

# **BARN RUNNER**

**THE FOREVER FRIDAY**  
**PART ONE**



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Submit any corrections or revisions to the author for inclusion in a later version.

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# INTRODUCTION

Four and a half years ago, I finished work on the first Barn Runner game, *The Armageddon Éclair*, a two chapter long introduction to the world of Prick Peckard and his unusual home city of Arc 19: Evansville. I knew the next multi-chapter game, *The Forever Friday*, would be quite a bit more involved than the first game and would require a much longer development time (I figured a year or so, compared to *Éclair*'s six months – damn was I optimistic!), so I planned to fill out the world a bit more and properly introduce the characters who would become so important to the story later on, rather than rushing them onto the stage when *The Forever Friday* made its debut.

It seemed like a good idea at the time.

*The Ejection Rejection* introduced Dr. Noriko., *Don't Jerk the Trigger of Love* introduced Debbie. *The Prick Who Came in From the Cold* hinted at the goings on around Prick that he was too dense to notice (and filled in the world of the Blue Grass Containment Zone to boot). At the end of each game, the closing credits promised that the next big game, *The Forever Friday*, was just around the corner.

Of course, development on that game went through one set back after another. Hard drive crashes, corrupted builds, endless bugs. Newer versions of AGS were released, making my previous builds of the game incompatible with the new code (which I really wanted to take advantage of – hopefully this game shows how much that all that spiffy new code had to offer!), so rebuilds followed. One after another. Scripts were revised. Some new characters were added, others merged to streamline the narrative. Prick got a girlfriend. Then lost her a draft later. One charming little girl was brought in. Then bumped back to a later game in the series so she wouldn't have to face a terrible fate (what can I say? I'm a softy). A man-crazy, booze-fueled floozy got more wanton with each revision, and lost more clothing as well. A ghost had his entire life ripped away at the last second.

Years went by.

*Cyclone Alley* and *Wreck the Halls* were released (three Christmas games in a row!) to keep the Barn Runner universe alive while I toiled away on *The Forever Friday* (the irony of that title becoming more apparent with each passing year). The two, story-filled chapters pushed out aggressively in all directions, until I had a six-chapter behemoth on my hands. Play testers came and went. One of them almost died in a tragic boating accident. I chipped a tooth in a fight over a girl whom I'm not even speaking to anymore. I decided to go back to college. I wasn't even sure I could stay focused on the project after so many setbacks.

I began to wonder if I shouldn't call an end to this whole embarrassing affair before it turned into my own personal *Duke Nukem Forever* vaporware hell (if it hadn't already!).

But, at long last, here I am. And here it is. I hope the wait was worth it. I know the story certainly benefited from all the delays. Using that time to develop those other little games really allowed the world to breathe. Plus, the expanded plot lines that they brought to the table play even more into the ultimate point I'm trying to make with these stories – at least, I hope it becomes apparent once this series is complete and everyone can look back on what I spent so many years working on.

I guess each of you will have to make that judgment call once all is said and done. In the meantime, here is the first chapter (five in all) of the fifth Barn Runner game (the halfway point of the entire series).

Allow me to present *Barn Runner 5: The Forever Friday – Chapter One: Detour at the Crossroads of Destiny*.

Scott LeGere

# SYSTEM REQUIREMENTS

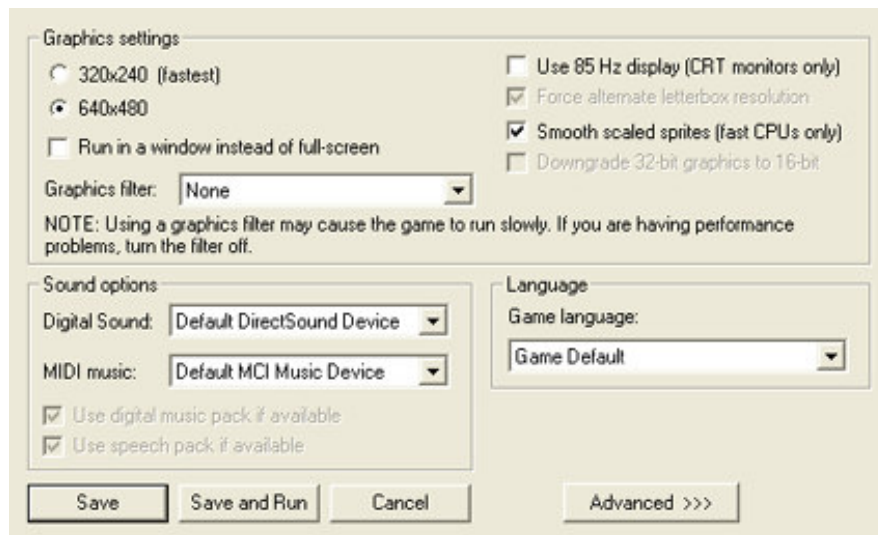
- Windows 95/98, 2000, ME, XP, or Vista
- 1 GHz Processor
- 256 Mb of RAM
- DirectX compliant sound and video cards
- 100 Mb hard drive space

# INSTALLING THE GAME

Download and unpack the game .rar file and unpack it with WinRar or a similar program into any folder you like. (I'm going to assume you've already done that since you're reading this.) The game is now installed and ready to play.

# SETTING UP THE GAME

Once the game file is unpacked, you may want to run the *winsetup* utility to configure the game to suit your preferences. Double clicking on the *winsetup* icon will open the following window:



## Graphic Settings

- You can change the game resolution to 320x240. This will sharply degrade the game graphics but will allow the game to run faster on older systems.
- You can run the game in a window so that you can still see your desktop behind it but this requires more power from your CPU and may slow the game down.

- Graphics filter options allow you to run the game on newer video cards that don't support older resolutions, or laptops with widescreen displays. However, this will slow down the game, so make sure you exceed the minimum system requirements!
- Using an 85 Hz display for your CRT monitor may reduce or remove video flicker (if you are experiencing any) but this is not guaranteed to work on all monitors and NOT AT ALL on flat panel displays.
- Smoothing scaled sprites will improve their appearance but may slow down the game. Don't use this unless your computer exceeds the minimum requirements.

### **Sound Options**

- Digital Sound does not require altering, as Barn Runner uses no digital sound.
- MIDI Music uses your default MIDI player though you may elect to disable the music altogether.

### **Language**

- At this time, *Barn Runner: The Forever Friday* is only available in English.

## **PLAYING THE GAME**

*The Forever Friday* combines both no-longer-fashionable adventure gaming with embarrassingly-out-of-date arcade action to place it at the very forefront of late twentieth century gaming technology. It's like some sort of gaming time machine!

## **ADVENTURE GAME CONTROLS AND INTERFACE**

### **CURSOR MODES**

There are four cursors in *The Forever Friday* (as depicted below). Right-click the mouse to cycle through them, or spin the mouse wheel (if you have one).



(From left to right: WALK, LOOK, TOUCH, TALK)

**WALK** – Place this cursor wherever you want Prick to walk and left-click. He will walk as close to that point as he can.

**LOOK** – Place this cursor over anything you want to look at and left-click. If Prick has anything to offer, he will let you know what he thinks about it.

**TOUCH** – Left-click this cursor on anything you want Prick to pick up, push, pull or otherwise handle and see if anything happens.

**TALK** – Use this cursor on any person you want Prick to talk to and watch the conversation ensue.

## GRAPHICAL USER INTERFACE

The GUI (Graphical User Interface) is a control panel that allows you to access most of the game functions. Moving the cursor across the top of the screen during your game reveals the GUI, which looks like this:



Click a button to activate its function. From left to right, they are:

**WALK** – (Activates the cursor mode of the same name).

**LOOK** – (Activates the cursor mode of the same name).

**TOUCH** – (Activates the cursor mode of the same name).

**TALK** – (Activates the cursor mode of the same name).

**GEAR** – This brings up the Inventory Interface (covered in the another section).

**ITEM IN HAND** – Displays whatever inventory item you have currently equipped.

**SAVE** – This brings up the Save Game interface (covered in another section).

**LOAD** – This brings up the Load Game interface (covered in another section).

**QUIT** – This drops you back into your much less exciting life.

**TRIVIA** – This displays random, possibly interesting tidbits about *The Forever Friday*.

**CONTROLS** – This brings up the Setup interface (covered in the next section).

## SETUP INTERFACE

This allows you to adjust the game further once you've begun playing.



**GAME SPEED** – Adjust this slider to change how quickly Prick walks and how fast the world moves around him.

**TEXT SPEED** – Adjust this slider to make people speak more slowly (or more quickly if you're some sort of freakish speed reader).

**MUSIC VOLUME** – That looping MIDI track getting on your nerves while you're stuck on a puzzle? Turn it down for a while. Or crank the volume and annoy those around you with obnoxious MIDI tunes!

**GAMMA** – World too bright or too dim? Adjust this to make the screen brightness just right. (Note: This only works in full screen mode. If you're playing the game in a window, then this slider is just something to be batted back and forth like a cat toy.)

**ARCADE MODE** – This slider enables you to skip the action bits if you like. It can be adjusted at any time during the game, allowing you to skip a particularly tough sequence but still choose to play other arcade bits later.

**DIRECTOR'S CUT** – If you want to experience *The Forever Friday* in its complete, unedited, much too long and rambling form, then switch this on and the game will use the "first draft" of the story script and throw lots and lots and *lots* of dialog at you. Be warned, this mode is excessively talky and overlong. Stories are edited for a reason but if you want to take a look at my original "everything but the kitchen sink" version of the

story, then give this a whirl. But, just like the Arcade Mode slider, this can be switched back and forth at any time during game play, so once you've gotten tired of reading all those jokes that didn't really work and were quite sensibly trimmed out, feel free to switch it off and go back to the much tighter narrative. Why, just look at how much longer this entry is compared to those around it! This is just the sort of thing that lies in wait for anyone foolish enough to activate the Director's Cut! You have been warned!

**ABOUT** – Copyright notices to make both Chris Jones and myself happy.

**QUIT** – This button allows you to quit the game from within the Setup interface.

**LOAD** – This button allows you to load the game from within the Setup interface.

**SAVE** – This button allows you to save the game from within the Setup interface.

## SAVE / LOAD INTERFACE

You never know when you might suddenly keel over dead, so, unlike the much less user friendly “real life,” *The Forever Friday* allows you to save your progress at any time.



*The Forever Friday* has twenty slots reserved for saved games. To save a game, just select one of the slots (represented at first by a Test Pattern picture). The test pattern will be replaced by a screen shot of your current location in the game. Type in a brief description beneath the picture and select OK to save the game. If you change your mind



and decide not to save your game, press DONE or OOPS to exit the interface without saving.

To load a game, select a saved slot by clicking on its picture and clicking OK. As before, if you change your mind, just press DONE or OOPS to exit without loading. If you want to save a game in a slot that already has a saved game stored there, you will be asked if you are sure you want to overwrite the slot.

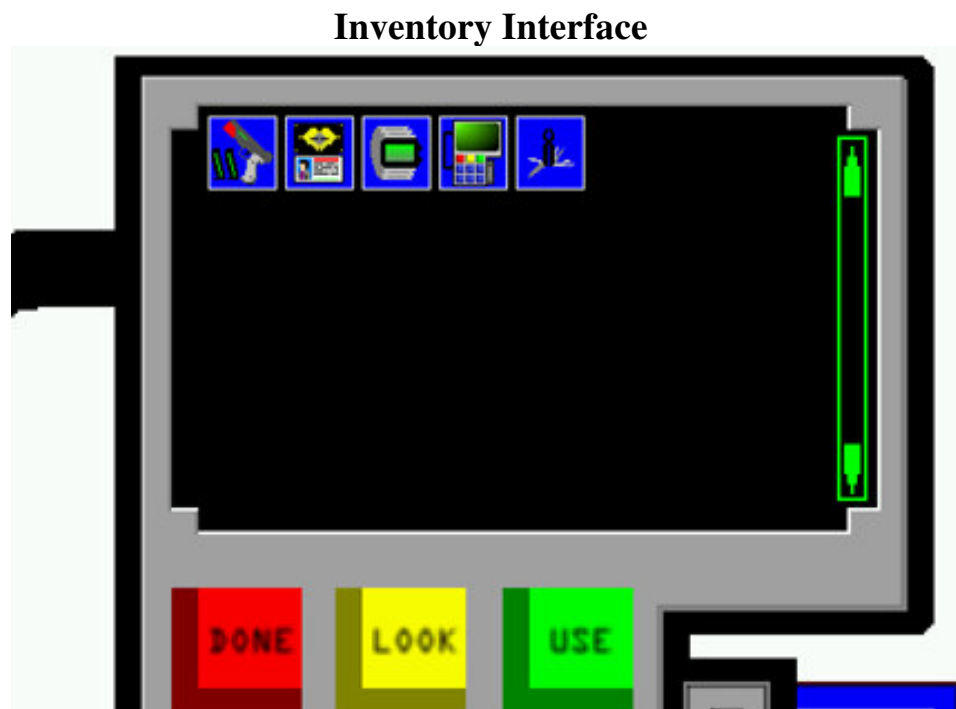
Scroll through the available Save / Load slots by using the arrow keys on the side of the interface.

## INVENTORY INTERFACE

The world is a dangerous place and you never know when that toothpick you fished out of a pay toilet will save your life. Like any good detective, Prick knows to collect the clues he finds along with other useful things he discovers along the way.

Some things you start the game with (like your badge and gun), other things you may pick up along the way. Using the inventory is easy and is handled from a single window.

This box (opened by the “Gear” button on the GUI) displays the things Prick is carrying in his coat at the moment. Each picture represents an item Prick is carrying.



The buttons on the bottom of the window allow you to interact with the items.



**LOOK** – Left-click this button and select an item to look at. Prick will tell you about the item.

**USE** – This button allows you to “pick up” an item from the inventory box. The item will now “float” on your cursor point, allowing you to use it (more on that below).

**DONE** – This button closes the inventory window.

There are also two arrows on the side that allow you to scroll your inventory up and down if you are carrying more items than can be displayed in the box at one time.

## USING THINGS

If you need to use an item in your inventory on something in the game world (for example, using a key on a locked door), all you have to do is open your inventory, use the **USE** button to select the item and, once it is floating on your cursor, close the inventory box. Then place the item over the object you want to use it on and left-click. Nothing may happen but if you have chosen the right item for the task at hand you will get results or you may get a message telling you to try another item.

## USING THINGS ON OTHER THINGS

Some items can interact with other items inside the inventory box. Sometimes this can be quite obvious other times it might seem a little abstract. That’s the appeal of adventure games, baby!

To use an item on another item, for example using an energy magazine to reload an empty pistol, just use the **USE** button to select the magazine then place it over the picture of the pistol and left-click. The magazine will disappear and the gun will be reloaded. You could also choose to reverse the process and drag the pistol over the magazine with the same results.

Don’t be afraid to experiment. If you’re stuck and can’t figure out how to get past a puzzle, then try combining items in your inventory. Maybe you’ll produce something that you need.

# ARCADE GAME CONTROLS AND INTERFACE

## WEAPONS

Sometimes in the life of a hard-boiled detective, it all comes down to who has the biggest gun. Prick has access to the following weapons in chapter one of *The Forever Friday*.

### Guns of the *Barn Runner* World



**SPATHA** – This is, hands down, the most powerful handgun in the world. It will destroy most robots with a single shot and is capable of destroying even the most heavily armored robots, provided you can put enough shots into them before they get their claws on you. A human hit by this weapon would be vaporized instantly, so be careful if you have to shoot at a robot through a crowd of panicked people. Each power pack for this weapon holds three shots.

**KOPESH** – A concealable backup piece designed as a companion to the Spatha, this short ranged pistol is just as deadly, but only out to a distance of fifty feet or so. Beyond that, the beam loses focus and dissipates quickly. This small weapon must be reloaded after every shot.

**SAPPARA** – The standard police model stun pistol. This oversized, triple barrel weapon fires a trio of incapacitating shots with each pull of the trigger, guaranteeing that you'll drop your target every time. However, stun blasts only work on flesh and blood targets – robots are unaffected by them (which is why Prick rarely carries this weapon). Most police officers carry stun guns, as it is illegal to use weapons with higher power levels (like the Spatha or Kopesh) on humans as part of normal police actions. Two magazines are required to power this weapon, and together they provide ten triple-blasts before reloading is required.

### Gunfight HUD



(Arcade Cursor Mode: SHOOT)

This is the Heads Up Display used in all of the shootouts in the game. It appears at the top of the screen and provides all the information you need to come out on top in a gun battle. Click a button on the HUD to activate its function.

**HEALTH** – This indicator displays how much health you have: from a maximum of four hearts, you may drop to as few as one and still keep fighting. However, if you drop below one heart, then you're taking a dirt nap.

**PISTOL(S)** – These boxes display the gun(s) you are holding in each hand, any reloads available for that weapon, and how many shots the gun has remaining. Prick usually prefers to carry only his Spatha, but sometimes he may carry one of the other guns as a backup. Of course, since Prick only has the two hands, that limits the maximum number of weapons you can wield in a gunfight to two. (Note: If Prick has more than two weapons in his inventory, he will draw the two most suited for combat before the shootout begins).

**CLICK HERE TO SELECT WEAPON** – This swaps one readied weapon for the weapon in your other hand (provided there is one, of course). The readied weapon is indicated by a green rectangle drawn around the weapon graphic. The backup weapon is indicated by a yellow rectangle.

**CLICK HERE TO RELOAD WEAPON** – This reloads your currently selected weapon, whether it is empty or not, so long as you have a spare magazine available. But be thrifty with your reloads. If you drop a magazine that still has shots left in it, you lose all the ammo left in that magazine (just like in real life). Unlike other games, discarded shots don't magically find their way back into your inventory. Reload prematurely too many times, and you may find yourself out of ammo at a critical moment!

## **MISCELLANEOUS STUFF**

### **OTHER CONTROLS**

**ESCAPE KEY** – There are many, many cut scenes throughout the game that advance the story. As this is the first chapter of a much longer story, there are a LOT of cut scenes in this game to set up the story to come. Also, many of these cut scenes precede the more action-packed puzzles in the game. Consequently, you may wind up seeing the same scene over and over as you try to negotiate the action sequence. Most of the cut scenes can be skipped when you tire of seeing them by pressing the ESC after the scene has begun.

**CTRL + ALT + X** – Pressing these three keys at the same time will shut the game down instantly. You can use this in the event that the game hangs up (unlikely) or if Windows locks up (more likely).

## CAMPAIGN CODES

Since *The Forever Friday* will be released in a serialized format (a new chapter every three months), key elements of your progress will be saved at the end of each chapter and, following the closing credits (you can hit the Escape key to skip them), you'll be given a special code you can use when you start the next game in the series. This code will permit you to carry over some of your non-essential accomplishments and active side quests into the next chapter, expanding the storyline even further.

However, the codes are completely optional. If you're not the sort to bother with side quests and prefer instead to focus only on the main story, then you can opt instead to start a new game and skip using the codes altogether.

## HINTS AND TIPS

### **Adventure Tips**

If you get stuck, try using everything you've found on everything around you. Though, of course, that applies to every adventure game ever made, doesn't it?

Talk to every person you meet. You never know what they might tell you.

If you're stuck on a puzzle, come back to it later. You might have missed something along the way that you need to solve that troublesome puzzle. Or maybe the walk will just clear your mind a bit and allow you to look at the puzzle in a new way.

Not every item you'll find is valuable. Some are just there to add flavor to the story, others are red herrings or the sort of MacGuffins of which Hitchcock was so very fond.

There may be a secret quest here and there, or an unusual item to find, but you'll have to look for them. You don't need to bother with any of it to finish the game, but it adds a bit of color to the world.

Save early. Save often.

### **Arcade Tips**

In combat, remember that the world carries on while you're busy reloading. Whenever possible, try to space your shots out so that you can reload during brief lulls in the battle.

Remember, the Kopesh cannot hit targets that are too far away. Also, it only holds one shot at a time. However, it reloads faster than the Spatha does, and it is faster still to switch to the Kopesh than it is to reload a weapon, making it a great "off-hand" gun when you don't have a spare moment to swap the power packs in your primary weapon.

The Sappara holds more than three times the ammo that the Spatha does, fires just as fast, stuns any human with one shot, but does not work on robots. It's a great workhorse for thinning out troublesome crowds when there's a murderous robot running amuck.

There are no doctor's bags, MediKits, or Band-Aids of any sort that magically restore health in the middle of combat (well, except for the occasional piece of miracle toast, but those only work on Christmas Eve). Getting hit in battle is bad and you can only get hit a few times before it's all over. If the bad guys are shooting at you, *shoot them first!*

An AutoSave precedes all the arcade sequences, so you can retry them endlessly. But if one proves too tough for you, load the game from an earlier saved place, and switch Arcade Mode to OFF. You can now breeze past that bothersome battle without so much as mussing your hair. Once it's behind you, you can switch the arcade sequences back on if you want to have a go at the later action-y bits, or leave them off for good.

## **OTHER TACKYWORLD GAMES**

If you enjoyed this game or if you just want to fill your hard drive with files you never open, then why not download some of my other games. They're free, you'll learn more about the world of Barn Runner, and we'll all be making the world a better place, filled with rainbows, puppies, and rainbows shaped like puppies.

### ***Barn Runner 1: The Armageddon Éclair***

The first Barn Runner adventure game. (Full Game - two chapters)

### ***Barn Runner 2: The Ejection Rejection***

An arcade flight game (Short Game)

### ***Barn Runner 3: Don't Jerk the Trigger of Love***

A small arcade shooter game (Micro-Game)

### ***Barn Runner 4: The Prick Who Came In From the Cold***

My first Christmas-themed adventure. (Short Game)

### ***Xmas 1: Cyclone Alley***

The arcade game follow up to *The Prick Who Came in From the Cold*. (Micro Game)

### ***Xmas 2: Wreck The Halls***

My second Christmas-themed adventure. (Short Game)

# **CREDITS**

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