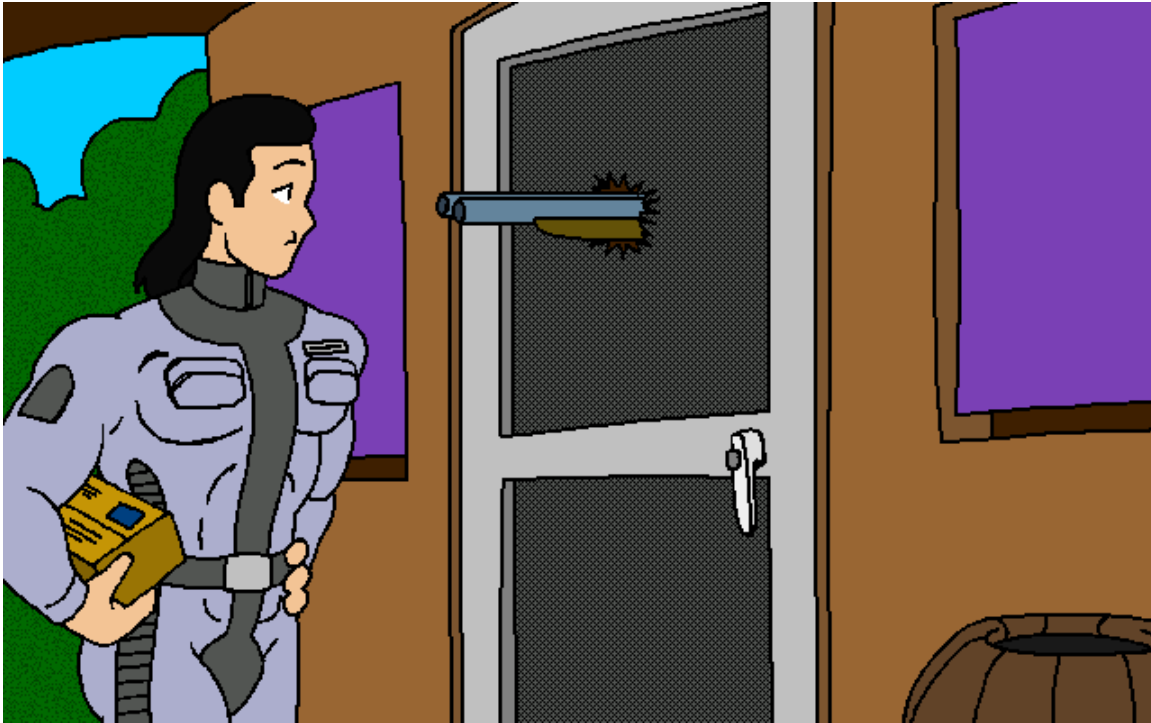


WALKTHROUGH AND EASTER EGGS FOR
BARN RUNNER
THE FOREVER FRIDAY
PART THREE



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 three of *The Forever Friday* is separated into several distinct blocks: The opening levels in the city, the trip to the BGCZ, and the BGCZ 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.

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

Scott LeGere

“LEAVING ARCOLOGY 19”

THE HANGAR BAYS & CONTROL CAPSULE

Noriko needs to fuel the Jackal before Prick and Harry can depart. But something is wrong with the fueling station. She’s going to need some tools.

Go left, through the open door to the Capsule Hub.

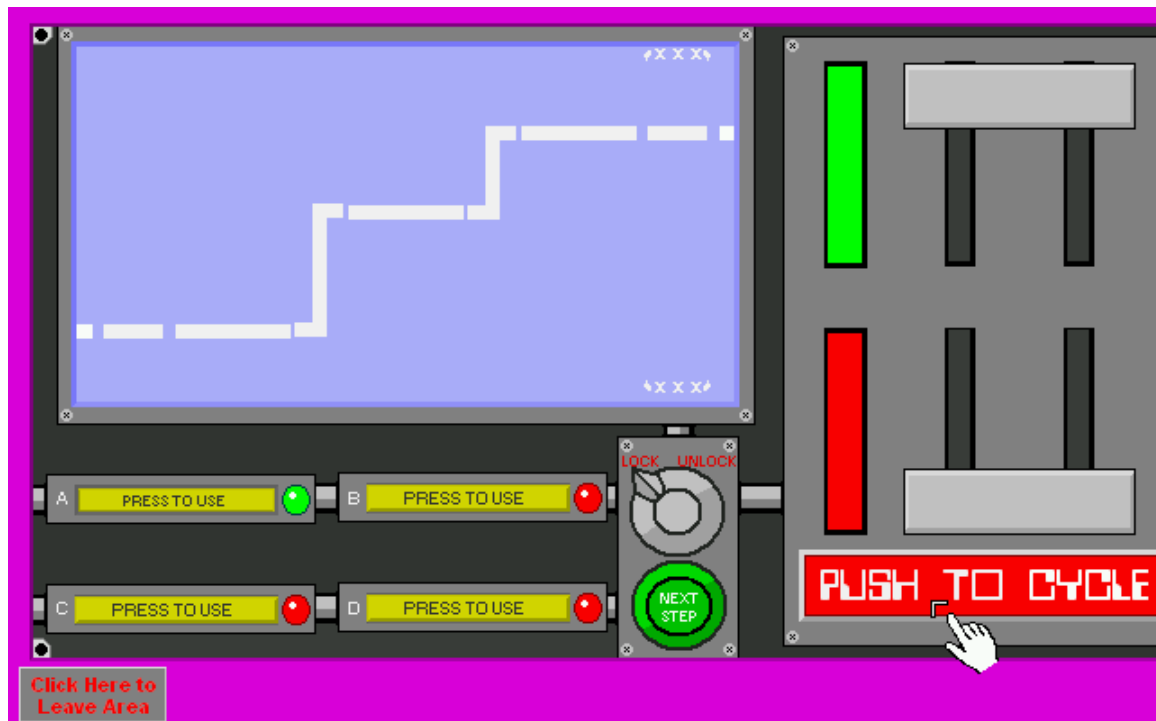
The door the other hangar is broken. Use the elevator button on the back wall and take the elevator up. USE her Hangar ID Card on the red card reader to open the doors to the Control Capsule. Go inside.

Noriko’s favorite Hangar Control Bot is here. After she sends him down to look at the fueling station, SEARCH the white coat draped over the back of the chair to find the Pocket Tool. Go back to the elevator and USE the control to go back down.

USE the Pocket Tool on the rectangular control box near the broken door. Noriko can get the screws out, but the panel is stuck. Go back to the Jackal Hangar. Walk over to Harry. TALK to him and ask “Can you help me?”

Harry will now follow Noriko. Lead him to the stuck panel in the Capsule Hub. Harry will pry it off for her.

USE the open control box. This will bring up the following puzzle:



What’s that? A door puzzle you say? Haven’t had one of those before! Oh wait...

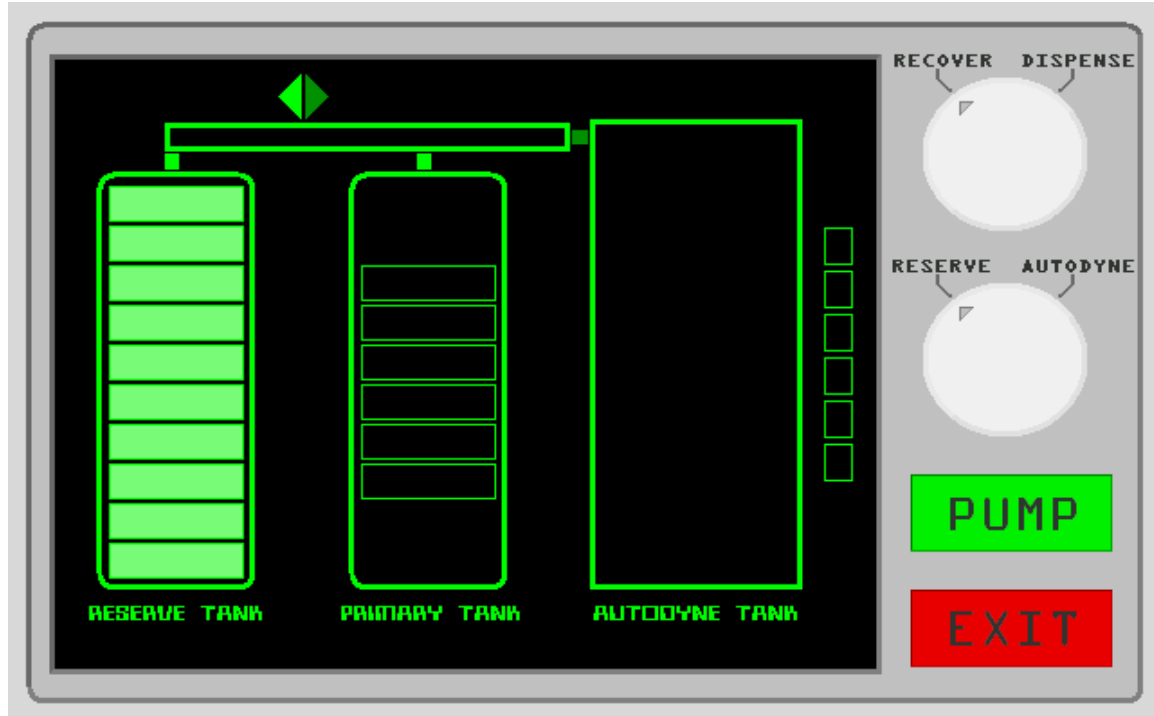
The following controls are used to solve this puzzle: The four yellow buttons (labeled A through D), the two handles on the side (Upper Handle and Lower Handle), the Lock / Unlock knob, the green “Next Step” button, and the “Push To Cycle” button.

Let’s take the solution to this puzzle step by step.

- Click the green “Next Step” button four times to read the instructions.
- Turn the knob to “Unlock”
- Press the “C” button. Press “Next Step.”
- Press the “D” button. Set the handles to Upper: Up and Lower: Down. Next Step.
- Set the handles to Upper: Up and Lower: Up. Next Step.
- Press the “A” button. Set the handles to Upper: Down and Lower: Up. Next Step
- Set the handles to Upper: Down and Lower: Down. Next Step.
- Press the “B” button. Set the handles to Upper: Up and Lower: Down. Next Step
- Press the “A” button. Turn the knob to “Lock”. Press “Push to Cycle.”

Noriko enters the other hangar and encounters two of her hangar drones who have turned this area into a survival bunker. At the far end of the hangar, there is a very large box filled with junk the drones have collected. SEARCH it until she finds the missing Fuel Chip. (Note: Each search effort yields a random item, so it may take a few tries to get the chip).

Walk to the Fueling Station next to the white AutoDyne and USE it.



It’s like a door puzzle, but much more flammable!

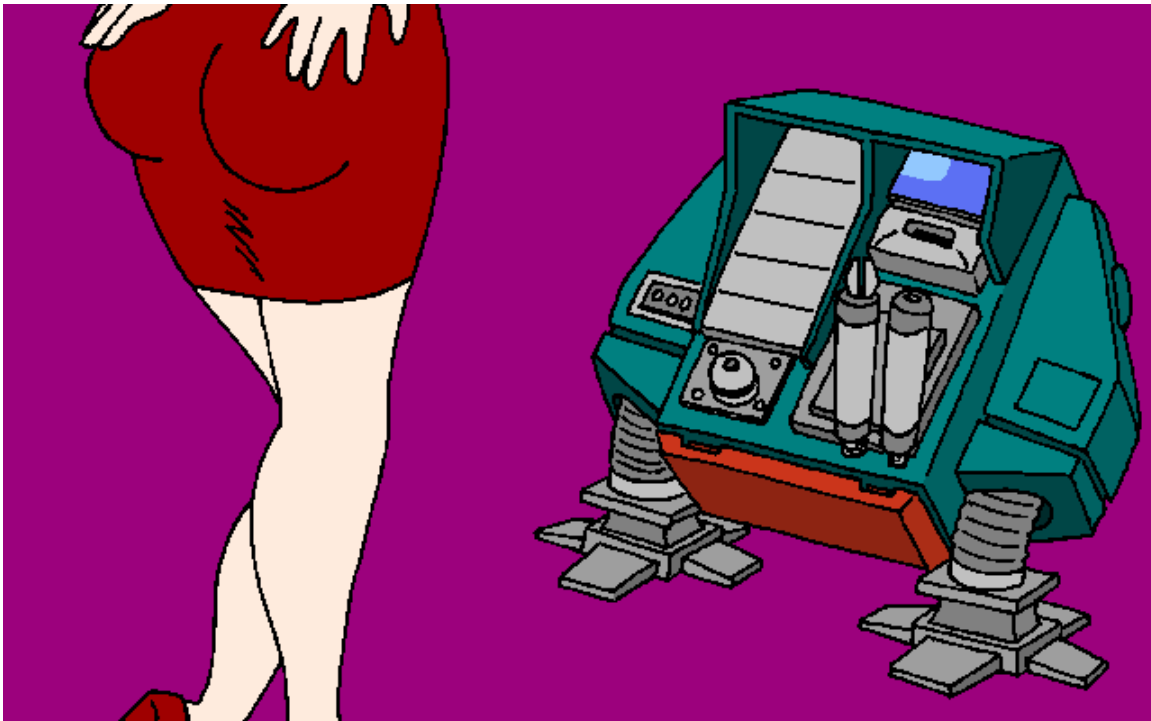
Here's how to solve this simple puzzle:

- Set the Recover / Dispense knob to Recover.
- Set the Reserve / AutoDyne knob to Reserve.
- Pump the fuel from the Primary Tank into the Reserve Tank.
- Set the Reserve / AutoDyne knob to AutoDyne.
- Pump the fuel from the AutoDyne into the Primary Tank.
- Set the Reserve / AutoDyne knob to Reserve.
- Pump the fuel from the Primary Tank into the Reserve Tank.

Go back to the Jackal hangar and GIVE the Fuel Chip to the green robot. He will fix the Fueling Station for her. USE the Fueling Station and pump all the fuel from the Reserve Tank into the Primary Tank and then into the AutoDyne tank using the reverse of the method you used at the last Fueling Station.

Once all ten units of fuel have been pumped into the Jackal, Noriko then goes to the Control Capsule to launch Prick and Harry. Her part in this chapter is done.

If you have Arcade Mode set to ON, you will now play Harry as he navigates the next few levels. Otherwise, skip ahead to the section entitled: THE BGCZ.

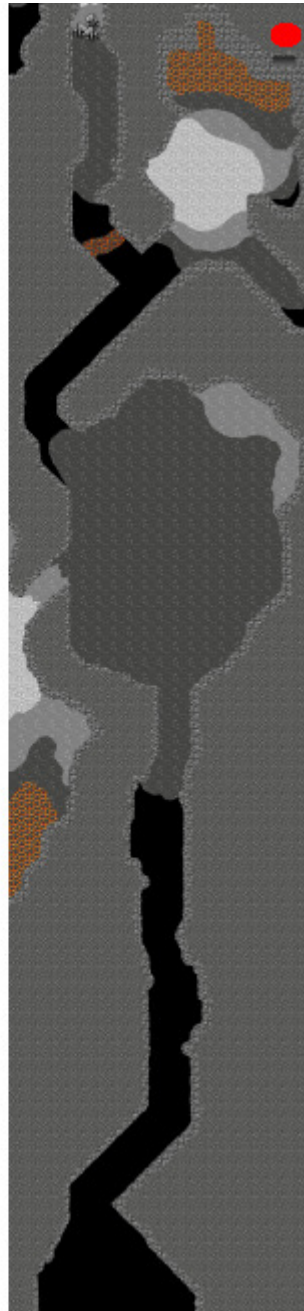


“EN ROUTE”

LEVELS ONE AND TWO



“Holding Pattern”



“Going Down The Hard Way”

These two levels are straightforward. In the first one, keep the Down Arrow pressed so you don't go too fast and smack into a CargoDyne. In the second level, the headwinds are so great that you can't slow down or else you'll be pulled down into the depths. Follow each map to the areas marked with a red dot. Those are the exit points.

LEVEL THREE



“Running Hot”

If you elected to play the opening maze levels, you will now guide Harry through these underground tunnels. If you chose to skip the mazes, you will go straight to the BGCZ.

The first of these two mazes are caverns filled with lava and jets of fire. Naturally, the Jackal will quickly overheat if you stay in those tunnels for too long. So move fast!

Follow the red arrows to exist this area as quickly as possible.

LEVEL FOUR

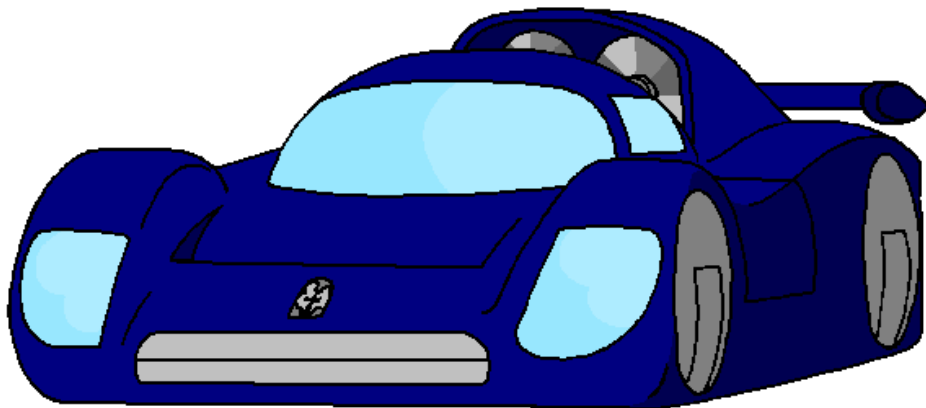


“Dark Blue”

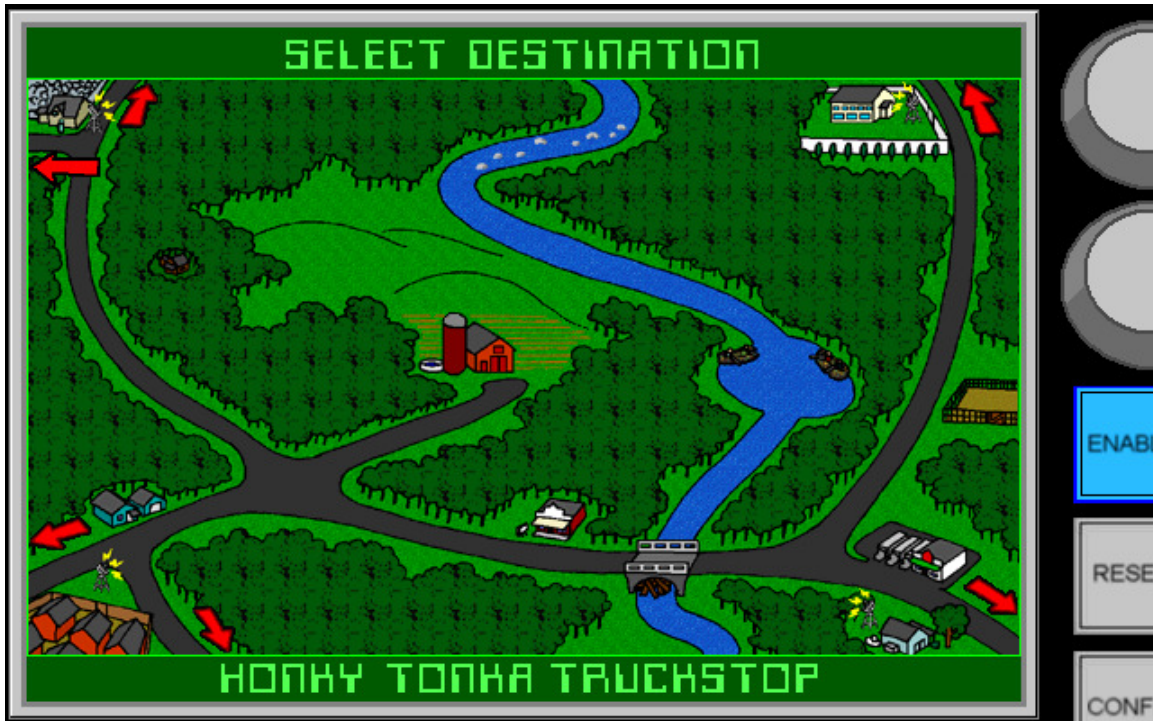
The second of the maze levels is a large underground lake filled with large monsters. It isn't nearly as hot down here, so overheating isn't as much of a concern.

Steer carefully around the monsters, paying extra attention to the ones that roam around. Follow the arrows above to the exit.

For the most part, Harry's part of this story is now done. After leaving these caverns, Prick will take over for the rest of the story, as we follow him in his efforts to locate the source of the signal.



“THE BGCZ”



This Is The Complete Map, With All Areas Unlocked (← Spoiler Alert)

You begin with only the four corner areas unlocked and will unlock more areas as you learn about them. This part of the game can be solved in many different ways, but let's follow a path that will involve as little backtracking as we can.

BOBBI'S FILLIN' STATION

Go inside. Tell her “I need to set up a transmitter” and “Maybe we can work a deal.” She has now opened the gates for Prick, but we'll come back to that problem later.

AMISH BARN FARM

TALK to the man by the fence, Obidiah. Say “I need to put a transmitter here”, “But I really need to set my device here”, “What sort of trouble are you in?”, “How did you fail your community?”, “The barn model was lost in the creek?”, and “What if I get the model barn back for you?”. [NEW LOCATION UNLOCKED: Old Bridge]. Use the Jackal to get back in the air.

DELROY ESTATE

Walk to the gates. USE the intercom. [NEW LOCATION UNLOCKED: Honky Tonka Truck Stop]. Use the Jackal.

HONKY TONKA TRUCK STOP

Walk to the lower right of the parking lot. USE the door to go inside. You're going to need money on this adventure, so collect the tips from the tabletops. (Hint: Each time you

leave and come back here, more tips will randomly respawn). TALK to the order window to meet Scuzzy Pete, the short order cook. Say “Is June Delroy here?” and “I want a cheeseburger.”

Now that you’re a paying customer, the door to the bathrooms and arcade are open to you. Walk into the hallway and USE the Men’s Room door. TALK to the guy in the stall. Talk to him about how to survive passing pod legs (something Prick knows about! The last time he ate them, at the end of The Armageddon Éclair pt 2, he ended the game on the toilet and only barely survived it).

Once the ordeal is over, the trucker discovers the stall has no toilet paper. TALK to him again and ask if there is anything you can do to help. He gives Prick ten bucks and tells you where to buy some for him. [NEW LOCATION UNLOCKED: The General Store].

Leave the Men’s Room and go into the Arcade. Prick is introduced to the manager of the arcade, Bocephus. He gives you two Tokens.

Walk over to the door and TALK to the kid guarding the door. Say “You’re holding June hostage?” He wants ten pounds of meat before he’ll set her free. But where can you find that much meat at this time of the morning? Go back out to the parking lot and climb in the Jackal.

GENERAL STORE

Go inside. Ask “What do you have for sale?” Buy the Rat Poison and the Toilet Paper. Go back outside and take off.

COW PASTURE

TALK to Hilde the cow. Ask is she has any milk for sale. Buy some. Ask “Mind if I set up a transmitter here?” [NEW LOCATION UNLOCKED: Postal Bunker]. Get in the Jackal.

POSTAL BUNKER

Talk to the sentries on the roof three times. [NEW LOCATION UNLOCKED: Route 34].

ROUTE 34

There’s not much to do here at the moment. But when you first arrive here, you cause a package to spawn at the Amish Barn Farm, and that little trick will save a few steps.

AMISH BARN FARM

TAKE the Package. [NEW LOCATION UNLOCKED: Tar Paper Shack]. Get back in the car.

TAR PAPER SHACK

You don’t want to be mistaken for a mailman, so USE the Package on the Mail Box. Walk into the woods. TAKE a Green Chili. Keep walking to the right until you reach the shack.

LOOK at the smoke house (it's the building with the skull above the door). TALK to Cleetus. Say "You sell meat for living?" and "How much for some smoked meat?"

Now that you're a paying customer, you can USE the outhouse. Inside, TAKE the bottle of Blo-Out indigestion pills. In your inventory, COMBINE the Rat Poison with the Blo-Out Pills. Leave the shack and go back to the car.

HONKY TONKA TRUCK STOP

Go inside and take any tips you find. Return to the Men's Room and GIVE the Toilet Paper to the guy in the stall. After he's gone, TAKE the Newspaper he left behind. Open your Inventory and LOOK at the paper. [NEW LOCATION UNLOCKED: Bubba's House].

Go into the Arcade. GIVE the kid the Meat. The door is now open, so go outside to the Dumpster. Take the Plastic Jug from the trash and go meet June Delroy. She's hung over and not very trusting of you, so be prepared to work to get any information out of her.

Say "I need to find your mother.", "I'm confused. What's this about your mother?", "What is it you think your mom and I did?", "I really need to talk to your mom now", "What sort of problems do you have?", "Last night sounds pretty memorable.", "You have sisters?", "Maybe one of your sisters knows where Eileen is?", " and finally "Maybe we can work a trade?" At last! [NEW LOCATION UNLOCKED: Three Humps].

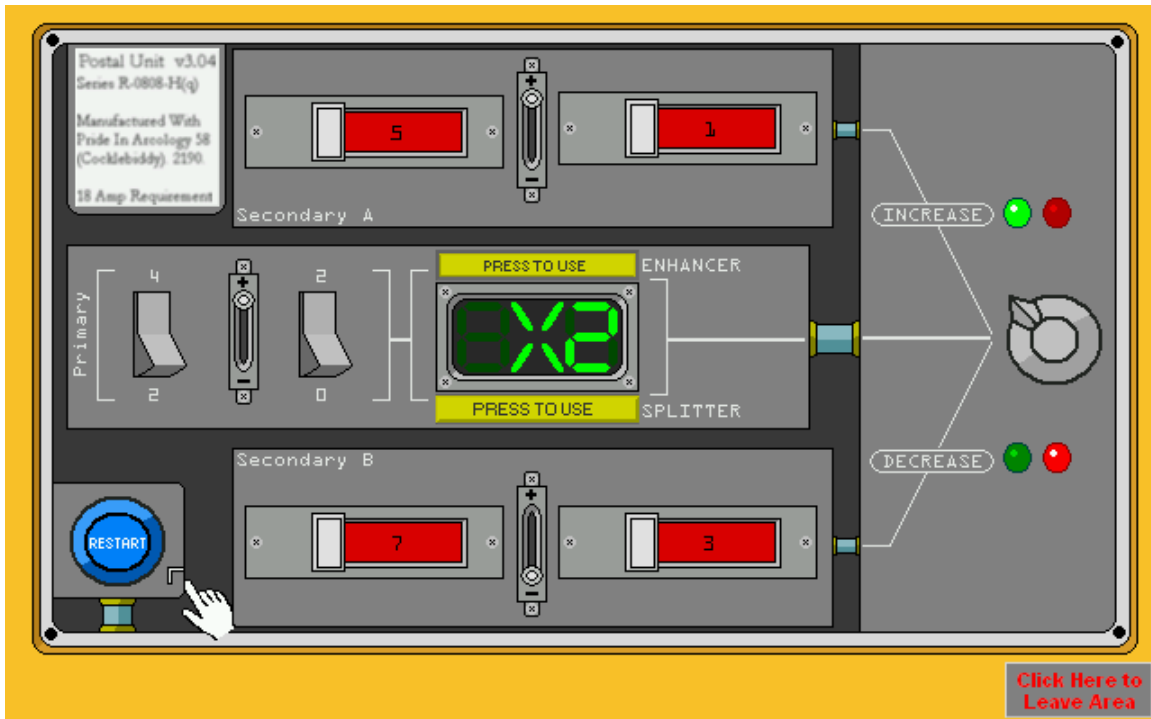
Go back to the Jackal and take off.

DELROY ESTATE

In your talks with June, she mentioned that her kid sister April used a vine to climb over the wall and sneak out. Walk to the gates and USE the Multi Tool on the Vine to take it. Get back in the car.

ROUTE 34

USE the Vine on the damaged tree. USE the tied-off vine to climb down to the wreck. USE the Multi Tool on the dead robot lying under the tank.



It's not a door puzzle. But you can easily pretend it's one.

Secret: It's actually a math puzzle! $[(4+2) \times 2] + [(5+1) = 18]$

Reactivating the Mailbot requires you find a way to restore 18 amps of power to him. Reset his breakers so they look like the picture above. Then press the blue button.

TALK to Mailbot. Say "Looks like quite a wreck", "How did this wreck happen?", "Can you get this tank back up the hill?", and "Can't you call the Postal Bunker for help?"

Prick has offered to go to the Bobbi's place and get a tow truck for Mailbot. So USE the vine to climb back up. Get back in the car and leave.

BOBBI'S FILLIN' STATION

Go inside. Say "Do you have a tow truck or wrecker?" Sadly, it turns out that she broke her tow truck helping a local farmer. Go back outside and walk through the gate to the Junk Yard.

TAKE the old fishing pole out of the junked boat. Follow the trail up and to the left. At the heart of the Junk Yard, USE the Super Rat Poison on the green puddle.

TRANSMITTER ONE UP!

GENERAL STORE

As you land, a robot in a white hat appears briefly and then quickly takes his leave. Go inside and ask Clem "Who was that robot?" [NEW LOCATION UNLOCKED: Old Mr. Brown's Farm].

OLD MR. BROWN'S FARM

Walk to the right and TALK to Farmer Brown. Say "That's a big tractor", and "Could I borrow that tractor?" Farmer Brown gives Prick \$20 bucks to go away.

Prick hauls the Postal Tank out of the ravine and Mailbot can now resume his duties.

When Prick returns the tractor to the farm, Farmer Brown is nowhere to be found. Get back in the car.

POSTAL BUNKER

Talk to the sentries on the rooftop. They will now open the door. Go inside. USE the badge on the guy guarding the vault door. Go inside and TALK to Postmaster Colonel Cole. Say "I'm here to pick up a package." Answer his question however you like. TAKE the big yellow package from the tabletop. Go back out to the car.

COW PASTURE

The Package contains a framed painting. But it turns out Hilde isn't interested in the painting. She only wants the frame. In your Inventory, USE your Multi Tool on the Package to reveal the Painting. USE the Tool again to cut the Canvas from the Frame. GIVE Hilde the Frame.

TRANSMITTER TWO UP!

BUBBA'S HOUSE

TALK to Bubba. Say "I'd like to buy a fishing lure." (His chainsaw is out of gas, so he gives you an Empty Gas Can instead. Go fill it up and bring it back and he'll cut you a piece of wood.) Say "I'm interested in buying a fishing lure" (Get a Fishing Lure). Say "You had a bunch of flyers printed?" [NEW LOCATION UNLOCKED: Fairgrounds]

In your Inventory, COMBINE the Fishing Lure with the Fishing Pole. Get in the car and leave.

OLD BRIDGE

TAKE a Bell Pepper from the pepper tree (yes, they have pepper trees in the BGCZ). USE the Improved Fishing Pole on the Model Barn lying on top of the Beaverine Dam.

AMISH BARN FARM

GIVE Obidiah the Model Barn.

TRANSMITTER THREE UP!

BOBBI'S FILLIN' STATION

USE the Empty Gas Can on the gas pump. Bobbi appears and asks you if you want to buy some gas. Say yes. Walk to the place where you killed the rats earlier. It looks like a particularly large rat died after eating the poison but didn't explode. USE the Multi Tool to pick up the Dead Rat. Go back to the car and leave.

FAIRGROUNDS

TAKE the Flashlight (it's lying on the ground, at the bottom center-right of the screen). TALK to Walleye Yandell. Say "Mind if I try my luck against you?" It turns out you have to provide your own clay pigeons before this professional shootist will waste his time with a rank amateur like you. Get back in the car.

GENERAL STORE

Go inside. Buy Batteries and Clay Pigeons / Dinner Plates. Get back to the car.

THREE HUMPS

TAKE a Red Chili. In your Inventory, COMBINE the Flashlight with the Batteries. Go inside the cave. TAKE the White Dress. Go back to the car.

HONKY TONKA TRUCK STOP

As always, go inside and collect the tips. Go out to the dumpster and GIVE June her White Dress. She tells you that her kid sister April is on her way to the General Store. To the car, man!

GENERAL STORE

April is standing outside the building, in the shade by the trees. TALK to her. Say "Going swimming today?", "Won't the water be cold this time of morning?", "What's wrong with your inner tube?", and "Maybe I can help you with your problem."

Go inside the store and buy a Patch Kit. Give it to April. [NEW LOCATION UNLOCKED: Big Oak Motel].

BIG OAK MOTEL

The manager comes out to meet you. TALK to him. Say "You're the manager?", and "Maybe we can work a deal?" He wants a special meal from the Truck Stop. So you know where to go next.

HONKY TONKA TRUCK STOP

Go inside. Gather tips. You know the drill. TALK to Scuzzy Pete. Order an Eileen Special. He's out of Secret Relish. Ask "Where do I get the secret relish?" [NEW LOCATION UNLOCKED: Pickle Creek].

PICKLE CREEK

Follow the trail to the creek and walk along the shoreline to the right until the Duck Hunters open fire on you. What happens next depends on whether or not you have Arcade Mode on or off.

Arcade Mode ON

Provide covering fire for Harry, pressing the Space Bar once all the Hunters are hiding in their duck blinds. But be sure to save that last shot. If you run out of ammo, even if Harry is about to grab the pickle, you'll lose the arcade!

Arcade Mode OFF

Once you've escaped the Duck Hunters machinegun fire, walk to the far left edge of the shoreline. April heard the commotion and has tubed her way over here to see what's going on. Talk to her about her snorkel. She will trade it for a can of Rust Eater. Go to the General Store and try to buy some. Unfortunately, Clem sold the last can to a guy with a rusty chainsaw. Who do you know with an old chainsaw? Bubba! Go see him and ask him about the Rust Eater. He'll trade you the can for a cheeseburger. Fortunately, you've been carrying around a cheeseburger in your pocket since you first met Scuzzy Pete. Give Bubba the Cheeseburger, get the Can of Rust Eater, and go back and give it to April. She'll give you the Snorkel. Once you're in the water, swim to the left and take the Stick that fell from the tree when the Duck Hunters blasted the hell out of everything. Swim to the right and use the Stick on the Wild Pickle that's closest to the waterline.

Now that you have the Wild Pickle, it's off to find a green onion. And surely you noticed where a small patch of those things are growing!

COW PASTURE

Talk to Hilde. Say "Can I pick some green onions?", "Are you sure I can't have some?", "I really, really need some", and "What sort of deal?"

Hilde will take you inside her barn to discuss the details of the job. USE the door closest to her to go into her gallery. USE the light switch [NEW LOCATION UNLOCKED: Pony Farm].

PONY FARM

Walk along the fence line until you find May. TALK to her. Say "Are you May Delroy?", "I'm told you're an artist", and "I can't wait until Sunday." Answer her question however you like. She says she needs something to draw with and something to draw on. You're already carrying the canvas you cut from the painting. GIVE that to her and get back to the car.

GENERAL STORE

Go inside. Try to buy some crayons. It turns out that a bunch of truck stop orphans stole all Clem's crayons!

HONKY TONKA TRUCK STOP

Take the tips. Go out to the dumpster and you'll find a little girl holding a can of soda. GIVE her the Bottle of Milk and she'll trade you the Soda. She'll ask you if you want to color with her. Answer however you like – the game won't end if you're a heartless jerk. Once she's gone, TAKE the crayons she left behind.

Go back inside and USE your Money on the Cigarette Vending Machine. BUY all the green packs of Menthol Cigarettes. It turns out that there was a pack of Blue Ranch Dressing Flavored Cigarettes packed in behind them. BUY that one too.

To save space in your inventory, go to the Arcade and GIVE all the Menthol Cigarettes to Bocephus. He'll give you two tokens for each pack.

Go back into the lobby and TAKE the Bottle of Ketchup the little girl's daddy left behind. Go back to the car.

PONY FARM

GIVE the crayons to May. TALK to her. Say "I'm ready to make some art!" Choose any price option you can afford. [Note: If you don't have enough to pay for any of the options, keep going back to the Truck Stop and stealing tips until you do]. Follow May into the woods. Congratulations! You just made art!

COW PASTURE

GIVE the Sketch to Hilde. She'll let you pick a Wild Onion.

HONKY TONKA TRUCK STOP

Go inside. TALK to Scuzzy Pete. Tell him you have the Wild Onion and the Wild Pickle. Order an Eileen Special. Go back to the car.

BIG OAK MOTEL

GIVE the Hot Dog to the manager. He tells you Eileen is staying in room 13. KNOCK on that door. Eileen meets you at the door. But she won't let you in until you bring her a pack of Ranch Flavored Cigarettes. Luckily, you just got the last pack at the Truck Stop!

Inside her room, TALK to her. Keep choosing the first dialog option in the list until she tells you to bring her some whiskey. Leave the room and get in the car.

GENERAL STORE

Go inside. Try to buy some whiskey. Clem's all sold out. He tells you to go talk to Bocephus, who is an old bootlegger and this town's booze connection. Get in the car.

HONKY TONKA TRUCK STOP

TALK to Bocephus. Say "Clem says you know Fast Eddie" and "Maybe we can work a trade?" He wants a pair of sunglasses so he can look cool and impress the orphans. He tells you to go buy a pair at the General Store. But I'll save you a trip and tell you that Clem's sold out of those too. But I know somebody who has a few spare pairs lying around.

FAIRGROUNDS

GIVE Walleye the plates. TALK to him and challenge him to a match. Let him win!

Once Walleye has left, the Preacher steps out of his bus for some fresh air. TALK to him. Say "Nice sunglasses" and "Maybe we can work out a deal?" He wants a Long Haul Burger. And there's only one short order cook in town!

HONKY TONKA TRUCK STOP

Go inside. TALK to Scuzzy Pete. Try to order a Long Haul Burger. Say “Where do I get the Special Sauce?” and “What if I get the sauce for you?”

It seems that a local hermit in a tar paper shack makes the Secret Sauce. So unless there are two hermits around here, there’s only one place to go next. [Note: If you haven’t already, go to Bubba’s and GIVE him the Can of Gas in trade for a Hickory Log].

TAR PAPER SHACK

TALK to Cleetus. Say “By any chance do you make Secret Sauce?”, “Can I buy some sauce?” and “That’s why I’m here.” He gives you a list of ingredients he’ll need.

By now you should have most of the items. GIVE him the Green Chili, the Red Chili, the Bell Pepper, the Dead Rat, the Can of Soda Pop, the Bottle of Ketchup, the Hickory Log, and the Plastic Jug.

You’ll have to go back to the General Store for the Jug of Anti Freeze and the Six Pack of Beer. Buy those and bring them back to Cleetus. He’ll give you a Jug of Secret Sauce. Hurry back to the car.

HONKY TONKA TRUCK STOP

Go inside. TALK to Scuzzy Pete. Say “I’ve got that sauce you wanted.” Order a Long Haul Special.

FAIRGROUNDS

GIVE the Long Haul Special to the Preacher and he’ll give you a Pair of Sunglasses.

HONKY TONKA TRUCK STOP

Go inside. GIVE the Pair of Sunglasses to Bocephus. He’ll arrange to have Fast Eddie Gupton meet you in the parking lot of Clem’s General Store. You know what to do next.

GENERAL STORE

Fast Eddie’s hot rod is waiting for you. TALK to him. What happens next depends on whether or not you have the Arcade Mode on or off.

Arcade Mode ON

You’ll have the option of buying the cheap stuff or challenging him to a race for the good stuff. If you challenge him, you must beat a tough arcade sequence. If you fail the arcade, you’ll still be able to abandon the chase and come back here, where he will sell you a bottle of the cheap stuff. If you beat him, you’ll get a bottle of good whiskey for free!

Arcade Mode OFF

Buy a bottle of the cheap stuff and watch him drive away.

BIG OAK MOTEL

KNOCK on Eileen's door and go inside. GIVE her the bottle of whiskey. One unspeakable act later, you'll have the password you need.

DELROY ESTATE

Walk to the gate and USE the intercom.

TRANSMITTER FOUR UP!

At last, the source of the signal is revealed! Why, it was Old Mr. Brown's Farm all along! Right there in the center of the map where sinister, suspicious activity was going on. What a shock!

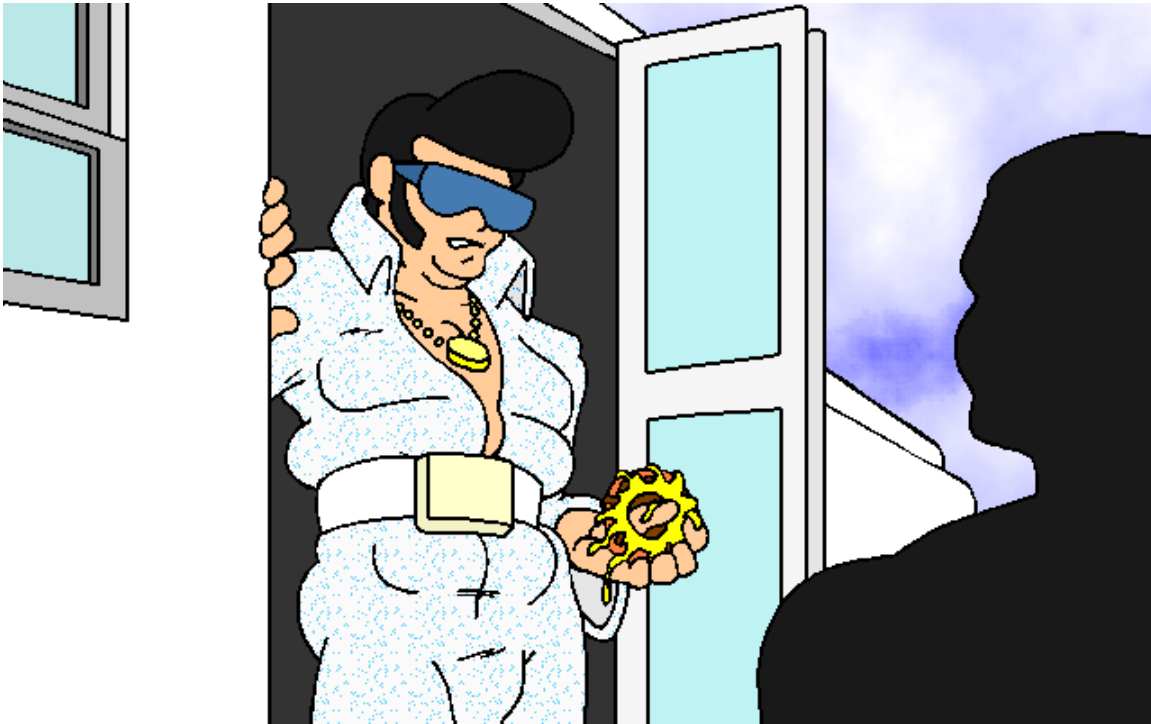
Click that landing zone to wrap up this adventure!

This concludes your investigation in the BGCZ, and also marks the end of the signal that's been forcing Arc 19's clocks to work again. Prick and Harry must begin the long flight back home while The Chief and Debbie prepare to assault the cultists and robots barricaded inside Diaper Depot.

But that's a story for another game. Until then, enjoy a brief respite. It was well earned!

The story continues in Barn Runner 5: The Forever Friday chapter 4, coming in December 1, 2011 (possibly).

TRIVIA & ASSORTED EASTER EGGS



- If it wasn't obvious enough, Prick and Harry's flight suits and helmets are from the old TV show *Airwolf*, a show I loved as a kid and one that is tragically still not recognized by spellcheckers.
- The Jackal logo is based on a wolf head tattoo a buddy of mine has on his arm.
- Mitch Gravitas wasn't originally going to appear in this game, but he (or possibly Toni) proved to be surprisingly popular. So the Drones rolled a TV into their bunker so he could have a cameo.
- Noriko's line "Gentlemen, behold!" is a reference to the TV show *Aqua Teen Hunger Force*, a favorite guilty pleasure of mine. The robot at the end who says "Thousands of years ago" is also from that series.
- We learn quite a bit more about Noriko in this game. She escaped from Arc 14, which was claimed by the Big Crazy, during the events of *The Armageddon Éclair* (this is mentioned while Prick is on the toilet – just chose "World Events" when reading the paper). She arrived at Arc 19 as a refugee just two weeks before Prick meets her in the opening of *The Ejection Rejection*. At the end of that game, she and The Chief began their affair. Much later (just days after *Wreck The Halls*), she begins dating Harry. All of these events (hopefully) explain why the Big Crazy has really caused her to get a little crazy herself (so to speak).
- We learn a bit more about Harry too. If you listen to what he says very carefully, certain details about his past don't quite add up. Something fishy going on with that guy...
- We've known for a while that The Chief was blackmailing Mayor DuChamp. Now we learn that she was extorting her to help fund Noriko's secret project: The Blue Jackal. Good thing too! The only thing that can save the day now is a 1980s-style Super Machine!
- It's official. Even in the distant future of *Barn Runner*, America is still not on the metric system.
- The little green robot who tried to sabotage the launch has been with this series since the start. After the credits roll, we learn just how important to the story he has always been.
- The gray robot berating the little green robot is the same robot who took Prick up in the elevator at the RitzPlex in chapter one. We'll see even more of her in upcoming chapters.
- If you look at Noriko's pocket tool, the story she relates provides the back story to the disc Prick finds at the end of *Wreck The Halls*.

- Among the many, many things you can pull from the big box is a copy of Larry Vales III. Larry Vales was the gaming series that got me into AGS in the first place. There wouldn't be a Barn Runner series without it. Sadly, Larry Vales III never made it past the demo stage. You can also find Men At Work Greatest Hits Volume 6. Equally as tragic, they never made that many albums.
- Also in the box is a scrap of paper with a bunch of numbers on it. This is the same scrap Prick used to get into the briefing room at the start of chapter two. If Noriko finds this, it will allow her to bypass a puzzle in chapter five (provided you use campaign codes, of course).
- I was in the U.S. Air Force and my love for avionics is evident in all the control panels for the Jackal. Most of those buttons and indicators would have very useful real life functions!
- The two drones who are built the survival bunker were popular with the play testers. They'll have a much larger role in chapter five.
- Eileen Delroy was first mentioned in Wreck The Halls. If you used the radio early in the game, you could talk to a trucker who was fond of high heels. This same trucker is mentioned in this game by June Delroy.
- If you look at the sign with the red arrow outside the general store, you can go inside and ask Clem to see the puppet show!
- One of my play testers felt compelled to tell me that bell peppers don't actually grow on trees.
- Bobbi speaks extensively of Chief Ironhorse, as does June Delroy. He and his motorcycle riding tribe were supposed to have a larger role in this game. Sadly, they were cut out at the last minute. They live on only in the biker gangs on the white motorcycles you see during the Fast Eddie chase sequence. I may try to bring them back in a future game.
- Speaking of cut content, if you look at the area map in this document, you'll notice another location further up creek. This area, the Leg Snappin' Rapids, was a major arcade sequence that was cut out fairly early in development. I also removed Spring Break Wet T-Shirt Blast!
- Bubba returns! This guy is the first BGCZ local you ever meet, way back in the Armageddon Éclair. TIP: Look at his truck and then ask him if he's having troubles with it. You can finally get him to return the Multi Tool he stole from you so long ago. You can then take that broken tool and sell it to Bobbi for five bucks!
- Here's another way to make some extra money. When you read the Yard Sale Shopper, it mentions a missing chicken (there's a flyer posted on a pole you see when you fly to the fairgrounds too). Talk to Hilde about it. When you go to Cleetus' shack, look at the cage. Talk to him about it. He'll trade you the chicken for an alarm clock you can buy at the general store. Give the chicken to Hilde and she'll give you a hundred bucks!
- One more way to make money. Put a token in the slot machine. Before you pull the handle, press SHIFT and 4 together (this makes the \$ on many keyboards). You'll get a jackpot the next time you use pull the handle! That's another hundred bucks!
- If you've got the adult patch installed, when you talk to Bocephus about his history with Mabel Delroy, then next time you return, he'll have Mabel's old pin up on the wall behind him.
- Bocephus talks about the Manitoba Tobacco Company. This is reference to the show *King of The Hill*.
- The music from Bobbi's Junkyard is from the junk-centric show *Steptoe and Son*.
- The orphan boy's strange way of speaking is lifted from the old movie *Children of the Corn*.
- Among the many cars you see on the road are cars from *The Rockford Files*, *The Fall Guy*, *The Dukes of Hazzard*, *The Ballad of Ricky Bobby*, *The Road Warrior*, *Starsky and Hutch*, and *Smokey and the Bandit*.
- The trucks in the parking lot of the Honky Tonka Truck Stop are (from top to bottom): The Rhino from *M.A.S.K.*, Jack Burton's Pork Chop Express from *Big Trouble In Little China*, The Big Red Rig from *BJ and the Bear*, the Knight Industries Mobile Garage from *Knight Rider*, the Rolling Command Center from *Pole Position*, Optimus Prime from *Transformers*, the Landmaster 1 from *Damnation Alley*, and the tanker truck from *The Road Warrior*. Out back, by the dumpster, is Emmet's rig from *Full Throttle*. Lastly, seen in the panning shot when you first visit the truck stop is the high tech helicopter / semi truck from *The Highwayman*.

- The truckers eating in the lobby are (clockwise from lower left) Emmet from *Full Throttle*, Major Denton from *Damnation Alley*, Iceman from *Smokey and the Bandit III*, Highway and Jetto from *The Highwayman*, Large Marge from *Pee Wee's Big Adventure*, and B J McKay and his pet monkey from *BJ and the Bear*. Most of them quote dialog from their respective shows. (Highway quotes the opening monolog from the pilot for his show) (Note: Ben Chandler was nice enough to not only loan me Mailbot but also translate Jetto's lines into something more Australian sounding)
- The advertisements on the side of the general store are from *Calvin and Hobbes*, *A Face In The Crowd*, and *Strange Brew*.
- More product placement: The beer bottles in Fast Eddies cave are Panther Pilsner (from *The Three Stooges*) and Black Death malt liquor (from *WKRP In Cincinnati*). The DNA Cowboy brand condoms are a reference to several of Mick Farren's novels.
- Yet more references to The Big Wet Bottoms. One wonders if I'm going somewhere with that...
- The complicated reasons for why the men of the USPS continue to fulfill their duties was first hinted at as an Easter Egg in Wreck The Halls.
- Among the trophies on the wall in Cleetus' shack are a Night Chicken, a graboid from *Tremors*, and no ordinary rabbit from *Monty Python and the Holy Grail*. (If you keep visiting the Postal Bunker late in the game, the sentries on the roof will begin to quote for this movie.) Also, he has a rug made from an AstroTurfle. You saw one of those before in Pastor Love's room in Wreck The Halls. (A young Pastor Love appears in the small photo on Eileen's wall)
- Clem says he was once attacked by a Basselope. This is a reference to *Bloom County*.
- Search the ashtray in Eileen's room. You'll find a pack of matches. These will come in handy in a future chapter (provided you use the campaign codes, of course)
- Scattered throughout the game are six eight-track tapes. Give these to Bocephus and he'll give you ten tokens for each one. You can find them in the following places: Inside the grille of the green truck by the dumpster, under the mattress in Fast Eddie's cave, by giving a token to the orphan boy, mixed in with the mail bags in the vault (look for it once Cole has put Hilde's package on the table), on the road after you beat Fast Eddie in a drag race, and on the dinner table if you get the wild pickle by beating the arcade sequence.
- Give the orphan boy five dollars and he'll give you a copy of *Elvis Shrugged* (which is a real book, by the way). If you help the little girl color, when you give the book to Elvis, he'll give you *The Waters of Graceland* (which will come in handy in a future game). If you didn't help her color, he'll give you twenty bucks instead.
- The Cyclone Alley arcade is a pixel for pixel recreation of the same level in *The Ejection Rejection*. Recreating a level designed for the Game Maker engine into one useable by the AGS engine was a real challenge!
- If you look at the end of the tunnel as you leave the underground lake arcade, it's the same tunnel from the beginning of the secret level of *The Ejection Rejection*! If you have the Director's Cut on, you'll even see the same Duck Hunters waiting outside for you.
- Way back in the Armageddon Éclair, if you drank the moonshine, a cow would talk to you. Now we know that Prick wasn't hallucinating that detail.

