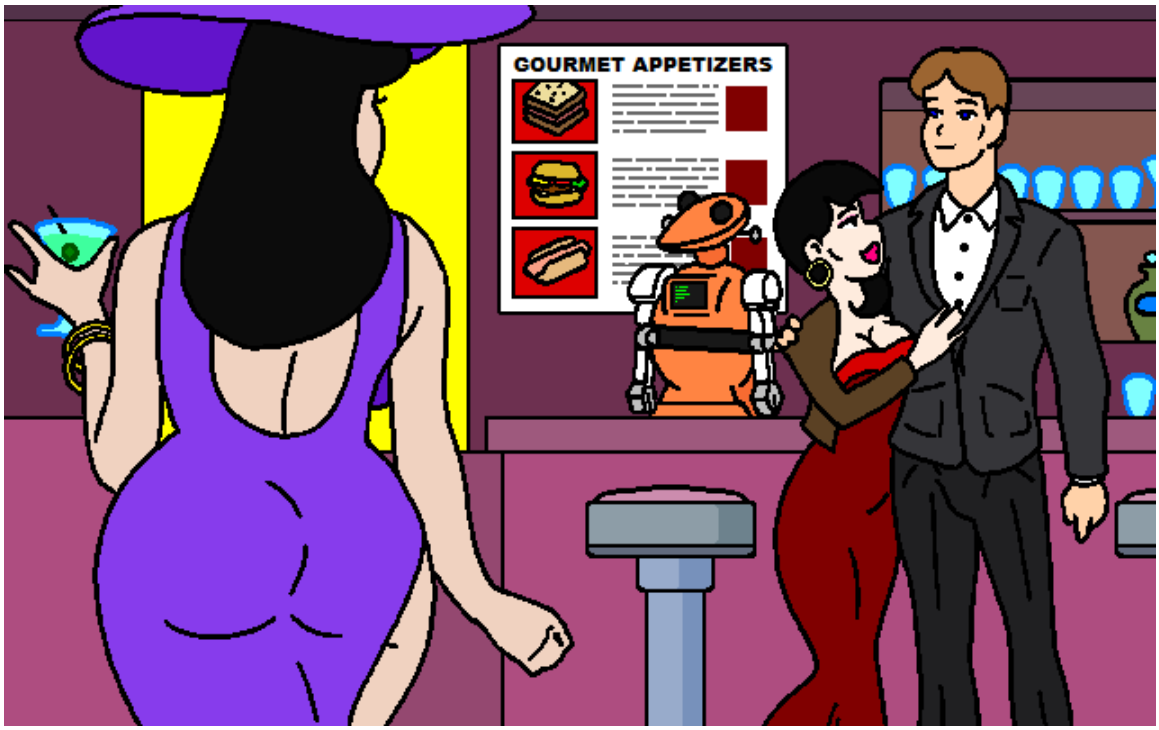
WALKTHROUGH AND EASTER EGGS FOR

BARN RUNNER

THE FOREVER FRIDAY
PART FIVE



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 five of *The Forever Friday* is separated into several distinct blocks: The opening levels in hangar, the trip to The Dome, and The Dome itself. 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.

To unlock all the possible content, make sure you have the Director's Cut enabled.

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

Scott LeGere

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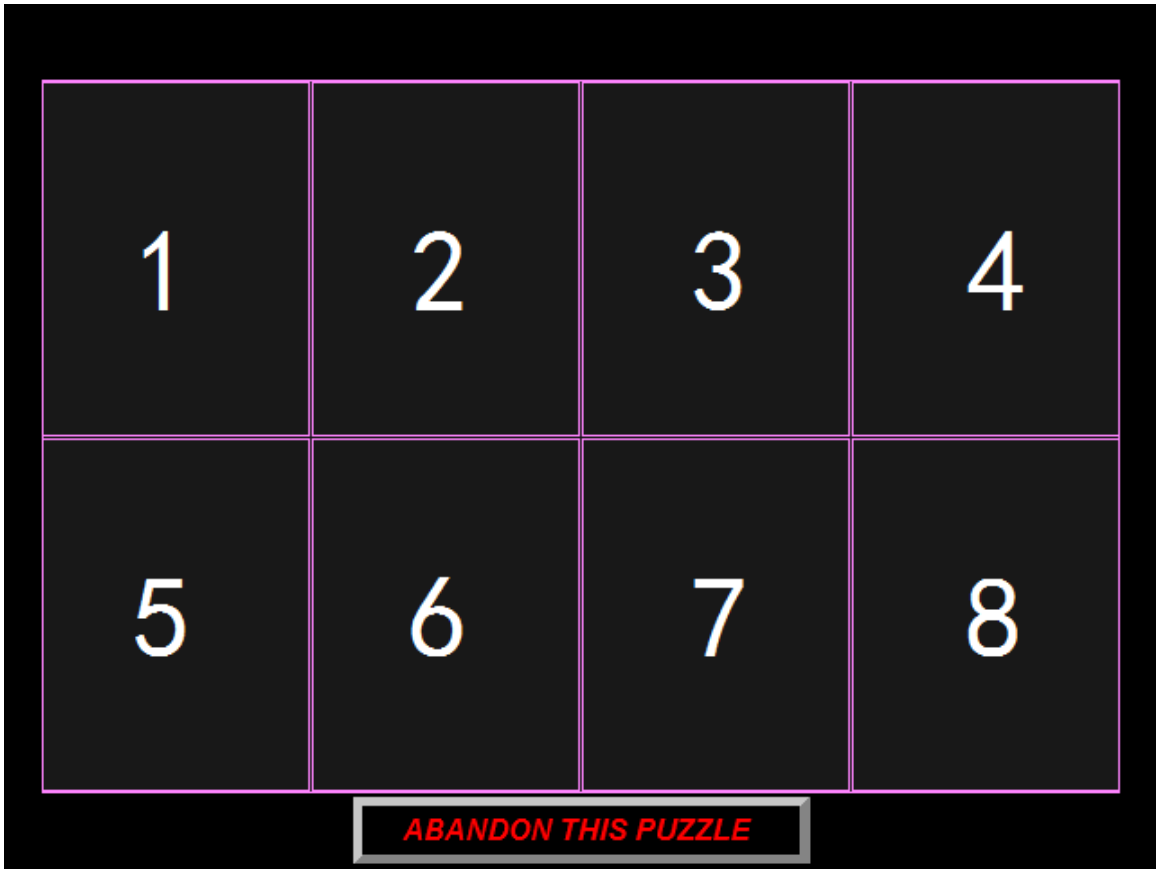
“LEAVING THE HANGARS”

THE CONTROL CAPSULE & THE HANGAR BAYS
Noriko begins in the Control Capsule. The power has just come back on. Systems are rebooting.

USE the console on the left side of the screen. USE the coat draped over the chair to get the ID Card, the Swiss Army Knife, and possibly other things if you used a valid campaign code at the start of the game. TAKE the shoes under the other console.

USE the ID Card on the door lock to step out onto the elevator platform. USE the button to go down to the capsule hub. USE the ID Card on the left side door lock to enter the empty hangar.

USE the paper peeking out from underneath the blue fuel hose. Walk onto the empty landing pad. Noriko will daydream for a minute then have a sliding tile puzzle to solve.



The trick to using this solution is to ignore the slices of the picture the game is showing you and to focus on the numbers marked on the squares in this picture. Even as the slices are moved around, the numbers stay in the same place. The 5 square is always the 5 square, no matter which particular slice is parked there at any given moment. So, starting from the puzzle as it’s first shown to you, the solution is: 1237651237843.

Walk off the launch pad to return to the empty hangar. USE the controls by the large doors. Walk out into the Hangar Transit. Walk across the way to enter the locker room. The opening movie will play.

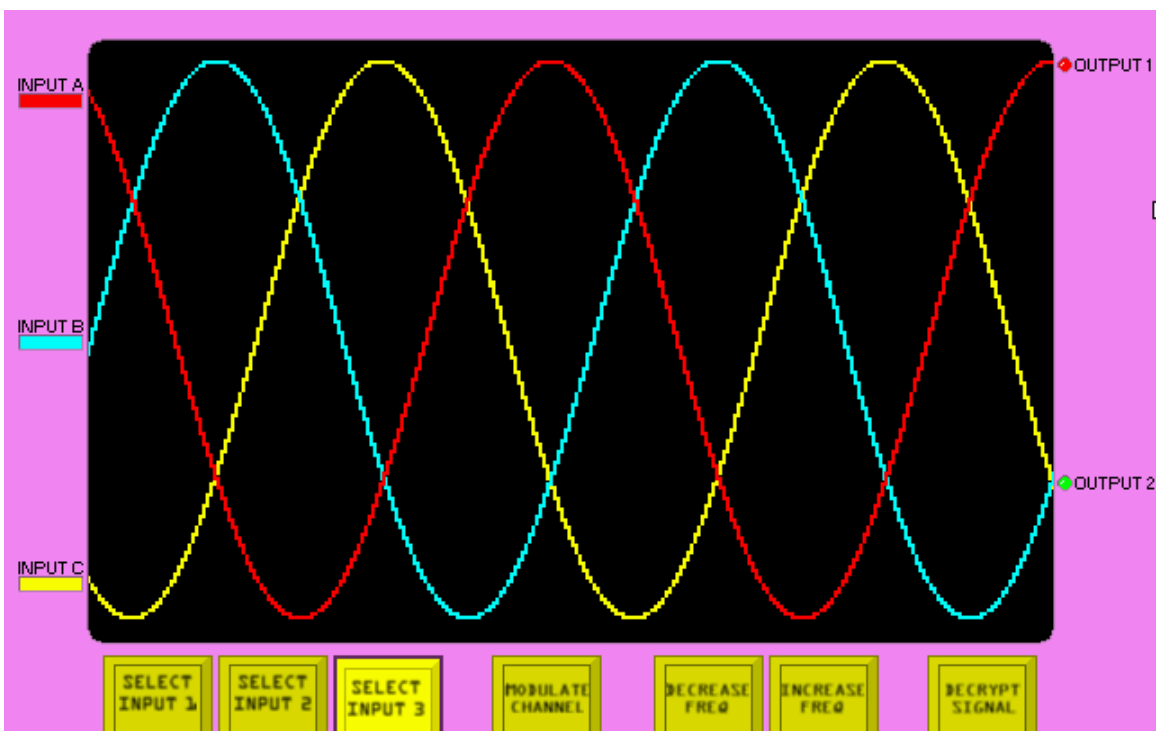
USE Noriko's locker (third locker counting from the left). Collect all the items.

USE Harry's locker (second from the left). The combination is your measurements. Collect all the items.

In your inventory, LOOK at the paperwork you found on the hangar floor. USE Prick's locker (third from the left). The combination is the mysterious numbers from the paperwork. Collect all the items. Go back to the empty hangar.

In your inventory, USE the electrical tape with the yellow condom to create an insulated mitten. USE the mitten on the sparking robot. TAKE the Purple Circuit Card that the robot dropped.

Walk back to the capsule hub. USE the elevator controls to go back up the control capsule. USE the ID Card to enter the capsule. USE the console on the left. Solve the puzzle.



Here's how to solve this puzzle.

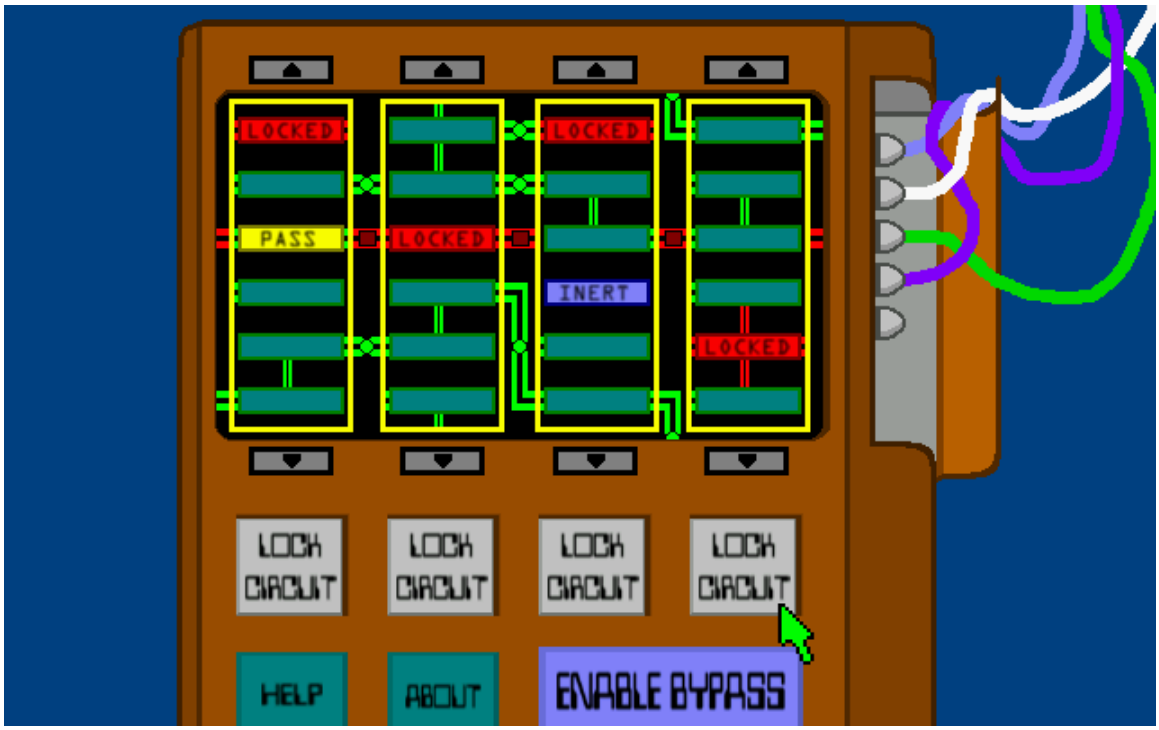
- Select "Input 1"
- "Modulate Channel" three times (it will turn red).
- Increase Frequency once.
- Select "Input 2"
- "Modulate Channel" once (it will turn blue).

- Increase Frequency once.
- Select “Input 3”
- “Modulate Channel” twice (it will turn yellow).
- Increase Frequency once.
- Decrypt Signal

TALK to Debbie, using any combination of dialog options you like. Leave the control capsule and go down the elevator. USE the ID Card on the door lock to the left. Enter the other hangar, which a pair of HangarBots have turned into their “survival bunker.”

USE the TV to catch up on the news, if you like. TALK to the robots. When you’ve heard all they have to say, ask them to follow you. Lead them back to the hangar transit. USE the orange tram to travel to the Central Offices.

USE the stun pistol on the door lock. USE the HackLink on the door lock.

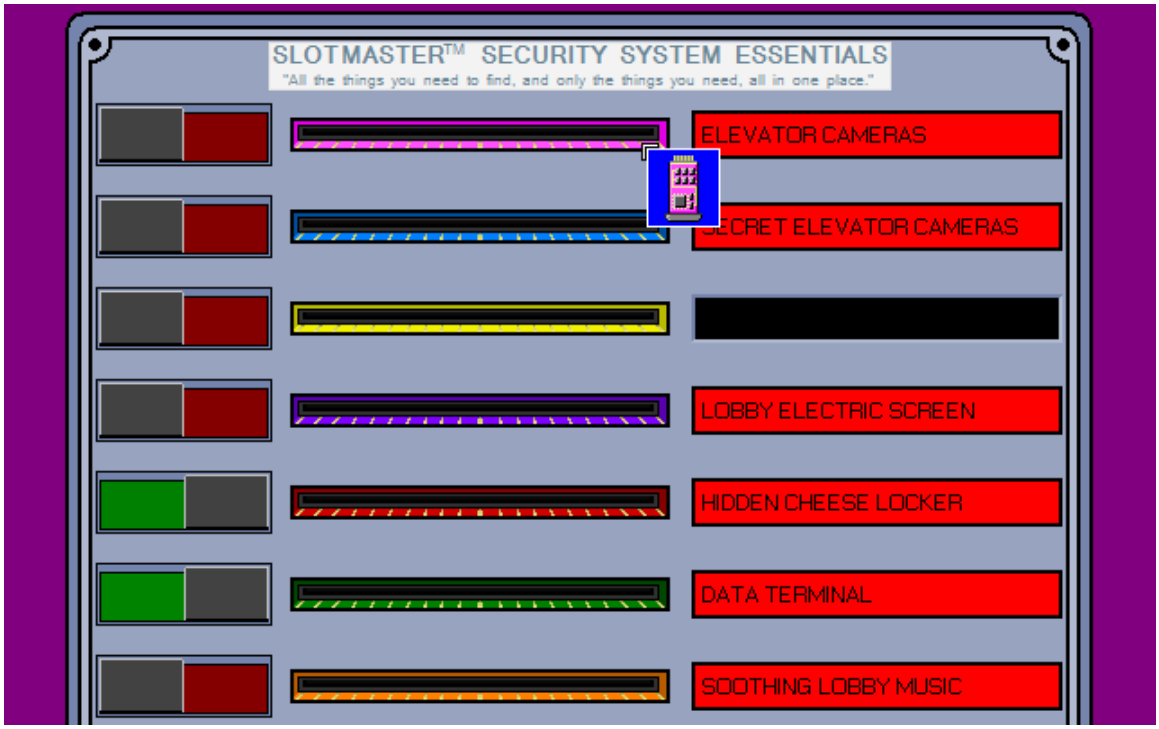


You might recognize this device from chapter two of the Forever Friday. It’s easy once you get the hang of it. Make sure you have the columns arranged like this. Lock each circuit and then enable bypass.

THE OFFICES

In the Office Lobby, LOOK at the schedule screen on the wall, then USE your glasses to look at it a second time. USE the ID Card on the red door lock to enter the back hallway. Once back there, USE the ID Card again on the door lock on the left to enter the Receptionist’s Office.

USE the drawer controls and TAKE the White Brochure. USE the Yellow Tube of Adhesive on the wall panel. USE the Swiss Army Knife on the wall panel. USE the Purple Circuit Card on the open panel.



Here is the card slot puzzle with all the cards out of the way so you can see the color of each slot. Just match the pink card with the pink slot, the blue card with the blue slot, and so on until all the cards are in the right place (there is no yellow card, so that one will be empty when you're done).. After that, switch the Data Terminal ON to unlock a few interactions and switch the Lobby Electric Screen OFF to complete this puzzle.

Return to the back hallway. USE the Data Terminal. USE the Green Disk on the Data Terminal. USE the Gray Disk on the Data Terminal. If you have the Black Disk (via the magic of a Campaign Code), USE that on the Data Terminal too.

We could go to Noriko's Office next, but we'll come back here later. For now, walk out to the Office Lobby, then exit right to the Elevator Lobby. TALK to the bots. Choose any tone you like (they'll love you no matter how badly you speak to them). USE the controls for the third (from the left) elevator to go down to Hangar Parking.

USE Prick's keys on the red and yellow car. Find all the items. In your inventory, USE the Swiss Army Knife on the Sales Receipt. LOOK at Aurora's ID Card. USE the door controls to return to the Elevator Lobby. Return to the back hallway.

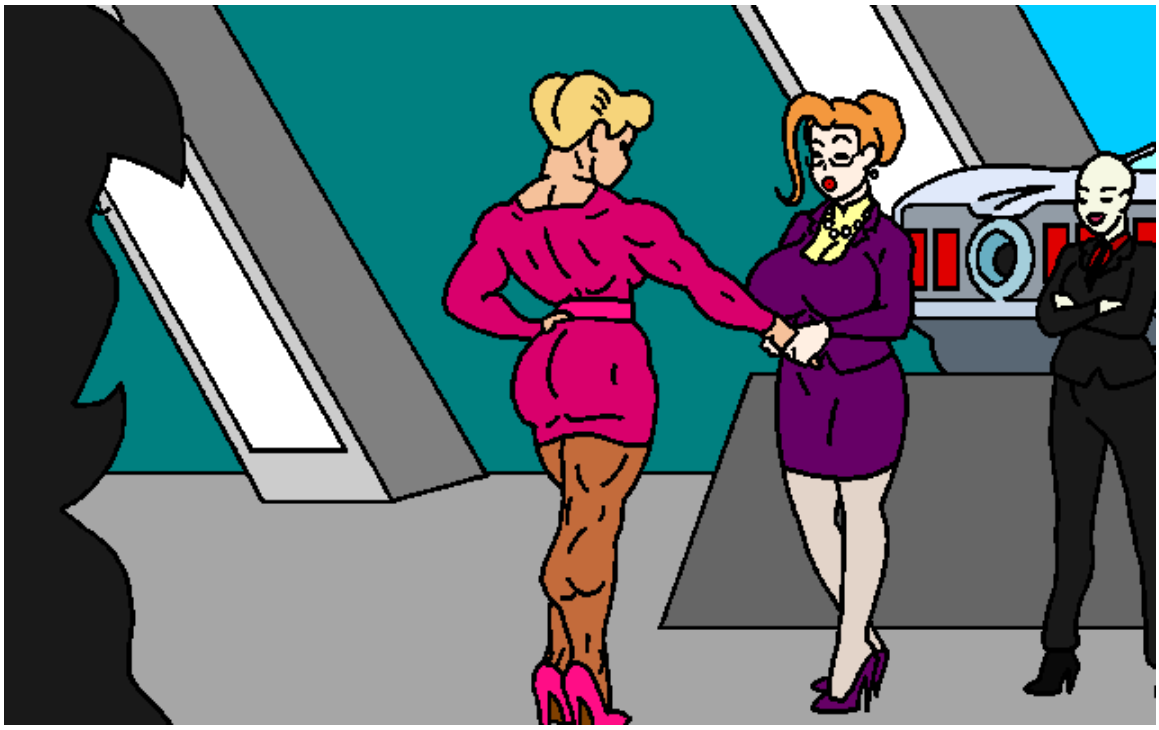
USE the ID Card (yours, not Aurora's) on the fancy door lock (on the right). USE that door lock to input the PIN. TALK to that lock to speak the pass phrase and finally enter Noriko's Office.

Talk to Prick, going through the dialog options in any order you like. USE the door controls to ensure a little privacy. TALK to either Prick or Harry. Work you way through the dialog options in any order you like. There are several different endings to this sequence, some more involved than others. Eventually, Noriko will wake up.

TAKE a DataLink from the charger on the table. From your inventory, USE all four cult brochures on the bookshelf (it won't do anything in this game, but it unlocks some hidden content in a future installment). If a pair of white pumps are present under the computer workstation, USE any inventory item on them to unlock hidden content later in this game. USE the bathroom door controls then USE the EPT on the toilet to unlock hidden content. USE the office chair then TAKE the car keys from the seat cushion.

Leave the office and return to Hangar Parking. USE the pink keys on the White Truck to leave this area and begin your trip to The Dome.

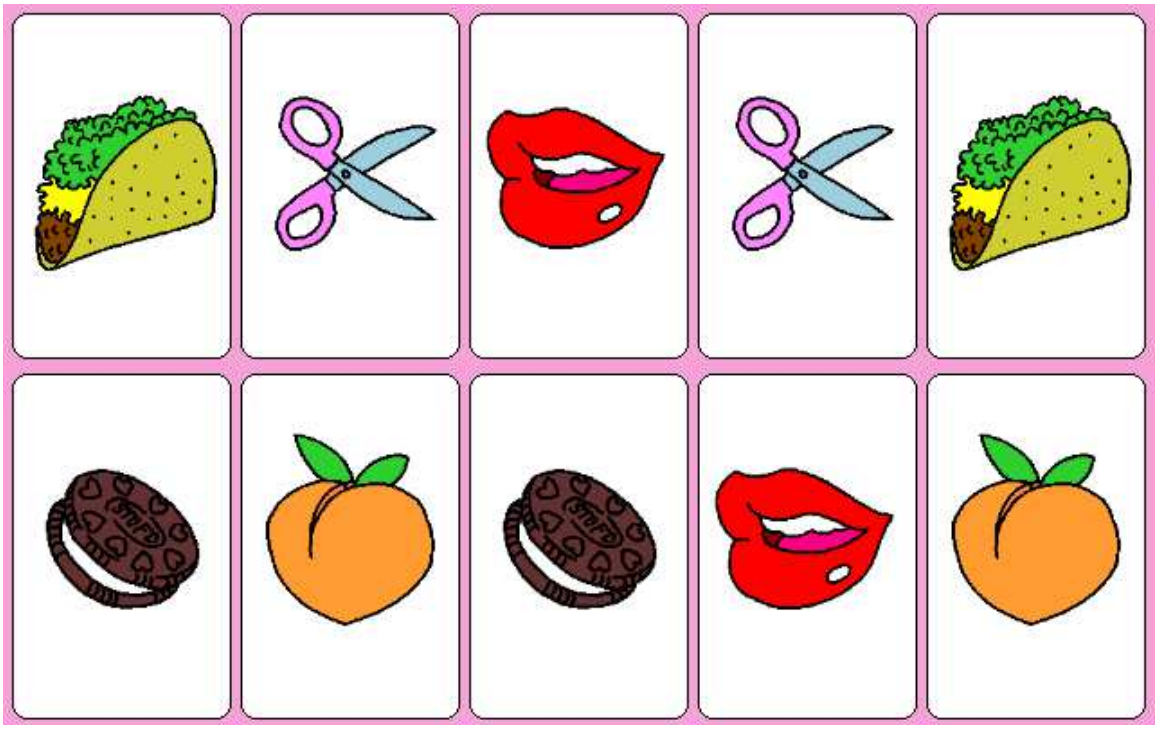
On to the next part of the story!



“ON THE ROAD”

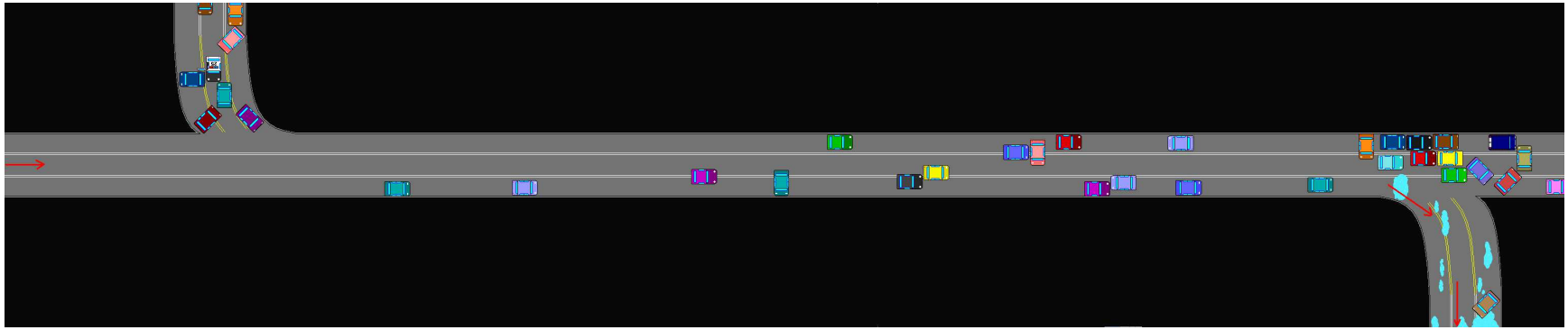
THE TRANSIT TUNNELS
Noriko has a lot of driving to get from the Hangar Decks up to The Dome, at the very top of the arcology. With everything going to hell in the city, it won’t be an easy journey.

Inside the car, TALK to the drones about anything you like, adopting whatever tone you like. Eventually, Noriko will have to sift through her memories.



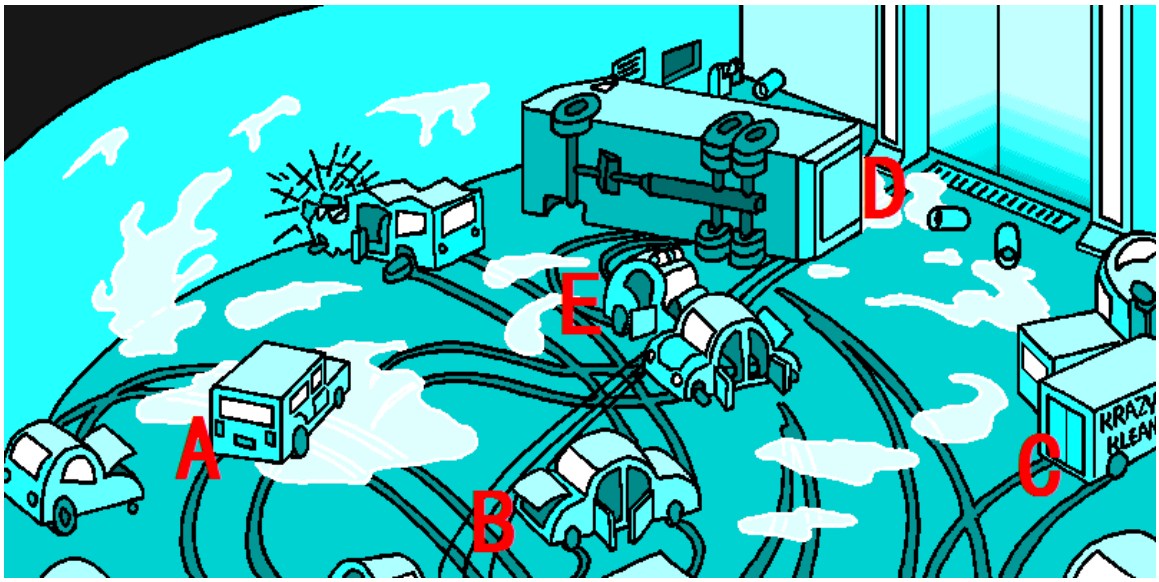
Her memories are a matching puzzle. Here’s the solution.

After that, if you’ve got the Arcade Mode ON, you’ll have a brief car chase where Noriko has to escape some dangerous bikers. A map of that arcade sequence is on the next page.



THE PILE UP
After that, Noriko finds herself stuck in a traffic jam and surrounded by a vast spill of electric gel. She needs to complete another Hidden Object puzzle by searching the back of her truck for anything useful. Once you've collected all the listed items, be sure to grab the pacifier too. After that, TALK to the drones and complete the dialog tree in any order you like.

Now Noriko must get suited up so she can venture out into the dangerous spill. Complete the KiSS doll sequence (anybody else remember those things) and leave the truck.

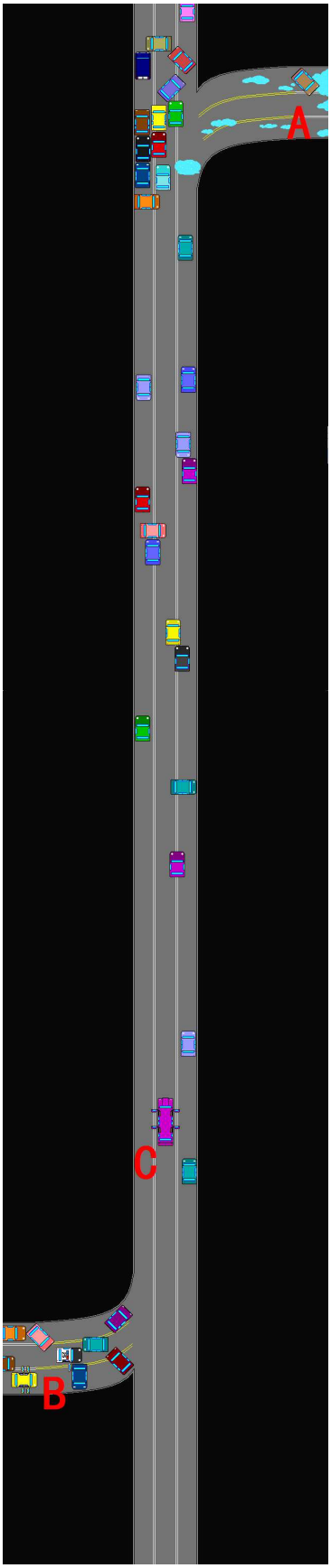


Noriko starts by her truck (A). USE the wrecked car (B) to find an Extension Cord. USE the Krazy Kleen truck (C). In close-up, USE the Swiss Army Knife to remove the tape from the door latch. TAKE the mop. USE the Swiss Army Knife again on the small lock to pen the supply box and TAKE the bottle of cleaner. If you do not have the Arcade Mode on, you can USE the wrecked police cruiser (E) to find a few useful items. After that, walk behind the overturned truck (D) to approach the tollbooth exterior.

USE the mop (or the cleaner) on the spilled gel around the tool booth window to clean a path to the booth. This will take several attempts – it's a big mess. After that, USE the tollbooth window to climb inside the booth.

THE TOLL BOOTH
Once in there, USE the mop to clean the splashed gel from the operator's console. USE the extension cord on the small, round port on the side of the console. USE the large panel on the console to open it. TAKE the red power cell.

If you do not have the arcade mode on, you can USE the green power cell you found in the wrecked police cruiser to replace the red cell you just removed. Otherwise, Noriko must go find a new cell (by going back the way she came).

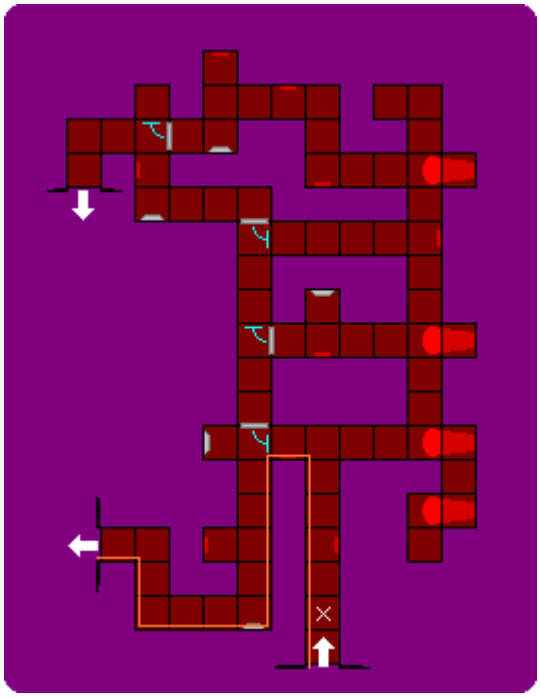

A
B
C

On foot, Noriko begins at the edge of the spill (A). Walk down the tunnel to the wrecked police cruiser (B). Noriko will search it for items. As soon as she's done, a cannibal family will arrive in a yellow car and attack. Noriko will have to shoot them with her stun pistol in another arcade sequence. After that, walk back towards the spill. On the way, Mayor DuChamp's limousine will arrive (C) and another group of attackers will get out and chase her back towards the spill (A).

Having made her escape, Noriko can walk back to the tollbooth and climb inside. USE the green power cell on the console.

The hydraulic system has been damaged by all the chaos going on in the city. Noriko will have to find a way to get into the maintenance tunnel. With the console fixed, she opens a small maintenance tunnel, but it is too tight a fit for her.

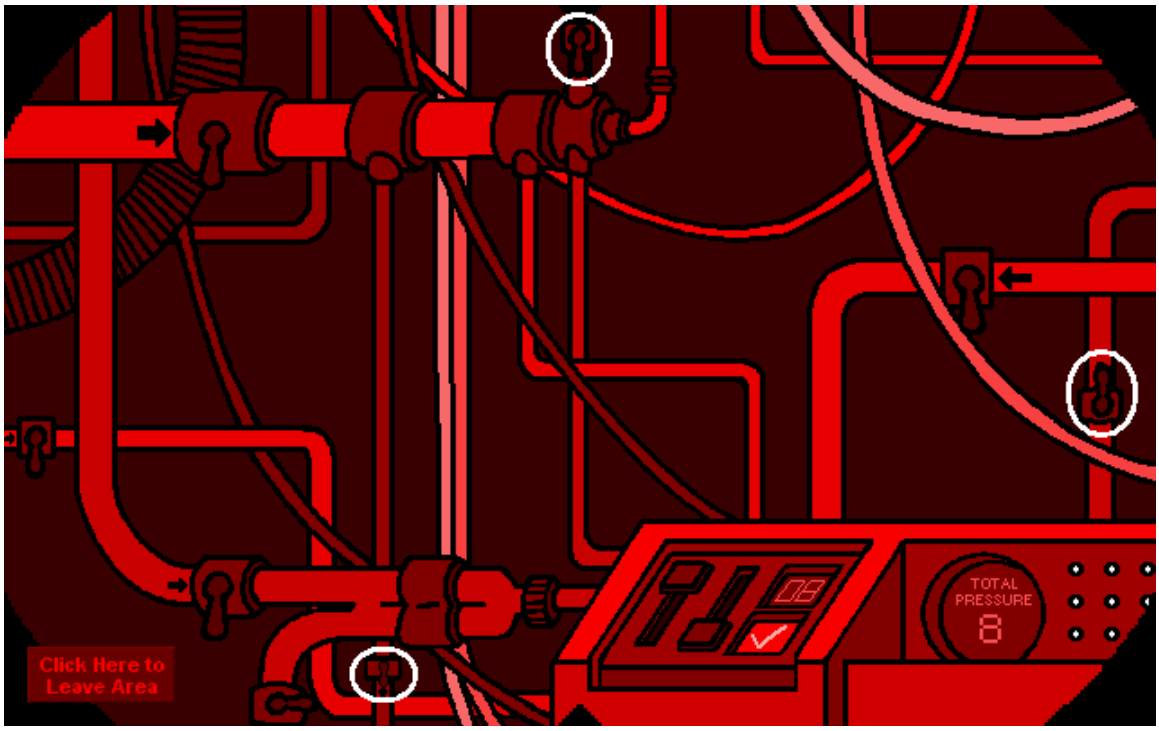
USE the white tube of body gloss to lube up the tunnel. She can now squeeze into it. If you chose to play the maze sequence when you started the game, use the map below to navigate the maze. Otherwise, skip to the maintenance room section.



Noriko begins at the X. The safest route is to follow the overhead power line (shown in orange) to the normal exit (in the lower left corner). But if you want to unlock hidden content, you'll need to find your way to the secret exit shown in the upper left corner. There are several pressure hatches that only open one way, and many dead ends. This is a very easy place to die. Chart your path carefully!

THE MAINTENANCE ROOM
If you arrived through the secret entrance, then you've found yourself trapped in a locked room. You'll need to USE the dead robot and LOOK at the crime scene to find all the clues. You'll get a Safety Pin for your troubles. USE the box of junk in the corner to find a Spork. GET the bottle of Plasti-Blasta by the door. USE the red keypad. USE the Plasti-Blasta to melt the PolyPlug that's holding the lock shut. USE the Spork to scrape off the melted goo. USE the Safety Pin on the little slot on the side to pop the lock open. USE the clamps to connect the cut wire near the bottom of the lock. USE the power button to cycle the lock and leave the room.

In the main room (where you started if you came in through the normal entrance), LOOK at the vending machine. TAKE the White Snack Bar that falls out. USE the marker board to find the combination for the red keypad (on the right). USE that keypad and enter the PIN: 5318008618. Now it's time to fix the hydraulic pipes (in the lower left corner of the room).



You have to provide a pressure of exactly 8. To do that, turn the handles circled in white so that they're parallel to the pipe they're attached to. All the other handles must be turned so they are perpendicular to their pipe.

USE the blue console in the toll booth to summon the car lift so you can finally leave this area.

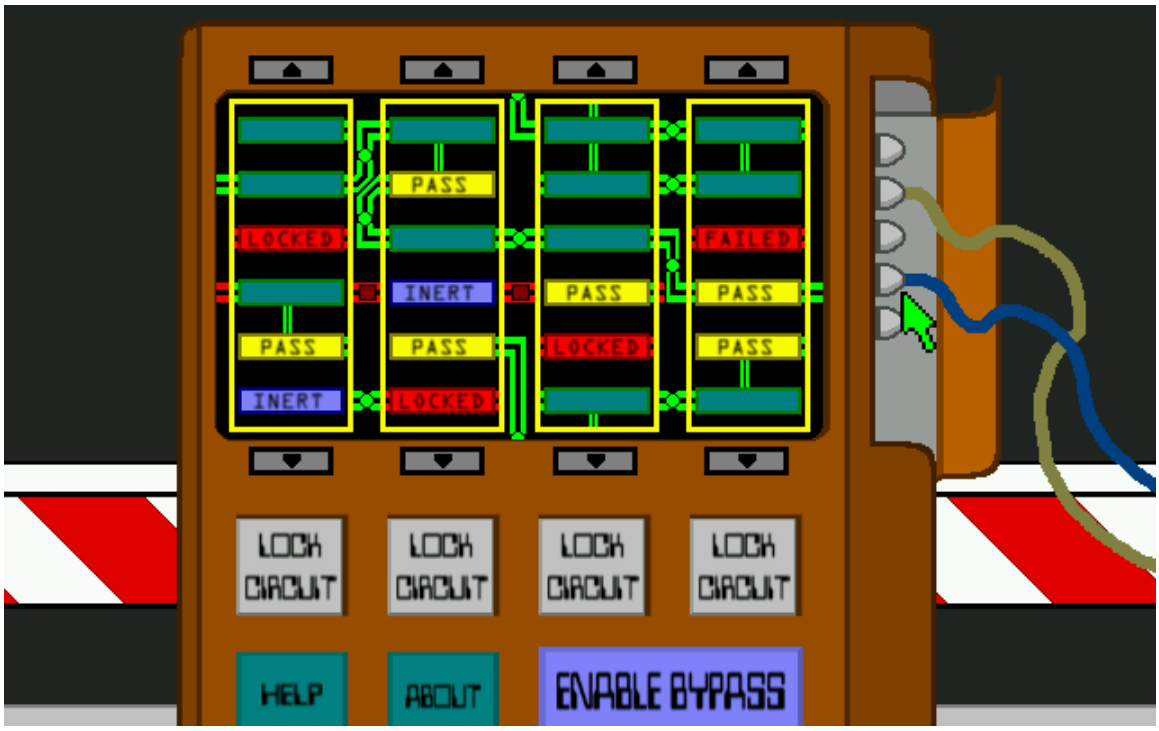
THE CAR LIFT
TALK to the drones. If you choose "Yes, you two are driving me insane!" this will end the conversation. If you want to unlock hidden content, don't choose that option. While

talking, when they ask about the baby toys and other related items they found in the car, tell the truth to unlock more content later. Once you've ended the conversation, you will soon reach The Dome.

"THE DOME"

ACCESS POINT
They don't let just anyone into The Dome. And with the citywide lockdown going on, Noriko will have to find her own way in.

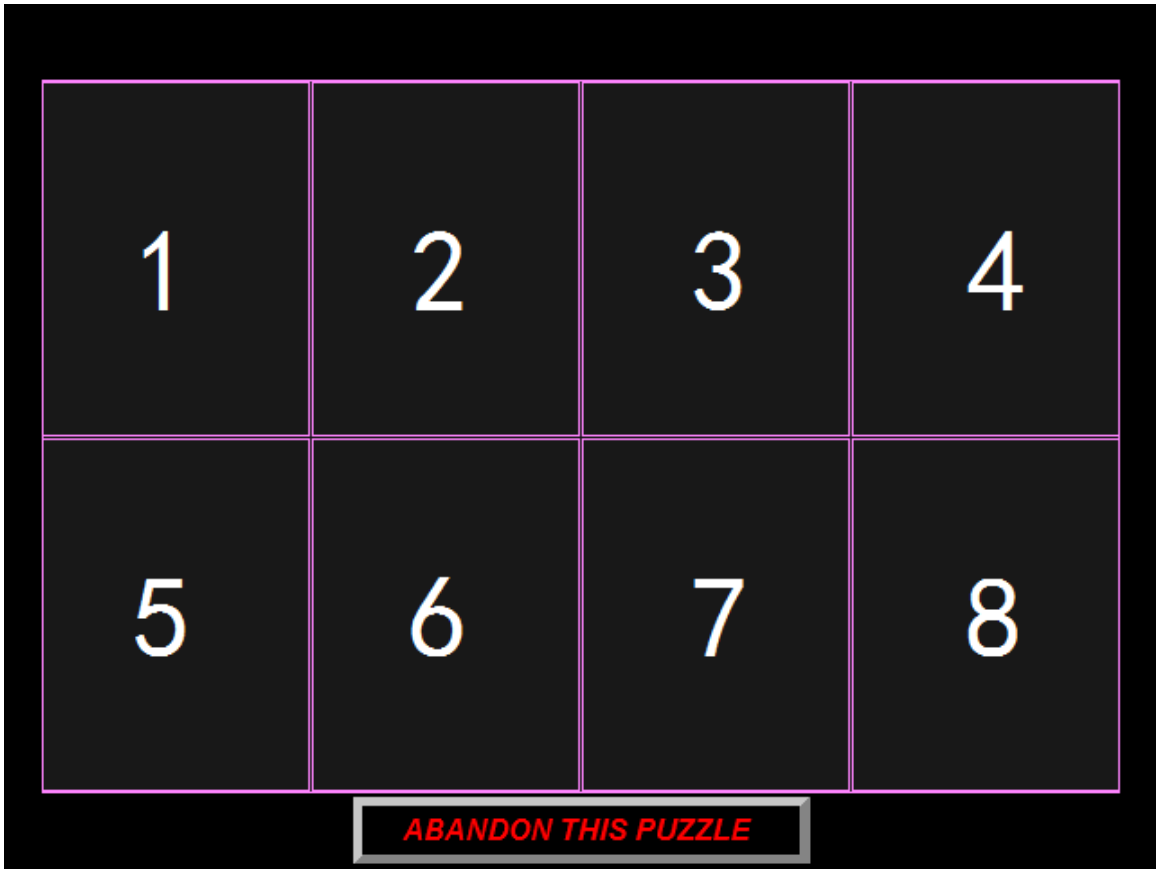
First off, in your inventory, USE the red show on the robot wearing your white lab coat. This will get you both shoes. It's not necessary, but who wants to walk around barefoot? TALK to that robot and ask for every item she has in her inventory to get lots of items (especially the waterproof Kierkegaard book, if you found that in the hangar earlier – made possible with a valid campaign code). TALK to the other robot over and over, until you get every item she has too. USE the Shower Gel on the control unit to the left of the traffic barriers. USE the Swiss Army Knife on the control unit. USE the HackLink on the control unit.



Just like last time, make yours screen look like this one to solve the puzzle.

The way is now open to The Dome! Time to take in the sights!

DOME DRIVE & DOWNTOWN
Noriko must remember where the police are making their stand against the doomsday cult. And that means another dive into her psyche. Sliding puzzle time!



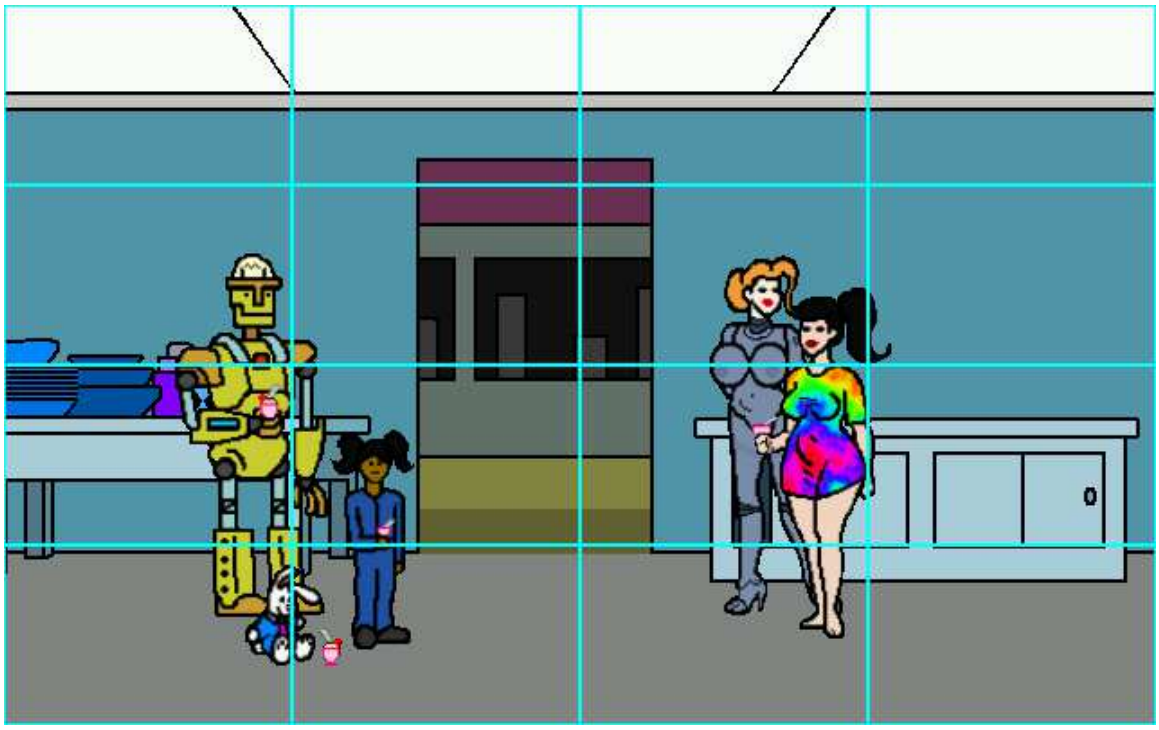
Following the same rules as last time, the solution is a little more complicated this time:
23765123762348762376215678437 8
(You can always abandon the puzzle, but that might keep some hidden content hidden.)

Noriko and the robots arrive at Diaper Depot, where the police are encamped around the cult stronghold. However, the police robots guarding the perimeter won't let her in. Neither will they help her contact the police officers she spoke to earlier. She'll have to find her own way past the police barricade.

Walk to the far right of the street and TALK to the woman in the blur robe hiding in the alley. Eventually, you will find a way to talk her into leaving, and get a stack of Cult Brochures for your help. Once she's gone, however, PimpBot 9000, the smoothest of criminals, will appear, blocking your way through the alley.

TALK to PimpBot as much as you like, but once you choose "I need a minute to remember an important clue" you will advance the story and end the conversation.

Noriko must once again assemble the pieces of her memories, this time in jigsaw format.


Does your puzzle look like this? If it does, then you've solved it. Clues are on the way!

THE RESTAURANT (ALLEY)
Noriko needs the robot costume she used way back in *The Rich Dame Who Cut The Cheese* (the AGS Bake Sale game). It's in storage at El Refugio Del Rico, the restaurant owned by her friend Aurora Villalobos. PimpBot has given Noriko a Black Disk to use on the data terminal there. It's already in your inventory.

After an incredibly tense stealth sequence (that thankfully you didn't have to play and I didn't have to program), Noriko arrives in the alley behind the restaurant. The door to the shipping and receiving area is locked and Noriko doesn't know the PIN. However, if you found Aurora's ID earlier (and of course you did – you're using this walkthrough!), you can USE Aurora's ID on the card reader next to the red keypad and enter the restaurant directly. But maybe you made it this far into the game without getting stuck and you don't have that item. Fear not! There's another way into the restaurant.

First off, there's a small pile of litter on the edge of the sidewalk near the bottom of the screen. USE it twice to get a can of Spray Paint and a Brown Snack Bar. If you want you can use the Spray Paint on the graffiti-covered wall by the dumpster. You can also choose to give it to Pierre. Who's Pierre? Walk up the sidewalk to the top of the screen to meet him.

TALK to Pierre until you find him too obnoxious to continue. Walk back to the alley and TAKE the colorful hat the disgruntled woman left when she quit her job and left her food cart unattended. We didn't talk to her before because she doesn't want to talk to you. (Go

ahead and try, if you don't believe me). With the Hat now in your inventory, walk into the small alley on the side to start your new career as a food cart vendor.

From behind the Stuff-On-A-Stick cart, TALK to Pierre and offer to sell him either a "diet stick" or a "kebab on a stick." You'll "borrow" his ID Card as he leaves. Once he's gone, you will have the option of taking a snack with you. If I were you, I'd grab a "meat on a stick."

Go back to the doors and use Pierre's ID Card (or Aurora's) to enter the restaurant.

THE RESTAURANT (BASEMENT)

Following another power failure, Noriko finds herself suddenly plunged into darkness. What to do while she waits for the power to come back on? Daydream, of course! There are lots of options to choose from. Some are unlocked by having the Director's Cut on when you enter this room. Others are unlocked by having Arcade Mode on. Several are unlocked by actions you have taken during this game, or with actions you took in previous chapters of The Forever Friday (through campaign codes). If you're willing to let Noriko sing "99 Bottles of Beer" all the way to the end, that will unlock ever more.

Each of these small storylets will allow you to learn more about Noriko and her many secrets. However, choosing " Reminisce about being happy this morning" will end this sequence and advance the story

Noriko recalls the events of this morning, as Harry and Prick were preparing to leave on their adventure. But this time, she's going to tweak the details to make the moment perfect. She can TALK to the shower door to chat with Prick, who's showering inside. She can also USE the shower door controls to go inside and talk to him face to face. From your inventory, try USING the white lab coat on Harry. TALK to him to end this sequence.

Back in the basement, Noriko sees that power has been restored. She'll need to USE the stack of boxes by the blinking panel to enable the elevator door controls. Complete a QTE to shove the boxes aside. Then use the following order of colors to complete the bypass sequence: Green, orange, purple, blue, red, yellow.

Noriko can now use the elevator to go up to the restaurant.

THE RESTAURANT (KITCHEN & BAR)

Noriko steps out into an empty kitchen. Where is everyone?

Walk to other door and go out to the bar. (Note: The restaurant is circular. In several rooms, it doesn't matter which direction you go, left or right, because you'll keep looping back to your starting point).

TALK to the BartenderBot. Order a drink. TAKE the empty glass. Organize the row of glasses, with the shortest glasses on the left edge of the shelf, and arranging the other glasses so they get taller and taller until the very tallest glasses are on the right edge of the shelf.

While you were working, the BartenderBot made a drink for you. TAKE the drink. Walk to the left and TALK to Aurrora. Walk right and jump into the hole.

If you have Arcade Mode on, you'll have to navigate your wayt through three levels of platform arcade action. If you have Arcade Mode set to off, skip ahead to the Men's Room.

NORI-CHAN IN UNDERLAND

This is an old-school arcade experience. And like all old-school games, the Konami Code is your friend. From the splash screen, before you press Space to begin, enter the code on your keyboard, starting with the arrow keys:

Up up down down left right left right b a

You'll hear a chime if you did it correctly. Now press Space and begin the game with 99 lives instead of 3!

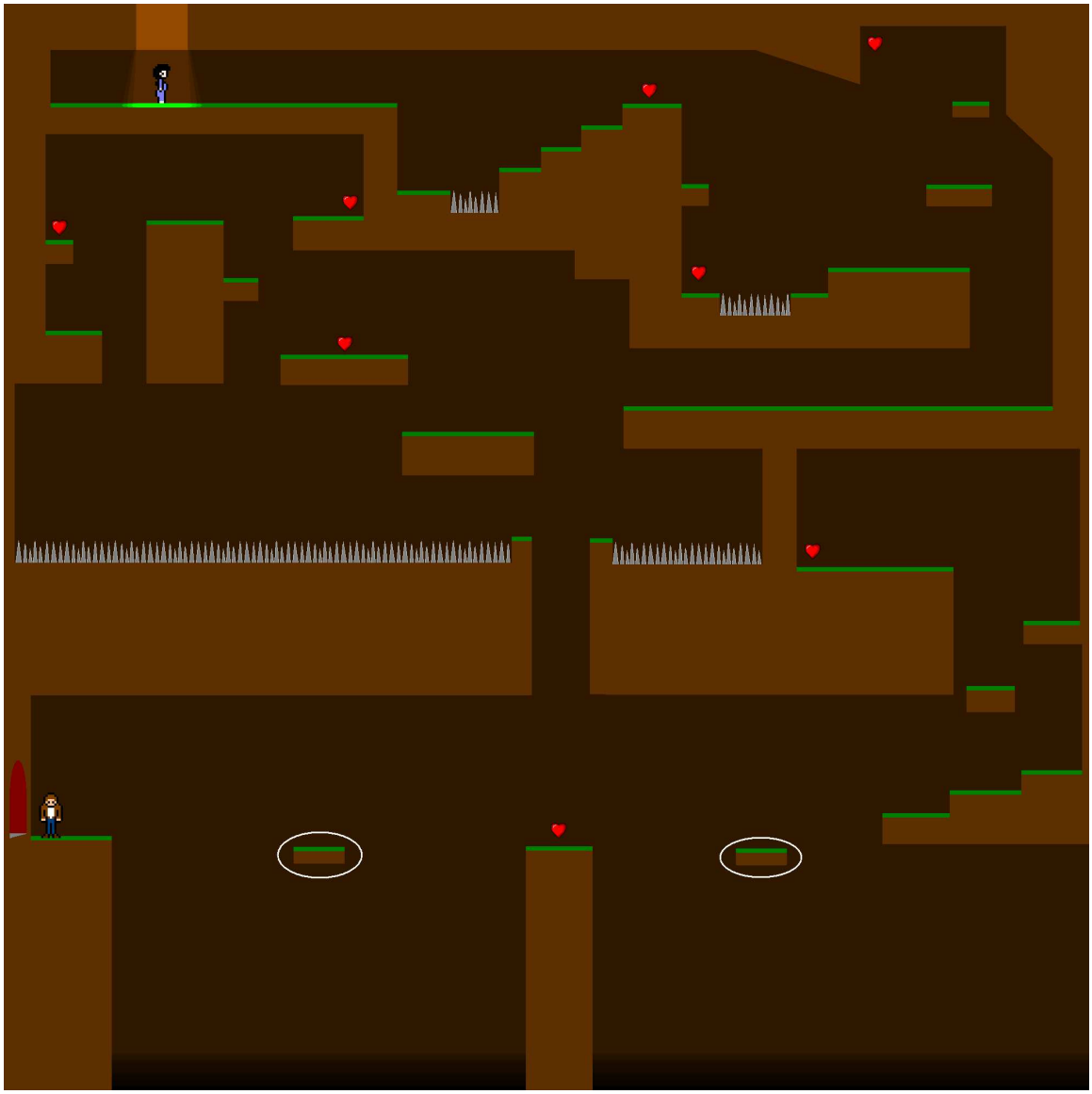
In each of the following levels, there are collectable hearts. Collect all the hearts on all the levels, and you'll unlock the secret level (you'll be on your own for that one. No map included for it in this walkthrough). Beating the platform game will unlock additional hidden content in the main game. Finding and completing the secret level unlocks even more content! Additionally, in the second level, there is another shot of the drink that sent Noriko down this rabbit hole. Collect it for an extra life!

Each level also has moving platforms (circled in white on the maps) that you'll need to ride to make your way to the parts of the map that you otherwise wouldn't be able to reach. But these aren't the kind of platforms that a drunken scientist can stick to easily. You'll have to make constant, small adjustments with the movement keys to stay on the platform – just like riding an escalator while drunk in real life!

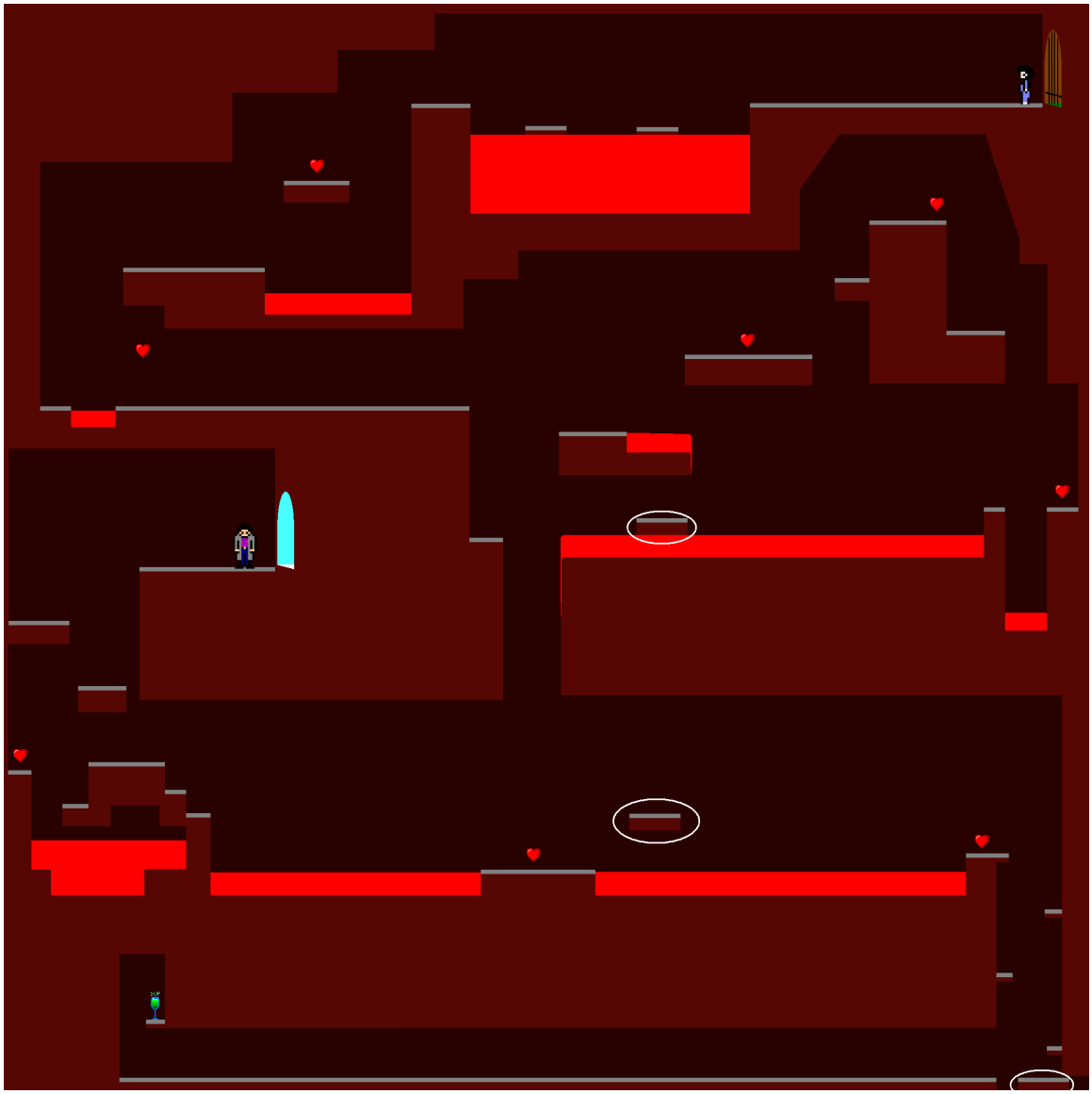
At the end of each level is someone important to Noriko, waiting to impart some timeless words of wisdom.

Use the arrow keys to move. Left and right move you in those directions. Double-tapping left or right makes you run. Down makes you crouch. Up makes you jump.

Good luck! And remember, even with arcade mode on, you don't have to beat the platform game to continue the game. Even if you die, Noriko will still sober up eventually, and this will be nothing more than a strange trip. But if you manage to beat it (easier with the cheat code given above), you'll unlock hidden content!

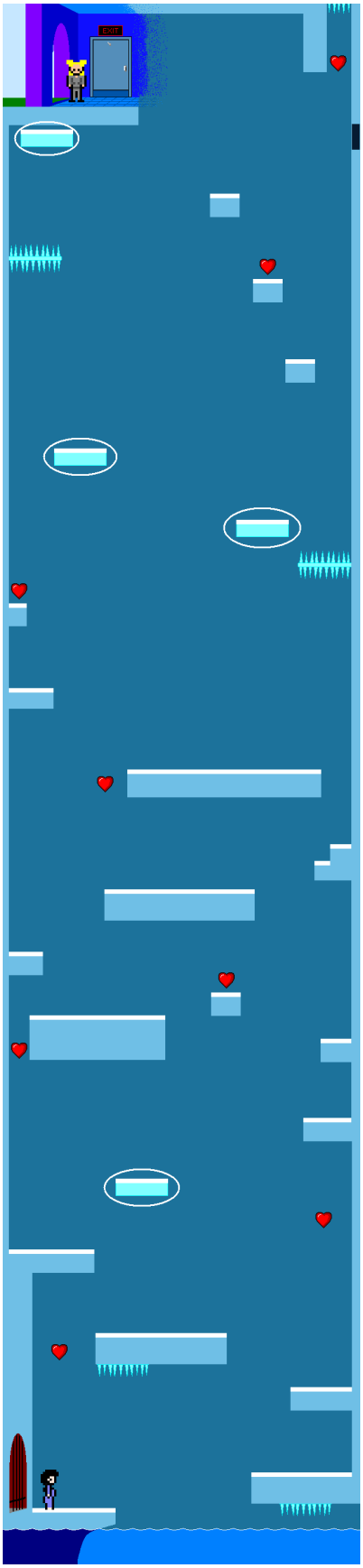


LEVEL ONE: THE EARTH CAVES



LEVEL TWO: THE FIRE CAVES

On the next page - **LEVEL THREE: THE WATER CAVES**

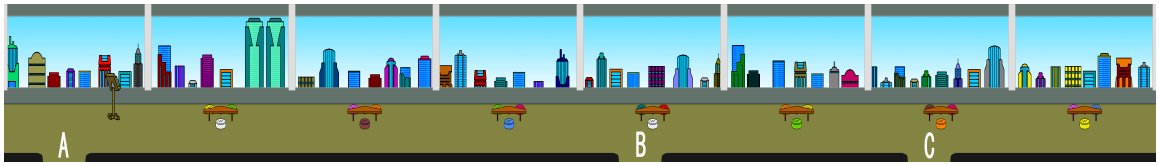

EXIT

THE RESTAURANT
Noriko begins to come to her senses in the Men's Room. Talk to the figments of her imagination until she's fully sobered up. Note that until she fully sobers up, you won't be able to use the game's built-in hint system. Eventually she'll find her way out to the bar.

Walk off the bottom of the screen to enter the dining area. Once there, Noriko will try to assemble her thoughts inside her pounding brain. This time she has to spot the differences between the real memory and her mixed-up recollection of it.

The differences are: Her bangs, the hair behind her shoulder, the white strap of her dress, her lipstick, her eye shadow, her eye color, the purple bracelets, the ring on her finger, the mascara brush, the purple earring, and the blue earring.

Noriko remembers that she left the robot costume she needs in the storage closet of the restaurant. It seems this place is practically deserted (no pun intended), so Noriko will need to find the way there herself. Fortunately, this place is one big circle. It's hard to get lost. But to cut down on the wandering around, there's a handy map on the next page!



The Dining Area of “El Refugio Del Rico.”

Noriko begins near the bar (B). The storage area (C) and the lobby (A) are easy to find.

Walk Noriko left to the storage area (C). When she gets there, from you inventory, use the Black Disk PimpBot gave you on the blue Data Terminal on the wall. TAKE the Gold Pistol hidden inside the terminal. USE either Pierre’s ID Card or Aurora’s ID Card on the card reader by the door to the left of the Data Terminal. (Don’t bother trying to unlock the other door. You don’t know Aurora’s PIN or her pass phrase). Walk into the storage closet.

Inside the closet, USE the robot costume to inspect it. It will need to be cleaned first. Did you notice the robot walk by outside the closet? He’s in the kitchen. Walk back to the bar (B) and enter the kitchen. TALK to the ChefBot. Another robot walks by while you’re chatting. Leave the kitchen and walk to the lobby (A).

TALK to the ElevatorBot through the force screen. Ask him what he needs. Noriko can also ask him if he just made a pass at her. From your inventory, GIVE him the stack of Cult Brochures.

If you want to continue this optional story thread, tell him that he reminds her of PimpBot and keep following that conversation thread. Optionally, you can drop the plot thread by telling him that you’re already seeing someone.

Walk into the Coat Check Room. You’ll find BusBot there, using the intercom to keep into touch with restaurant staff down on the streets below. TALK to BusBot. He tells you the ChefBot is having a software issue.

If you never picked up a DataLink back in your office, or you forgot to get it back from your robot at the Dome Checkpoint, you can borrow one from the box of stuff on the floor. Go back to kitchen and USE the DataLink on the ChefBot.

On the DataLink screen, scroll up to reveal the entry for Cheeseburger. Select it. Click each of the blocks of text (including the title at the top of the recipe) to translate the instructions into English so the ChefBot can get to work.

Walk back out to the bar. TAKE the Bar Wipe from the bar stool. The women’s room is open now. Go in there and TAKE the Glass Cleaner. Walk back to the dining area. Save yourself a future trip and go to the Coat Check Room again. Once there, click the controls to open the drawer and TAKE the Body Stocking. Walk to the Storage Room. USE the Glass Cleaner (or the Bar Cloth) on the robot costume. Complete the KiSS doll sequence to complete your adventure at this restaurant.

RETURN TO DOWNTOWN
Noriko is back at the police barricade, but now she's in disguise. Go TALK to PimpBot. He's almost ready to smuggle you past the police robots, but you need a fake ID first. If you got your WristLink back from the robots when you were at the Dome Checkpoint, you're almost ready to move to the final part of this game. If you don't have the WristLink, go back to the street and TALK to the robots still waiting in your white truck. Ask them to return your WristLink. While there, also tell them that you're a little hungry. If you found the White Snack Bar in the maintenance room, they'll return it to you.

USE the WristLink on the alley of the purple building next to your truck. Use the arrow keys to steer the camera around until you have a nice shot of your face. Go back to PimpBot and GIVE him the WristLink. He will take you through the alley to the site of the battle. He won't, however, leave the concealment of the alley.
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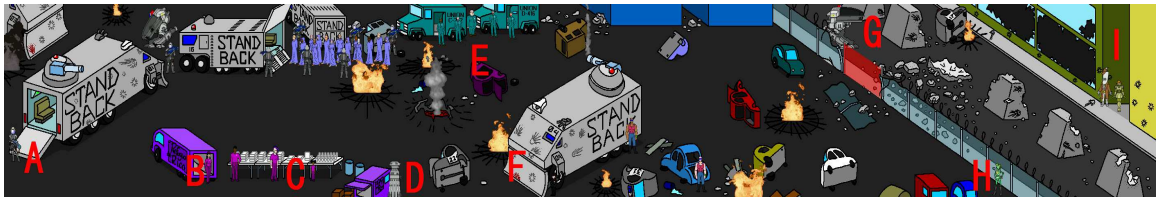


Pictured: The Aftermath of the Battle

Before you step out onto the streets, USE the Fake ID on PimpBot (I), then TALK to him. Ask him about his club down in BotTown.

Walk across the street and USE the Fake ID on the PoliceBot (G). You can now enter the site. There are more people to talk to in this area than in the rest of the game combined, but almost all of the conversations are optional. The only person you need to talk to is the woman standing by the Police Tank (A) on the far right edge of the screen. That's Debbie, the officer you spoke to at the beginning of the game. To trigger the final conversation and **end the game**, GIVE her the Menu from your inventory. That will trigger the last bit of gameplay and conclude this chapter.

But if you want to learn more about this world and the people in it, then here are the people you can talk to, and the order in which you might want to talk to them.

If Noriko showed some interest in the ElevatorBot's flirtations back at the restaurant, go TALK to Joe Huffman (E), the union boss. He and his team need some snacks but the catering crew is only here for the police. If you followed this walkthrough carefully, you should have all the necessary snack items. There are four men with him, and you have to give each of them the snack they crave. Numbering them from left to right, GIVE the Green Snack Bar to the first guy. GIVE the Pink Snack Bar to the third guy. GIVE the Brown Snack Bar to the second guy. GIVE the Purple Soda to the fourth guy. GIVE the White Snack Bar to Joe. TALK to Joe one more time. If you expressed enough interest in the ElevatorBot, he will roll onto the scene (D).

Go TALK to the ElevatorBot (D). Ask him about lots of things. Be sure to ask him “Do you know anyone here?” If you want to end this storylet, choose “I think you misunderstand me” instead.

TALK to Yuudai Notenki (F) and learn how he helped Noriko smuggle in the military-grade components she needed to build the Blue Jackal that Prick and Harry used on their adventures in the previous chapters.

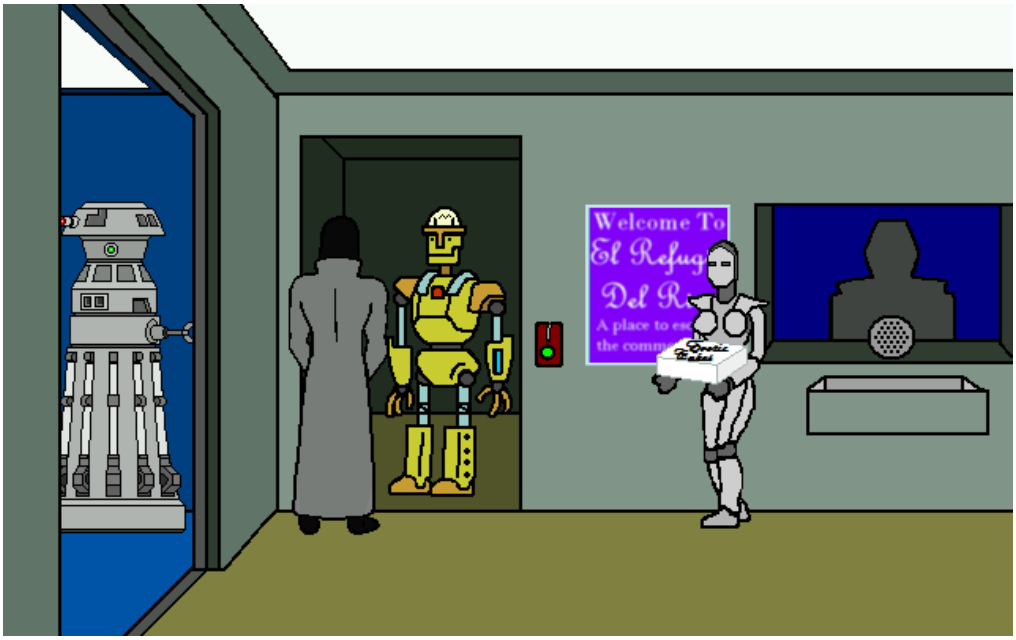
GIVE Melanie (C) the Meat-On-A-Stick. TALK to her. Ask her how she knew it was you in disguise. Ask her about Detective Peckard. Ask her why he was there so late at night. Ask her about the ElevatorBot.

TALK to Aurora (B). There are lots of storylets to unlock in her dialog tree (several of which depend entirely on your actions in this game as well as the campaign code you entered at the start of the game). Be sure to ask her about the ElevatorBot. Also, since you’ve already spoken to Notenki, you can ask her about him as well. Be sure to tell her that Melanie says Prick Peckard may be investigating her. When Aurora asks if Noriko has feelings for this man, be sure to tell the truth.

TALK to the HoBot (H) and ask her about the ElevatorBot. TALK to PimpBot and ask him about the ElevatorBot too.

Go back to the ElevatorBot and tell him you spoke with each of the four people. Ask him if he’s ever been with a human before. Ask him if he wants to find someplace private to talk. He will tell you about a pink FemBot who has recently been terrorizing the staff at El Refugio Del Rico.

TALK to Aurora and say “Can I ask you something personal?”



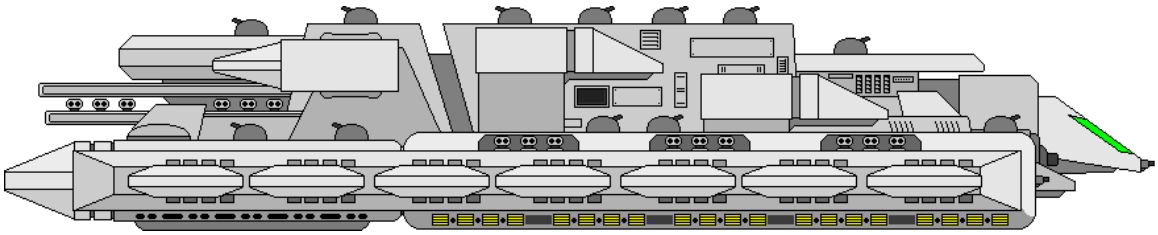
Congratulations! You have unlocked the super secret game-within-a-game “The Case of the Classy Chassis.” This is the most well-hidden Easter Egg in the game, and as such, there’s no walkthrough for it. You’ll have to navigate that tale on your own.

There are even more storylets to discover in discussions with Notenki, Aurora, and PimpBot that were not detailed here – More than twenty in all. But these were the steps to unlock the primary ones as well as the hidden game.

When you’re done exploring and talking, remember to GIVE Debbie the Menu to end the game.

This concludes Noriko’s trip to The Dome and brings this chapter of The Forever Friday to a close. There’s still one more installment to go before we wrap up this sprawling plot.

With any luck, it won’t take me a decade to make Barn Runner 5: The Forever Friday chapter 6 – hopefully coming in late 2026 (maybe). Thanks for playing!



TRIVIA & ASSORTED EASTER EGGS

- This is the second time Noriko has faced The Big Crazy. She is a refugee from Arcology 14, which was destroyed shortly after she escaped, just prior to The Ejection Rejection.
- There are three KiSS doll sequences in this game. KiSS stands for Kisekae Set System, a type of electronic "paper doll" once popular in certain internet anime fandom circles back in the day. I never got the appeal myself, but I remember them being everywhere in the days when anime web shrines ruled GeoCities. I thought a KiSS doll would make a novel puzzle for an adventure game.
- I tried a lot of other types of mini-games too. Quick Time Events (QTEs), Hidden Object (HO) puzzles, Spot The Difference (STD), memory puzzles, and lot more. I figured that Noriko isn't a "guns blazing" detective like Prick, so I wanted her to have a different set of puzzles than the kind I normally do in Barn Runner games.
- Noriko, being the smartest character in the series, got a hint button as a way of showing how she could use her intellect to solve puzzles more easily than Prick could.
- The hint button doesn't work after Noriko drinks the mysterious green liquid at the bar. But you can help her sober up faster by using the toilet in the ladies room. You'll have to click it several times and once the conversation starts with the people in the mirror, keep it going for as long as possible. When she steps out, her head will be clearer.
- In the basement of the restaurant, Noriko says that she has a secret fear of the dark. We learned this about her in the Valentine's Day game Pucker Factor. Have you played that? You should. She makes several references to it in this story and you'll see her first date with Harry.
- Speaking of Harry, we learn a lot about him in this game. He's got almost as many secrets as Noriko does. Noriko indulges his tastes, but how she actually feels about it depends on the choices you make in certain dialog options.
- For a little more about Harry's secrets, when you start a new game, be sure to switch on the Director's Cut from the setting menu before clicking on "Last Time on Barn Runner." Almost half of that cutscene is hidden behind the Director's Cut check.
- It should be noted that the Harry and Prick we meet in the sauna scene inside her office (and in the flashback to the locker room) are not the actual Harry and Prick. The guys we see in these

moments are the versions of the men that Noriko wishes were real. They might feel rather differently about her plans for them than she does.

- Yuudai "Nugget" Notenki first appears in The Mayor's New Dress. He is named for a character appearing in a series of short films put out by General Products in Japan a few decades ago. "Nice Guy Notenki" remains the strangest bootleg I ever watched back in the days when yellow subtitles on third-generation VHS tapes was pretty much the only way to watch most Japanese movies.
- The food cart outside Aurora's restaurant is part of The Stuff On A Stick franchise. You first saw that brand in the food court of part one of The Armageddon Éclair.
- The jigsaw puzzle Noriko must solve before she can travel to the restaurant recaps the "after the credits" scene from the end of The Rich Dame Who Cut The Cheese, a game made for the AGS Bake Sale. That's also the game where Aurora debuted. Among the many plot points of that convoluted story, Holly and Noriko disguise themselves as robots and take part in a caper to help Mayor DuChamp survive a political scandal. The events of that game also tie in heavily to the hidden game The Case of the Classy Chassis, which you can unlock with this walkthrough.
- It takes Noriko 15 minutes and 10 seconds to sing "99 Bottles of Beer on the Wall." Changing the game's speed will not help. Letting it play all the way through will unlock around five more storylets. Whether that is worth it is something I leave up to you.
- I swiped the word "storylet" from Fallen London. It sounds so much classier than subplot.
- Holly's seduction of Debbie happens at the end of Fully Automatic Mojo (especially if you are playing the "2010 AGS Awards" Edition.) Noriko has never forgiven Holly for what happened, and she still has very complicated feelings about the whole thing.
- While Pucker Factor details Noriko's first date with Harry, he first speaks to her over the comm. screen during The Ejection Rejection.
- One of the storylets you can unlock in the basement of the restaurant is a retelling of the events of The Ejection Rejection as told from Noriko's point of view. It reveals that she was attracted to Prick from their first meeting, but she has been doing her best to hide it for a whole host of personal reasons.
- During the sauna fantasy, if you choose the "I want to wake up" option, you'll learn that Noriko was once married. No one in the Barn Runner series knows that! It's her most deeply kept secret. And for a woman who lives the life you learned about during this game, that's really saying something! You might learn more about this part of her old life in future games.
- One of my playtesters absolutely dislikes the HackLink puzzles. I really like them, so expect to see more of them in the future. Another playtester hates the hidden object puzzles. I think they're fun to make, and a different experience from the usual Barn Runner fare, but they are a pain in the butt to create. I'm not sure that I'll ever put this many hidden objects in one game again.
- If you are rude to Debbie with every dialog option when you first contact her in the hangar's Control Capsule, you can skip almost the entire final dialog with her at the end of the game.
- Noriko is a devout Catholic, despite her lifestyle choices. She is praying in Latin at the start of the game, before the power comes back on.
- Banana Hammocks, where Rod Pendulum struts his stuff, is important to many of the subplots in this story. It first appeared on screen in the opening movie of The Forever Friday, chapter two.
- The marker board in Prick's locker should look familiar. He stole if from D-Vyne's apartment in chapter two of The Forever Friday.
- The blue-robed cultists first appeared in the food court of The Armageddon Éclair, the first game in the Barn Runner series. The recipe for that apocalyptic pastry is inside the MindLog of Aurora's ChefBot. You can't read it, but it's there as you scroll through his files on your DataLink.
- If you've unlocked the adult mode, even more content is available to be found! See my website for more details on how to do that.
- The HangarBots, Six and Seven, have cleaned up quite a bit of the mess left from chapter one. They've also hidden their precious box of loot because Noriko wouldn't stop digging through it in chapter two. A large, weird stain on the floor marks its absence.
- This is the first time Khory Drayton has been shown on screen. She's been mentioned (or alluded to) in a few games before this. Her design went through a lot of revisions before I settled on one I liked. Her particular fetish involving Holly and Noriko comes straight from the strange pages of

4chan's /d/ board. I got lots of ideas for my story from that place. If you want your characters to be into something weird and kinky, I don't know if there's a more handy place to browse the depths of human strangeness than the /d/ board.

- If you found the black, unlabeled MediaLink disk in chapter two, you can find it in Prick's locker. You can use it on the Data Terminal in the back hallway of the Hangar Offices. It's password protected, so you can't view it. But you might have a chance to decrypt it in a later Barn Runner game. Don't lose those campaign codes!
- Completing the secret level of chapter four unlocks quite a bit of content in this game, if you carried that accomplishment over with a campaign code. We learned from one of Prick's many possible dream sequences at the end of chapter four that he is dreaming about becoming a father. We learn in this game that Noriko wants to have some children too. Perhaps these two have more in common than they know!
- All of the snacks in the Hangar Vending machine are secret nerdy references. Fat Cakes (iCarly), Powdered Toast (Ren and Stimpy), Chocolate Salty Balls (South Park), Bachelor Chow (Futurama), Tubby Toast (Teletubbies), Cup O' Pizza (The Jerk), Toot Sweet (Chitty Chitty Bang Bang), Krunk's grape fruit pies (Dexter's Laboratory), Reptar Bars (Rugrats), Mr. Mellarks' Cookies (The Hunger Games), Hiptang (Youtube's Georg Rockall-Schmidt), Nutri-Loaf (Youtube's CV-11), Turkish Delight (The Lion, The Witch, and the Wardrobe), Colon Blow (Saturday Night Live), Hufu (An old internet joke. Look that one up yourself).
- John DeSalvo's love of cheese was first mentioned in The Ejection Rejection. Following his massive heart attack, Noriko replaced him as Chief of Hangar Operations for Arcology 19.
- Yuudai Notenki's sushi bar "Shoyu Everything" can be seen as Noriko is driving across The Dome on her way to the police barricade. Blink and you'll miss it.
- The maze mini-game grew out of code I wrote for an OceanSpirit Dennis game, which got abandoned fairly early in development. But I liked the code I'd written, so I hung on to it.
- The newspapers in Arc 19 are really on top of things. Watch how the display in the vending machine near PimpBot changes as the story unfolds around him.
- The crayon doodles on the walls of Auntie Marguerite's nursery are some of the most explicit things I've ever drawn for a game. You can get away with a lot when you're using crayons.
- Noriko is living many secret lives, most of which are someone else's fault, or so she insists. She's involved in Holly's ABDL stuff, Harry's CD/TV stuff, she does nyotaimori work for Notenki, she regularly performs as human furniture for Aurora's parties, she has long desired to live a MMF lifestyle, she's deep into TE, she's a devoted fan of exotic male dancers, she is barely keeping a lid on her desire for the woman who came between her and Holly, she can be talked into letting another woman seduce her man while she watches, she's already writing yaoi scenarios for Harry and Prick in her mind, she loves FMG scenarios with Khory, she secretly hopes to become a BBW one day, and in this game she can begin experimenting with RoboSexual fantasies. And that's only some of what she's into. Plus she loves Tom Jones! When does she have time to design and build secret prototypes? Of course, through all of this, we learn that everyone in this story has been living some kind of secret life. But none of them really suspect how many of their secrets overlap with Noriko. She may have dirt on everyone!
- If you have the adult mode enabled, during the flashback to the locker room, dig around in the laundry room to find items you can show to Harry.
- If somehow you weren't able to put the clues together, during The Case of the Classy Chassis, Aurora is wearing the pink robot costume. Holly, the Chief of Police, is wearing the gray robot costume. She's making a special delivery to Mayor DuChamp for Yuudai Notenki.
- Were the images on the cards for the matching puzzle game too subtle? I was trying to very slyly suggest the nature of the Sapphic scene Noriko had inadvertently stumbled upon. I hope I wasn't too subtle with the symbols I chose. ;-)
- During one of the storylets, when Noriko and Harry attend the costume party, he is dressed as Scarlet O'Hara from Gone With The Wind. She is dressed as the Uncle Pennybags, otherwise known as the Monopoly guy.
- The marker board in the maintenance room tells a story all by itself. The clues on the board, along with a few things Notenki says, hint at a much larger story point to come in a future game.

- Noriko's office is incredibly neat and organized. Her truck is overrun with debris and trash. This holds true of most women I know. Guys are often the opposite. Hack joke? Sure, but it's still true.
- The keys you find in Prick's locker say "Love Machine." We saw him use a similar key ring at the end of Cyclone Alley.
- The two disks you find in Harry's jacket can be used on the Hangar Office's Data Terminal. One disk is the case file he was given when he was told to fire Prick in chapter one. The other is some blackmail he has on DuChamp to keep her from firing him one day.
- The sauna room Noriko imagines when she first enters her office is actually the sauna room in the police station. She's seen it before. That was where she found Holly and Debbie in the middle of a steamy embrace.
- The red and green sweater she finds in her truck is the same one she wore in Christmas Soup.
- The Krazy Kleen truck with the broken door you find on your way up to The Dome is the same one Prick broke into early in chapter one. The poor driver didn't have time to get the door repaired before The Big Crazy hit.
- The baby Noriko imagines when she pictures herself pushing a stroller looks remarkably like an infant version of a certain former girlfriend. Probably nothing worth seeing a therapist about.
- If you look closely on images on the red security console in the storage room during The Case of the Classy Chassis, you can see Aurora in her robot disguise meeting with Holly and Mayor DuChamp in her penthouse. Do they know it's Aurora in there? Do they know what she has planned? How deep does this rabbit hole go?
- The older woman in the orange blouse seen during the vac-bed sequence is based on an unused design for Bernadette Slanders, a political rival of DuChamp's first mentioned in Pucker Factor. The woman in the green frame next to Noriko is Toni Crider, the reporter seen with Mitch Gravitas from time to time.
- Rod Pendulum as been mentioned in several different Barn Runner games. He finally makes his first appearance here.
- The red car you see after the credits has the words "Chacal Rouge" on the dash display screen. That's French for Red Jackal. In chapter three, Prick asked Noriko if she had a red prototype instead of blue. Apparently, she did!
- I abandoned an older build of this game back in 2009. It just wasn't working for me. I started a brand new build of chapter 5 in 2010, or so. This game was built from that version, meaning this game was in development, in one form or another, for well over a decade. Holy cow, I'm old.
- Lastly, if you're feeling daring, when you first arrive downtown, before you go speak the woman in the blue robe, use Noriko's ID card on the big PoliceBot twice. It will be fun. No reason at all to save your game first, I promise.

Barn Runner: The Forever Friday – Chapter Five
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