to make the right call. But don't worry if you make the wrong one, you get as many "do-overs" as you need.

When you get to the cult hideout, pursue the cult's lookout around the corner. If you have Arcade Mode "On," you'll have a big shootout between you and the end of this chapter. Otherwise, welcome to the end of Barn Runner 5: The Forever Friday chapter 2. The story continues February 1, 2009.

TRIVIA & ASSORTED EASTER EGGS



- Dutton Roc is named for Charles S. Dutton, who starred in the television show *Roc*.
- Homer J. Fong was one of the many aliases Homer Simpson used when he wrote bad checks in an early season of *The Simpsons*.
- The names of the stores in HubMall One are inspired (mostly) by my favorite science fiction writers and their creations. Kilgore Trout, for example, is a character appearing in the works of Kurt Vonnegut, and most of the exotic pets sold at the store are creatures or titles appearing in Vonnegut's works.
- Until the very last beta version of this game, when our heroes reached the Freight Parking level of the HubMall, Prick stayed by the car and Harry went down to find an elevator. Cultists looking for some supplies arrived and engaged Prick in a shootout. I finally pulled the sequence since it was followed too closely by another shootout at *They'll Never Guess You're Wearing Rat*.
- Originally, Debbie's apartment was located just a few doors down from Dorthia's. I finally pulled it because all the playtesters were hacking the lock and spending more time in there than in the apartment of the person they were supposed to be investigating!
- During the first trip through the Transit Tunnel after leaving Police Headquarters, among the things being looted are a "Grog" machine from *Monkey Island* and Han Solo in carbonite.
- It's not made very clear in this game, but the Diapertorium was designed by the father of the boy killed by the MaidBot in chapter one of *The Forever Friday*. It's mentioned in an oblique fashion on the EgoFeed in the Penthouse Lobby before you return the belongings to the family.
- Toni Crider is hiding out with sorority sisters from the Eric Kroll School for Girls. Eric Kroll is a famous fetish photographer.
- The Latin in the lobby of the school translates as: "In the good old days, children like you were left to perish on windswept crags."
- The City Seal shown during the Mayor's speech to the city bears a Latin phrase that translates to "Shit Happens." A fitting motto for Arc 19.
- On your drive across the chasm to HubMall One, hovering billboards advertise various products. Among the items is "Onion Cola," a drink from Phil Reed's "Larry Vales" adventure game series,

which was the first AGS game I ever played. I would have never made Barn Runner without AGS, and I would have never discovered AGS without Larry Vales!

- During the finale dream sequence set to the Tom Jones song, all the liquor bottles have Easter eggs for labels. Vellocet Vodka, for example, is from *A Clockwork Orange*, in which Vellocet was a milk-like drink available to the masses.
- In Dorthea's apartment, if you USE the DataLink on the mini-fridge, the events Prick relates are from *Wreck The Halls*.
- Although it's hard to tell from a grainy, black and white picture, the man leading his followers into cannibalism during the opening movie is the kid from McWigga's, from the end of chapter one.
- The wine bottle that passes in front of the camera during the Dream Sequence features a cartoon version of me on the label. The motto is in French, and changes depending on whether you have the Adult Mode Patch installed. Normally, it translates to "Love At First Sight." With the patch installed, it reads "Put It In Your Mouth, Baby."
- Amongst all the toys on the floor at the end of the dream sequence, you can spot a "Where's Dildo" from *Leisure Suit Larry 7*. Larry also makes an appearance on the large "love stain blotter" next to the turkey baster and the "Simon" electronic game.
- The dream sequence took an entire month of work to complete, making it the most complicated sequence ever in a *Barn Runner* game.
- If you choose Dutton Roc as your first or second case, all the shops along the block will be on fire when you arrive.
- Eddie, the interactive model in the lobby of Diaper Depot, is named for Eddie the shipboard computer from *The Hitch-hiker's Guide to the Galaxy*. When he speaks of Shakespeare and Tarantino in the park, he also mentions Russ Meyer, who was a B-movie director in the 60s and 70s who specialized in stories featuring very large breasted women.
- Dorthea's lock doesn't have to be cracked with the HackLink. If you look at the Case File button on your GUI, it tells you her Citizen Registry Number is 21718997. She is using this number as the pass code for her lock.
- Henry and Harriet, the foster parents, are apparently fans of very old, very bad music. The pass code for their door lock is 8675309, which is from a song by 80s one hit wonder Tommy Tutone.
- Following the closing credits, when the person on the radio tells Noriko to go screw herself, she responds in French, telling them to go f*ck themselves very politely. I love that you can say such a rude thing in such a polite way in French.
- The band at "Smashers" is named Moop. This was the name of one of the many bands the boys from *South Park* have formed over the years.
- The shirt Prick gives Dorthea to wear during her interrogation is the same shirt he wore in *Barn Runner 2: The Ejection Rejection*.
- Harry apparently speaks a fair amount of Russian. While Prick and Pepe talk, Harry compliments Ivanka on her beauty. She even offers to help him change into his disguise. The phrase Pepe shouts earlier in the conversation translates roughly to "f*ck the world."
- Pepe the (fake) Mexican has been selling burritos from that cart since just before the clocks stopped twelve years ago. In chapter one, it's revealed that Prick eats there a lot and, apparently, has some strange dreams about that cart.
- People have been asking about the fate of Kelly and StickBot ever since the end of Barn Runner 1: The Armageddon Éclair. Their fates (and that of their former boss, Boyd) have now finally been revealed. I hope you guys can rest easy now ;-)
- Debbie's look in the dream sequence is heavily modeled after Pam Grier and the "Blaxploitation" movies of the 70s. This explains why she's plumped up a little bit ;-)
- Mayor DuChamp finally makes her speaking debut in the series. She's been cut from several other games prior to this one, for one reason or another. I'm glad to finally have her in the Barn Runner universe, as she is one of my favorite characters to write for (and draw, obviously).
- All the cops in the Briefing Room movie are modeled after my friends (except for Snake Plissken. He's just in there because *Escape From New York* is one of my favorite movies.)

