

**Freddy Pharkas,  
Frontier Pharmacist**

**Game Design Document**

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for Sierra On-Line, Inc.

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# Design Considerations

## Changes from Larry5

- less HandsOff cartoon sequences
- return to more challenging puzzles
- don't expect everyone to finish this game
- Return of death. Forget about "No way to die!" There was no positive critical reaction to lack of deaths in Larry5.
- less multiple-path and multiple-puzzle solutions, except where it's logical and obvious to solve a puzzle in two ways or with objects you already have
- no "skipping difficult puzzles for no points"
- no "talk to a character until you get the solution" solutions
- smaller, tighter game
- less linear, more "round;" players can explore most of world immediately

## Larry5 Ideas to Keep

- lots of humor, silly stuff, non-sequiturs, anachronisms, goofy ideas
- extra points given for logical or funny actions unnecessary to complete FPPF
- characters understand all objects and all verbs available to the player at the time
- Fast Forward icon so player can skip ahead past any HandsOff cartoon sequences
- suggested "Save Games" after key progress has been made
- all "first person" scenes replace the Walk icon with the Exit icon

## A few thoughts

- a little sexy; some adult language
- a little arcade action, adjustable by "arcade level" slider in control panel
- puzzles well-paced with easy first, more difficult later
- at first, Freddy outwits others without resorting to violence; when battle is inevitable, he transforms back to gunslinger
- characters are realistic looking, but have ability to do cartoonish stretches, alterations, etc.
- keep the score displayed continuously in the icon bar
- cartoons have a flickery "stereopticon" effect for "Old West" feel and "silent movie" text "slides" with large borders like an old movies
- sepia-toned photographic images mark beginning of each act; image dissolves to full-color screen as game play begins. Each act begins with Freddy in a different area, close to the beginning action.
- text windows look like old Western newspapers: parchment color, frayed corners, Old West-type font
- control panel looks like old wood
- creative cursors: non-tracking, shaky cursor during target practice; cursor parks at bottom of screen before gun fight

- Freddy can't look like Larry!

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# Setting

## The Time

The entire game is set in Coarsegold, California in the late 1880s—30 years after the gold ran out. Once a major Gold Rush city, serving as supplier to thousands of gold panners and hard rock miners, when the gold ran out so did the populace. It's a town fallen on hard times. Current claim to fame: "home of the annual moonlight cow tipping festival." Current city slogan: "Gateway to Nowhere." Abandoned buildings decay everywhere. Even the town's railroad station is boarded up, the spur track overgrown with weeds since it was abandoned years ago when the trestle washed out and there wasn't enough traffic to warrant replacement. Coarsegold is isolated, off the beaten track and on its last legs—a shadow of its former glory. It remains merely to supply the few ranchers and cowboys in the area with food, drink, hardware, supplies and (rented) female companionship. The only similarities to the real Coarsegold are the foothill setting and gold rush history. Essentially, we're just using the name.

FPFP uses both daylight and nighttime exteriors, while the interiors remain constant. Exteriors must be designed with VGA palette-shifting in mind for sky colors and twinkling stars. Many puzzles have time limits that must be met before the town succumbs to disaster. The period of the 1880s allows us to have some inventions and knowledge available that wasn't common knowledge in rural California. Since oil plays a motivating factor in the plot, it's reasonable to assume someone from Pennsylvania might know about it, but someone from Coarsegold wouldn't, as oil wasn't discovered in California until the 1890s.

## The Town

The main street through town is called (cleverly enough) "Main Street" and contains what's left of the town's business district. Artistically, it is one, eight-screen-wide, horizontal-scrolling painting, that provides access to FPFP's business interiors. The near side of Main Street shows various railroad features, inaccessible to the player, that block nearly all access to the South and provide interesting shadows and shapes for Freddy to walk behind, i.e., an old railroad trestle, some cattle loading pens, grain storage bins, abandoned railroad station, assorted railroad buildings, etc.

These areas are along Main Street, from West to East. Each is not a full screen.

<u>Area</u>	<u># of rooms</u>	<u>Additional interior rooms</u>
Aunt Hill		
Robertson Cliff		
George's Gorge		
Blackwater Creek bridge		
Smithie's Blacksmith Shop	1	Close-up of exterior
First Bank of Bob	2	Interior, safe deposit box C.U.
Balance Street		(North to West Bluff Street)
The Golden Balls Saloon	2	Interior, Poker game
Mom's Cafe	1	Interior
abandoned Dirty Sheet Hotel		
Commerce Street		(North to Central Bluff Street)
Chester Field's Mercantile Co.	1	Interior
abandoned Post Office		
O'Hanohan's Barber Shop	1	Interior
Sheriff's Office	1	Interior

abandoned Telegraph Office		
abandoned Pee Pee's Playhouse		
Freddy Pharkas's Pharmacy	4	Store, back room, Lab Screen, bedroom
abandoned Assay Office		Only here to be burned down
Education Lane		(North to East Bluff Street)
schoolhouse	1	Interior, Penelope C.U., basement
oily swamps		

South of the railroad tracks lies the "bad part" of town. This is very limited. Abandoned buildings are implied, but on the other side of the tracks is nothing but:

<u>Area</u>	<u># of rooms</u>	<u>Additional interior rooms</u>
whorehouse	1	Waiting room, Madam C.U.

North of Main Street's shops are the three scrolling screens of Bluff Street, which lie at the base of Collier Bluff, the large hill behind town. These include foreground silhouettes of the town's residential area, and:

<u>Area</u>	<u># of rooms</u>	<u>Additional interior rooms</u>
Boot Hill		
sheriff's shooting range	1	Target practice M.S.
church		
Mom's Rear Entry		Access to saloon, hotel balcony
water tower		
Barber shop Rear Entry		Access only, no picture

## The Look

FPPF's style is not real Old West, but Hollywood Western Set Decoration style: wood-sided wood-framed buildings with wooden sidewalks beneath wooden overhangs and wooden false fronts with gaudy period lettering; wooden water tanks, horse watering troughs, hitching posts, outhouses, and out-buildings scattered throughout town; a small wooden dynamite shed behind the stable; a few two-story buildings (hotel, saloon, brothel), but only the hotel has an upstairs porch; all the stores and homes have lots of gingerbread, etc.

Stray dogs roam through town, lie down randomly, pant a while, lick themselves, then get up and walk off. No interaction with Freddy, just atmosphere. *Class Junkyard of Dog*

The various horses standing about should all be distinctive in manes, tails, size, color, saddlebags, saddles, ropes, rifles, etc.

Horseshoes hang above doorways, branding irons, ropes, whips, much Western memorabilia

wagon wheels, piles of firewood everywhere

privies, outhouses are common

Wanted: Dead or Alive posters everywhere



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# Plot Synopsis

You are Freddy Pharkas, bachelor pharmacist and small businessman living a quiet life in the rapidly-decaying former Gold Rush town of Coarsegold, California during the late 1880s. Only one person in town knows the secret of your past: you were raised to be an adolescent gunslinger and indeed, were once the fastest draw in the West, until that fateful day on a dusty street in Pecos when you finally met your match, had part of your ear shot off, and vowed to give up your life of excitement and “bad guy disposal” for your first love: pharmacy!

Your bucolic existence is short-lived, however, as simple Coarsegold’s peaceful karma is soon threatened by a series of troubles which its humble citizens are powerless to stop. Coarsegold’s salvation falls directly on your shoulders and it’s up to you to save your new hometown using nothing more than your wits (and possibly your pestle).

Your problems go from bad to worse. Outlaws invade the city; gunfire begins. The town madam persuades you it’s time to resume “your ol’ gunslingin’ ways to protect these simple townsfolk.” Persevering through wave after wave of villains, you finally learn who is behind these seemingly unrelated incidents and bring the guilty party to justice, so that Coarsegold may once again resume its previous boring condition, although with a considerably healthier tax base!

## The Prologue

...is a short, easily bypassable cartoon showing sepia-toned vignettes of your early life as a gunslinging toddler, your final gunfight, your new start in your new career in your new location, closing with the arrival of Coarsegold’s new schoolmarm. Over the vignettes, you listen to “The Ballad of Freddy Pharkas,” which tells your tale, Autrey-style.

## Act I

Game play begins with you standing outside the recently closed Dirty Sheet Hotel. You head for your Pharmacy to find a series of customers waiting to have their prescriptions filled. You realize one of the prescriptions is obviously dangerous—Ol’ Doc must have been drunk again when he wrote this one—and provide the correct medicine instead. The village smithie informs you he’s sold out his business and is leaving town because the horses have developed terrible, uncontrollable flatulence. The sheriff shuts down your pharmacy on an obviously trumped-up charge. Act I ends on a decidedly down note—you are out of business, your life and your new career in ruins.

## Act II

...begins the challenges. Your first is to cure the horses’ severe flatulence before everyone *has* to leave town! Then, “thar’s a stampede a’comin’”—a stampede of snails! Diverting the snails, you discover a Hindu trapped on an anthill, rescue him and hire him as your clerk. He soon becomes “Srini Lalkaka Bagdnish, my loyal Indian sidekick.” He proves himself invaluable, not only around the store (where he makes mistakes that prove helpful later), but in your defense of the town. It seems he has an uncanny ability to perceive, and warn you of, impending danger. Together, you halt an epidemic of diarrhea by purifying the town’s contaminated water supply. Running out of scatological openings, you then stop an arson fire threatening to burn down the entire city.

Intending to celebrate after the fire, you head for the brothel. As you approach, you overhear the banker plotting your demise with the sheriff! You head inside for a little pillow talk with the madam, who warns you of an impending invasion by a gang of rowdy cowhands. She convinces you your wits are no

longer enough; you must prepare once again to “sling hot lead!”

### **Act III**

...is your preparation for battle. You gather your pistols, holsters, and ammo. Your hands are shaky and your mouse cursor's aim weak. With Srini's help, you steady your aim, regain your accuracy and practice your quickdraw. You gather your “Festus Lauren wardrobe” and prepare a disguise: a silver ear which you make from objects found 'round the house!

### **Act IV**

...provides the tension you've been expecting. It begins with a slick riverboat gambler who sets up shop in the saloon, winning away the local bumpkins' real estate. You catch him cheating, and through some fancy shooting, freeze him in the act, then have him arrested.

Immediately, dozens of cowhands invade Main Street, firing their pistols “carelessly,” killing many locals until you stop them with a dose of laughing gas. Next, the notorious “Lever Brothers gang” challenges you to a shoot-out in which you are the primary target in a wacky shooting gallery arcade game. You “out-shoot-out” them!

Our climax is a one-on-one quickdraw standoff in the middle of Main Street, at

high noon, with your old nemesis, the evil “Kenny the Kid!” You can't win the duel, but if you tie, Kenny inadvertently reveals the source of your troubles—Penelope Primm, the new schoolmarm!

You patch yourself up, head for the schoolhouse with your six-guns cocked, ready for a “schoolmarm showdown!” Penelope whips something out of her bosom that captures your complete attention. You wake up in the basement just in time to see her light a stream of oil that explodes just after you escape. You dramatically “buckle swashes” with her until you must simultaneously dispatch Kenny the Kid and disarm Penelope, then slice the “sign of the Rx” into her shirt!

### **The Epilogue**

...recapitulates “The Ballad of Freddy Pharkas” with a few more choruses to wrap up our loose ends. Penelope's revelations concerning the value of oil revitalize Coarsegold, bring it untold wealth as it becomes California's first oil town! We conclude with a long shot showing the town covered with oil derricks and flaunting its gaudy new paint job. The village is abuzz with rumors about “...our masked protector,” and, “...will he ever return?” and, “Who the hell was the weirdo with the silver ear?”

You smile unassumingly.

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## Story Structure

### “The Prologue”

A short readily-bypassable cartoon describes your past life as gunslinger, your final career-changing gunfight, your new occupation, new start, new location, and introduces Coarsegold’s new schoolmarm.

### “Act I—Living the Dream”

*Restart Game* begins here.

Fill prescription #1 using easy-to-make pills from powders clearly labeled on shelves.

Fill prescription #2 by combining proper compounds per instructions in Game Manual to create medicine for pills.

Correct the drunken doctor’s erroneous prescription #3; prepare and issue the correct medicine instead.

Sell *Preparation G* to blacksmith; learn he’s leaving town after selling out to banker.

### INCITING INCIDENT

Sheriff shuts down pharmacy because “it’s a firetrap—why, this entire building is made of *wood!*”

### “Act II—The Plot Sickens”

Cure horses’ flatulence by Deflatulizing the town’s watering troughs while wearing a homemade gas mask.

Divert a stampede of snails into the canyon by spreading beer across their path.

Rescue and hire your “loyal Indian sidekick;” put him to work in your pharmacy.

Neutralize the town’s contaminated water supply.

Stop “the burning of Coarsegold” by spreading baking soda on the fire.

Visit Madame Ovaree and learn of threats to your life and worsening town troubles. Decide to accept the challenge, return to your old life, “strap on” once again.

### “Act III—Guns and Neuroses”

Prepare for battle: arm yourself, practice your target shooting and quick-draw.

Dress for success: find your wardrobe, make your ear disguise.

### “Act IV—Showdown at the Hallelujah Corral”

Catch the card shark cheating at poker, firing a tricky bounce shot to hold him for arrest.

Stop dozens of rowdy cowhands from tearing up the town by filling Main Street with nitrous oxide, causing them to roll on the ground, laughing, unable to shoot.

Stop the Lever Brothers gang through an humorous, mildly-arcade, shooting gallery.

### CRISIS

Lose part of your other ear to your old nemesis Kenny the Kid in a quickdraw gunfight.

## **CLIMAX**

Confront Penelope at the schoolhouse, save yourself with your student slate.

Escape from the basement before the explosion.

Confront Penelope again via swordfight. Kill Kenny as you slice the sign of the prescription in her shirt. Escape just as the schoolhouse explodes.

## **“The Epilogue—Go Rest, Young Man”**

### **RESOLUTION**

Another short cartoon wraps things up with another 3Space helicopter shot zooming back out from Main Street showing the town cleaned up, successful, and filled with oil derricks.

### **Controlling Idea**

You can't run from life's problems. Maturity requires you to face your problems.

### **SubPlots**

Penelope Primm's attempt to gain oil rights from townsfolk.

Your unsuccessful attempts at romance with Penelope.

Loyal Indian sidekick Srini's progress as an assistant; ends up medicine man on local tribal reservation.

“Diamond Jim” Laffer hits on all the town's women to no avail. A comic subplot, running gag, and inside joke.

The importance of sheep to the frontier man—and the women who love him!

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## Puzzle Order

1. Logo
2. Opening Fly-In
3. Titles
4. Opening cartoon
5. Credits
6. Ready For Business
7. Prescription #1
8. Prescription #2
9. Incorrect Prescription #3
10. Prescription #3 Under Glass
11. Corrected Prescription #3
12. "Preparation G"
13. Sheriff shutdown
14. Start Act II
15. Flatulent Horses
16. need gas mask
17. Snail stampede
18. Lemmings
19. hire a Sidekick
20. Brief your sidekick
21. Contaminated Water
22. Burning of Coarsegold
23. Overhear Sheriff & Banker
24. Madame Ovaree
25. Arm yourself
26. Target Practice
27. Quickdraw practice
28. Dress Up
29. Cat Ballou
30. Card Shark
31. Incoming Aces
32. Rowdy Cowhands
33. ROLFing Cowhands
34. Lever Bros shooting gallery
35. Kenny's Quickdraw arcade
36. bleeding in the dirt
37. schoolhouse showdown
38. trapped in the basement
39. sword fight
40. killing Kenny
41. end game cartoon

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## Characters

All the characters' Talk responses should be "curPuzzle-aware," if that seems reasonable for that character.

### **Freddy Pharkas**

Our Hero. "Pharmacy is my life!" Six years ago, soon after Coarsegold's only town pharmacist moved away, our hero showed up to set up shop. He is approximately 30 years old; tall, bespectacled, and appears to be physically weak, even wimpy; missing the upper part of his right ear, although we're careful never to show his right profile; intelligent, literate, professional, clever, humorous; a tinkerer, inventor, scientist; intensely private, speaks little of his past; "loves puns, double entendres and private moonlight walks near the stables." Although he is friendly and well-liked by all, he is close to no one. Wears somber black suits with string ties until he changes into his Palomino-colored satin and silk gunslinger outfit.

The townsfolk wonder why he moved to Coarsegold as he obviously doesn't fit in very well. He never says. He is single, never anything but polite to the few rare single women in the area. Once a month he frequents Madame Ovaree, the town madam—\$1, straight, no funny stuff.

What the townsfolk don't know is Freddy was once "Freddy Boy" Pharkas, the youngest sheriff and fastest gunslinger the West had ever known. Continually challenged by every young tough who was quick on the draw and had something to prove, Freddy lost part of that ear in his last gunfight against his childhood rival, Kenny the Kid. During his recovery, he realized those bastards would never stop until he took a bullet through the chest, so he resigned his post at the ripe old age of 22, went back East to college and began his new career. He became...

### **Freddy Pharkas, Frontier Pharmacist!**

### ***Srini Lalkaka Bagdnish***

Freddy's loyal Indian sidekick. Really from India, not a Native American. Came over to build the railroads, then found out they only hired Chinese. Helps keep the game moving by focusing the players' attention on the current puzzle. When we want him, he's there; otherwise, we don't know much about him. He wants to "return to my people" and at end of FPF, using your training, he takes a job at the local reservation as medicine man. Turban, dark-skinned, short, a contrast to Freddy. Throughout FPF he displays an uncanny ability to perceive impending danger and warn you (conveniently for the designer!).

If curPuzzle > "Brief your sidekick" && you've been outside at least once:

The first time you *Talk* to Srini after this, he reveals how he "over-ordered a little, but to make up for it, I've entered

us in the Western Regional Druggists' Association's Annual "Best Overpriced Vaseline-like Substance Display Contest." As you begin a lecture on "effective pharmaceutical stocking procedures," he interrupts with bad news: "throughout the town, there are long lines for the outhouses—someone has polluted the town water supply with laxative! You must help!"

Bump curPuzzle to "Contaminated Water" and set the badWaterTimer to 300 ?? seconds. If the timer expires before you purify the water tower, the death message shows lines of animated men outside outhouses. EndGame.

If curPuzzle > "Arm yourself" && you haven't encountered Srini before, he suggests "you could use a little target practice, Boss. Why don't I meet you over by Boot Hill in a few minutes." He then leaves, walking in that direction.

Some encounter with Srini mentions "I mixed a little sugar with some of that oily water from the swamp. It didn't taste very good, but when I added a little cocaine, you don't even notice. I think I'll call it Cola-Caine."

A later encounter mentions "I ordered a little extra baking soda to mix with some of that "turned" wine Sam Andreas had down in the basement of the saloon. I figured sodium bicarbonate (NaHCO<sub>3</sub>) plus acetic acid (CH<sub>3</sub>COOH) would produce plenty of carbon dioxide gas (CO<sub>2</sub>).

A later encounter mentions "I removed the caffeine and the cocaine and the oily water, leaving just the bubbles but no flavor. I'm going to call it '6-Up!"

Srini often quotes Hindu philosophy; says "Holy Cow" a lot.

### ***Ol' Doc Gillespie***

Alcoholic town physician. Always found playing poker in The Golden Balls Saloon. Gray hair, slightly overweight, sloppy dresser. Wears tiny dark glasses. Illegible handwriting. Writes wrong prescription which Freddy carries to him for reinterpretation. Nickname "Dizzy." Never seen walking.

### ***Penelope Primm***

The new town schoolmarm. Arrives in Coarsegold just before the start of FPPF. From the Pennsylvania oil country, a graduate of Meadville Normal School. Seems prim and proper. A loner. Stays away from everyone. "Devoted to my work."

Demure and quiet, she is the other half of Freddy's love subplot. Not beautiful, but pretty, does little to promote her beauty. Fascinating to Freddy, she does nothing to discourage his interest, while never furthering it.

"What if we just keep cutting down the trees and building wooden buildings? What happens when there's no trees left any more? Will this damage some layer of the atmosphere we scarcely know about? Will the constant burning of these wood fires pollute this crystalline atmosphere we all hold so dear?"

Because oil was discovered in Pennsylvania in the 1860s, she realizes the value of the “black gold” still under the town. She plots to gain control of the oil by running off the town’s inhabitants, so she can cheaply acquire the mineral rights for the rich oil deposits she feels certain lie below. In cahoots with Phineas H. Balance, the town banker. How and specifics are explained in the schoolhouse basement, at the end of the game.

***Madame Sadie Ovaree***

Our “hooker with a heart of gold.” Stereotypical Western madam and Freddy's closest friend, though they are scarcely close. Not a tart, bitch, slut, or cheat. Not good looking, but not hideous. Portly. Is interested in Freddy as a friend, as well as a customer. At least she has his ear (well, part of it) one night a month (along with some of his other organs). He refuses her girls, as Sadie is more discreet. She’s the only person in town who knows of Freddy's past. Therefore, she becomes the one who convinces him to revert to his old ways and save the town. Her scenes with Freddy are non-sexual.

***Gabby “Smithie” Smith***

Smithie, the village smithie. begins the horse flatulence puzzle and tells Freddy he’s sold out his business to the banker. Large, strong, muscular, stocky, bearded, sweaty, dirty, dim.

***Checkum P.  
“Chicken” Shift***

The cowardly, crooked sheriff. Known as “Chicken Shift” to most of the town. Rotund, lazy, sloppy, unkempt. Closes down Freddy's pharmacy, thus setting up the Inciting Incident. Loves coffee and apple pie. Gives Freddy ammunition or the gun cleaning kit for either one. He’s deviously controlled by the town banker, P. H. Balance.

***Phineas H. Balance***

The town banker. P. H. Balance is blatantly rich and pompous, owns the big house on top of Collier Bluff, the hill behind the town. Conservative, shifty, obviously crooked, owns the sheriff. At first, we’ll lead the player to believe P. H. is behind the town’s wave of problems. Actually controlled by Penelope; will “do anything for a chance to dust *her* erasers!” Works at the First Bank of Bob as custodian, teller, clerk, and officer. Too cheap to hire employees. Why didn’t he name it after himself?

***Wheaton “Aces” Hall***

Slick riverboat gambler. Brought to Coarsegold from Back East to take money, land, buildings, businesses from honest townsfolk via his poker-playing skills. Cheats using a third, fake hand. Freddy catches him cheating, then drops a chandelier on him, holding him in place until the sheriff comes.

***dozens of cowboys***

From the cattle drive that’s “jest’a passin’ thru outside’a town!” Interchangeable parts. Many look alike (since they’re the same view used over and over). These boys are hired to come in and shoot things up, scare the locals, and hopefully, drive ’em out of town. They have no interaction with Freddy other than to kill him whenever he steps out into the street! Freddy gasses ’em with laughing gas.



***The Lever Brothers***

Names: Lorne, Hoss, Adam, Little Joe. A quartet of marauding bandits, horse thieves, and cattle rustlers, obviously tough, up to no good, each with a sizable price on his head. They ambush Freddy as he leaves the brothel exterior after firing at the cannister of laughing gas. When the shooting starts, they become shooting gallery cardboard cutouts with red lights on chest and points painted on belly. When you shoot them, they fall over as if 2-D, then rise back up. Make 'em look mean.

***Kenny the Kid***

Big time, mean-assed gun-slinger from out of town. Ultimate bad guy. Has own rattlesnake soundFX he plays himself whenever he's around. Freddy can not out-draw him. Kenny either shoots Freddy dead, or preferably, shoots off his ear. Looks remarkably like Ken Williams, but surprisingly, no relation.

***Salvatore O'Hanohan***

Town barber and local "dentist." Irish-Italian, dark, swarthy, redhead. Loves Irish whiskey and opera. First barber in history to provide "reading material" for his customers. Trades Freddy a tank of nitrous oxide for some French postcards.

***Helen Back***

Proprietor of of "Mom's Eats" cafe ("You know it's good—all the stagecoaches stop there!"). "I want sumptin' to eat!" "Go to Helen Back." Freddy tries to convince her to put escargôt on her menu to clean up the town. Fails. Hates flies, always swatting.

***Sam Andreas***

Friendly bartender. Runs The Golden Balls Saloon, a (relatively) clean joint with no foul language while ladies are present, honest poker games, and drinks that are too watered down to get drunk on. Favorite sayings are "it's my fault" and "I'm honest to a fault." Sells beer to Freddy.

***Chester Field***

Proprietor of the General Store. Never seen, only yells out from back room "Help yourself, I'll be right out," but never shows.

***Whittlin' Willie***

Sits by the pot-bellied stove in the General Store whittling all day. If you *Talk* to him, he just makes small talk. But if you give him the silver medallion, he gives you clues about the lost wax casting process before handing the medallion back.

***Judge Jim Beam***

The crooked county judge. Only found in The Golden Balls Saloon, Jim is a whiskey drinker, poker player and tippling buddy of P. H. Balance. Only finds Freddy guilty whenever he's given the chance through a death sequence; otherwise, no interaction.

***"Zircon Jim" Laffer***

Great-great-grandfather of Larry Laffer. Self-imposed lady-killer, a guy "stuck in the 70's (1870's that is)." Looks just like Larry, only in 1880s wardrobe. Mark Twain white suit and hat. Local lumberyard owner. Harmless, humorous, non-essential character, his principal job is hitting on the new schoolmarm. No interaction with Freddy. At end of game, he wonders if you could make clothes out of the newly-discovered oil.

***assorted "drugstore  
Indians"***

Various Indians stand without moving outside the pharmacy holding cigars for no apparent reason. Running Gag. (No, that's not a description, he's one of the braves!)

***assorted townsfolk***

as needed.

***a sordid hookers***

Named after virtues: Purity, Chastity, Charity, Patience, Hope, Modesty, Virginal. No real roles, just hang around the brothel, looking for work.

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# Walk-Through

## “Act I—Living the Dream”

### Open For Business

A **door key** is provided in Inventory when FFPF begins; *Use* it on the front door of your Pharmacy to open up for business.

### Fill Prescription #1

Penelope Primm follows you inside as you open your Pharmacy. She hands you **Prescription #1** as soon as you are inside. Find the back room, discover how to access the Lab Screen. On the Lab Screen, Take an empty medicine bottle and a cork from the shelf and put them on the Lab table. Take the bulk liquid medicine jar from the shelf and click it on the graduated cylinder. Click the cylinder on the empty bottle. Click the cork on the filled bottle to create **Medication #1**. *Take* it, leave the Lab Screen, return to the store, and *Use* it on Penelope Primm.

### Fill Prescription #2

Helen Back hands you **Prescription #2** as soon as you give **Medication #1** to Penelope. Return to the Lab Screen. Find the pill-making machine, a graduated cylinder, a spatula, and place them all on the Lab table. Find a pill bottle and click it on the pill-making machine to place it under the machine’s spout. Take the correct bottle of liquid from the shelf, click it on the graduated cylinder until it is filled to the correct mark, put the bottle back on the shelf. Move the balance’s weight to the correct number, find the correct powder, place it on the table. Click the spatula on the jar to get some powder, click the spatula on the balance to place it there. Do this until the balance is balanced. Put the jar of powder back on the shelf. Take the powder from the balance. Click it on the pill-making machine to pour it inside. Click the graduated cylinder on the pill-making machine to pour its contents inside. Click the Hand on the machine to form the mixture into three pills. Repeat six times to make a total of 21 pills (“take three daily for a week”). Stick a cork in it. *Take Medication #2*, leave the Lab Screen, *Use* it on Helen Back.

### Fill Prescription #3

Madame Ovaree hands you **Prescription #3** as soon as you give **Medication #2** to Helen Back. Leave her in the Pharmacy, go to the saloon, *Take* the **whiskey glass**, click it on prescription #3 in Inventory to read it. Realize it is wrong, go to the saloon, find Doc playing poker, click **Prescription #3 Under Glass** on him. He realizes his error and corrects it. Return to the Lab Screen. Move the wooden box of crystals, three spatula/scoops, an empty bottle, the mortar and pestle, the medicinal papers, and medical powder #2 to the table. Measure three ccs of crystal granules into the mortar, measure two ccs of medical powder into the mortar, grind with the pestle, measure one cc of the mixture onto each sheet of paper, repeat until three papers are prepared. Click the papers on the wooden box to insert them inside. This creates **Corrected Medication #3**, *Take* it, leave the Lab Screen, return to the Pharmacy, and *Use* it on Madame Ovaree.

## Sell “Preparation G”

...to Smithie, who walks in as soon as you give **Corrected Medication #3** to Madame Ovaaree. After he requests “**Preparation G**,” you find it on the main shop screen (not on the Lab Screen as it’s an OTC drug). *Take* it, then *Use* it on Smithie. Smithie then sets up the banker subplot, and introduces you to the...

## “Act II—The Plot Sickens”

### Flatulent Horses

Smithie’s clue about the horses’ problem starts this puzzle’s timer. Whenever the timer is running, but before you’ve created the **Deflatulizer™**, whenever you walk outside the Pharmacy you get a warning about the aroma. *Take* the **tin can** sitting on the foreground shelf at Mom’s; *Take* some **charcoal** from Smithie’s hearth; *Take* the **ice pick** stuck in the wall behind the saloon; *Take* a **bridle** from one of the horses on Main Street. In the Inventory window, click the **ice pick** on the **tin can** to perforate it, click the **charcoal** on the **tin can** to place the **charcoal** inside, click the **bridle** on the **tin can** to create the **gas mask**. (Any other logical order of creation is also acceptable.) After a timer expires, you must wear the **gas mask** by clicking it on yourself before venturing outside. Get an **empty paper bag** from the General Store. Fill it with horse flatulence by *Using* it on the rear end of any horse with its tail up in the air to get the **horse flatulence sample**. Go to the Lab. Study the Game Manual to learn how to create the solution. The ingredients you need are on the Lab Screen. *Use* the **Deflatulizer™** on any horse trough and we fade to black, cover its application to all the town’s horse troughs through text, then fade up on you with your **gas mask** gone, standing outside your closed Pharmacy.

### Stopping the Stampede

Immediately, Paulette Revere rides through town yelling, “thar’s a stampeede a’comin!” to start this puzzle’s timer. **Snails** appear at Robertson Cliff. You could take the snails and give them to Helen Back for some points. You should *Take* some **money** from the pharmacy’s cash box, enter The Golden Balls Saloon, *Use* the **money** on the bartender to buy a **case of beer**. *Take* the **church key** sticking out of the lock inside the door of the church, go across the bridge, and *Use* the **church key** on the **beer** in the Inventory window. *Use* the now-**open beer bottle** on the snails. We see you pour a trail of **beer** leading the snails away from the bridge to the railroad track trestle, down the tracks to fall off rails’ “split ends” to their death in Blackwater Creek.

### Hire a Sidekick

Upon returning to Robertson Cliff after solving the snail puzzle, Srinu will always be seated on an anthill surrounded by swarms of ants. *Take* the **ladder** from the schoolyard slide, click it on the anthill to allow his escape. Hire him. We cut to the Pharmacy’s back room to see you give him his first assignment.

### Neutralize Contaminated Water

This puzzle’s timer begins when you first see waiting lines at the town’s outhouses. Go to the Lab, create the **water purification solution**, and go to Smithie’s blacksmith shop. *Take* the **rope** from the wall, make a **lasso** by clicking the Hand on the **rope** in the Inventory window. *Take* the schoolyard **ladder** from Robertson Cliff, return to the water tower, lean the **ladder** against the water tower leg, climb the **ladder** to the tower’s platform. *Take* the **ladder** from below you, then lean it against the tank by *Using* it on the tank. Climb to the top of it again. From the top, throw the **lasso** by clicking it on the

ornament on the top of the water tank. Your first two throws miss, but your third throw lassos the ornament on top. You climb the rope to the tank's roof. Click the Hand on the hatch to kneel down and open it. *Use* the **water purification solution** on the now-open tank. Fade to black; we skip the animation of your descent, then fade in on your bedroom with you in bed, asleep. Your ladder, rope and any other no longer needed Inventory objects are missing from Inventory.

### The Burning of Coarsegold

Your respite is brief. Srini awakens you with big news: "Fire!" You run downstairs and outside to see the assay office next door on fire. *Take* the **baking soda** from the sidewalk in front of your store. Go to the schoolyard, *Use* the **baking soda** on the east end of the teeter-totter, click the Hand on the swing to climb aboard, swing faster and higher by clicking the Hand on yourself as you swing forward, until you are swinging high enough to leap from the swing to the roof of the school. Click the Hand or Walk icon on the school roof to jump. Walk to the other end of the school roof, jump off onto the opposite end of the teeter-totter from the baking soda. You land on the teeter-totter, flinging the sacks of **baking soda** high into the air, across the street and onto the fire.

### Visit Madame Ovaaree

Since it's night and nothing else is open, you head for the brothel. Entering the scene, you overhear the banker and the sheriff standing on brothel porch, discussing your demise. *Take* the **French postcards** from a table in the brothel's waiting room. Enter Madame's "office." *Talk* to Madame, learn of the bad times coming, decide to save the town with your guns. Madame helps you "shoot off a couple of rounds" before you go.

## "Act III—Guns and Neuroses"

### Reverting Careers

Again we fade in on your bedroom with you in bed as you awaken. *Take* the **desk key** from your nightstand drawer. Walk downstairs to the back room, *Use* the **desk key** to unlock the pharmacy desk, open it, *Use* the same **desk key** again to unlock the cubbyhole drawer, open it, *Look* inside the drawer and automatically *Get* a letter. *Look* at the letter in Inventory to learn the name of the man you made swear to never give you your pistols again. Walk to Boot Hill, *Take* the **shovel**. Find Phillip Graves's tombstone. *Use* the **shovel** on the grave to dig it up. Click the hand on the now-open grave to jump in, open the casket, search Phil's clothing and *Get* your **safe deposit box key** and automatically refill the grave. Go to the bank, the banker threatens you and urges you to sell out to him and leave town for greener pastures. You reply you are "packing right now" as you *Use* the **safe deposit box key** on him. He enters the vault, retrieves your safe deposit box, places it on the counter, and leaves. A C.U. shows the safe deposit box. Click the Hand on it to open it, revealing your **lucky neckerchief** covering your brace of gun-fighting **pistols**. *Take* them both. Go to Mom's. *Take* a cup of coffee. *Use* it on the sheriff and he'll give you some **ammunition**. *Take* a pile of **steaming horse plop** from the street in front of Mom's Cafe; drop it on Mom's floor by *Use*-ing it anywhere inside the cafe. While Hop Singh cleans it up, go around to "Mom's Rear Entry." *Take* the **apple pie** from her window sill. *Use* it on the sheriff to get a **gun cleaning kit**. Click the **gun cleaning kit** on the **pistols** to clean them. Go to Boot Hill. Click the **bullets** on the **pistols** to load up, click the **empty beer bottles** on Srini to begin target practice. Choose your **pistols** from the Inventory window. Practice. Lots. Get accurate. After a while, Srini suggests you practice your quick-draw. When you're good enough, Srini suggests you need an outfit and disguise to hide from the sheriff who's still interested in killing you—he recommends a **silver ear**.

## Get All Dressed Up

Take your old **gunslinger clothes** from under your bed. Take the **boot black claim check** from your nightstand drawer. Use it on the barber to retrieve your **passenger pigeon-skin boots**. Return to the pharmacy, Take the **silver medallion** now hanging on the pharmacy wall. Use it on Whittlin' Willie in the General Store for a free clue concerning lost wax casting. Take some **wax** from the votive candles inside the church. Return to the General Store; Take the **knife** from the pot-bellied stove. Use it on the **wax** in the Inventory window to carve the **wax** into a **wax ear**. Take some **clay** from the freshly-dug grave in Boot Hill. Use the **clay** on the **wax ear** to form an **clay ear mold**. Return to the pharmacy's lab screen, Use the **clay ear mold** on the Bunsen burner to melt the **wax** and dump it out, creating an **empty clay ear mold**. Then Use the **silver medallion** on the crucible, Use the crucible on the Bunsen burner, heat it, then Use the crucible on the now-**empty ear mold** to fill it with **molten silver**. Click the Hand on the **silver-filled mold** in the Inventory window to break away the clay and remove your **silver ear**. Get dressed by clicking either the **ear**, **neckerchief**, **clothes**, or **boots** on ego. If your Inventory contains everything else you need to get dressed, we dissolve to your bedroom for a send-up of the Cat Ballou "dressing room scene" with you as Lee Marvin and Sрни as your faithful manservant, then fade in outside the saloon.

## "Act IV—Showdown at the Hallelujah Corral"

### Stop a Card Shark

Enter the saloon, walk to the poker table, click the Hand on the table. Cut to a M.S. first-person view of the poker game. (You are *not* in the game.) Whenever you watch him, "Aces" Hall wins. Click the Hand on his third hand while it is showing and you proudly announce, "You're cheating!" Then it's his turn to proudly announces "You're dead!" There's a pistol in his lap aimed at your heart! He orders you to turn around. We cut back to the L.S. of the room as you do, only to see you dive for cover behind the next table as Aces fires and misses. Fire your **pistol** away from him, at a small spot on the bar's foot rail. The bullet ricochets around the room, clips the chain holding the chandelier, which drops around Aces, clearly revealing his extra arm and hand. Sheriff "Chicken Shift" has no choice but to arrest "Aces" for cheating, so he does.

### "Kill" Some Local Cowboys

Leaving the saloon by the back way, you hear gunfire. Main Street is filled with local cowboys shooting up the town. If you enter West Central Main Street, East Central Main Street, or East Main Street, you always get shot—there's just too many cowboys for your twelve bullets. Enter the barber shop via the back door, Use the *French postcards* you took from Madame Ovaree's table on the barber. He accepts them gladly and gives you a bottle of **nitrous oxide** in return. Leave by the back door, go to Mom's Rear Entry, climb the back stairs of the hotel to the outside front balcony. Use the **nitrous oxide** bottle anywhere on the balcony, climb down the stairs, walk north, then west, then south, then south again to the brothel exterior. Enter the gazebo. From there, you can just see the hotel balcony. Carefully Use your **pistol** on the hotel balcony, squeeze off a shot, hit the **nitrous oxide** cannister's valve. We cut back to West Central Main Street, see the bottle break open and spray **nitrous oxide** over the crowd, silencing their guns as they all ROFL in the streets.

### Wash up The Lever Bros

As you leave the brothel exterior following your super-shot, you find the Lever Brothers waiting for you as you enter Main Street. They confront you, surround you and begin shooting. There is no escape. We cut to a arcade shooting gallery parody screen.

The boys turn into 2D, with flashing lights and points numbers on their chests. When you shoot them with your **pistol**, they fall over, then stand up again like cardboard cut-outs. If you miss and “hit” wood or glass, it explodes with realistic soundFX, but does no visible damage. The length and difficulty of this arcade game depends on your arcade setting in the control panel. There are no puzzles *per se* here. When the game ends, you return to Main Street once again.

### **Quickdraw Showdown**

Immediately, you hear and recognize “Kenny the Kid’s” theme music. He approaches, pauses, draws. You can’t draw your **pistol** before he makes his move. You die if you draw too slowly, but the best you can do is wing him, altering his aim so his bullet only removes a piece of your other ear. After Kenny leaves you dying in the dust, you *Use* your **lucky neckerchief** on your ear as a bandage, drag yourself to your feet, and we cut to the schoolhouse exterior.

### **Confront the Bad “Guy”**

You enter the schoolhouse under program control to find Penelope all alone. Her romantic advances, unbuttoned bodice, and rapidly revealed Derringer convince you to drop your gun belt. You have only a second or two to *Take* a **student slate** from a desk to protect yourself from her single shot. She shoots the slate, but as you then bend over to retrieve your gun belt, she beans you with her empty weapon, knocking you unconscious.

### **Get off the ground floor**

You regain consciousness in the basement, tied to a chair, your inventory stolen, wrapped in heavy rope like a mummy. She is curious about your identity, rips off your **silver ear**, drops it on the ground in her shock, fills in the back story for us, then lights a trail of oil that will soon explode. You drop to the ground, *Take* your **silver ear**, and sharpen it on the rock pillar. *Use* the **sharpened silver ear** to cut your ropes, then run upstairs.

### **Conquer Kenny**

Penelope grabs a sword from the schoolroom wall’s Civil War bulletin board. You *Take* the other **sword**, and you fight until you “push” her backwards far enough for her to trip on the schoolhouse stage. As she’s begging forgiveness, Kenny enters, late as usual. Since you’re not wearing the silver ear, he recognizes you. His surprised at seeing you again after all these years gives you just enough time to *Use* your **sharpened silver ear** on him. We see you fling it across the room, into his throat, killing him just as the smoking basement door bursts into flames reminding you that you need to exit quickly. You automatically slash the sign of the “Rx” into her bodice and leap from the schoolhouse door just as the entire building explodes! Kenny’s body is found within, but strangely enough, Penelope’s body is never found, thus giving us leeway for another sequel!

## **“Epilogue—Go Rest, Young Man”**

Run the “End of Game” cartoon.

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# Deaths

Each of these deaths has a specific icon cel, message text, and message window title text. Some icons will be full loops of animation. Some of those loops will cycle; others will EndLoop.

## **miscellaneous**

- walk off cliff
- sink into the oily swamp
- fall off water tower
- fail to correct prescription #3 in time
- jump off swing and hit schoolhouse wall
- jump off swing and fly off-screen into swamp
- jump off schoolhouse roof and miss teeter-totter
- jump onto wrong end of teeter-totter so baking soda smashes you

## **time-based problems** (complete the puzzle before timer elapses, or EndGame)

- sell out to town banker when he asks you to
- fail to control horse flatulence
- allow snails to slime town
- fail to counteract laxative in water tower
- allow city to burn down
- allow Aces Hall to win all the town through poker
- allow cowboys to shoot up town
- fail to escape from schoolhouse basement before explosion

## **handgun violence**

- cowboys shoot you for walking onto Main Street
- cowboys hear you on balcony laughing from nitrous oxide
- you try to shoot the cowboys from the balcony
- sheriff arrests you for murder when you shoot Wheaton "Aces" Hall
- Wheaton "Aces" Hall shoots you when you don't stay behind your table
- The Lever Bros out-shoot you in shooting gallery arcade
- Kenny the Kid outdraws you
- you fail to bandage your ear wound in time

## **schoolroom battle**

- you attempt to fire your gun when ordered to drop it
- you don't drop your gun belt quickly enough when ordered
- you don't grab the student slate lying on the desk
- you don't grab the other saber
- you don't press forward during sword fight
- you don't hurl your ear at Kenny



## **Inventory problems**

eat chemicals, pills, or medications  
consume horse flatulence sample  
consume horse flatulence medicine  
breath severe horse flatulence without gas mask  
breath horse flatulence with poorly constructed gas mask (several messages)  
eat snails  
drink beer  
drink contaminated water tower water from spigot  
drink contaminated water tower water sample  
take anti-laxative before adding to water tower  
eat 20 50-lb sacks of baking soda  
shoot yourself with your gun  
eat the steaming pile of horse crap  
breath nitrous oxide

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# Inventory

Note: In addition to the following objects which are classic Sierra adventure game Inventory objects (i.e., carry them anywhere, access them through the Inventory window at any time), FPPF's "Lab Screen" does its own Inventory manipulation. Many objects on the Lab Screen are only accessible and usable while in the Lab Screen; they are not added to Inventory. See the Lab Screen description for more information.

If you *Use* any of the wardrobe objects (passenger pigeon-skin boots, gunslinger clothes, or silver ear) on ego:

If the wardrobe is incomplete, Print "If your gunslinger look were only a little more refined, you'd be glad to change clothes. You vow not to change clothes until you have everything a gunslinger could possible want!"

Else, bump curPuzzle to "Cat Ballou," fade the current scene to black and go to your bedroom.

**door key** Provided in Inventory as game begins. *Use* it to open Pharmacy for business.

**prescription #1** Automatically given to you by Penelope Primm as you enter the Pharmacy for the first time. If you *Look* at it in the Inventory window you see, "Penelope Primm, 2 mls Tyloxapolynde orally 3x/7 days." folowed by, "Why, the poor dear! She must be suffering from the vapors, those injurious exhalations produced within the body creating feelings of hypochondria and depression." *Using* the prescription does nothing.

**medication #1** Prepared on Lab Screen. Game Doco suggests Pepticlymacine Tetrazole is an alternative to the Tyloxapolynde prescribed in Prescription #1. See "Lab Screen" for details. *Use* it on Penelope in Pharmacy. If you *Look* at it in the Inventory window you see: "Penelope Primm—for internal use only. 1 teaspoon orally 3 times daily with meals for 7 days."

If you *Use* it on yourself, you die. Show the collapsing EndLoop and print "Don't you remember the first lesson of pharmacy school? Never drink your own mistakes!"


**prescription #2** Automatically given to you by Helen Back after you give Medication #1 to Penelope. A *Look* while in Inventory window reveals drips and spots, as if whiskey had splashed on it, "Helen Back, Quinotrazate, 500 mgs, 3x/7 days." Game Doco includes instructions for preparing Quinotrazate. *Using* the prescription does nothing.

**medication #2** Prepared on Lab Screen, following instructions in Game Doco, using ingredients found on Lab Screen. See "Lab Screen" for details. Give to Helen Back in Pharmacy. If you *Look* at it in the Inventory window you see: "Helen Back, 1 tablet 3 times daily until all are consumed."

If you *Use* it on yourself, you die. Show the collapsing EndLoop and print "Don't you remember the first lesson

	<p>of pharmacy school? Never eat your own mistakes!”</p>
<b>incorrect prescription #3</b>	<p>Automatically given to you by Madame Ovaree as you give Medication #2 to Helen Back. A <i>Look</i> while in the Inventory window prints, “This prescription is extremely difficult to read. You think it says, “Testosterate, 25 mg/day.” then brings up an enlarged inset of the prescription, clearly showing a large round stain, exactly as if a wet whiskey glass had been set on top of it. (It was.)</p> <p>Madame’s name and Doc’s scrawly signature are readable, but many of the words are smeared by the water, and some of it looks like “Testosterate, 25 mg/day”.</p> <p><i>Use</i> it on Doc to show it to him. <i>Use</i> it on the whiskey glass (or <i>vice versa</i>) in the Inventory window to create “prescription #3 under glass” below. <i>Using</i> the prescription on anything else does nothing.</p>
<b>incorrect medication #3</b>	<p>Prepared on Lab Screen following instructions in Game Doco, using ingredients found on Lab Screen. See “Lab Screen” for details. A <i>Look</i> at it in Inventory says, “Testosterate ” <i>Use</i> it on Madame Ovaree in the Pharmacy to give it to her. Wrong answer. She comes back later and complains how all her girls have become masculine and hairy. You die of embarrassment.</p> <p>If you <i>Use</i> it on yourself, you die. Show the collapsing EndLoop and print “Don’t you remember the first lesson of pharmacy school? Never drink your own mistakes!”</p>
<b>whiskey glass</b>	<p>Find in bar. <i>Take</i>. If you <i>Use</i> it on yourself, print “Are you crazy? You’ve seen how Sam makes that stuff!” <i>Use</i> in Inventory window by clicking it on prescription #3 to create...</p>
<b>prescription #3 under glass</b>	<p>Created in Inventory window by combining Prescription #3 and the whiskey glass. Clarifies Prescription #3 so Doc can read it through the glass. Reveals wrong medication. Show it to Doc to create...</p>
<b>correct prescription #3</b>	<p>Given back to you automatically after you give Prescription #3 Under Glass to Doc.</p> <p>A <i>Look</i> while in Inventory window brings up a similar inset as before, but now the word “Testosterate” has been crossed out, the word “Estrosterane” and a big “OK, Doc” are scribbled in. The “25 mg/day,” “Madame’s name,” and Doc’s scrawly signature remain readable.</p> <p>If you <i>Use</i> it on yourself, print “You rub the paper all over your hands, but it still is legible!”</p>
<b>correct medication #3</b>	<p>Prepared on Lab Screen, following instructions in Game Doco. See “Lab Screen” for details. Give to Madame Ovaree in Pharmacy. Right answer.</p> <p>If you <i>Look</i> at it in the Inventory window you see: “Madame Ovaree, Estrosterane, 1 paper each morning after.”</p> <p>If you <i>Use</i> it on yourself, you die. Show the collapsing</p>

	<p>EndLoop and print "Don't you remember the first lesson of pharmacy school? Never drink your own mistakes!"</p>
<b>Preparation G™</b>	<p>Find in main part of your Pharmacy. Give to Smithie when he comes in preparing for his long ride. If you <i>Use</i> it on yourself, print "You heave... a sigh of relief."</p>
<b>empty paper bag</b>	<p>Find in General Store. <i>Use</i> it on the rear end of any Main Street horse with its tail in the air to obtain a horse flatulence sample.</p> <p>If you <i>Use</i> it on yourself, print "You are not going to hyper-ventilate in this game!"</p>
<b>horse flatulence sample</b>	<p>Get by clicking the empty paper bag on any ol' horse's ass in town! <i>Use</i> it on the Lab Screen to test for cause of flatulence.</p> <p>If you <i>Use</i> it on yourself, you die. Show the collapsing green ego EndLoop and print "You are a sick, sick little pharmacist!"</p>
<b>gaseous spectroscope</b>	<p>Find in back room inside large cupboard. <i>Use</i> on the lab screen to perform spectral analysis of the horse flatulence sample.</p>
<b>tin can</b>	<p>Find on the counter inside Mom's. <i>Use</i> in Inventory window to make gas mask. Can be "pricked" or plain. May also be used for target practice.</p>
<b>ice pick</b>	<p>Find behind the saloon. <i>Use</i> in Inventory window on tin can to make holes for its use as a gas mask. If you <i>Use</i> it on yourself, you die. Death cel shows Swiss Cheese Freddy. "Congratulations. Nice form, Mr. Ripper!"</p>
<b>charcoal</b>	<p>Find in blacksmith shop. <i>Use</i> in Inventory window to make gas mask by clicking it on the tin can.</p>
<b>bridle</b>	<p>Find hanging on wall at Smithie's blacksmith shop. <i>Use</i> in Inventory window to make gas mask by clicking it on the tin can.</p> <p>If you <i>Use</i> it on yourself, print "You glance around to make sure no one is watching, then flagellate yourself just a little bit."</p>
<b>gas mask</b>	<p>Create by combining "pricked" tin can, charcoal, and bridle in the Inventory window. If you <i>Use</i> it on yourself, we say you wear it, without any visible change in ego's view. Must wear before going outside during the horse flatulence period.</p>
<b>Deflatulizer™</b>	<p>Develop on Lab Screen. Place in any horse trough while wearing gas mask. After showing Freddy mix it in one horse trough, text covers its automatic distribution to the rest.</p> <p>If you <i>Use</i> it on yourself, you die. Death EndLoop shows Freddy dehydrating and shriveling up to a withered prune. "No one will ever point the finger at you, Freddy!"</p>
<b>a few snails</b>	<p>Find at Robertson Cliff. Can eat for minus points, or give</p>

	to Helen Back for plus points. If you <i>Use</i> it on yourself, you eat the snails. You die—"from a lack of garlic butter!"
<b>money</b>	Get from pharmacy cash box. <i>Use</i> in saloon to buy beer to combat snails.
<b>beer</b>	Get at saloon by spending money. If you <i>Use</i> it on yourself, you "rub the bottle cap across your lips. How fun!" Click it on the church key (or vice versa) to change it to...
<b>open beer</b>	Get by clicking church key on beer. Pour on ground at Robertson Cliff to divert snails. If you <i>Use</i> it on yourself, you "drink it all!" Then... "Burp!" Changes to...
<b>empty beer bottles</b>	Get by pouring beer on ground to divert snails. Used in target practice. If you <i>Use</i> it on yourself, "you coyly avoid a trip to the outhouse... but you refuse to carry those bottles around any more!" Remove from Inventory.
<b>church key</b>	 If it is shaped like this, it <i>could</i> conceivably open a bottle cap. Find it in the lock on the inside of the church door. <i>Use</i> it to open beer bottles at Robertson Cliff. <i>Use</i> it on the church door, but to no avail.  If you <i>Use</i> it on yourself, "you are amazed to find its shape precisely fits your navel, making a perfect belly-button lint remover."
<b>ladder</b>	<i>Take</i> from schoolyard slide. <i>Use</i> at Robertson Cliff to get Srini off the anthill. Also <i>Use</i> at Central Bluff Street to reach water tower platform.
<b>coil of rope</b>	<i>Take</i> from blacksmith's shop wall. <i>Use</i> the Inventory window's Hand to tie it into a knot to create a...
<b>lasso</b>	Create from coil of rope. <i>Use</i> at water tower to climb to top of water tank. If you <i>Use</i> it on yourself, "you strongly consider lynching yourself, but you decide you're hung well enough already!"
<b>water purification solution</b>	Develop on Lab Screen. <i>Use</i> it while on top of the water tower. A <i>Look</i> while in Inventory says "Bisalicylate Antitoxidene, Handle with Caution!"  If you <i>Use</i> it on yourself, you die. EndLoop shows collapsing ego. Print "You are now clean clear through!"
<b>nitrous oxide</b>	Get tank of nitrous oxide from barber/dentist. <i>Use</i> on Main Street to stop cowboys. [Real true fact: Nitrous oxide was first used by a dentist in 1844.]  If you <i>Use</i> it on yourself, "What a comedian! You really kill yourself. In fact, you die laughing." Show laughing ego loop.
<b>baking soda</b>	Find large pile of it on sidewalk in front of pharmacy shortly after hiring Srini. <i>Use</i> to put out fire at assay office. Chemical formula: $\text{NaHCO}_3$ If you <i>Use</i> it on yourself, you die. Use collapsing ego EndLoop.

<b>French postcards</b>	Get from the table in the brothel waiting room. <i>Use</i> in barber shop to trade for nitrous oxide. “ <i>Oooh, la la!</i> ” If you <i>Use</i> it on yourself, print “You smile surreptitiously! There could be a big future in photos like this!” A <i>Look</i> in Inventory shows some “titillating” cels, and a message in funny fractured French.
<b>candle wax</b>	Get from the votive candles inside the front door of the church. <i>Use</i> by clicking the whittlin’ knife on it in Inventory window to create wax ear.
<b>whittlin’ knife</b>	Find in Chester Field’s General Store where it was left beside the pot-bellied stove where some whittler. <i>Use</i> in Inventory window to carve candle wax. If you <i>Use</i> it on yourself, print “Good idea! Those fingernails were getting a little dirty!” A <i>Look</i> says, “Those Confederate Army pen knife replicas are becoming quite popular among the more sophisticated whittlers.”
<b>desk key</b>	Find in the nightstand drawer in your room. <i>Use</i> in pharmacy to unlock cubbyhole in your rolltop desk. Inside your desk’s cubbyhole you find...
<b>Phillip Graves’s letter</b>	Find in locked cubbyhole in the rolltop desk in the back room of the pharmacy. <i>Look</i> at in Inventory window to read it and discover you gave your safe deposit box key to a man for safekeeping and he vowed he would follow your wishes and never give it back. Search through Boot Hill until you find Phillip Graves’s tombstone.
<b>shovel</b>	Find stuck in freshly-dug grave in Boot Hill. <i>Use</i> on Phillip Graves’s grave in Boot Hill to dig it up.
<b>safe deposit box key</b>	After finding Phillip Graves’s tombstone and digging up his grave with the shovel, a <i>Look</i> at the open grave gives you the key. <i>Use</i> it in the bank to open your locked safe deposit revealing your...
<b>brace of pistols</b>	Get from safe deposit box in bank. Dirty, no bullets. Before using, must clean with gun cleaning kit. Must wear to The Golden Balls Saloon for poker game puzzle and always thereafter. <i>Use</i> throughout game to kill people and blow up stuff. Click the loaded pistols on any Inventory object at any time to make it explode. EndGame.  If you <i>Use</i> the loaded pistols on yourself, play the gunshot soundFX, then do an immediate exit to DOS.
<b>cup of coffee</b>	<i>Take</i> from Mom’s Cafe. <i>Use</i> in Sheriff’s office to swap for bullets (if you haven’t given him the pie) or for a gun cleaning kit (if you have).  If you <i>Use</i> it on yourself, print “Ummmm. Good to the very last drop.” Remove from Inventory. They can always go get more.
<b>steaming horse plop</b>	<i>Take</i> from street in front of Mom’s Cafe. <i>Use</i> in Mom’s Cafe by dropping on floor to distract Hop Singh from cooling apple pie. This is only good until the horsePlop-Timer expires. Then you have to do it all over again.

	<p>If you <i>Use</i> it on yourself, you die. Show collapsing End-Loop. Print "How disgusting!"</p>
<b>apple pie</b>	<p><i>Take</i> from behind Mom's Cafe after distracting Hop Singh by dropping the horse shit inside the cafe. <i>Use</i> in Sheriff's office to swap for bullets (if you haven't given him the cup of coffee) or a gun cleaning kit (if you have).</p> <p>If you <i>Use</i> it on yourself, print "You just can't resist nibbling off a little corner of the crust. No one will ever notice that!"</p>
<b>bullets</b>	<p>Get from Sheriff in swap for the apple pie or cup of coffee. <i>Use</i> in gun by clicking bullets on gun in Inventory window.</p> <p>If you <i>Use</i> it on yourself, print "Just where did you intend to stick those bullets, Freddy?"</p>
<b>gun cleaning kit</b>	<p>Get from Sheriff in swap for the apple pie or cup of coffee. <i>Use</i> by clicking on pistols in Inventory window to clean them. Contains rags, gun oil, rod, etc.</p>
<b>nitrous oxide</b>	<p>Get from barber by giving him the French postcards in trade. <i>Use</i> on cowboys on Main Street by shooting valve open from across town.</p> <p>Click the Hand on the bottle or <i>Use</i> it on yourself, either way, show the Death laughing loop, and print "you open the valve on the tank of nitrous oxide and you soon die laughing!"</p>
<b>lump of clay</b>	<p>Find in freshly dug grave in Boot Hill. <i>Use</i> in Inventory window (see <i>wax ear</i> below).</p>
<b>wax ear</b>	<p>Create in Inventory window by clicking the whittlin' knife on the candle wax. (<i>"Are you playing with ear wax again?"</i>) <i>Use</i> it in Inventory window by clicking it on the clay (or vice versa) to create...</p>
<b>medicine show elixir</b>	<p>Get from back of medicine show wagon outside Mom's rear. <i>Use</i> on Lab Screen to fill alcohol lamp.</p>
<b>wax-filled clay ear mold</b>	<p>Create in Inventory window, let harden. Heat with alcohol lamp on Lab Screen to melt the wax inside, then pour the wax out to create...</p>
<b>empty clay ear mold</b>	<p>Create on Lab Screen by melting the wax with the alcohol lamp and pouring it out. Wait until cool. <i>Use</i> on Lab Screen by filling it with the molten silver from the...</p>
<b>silver medallion</b>	<p>Find mounted on Pharmacy wall after Srini wins display award (after successfully completing target practice arcade game). <i>Use</i> on Lab Screen (see <i>silver ear</i> below).</p> <p>If you <i>Use</i> it on yourself, print "You hang the medallion around your neck, softly whistle the National Anthem and picture yourself standing on the next to highest platform while sweating profusely. You can't wait for 1896 to arrive! You remove the medallion."</p>
<b>silver-filled clay</b>	<p>Create on Lab Screen by clicking molten silver on empty</p>

<b>ear mold</b>	clay ear mold. Wait until cool. Click Hand on it in Inventory window to break clay mold thus creating...
<b>silver ear</b>	Make in back room by melting breaking silver-filled clay mold.  If you <i>Use</i> it on yourself and have a complete gunslinger's outfit, we cut to the dressing room cartoon. If you don't have everything, print "You will want to wear it later, but only after you have completed your outfit."
<b>gunslinger clothes</b>	Find in trunk at the foot of your bed in your bedroom. Your "Good Guy Model" hat is included.  If you <i>Use</i> it on yourself and have a complete gunslinger's outfit, we cut to the dressing room cartoon. If you don't have everything, print "You will want to wear it later, but only after you have completed your outfit." Once you've changed, "you can never go back." " <i>Mr. Pharkas's Wardrobe by Festus Lauren.</i> "
<b>boot black claim check</b>	Find in your room. <i>Use</i> in barber shop to retrieve...
<b>passenger pigeon-skin boots</b>	Get at barber shop by giving the barber your claim check. They've been there getting a shine.  If you <i>Use</i> it on yourself and have a complete gunslinger's outfit, we cut to the dressing room cartoon. If you don't have everything, print "You will want to wear it later, but only after you have completed your outfit."
<b>lucky neckerchief</b>	Find in your safe deposit box beside your pistols. If you <i>Use</i> it on yourself and have a complete gunslinger's outfit, we cut to the dressing room cartoon. If you don't have everything, print "You will want to wear it later, but only after you have completed your outfit."  "Wasn't this the neckerchief you were wearing when Kenny shot you?" As you lie dying in the street, after Kenny steps over you, you can <i>Take</i> the neckerchief off your neck and <i>Use</i> it on your newly-shot ear to keep from bleeding to death.
<b>student slate</b>	<i>Take</i> from schoolroom desk. You automatically <i>Use</i> it immediately to block Penelope's bullet.
<b>sharpened silver ear</b>	Make in schoolhouse basement by rubbing silver ear on pillar. <i>Use</i> by clicking on self to cut ropes. <i>Use</i> again upstairs to by clicking on Kenny to kill him.  If you <i>Use</i> it on yourself, print "It's too sharp to wear now!"
<b>Civil War sword</b>	<i>Take</i> from schoolroom wall. You automatically <i>Use</i> it immediately to block Penelope's attempt to kill you. If you <i>Use</i> it on yourself, print "It's bad enough Penelope's trying to kill you! Now you want to fall on your sword?!"



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# Scene by Scene Description

## Opening Sequence

### 100 Logo Screen

FPPF begins with the standard Sierra logo and opening fanfare, which then shrinks to a smaller size as the Title Screen pops on and the titles zoom out. When the music is finished (or any time earlier, if anyEvent), an animated dialog showing a smiling Freddy mortaring his pestle appears with five choices: “Restore,” “Prologue,” “Learn,” “Play,” and “Quit” (with “Restore” the default). Selecting “Prologue” skips to “The Prologue” below. Selecting “Learn” takes you to the pharmacy exterior in “learn mode” and begins the walk-thru. Quit exits. The others Restart and Restore.

### 110 Opening Cartoon

Erase the Title Screen and dialogue. Leave the Sierra Half Dome “Logo Screen” where it is, while we load the following animation. Half Dome dissolves into a matching VistaPro Half Dome. We fly around it, then away from it, and take a jet ride over the mountains to Coarsegold, 1888. We fly over the town to reveal its state of decay, fly down over Main Street at the Hotel, then slide right along Main to the Pharmacy, then fly in and down for a C.U. of the Pharmacy front window. As we approach the town, the music becomes more Western; when we stop at the window, we shift to a bit map of the Pharmacy window which serves as background, while the title pops on as dramatic Western music begins. Meanwhile, we load up SCI. As the musical introduction continues, it changes to less “Copeland” and more “Gene Autrey” for “The Ballad of Freddy Pharkas.” As the words describe Freddy’s life, we dissolve to...

### 150 The Prologue

...a sepia-toned screen with Freddy’s face in the center, as we show small, old-timey photos surrounding it. Above, “Prologue: Freddy Pharkas, The Early Years” is overlaid. “The Ballad of Freddy Pharkas” plays in the background, with synchronized lyrics positioned so the photos aren’t covered. The song tells the back story while a series of less-than-full-screen vignettes dissolve in and out of the screen corners. We see your upbringing back in St. Louis: Dad teaching you to quickdraw your tiny toy pistols; friendly gunfights with the neighborhood kids; and your rise to those not-so-friendly gun battles as “Freddy Boy” Pharkas, fastest gun in the West. Continually challenged by every tough who thought he was quick on the draw and had something to prove, you beat ’em all until that fateful day on a dusty street in Pecos when you finally met your match—none other than your old childhood buddy, the one kid from the neighborhood you could never beat: Kenny the Kid! We watch Kenny outdraw you and shoot off part of your ear. We hear you vow to “give up this lousy business for my true love!” We learn by that you meant pharmacy. We see short vignettes of your college years (in which you say, “eh?” a lot); your arrival in Coarsegold; your quiet life as a bachelor pharmacist and not too successful small businessman; and conclude with a morning a few months ago, when Fargo Wells’s stagecoach arrived in Coarsegold and delivered the new schoolmarm. After you are introduced to her, the stagecoach drives away, and our cartoon loops back to the title screen again.

After the sepia-toned version of the title screen with overlaid caption, come the following partial-screen vignettes:

- Dad teaches you to quickdraw your tiny toy pistols
- a friendly gunfight with the neighborhood kids
- a not-so-friendly gun battle as "Freddy Boy" Pharkas
- Kenny the Kid outdraws you and shoots off part of your ear
- a bloody close-up where you vow to "give up this lousy business"
- your college years (with you saying "eh?" a lot)
- your arrival in Coarsegold
- your quiet life as a bachelor pharmacist
- Fargo Wells's stagecoach delivers the new schoolmarm
- your introduction to her
- he stagecoach drives away

### **(No Opening Credits)**

Credits do not appear in the "Sierra standard" position after the title screen, before the cartoon, but rather, dissolve in and out during game play (like Larry3), floating in front of the Main Street exteriors during normal game play. Keep a creditsCounter, and load any credit in any Main Street exterior in this manner: after a room change, wait about 8 seconds, fade the credit in, advance the counter, wait about 3 seconds, fade it out. Do nothing further until after the next scene change. After showing last credit, do nothing more until end of game, when we re-use the same images for the "Closing Credits" below. Can we use the same colors as the stars that twinkle at night, so we'd only need one cel of the text, then we'd tweak that palette color?

## Main Street Exteriors

Main Street is one giant scrolling screen connecting the shops' interior locations. The exteriors are listed here in order from West to East. There are some common conditions to this region, that also apply to the three Collier Bluff scenes.

Various Coarsegold inhabitants walk around through the town, minding their own business. If you *Talk* to them, they have intelligent responses. They each keep their own conversation counter. Their movements are realistic (i.e., not walk outside, change screens, find them inside somewhere it was impossible to get to in the elapsed time).

Throughout the game, characters notice the background music and comment on it.

Horses stand before hitching rails, ostensibly tied up. They randomly flick their tails, raise their heads, shake their heads, snort.

Dogs roam in and out, lie down, pant a lot, lick themselves occasionally, stand up, and walk out.

Chickens roam throughout the streets, pausing to peck every so often.

Tumbleweed rolls through town, but not very often; perhaps 1/10 chance ??

If curPuzzle == "Snail stampede" && the snailTimer has expired:

The next time you enter Main Street, print "Look! A cloud of dust at Robertson Cliff!" You die, with the death message showing a long shot of the town shiny with slime. EndGame.

If they *Use* any of the empty containers on a horse trough, print, "The problem is not with the horses' water."

If curPuzzle == "Flatulent Horses:"

As you walk around town you occasionally hear soft samples of delicate "horse reports" in the background.

If you *Use* the empty paper bag on a horse's ass:

Walk to rear of horse, do the animation that raises the horse's tail, show the bag inflating, and add the horse flatulence sample to Inventory.

If you *Use* the Deflatulizer™ on any horse trough:

Walk ego to the trough and show him pour some liquid in. Fade to black, cover its application to all troughs in town through text, then fade up on you with your gas mask gone, standing outside your Pharmacy.

If the fartTimer expires before the puzzle is completed, the next time ego walks from an interior to an exterior room, he dies. Death loop shows the whole town under a brown cloud. EndGame. When curPuzzle == "Contaminated Water:"

As you walk around town you see townsfolk lined up outside the outhouses.

When curPuzzle >= "Burning of Coarsegold" && curPuzzle <= "Madame Ovaree:"

The exteriors are in Night Mode, with twinkling stars, a moon, etc.; an occasional shooting star flashes by (very occasionally: no more than one per scene, delayed by Random(15, 60) seconds).

## 200 Robertson Cliff

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### *Physical Description:*

No exit north or south. East leads to Blackwater Creek bridge. To the South we can see the railroad tracks. Although the main road clearly leads off-screen, you can't go that way. There is a large (big enough to hold Srini), although subtle, anthill here, exactly one schoolyard slide's ladder length from a rock formation that Srini can walk over to and climb down without stepping on any ants. If you walk to the anthill, you can't walk on it because it's too steep.

"The road leads off around the hills to Oakhurst and the floppy disk mines." You can't go that way. "Why would you want to?"

### *Features*

anthill, rock, cacti, road, bridge, tracks, cliff

### *Props*

scurrying ants, vultures over dead Cedrick, snails in distance raising dust

### *Actors*

Srini, lots of snails

### *Objects Found Here*

snails, ladder (if placed here by ego)

### *Objects Used Here*

beer, ladder

### *Description of Events*

Always animate ants scurrying around anthill.

If `curPuzzle > "hire a Sidekick,"` init buzzards circling Cedrick. After three times, on fourth time in room, init buzzards *eating* Cedrick instead.

If the `curPuzzle == "Snail stampede:"`

    Animate the "snails in distance raising dust" prop.

    Place "the escargót advance party," a row of snails stretching from screen left to right, whose distance across the screen is a function of time remaining on the `snailTimer`. A *Look* at the escargót gives you hints about the solution as well as the state of the puzzle's timer. "These snails are the leading edge of a stampede of imported French escargót, escaped from a haughty San Francisco restaurant, being chased by a posse of haughty San Francisco chefs." You can *Take* some snails from the row, but it makes no visible difference.

    If you click the closed beer bottles on the ground ahead of the snails or on the snails, print "You could try to kill every snail by smashing it with a beer bottle, but there's a better way."

    If you click the open beer bottles on the ground ahead of the snails or on the snails, ("It's Miller time!") start an animated sequence in which we see you open and pour bottle after bottle of beer to paint a trail of beer leading from the current leading edge of the snail row, to the broken-down railroad trestle and down the tracks. We see you cover the rails with beer, then step aside as the snails form their "line o' death." As they reach the tracks, bump `curPuzzle` to "Lemmings" and cut to "205 Lemming Snails" scene below.

If `curPuzzle == "hire a Sidekick:"`

    No more snails.

A sitar solo wails in the background.

Init Srini Lalkaka Bagdnish on the anthill. He randomly turns his head. He shrugs his shoulders after talking to you.

Srini is sitting cross-legged on top of the anthill, surrounded by swarms of ants. He remains there until you hire him. He's not staked to the anthill, just sitting on it. He won't initiate a conversation with you, but you may *Talk* to him. You must hire him to advance to the next problem.

*Talking* to him reveals how he got placed there by some evil travelers ("I don't know who they were—but they looked like tourists heading for Yosemite!") and his desire to escape. Since he refuses to chance stepping on an ant, he can't move. You mention you've been looking for "a loyal Indian side-ki-, er, an assistant clerk." He says he's "been considering a new position." But, you must get him off the anthill first.

If you *Use* the ladder on the anthill:

Do the "hiring Srini" cartoon. We watch you place the ladder so it stretches from Srini's anthill to a nearby antless rock formation. Animate Srini crossing the ladder to the rocks, then down beside you. Show him giving the big guy a big hug. You offer him a job, he accepts, bump cur-Puzzle to "Brief your sidekick" and cut to "610 Pharmacy Back Room" for the "hiring Srini" cartoon.

If you click on the Fast Forward icon at any time during this cartoon, we jump to "610 Pharmacy Back Room" at the conclusion of "hiring Srini" speech.

## 205 Lemming Snails

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### *Physical Description*

A short cartoon-only parody of Lemmings, featuring cute snails marching to their death. Show rails above, twisting to vertical, with boiling, churning rapids below. Just a reward gag for solving the beer puzzle. You only get to this screen during the snail puzzle solution.

### *Features*

rails, rapids

### *Props*

boiling, churning rapids

### *Actors*

identical snails (but lots of 'em)

### *Objects Found Here*

### *Objects Used Here*

### *Description of Events*

curPuzzle = "Lemmings"

We see thousands of identical snails (okay, dozens, lots, some, a few...) form a line on the rails, turn into "Lemmings-like" animation, stand up and march like little weenie soldiers for a ways, then in unison, all bend down and lick up some beer, then forward march again. They follow the tracks to their death in Blackwater Creek, eventually falling off the ends into the rapids with great aplomb. (Let's see animation that shows *that!*)

Be sure to consider machineSpeed and detailLevel when initing the masses of snails. After a few repetitions of this, bump curPuzzle to "hire a Sidekick" and return to the previous screen, never to see this screen, or a snail, again.

If you click on the Fast Forward icon at any time during this cartoon, we jump to "200 Robertson Cliff" with curPuzzle == "hire a Sidekick."

## **210 Blackwater Creek bridge**

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### *Physical Description*

“You wonder why the water is black.” “And gooey.” old railroad trestle abandoned, broken in middle; tracks curling down toward the creek since the trestle has washed out. Rapids below.

### *Features*

rapids, bridge, cliff, rail ends

### *Props*

Rapids below

### *Actors*

falling board (old Indian name?)

### *Objects Found Here*

### *Objects Used Here*

### *Description of Events*

Each time ego walks across, at a suitable, random X-coordinate, a board tumbles from out of sight below the bridge to the creek below (scaling down as it falls). As it hits the creek and disappears, print “Whew! That was a close one! Considering the condition of this old bridge, you may only have about four crossings left.” (I would prefer a random number in the message between 2 and 5, if that’s not impossible with our sophisticated new language.)

## **220 West Main Street, Livery & Bank**

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### *Physical Description*

The Bank is accessible from this screen. Balance Street heads North beside the bank (at the right edge of this pic). A coil of rope hangs on the wall. A pile of charcoal is beside the forge. If Act I, a blacksmith works his forge; the forge is burning; a horse is up on blocks with no legs.

### *Features*

leather strap, charcoal, coil of rope, bank, blacksmith shop, blacksmith shop doors, corral, saddle, water trough, hitching post, foreground clutter, Balance Street, Main Street

### *Props*

burning forge, bank door, horse on blocks

### *Actors*

Smithie (if Act I), animals in corral, 4 (count 'em, 4) Lever Bros, Kenny the Kid

### *Objects Found Here*

leather strap, charcoal, coil of rope

### *Objects Used Here*

### *Description of Events*

If it's daylight: animate the animals in the corral. (Cond:

If curPuzzle < "Quickdraw practice," show horses. If you *Look* at the corral, print "For one brief shining moment, there truly was a place called 'Cattle Lot!'"

If curPuzzle < "Rowdy Cowhands," show sheep.

If curPuzzle < "Kenny arcade," show heeps.

If curPuzzle < "Card Shark" && it's daylight:

the bank is open, click hand on door to enter.

If curPuzzle < "Preparation G:"

Smithie is here working, you can talk to him.

The blacksmith shop doors are open, thus the coil of rope is not visible nor "Take-able."

The horse-on-blocks is here, cycling randomly.

If curPuzzle >="Preparation G:"

The blacksmith shop doors are closed, thus the coil of rope is visible, if they haven't been taken.

If curPuzzle == "Lever Bros shooting gallery"

You just left the brothel exterior after successfully shooting the nitrous oxide container. Enter this screen, then freeze ego while the frightening Lever Bros theme plays and the boys walk on to their four respective locations. Freddy hears the background music and realizes these guys mean trouble. The boys are color-coded, each has his own primary color. Print "What's that smell? Oh, no! You recognize that stench from your old days as a lawman. More dangerous than Jesse James, meaner than Johnny Ringo, deadlier than the Reno brothers, (dumber than Doc Holliday), it's the legendary..." "...Lever Brothers, here to clean house!" "Reach for the sky, Chrome-Ear! We're ah gonna kill you now."



“You hope your target practice with Srimi was sufficient to prepare you for odds like this...” Give a typical Western description of these villainous outlaws, followed by intense psychoanalytical diagnosis. Then cut to “550 Lever Brothers gunfight arcade” below.

If curPuzzle == “Kenny’s Quickdraw arcade”

You just finished off the Lever Bros. Upon your return to this screen you get a few congratulatory messages. But your victory celebration is short-lived, because you immediately hear (and recognize) the theme music of the evil “Kenny the Kid,” your old nemesis, the one kid in your old neighborhood that you could never outdraw! We cut to “560 Kenny’s quickdraw arcade” below, never to return here.

## 230 West Central Main Street, Saloon & Mom's & Hotel

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### *Physical Description*

On the South side of Main Street is the old railroad station, now abandoned and overgrown, plus lots of foreground clutter. There are no streets heading North from this pic. The saloon and Mom's Cafe are accessible from here, although the abandoned Dirty Sheet Hotel's front door is boarded up.

The hotel has a balcony across the front, with a hint of exterior stairway leading down to the left visible from this pic. Those stairs lead to "500 Mom's Rear Entry," and there is no means of access to the balcony from this screen. From the hotel balcony hangs a banner you can't read without an *Eye* click, plus some bunting that forms a subliminal "bunting bulls-eye." A *Look* at the banner says, "It reads, 'Coming soon— Mom's Comedy Club! Try our 'Open Megaphone Night.' Take your best shot at making grown men laugh!'"

### *Features*

saloon window, saloon sign, saloon porch, Mom's sign, Mom's porch, Mom's window, hotel balcony, hotel sign, comedy sign, hotel bunting, hotel porch, hotel windows upstairs, hotel windows downstairs, hotel door, watering trough, barrel, hitching post, foreground clutter

### *Props*

randomly swinging weather vane, saloon swingin' doors, Mom's door, broken saloon glass

### *Actors*

sign painter, window glass repairperson, stuntman

### *Objects Found Here*

horse flatulence sample

### *Objects Used Here*

nitrous oxide, Deflatulizer™

### *Description of Events*

After a *Restart Game* (OR if a key is pressed during the opening cartoon):

We dissolve to black, then dissolve into this exterior with a sepia-toned palette and "**Act I, Living The Dream**" overlaid. The title banner disappears, the sepia pic *slowly* dissolves into the actual, full-color, game picture of Central Main Street, animation begins, and FFP begins with you standing outside the hotel with nothing but a door key in your Inventory.

If it's your first time here:

A man is boarding up the Hotel's front door with a "Closed" sign. If you *Talk* to him, he tells you, "it was taken over by somebody, but no one knows who."

If you click the Hand on Mom's door:

If you haven't taken the apple pie, enter Mom's interior. (Hmmm?)

Else, print "It appears Mom's has been closed by order of the sheriff. Something to do with Health Code violations!"

Anytime:

The saloon is open, click hand on door to enter or click walker in doorway to walk right through (since these are swinging doors).

If prevRoom == 240 && Random 1/3 && no other, more important conditions apply && ego is otherwise unoccupied:

a few seconds after the room change, the stuntman comes flying through the saloon window, to lie lifeless in the street until ego leaves the scene. Set a flag to force the glass man to appear later on.

If the glass man flag is set and no other, more important conditions apply:

Show the glass man replacing the saloon window. He works a while, then walks off-screen to the left. If ego follows him into 220, he should be there, walking off-screen to the north, but veers right before he's out of the picture, as if he entered another area that ego can't get to.

If prevRoom == "dressing like Cat Ballou" cartoon && curPuzzle == "Card Shark:"

You resume play here, standing just outside the saloon, under playerControl, in your new outfit, never to change clothes again.

If curPuzzle == "Card Shark:"

Chester Field is standing near the saloon door wearing a sandwich board reading "will clean stables for stagecoach fare." He tells his woeful tale: he lost his business in the game inside! "That sucker jes' gotta be cheatin!" Aces theme song plays softly in the background. Freddy hears the background music and realizes this guy means trouble.

If curPuzzle == "Local Cowhands:"

You encounter "dozens of those silly ol' rowdy cowhands from that cattle drive outside of town" who are "carelessly firing their guns everywhere," and frightening (not to mention killing) the locals. "Let's stampede the women and rape the cattle!" As you walk into the scene, play the cowboys' background music. Freddy hears the background music and realizes this means trouble.

Animate as many cowboys as the user's computer's speed and detailLevel will allow. Show them all, but randomly cycle through them firing their guns in the air. The soundFX need not match the gunfire. Let it imply there are more men off-screen also shooting their guns.

If prevRoom == "Mom's Rear Entry:"

However, if you climb the hotel balcony stairs from the back alley, the cowboys don't notice you and you can walk about on the balcony and stairs with impunity. Provide different messages for the room's features, based on balcony/ground level locations.

If you try to shoot the cowboys from the balcony, you die just as you did from down below. EndGame.

Instead, click the tank of nitrous oxide anywhere on the balcony to leave it, and we walk you automatically to the center of the "bunting bulls-eye", see you bend down and the tank appear.

Else:

Give ego a little time in this scene before killing him, so the player can see the cowboys, get a message about them, and then kill him!

You can shoot at them if you have time to get a shot in, but you always fail. They easily shoot you *every time*—“remember: there are twenty of them and you only have 12 bullets!” EndGame.

If curPuzzle == “ROLFing Cowhands:”

This is just a short reward cartoon that shows the bottle break open (Clang! soundFX) and spray **nitrous oxide** (which is invisible, isn't it?) (hiss soundFX). The street is filled with rowdy, identical cowboys, randomly whooping things up. They begin dropping in direct relationship to their distance from the bottle. As they fall, they begin ROFLing in the street.

Consider machineSpeed and detailLevel when initing the number of cowboys. They more the merrier, but don't run slow.

After 10 ?? seconds, whether all the boys or down or not, print “Nice shot, Freddy!” and return to “400 Brothel Exterior.”

If you click on the Fast Forward icon at any time during this cartoon, we return to “400 Brothel Exterior.”

## 240 East Central Main Street, Store & Barber Shop\_\_\_\_\_

### *Physical Description*

Mercantile Street heads North along the left edge of this pic. Across it are the general store, the abandoned post office, and the barber shop.

A steaming pile of horse plop, complete with circling horde of flies, may appear at a random location somewhere in the street. You can *Take* it at any time.

### *Features*

Mercantile Street, wagon on Mercantile street, store, store window, store porch, store sign, post office, post office door, post office sign, post office window, barber shop, barber shop sign, barber shop window, hitching post, watering trough, buildings in distance, foreground clutter

### *Props*

store door, barber door, barber pole, steaming horse plop

### *Actors*

#### *Objects Found Here*

steaming horse plop, horse flatulence sample

#### *Objects Used Here*

Deflatulizer™

### *Description of Events*

Anytime:

If General Store is open, click hand on the General Store's door to enter.

If the barber shop is open:

    Animate the barber pole.

    Click hand on door to enter barber shop.

If curPuzzle > "Madame Ovaree" && you haven't already taken the horse plop:

    Animate a steaming pile of horse plop at a random location somewhere in the street. You can *Take* it at any time.

    If the horsePlopTimer runs out and you haven't grabbed the apple pie yet, reset the takenHorsePlop flag so another pile appears. Otherwise, there's no way to continue the game.

If prevRoom == Pharmacy Bedroom dressing cartoon:

    We dissolve to this exterior with a sepia-toned palette and "**Act IV, Show-down at the Hallelujah Corral**" overlaid. The sepia pic slowly dissolves into the actual, full-color, game picture of East Central Main Street.

If curPuzzle == "Local Cowhands:"

    See 230 for description, and handle identically here.

## **250 East Main Street, Sheriff & Pharmacy**

---

### *Physical Description*

The Sheriff's Office, the abandoned Tall & Thin shop, the abandoned PP's Playhouse, and your pharmacy open onto this pic.

Your pharmacy door is locked at the very beginning of FPFPP until you unlock it to open your shop for business. You don't need to Use your key to unlock or lock or open the door during the prescription-filling puzzles in Act I. But once the sheriff has closed you down, the pharmacy door automatically locks whenever you leave the building and it remains locked throughout the rest of the game. You have no more customers.

A series of Indians with funny names stand woodenly outside your pharmacy holding cigars. Not wooden Indians, real ones! Running Gag.

### *Features*

sheriff's office, window, sign, and sidewalk; Thin & Tall Shop, sidewalk and door; PP's Playhouse door, window, sidewalk, and sign; pharmacy, sign, windows, and upstairs windows; hitching post, watering trough, foreground clutter

### *Props*

sheriff door, pharmacy door, sacks of baking soda

### *Actors*

drugstore Indians 1, 2 & 3 (Running Gag, Standing Water, Humping Buffalo), Paulette Revere, horse flatulence sample

### *Objects Found Here*

baking soda

### *Objects Used Here*

key

### *Description of Events*

Anytime:

If sheriff is in, click hand on his door to enter. If you've seen him recently elsewhere and there was no logical way for him to beat you back to his office, he's not in, the office door is locked and you get an appropriate message to that effect when you try to enter.

If pharmacy door is locked, click key on door to unlock.

If pharmacy door is unlocked, click key on door to lock.

If pharmacy door is unlocked, click hand on door to open.

If the pharmacy is open for business and prevRoom == pharmacy interior:

If indianCount == 1:

AddToPic Indian #1 beside door. Handle different messages than following Indians.

If indianCount == 2:

AddToPic Indian #2 beside door. Handle different messages.

If indianCount == 3:

AddToPic Indian #2 beside door.

As ego walks away from door, Indian #3 walks in from East, approaches Indian #2, taps on shoulder, makes a comment, Indian #2 wakes up, walks off-screen to East, Indian #3 takes his place. No more Indians.

If indianCount < 4 && prevRoom != pharmacy interior:

When ego reenters pharmacy, ++indianCount.

If curPuzzle < "Sheriff shutdown" && Random( 1, 11) == 1 && prevRoom != 240 East Central Main Street:

Animate the Thin Man walking from in front of his shop and into the crack beside the shop. Set a flag so this never happens again.

If curPuzzle >= "Sheriff shutdown:"

addToPic the Closed Sign on the Pharmacy.

If curPuzzle == "need gas mask" && prevRoom == pharmacy && you're not wearing the gas mask:

Give him a few seconds to walk about in this scene (but don't let him change rooms). Do dying animation. "You die from the noxious fumes." EndGame.

If you just finished spreading the Deflatulizer™:

we dissolve back to this screen. Immediately a horseman (Paulette Revere) rides in from West to East yelling, "Board up yer winders 'n' doors, thar's a stampeede a'headin' fer town!" (Oh, no! Another western cliché!) "Hurry up, Freddy! Ya only got a week and a half a'fore they git here!" Start the snailTimer. Give 'em 20\*60 seconds. See "Main Street" regional stuff above for expiration details.

If curPuzzle == "Start Act II" (the sheriff just closed your shop):

fade in on a sepia-toned version of this exterior, this time with a "Closed" sign visible in your pharmacy window, and "**Act II, The Plot Sickens**" overlaid. This dissolves into the normal pic, with you standing in front of your pharmacy. Bump curPuzzle to "Flatulent Horses." Start the fartTimer at 600 ?? seconds.

If curPuzzle > "Brief your sidekick" && you've been in this scene at least once since the briefing && you haven't taken the baking soda:

a gigantic pile of 50-pound sacks of baking soda fills the sidewalk in front of your store, nearly blocking the entrance. The baking soda is the "LeGand Hammer" brand, named for the famous international industrialist. His slogan: "one sack in the smokehouse and another in the stable." You may *Take* the baking soda at any time; the huge pile disappears into your Inventory.

If curPuzzle == "Local Cowhands:"

See 230 for description, and handle identically here.

## 260 Schoolyard

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### *Physical Description*

Edukashun Lane heads North (between the abandoned assay office and the schoolyard) at the left edge of this pic and leads you to East Bluff Street. Old one-room schoolhouse. Covered porch. Steps lead up to door. You can not enter the school. Playground in front. A ladder is insecurely attached to the playground's slide. You can *Take* the ladder. There is a teeter-totter. A swing hangs from a tall hickory tree at such an angle that Freddy could leap from it to the roof of the school. Read on for the dramatic interrelationships between the various pieces of playground equipment, the roof and Freddy.

### *Features*

Edukashun Lane, slide, teeter-totter, swing, tree, school, school windows, school roof, assay office, buildings in distance, foreground clutter

### *Props*

teeter-totter, swing, school door, slide ladder, 3 "loopsOfire" for the assay office fire, kid on swing, kid on slide, kids skipping rope

### *Actors*

kid on teeter-totter

### *Objects Found Here*

ladder

### *Objects Used Here*

baking soda, swing, teeter-totter

### *Description of Events*

If prevRoom == "Kenny gunfight:"

Fade in on this scene with Freddy standing on the schoolhouse steps. He opens the door, and enters the schoolhouse for the first time (under program-Control). Cut to "720 Schoolhouse Interior" below.

If curPuzzle < "Burning of Coarsegold:"

Kids play on the playground equipment: two kids on the teeter-totter, a kid on the swing, a kid on the slide (if it has a ladder), three girls jumping rope, some kids playing craps, etc.

Penelope "Wanders" around the schoolyard, watching the children, pausing more than she walks. Ego can talk to Penelope. If you talk to her, she stops her Wander, and faces you until you walk away.

If you click on the teeter-totter or swing while kids are playing, you get a message saying you can't play now.

If the ladder is here && you click the hand on it:

If the kid is climbing the ladder, you can't take it. Print "You refuse to grab a young boy on a school playground!"

If he's sliding down, or coming back around, you can take it. The kid reaches the end of his loop, but instead of beginning again by climbing the ladder, he stops and goes into a crying loop. Print "Good idea, Freddy! Wreck the little kids' playground equipment!"

If curPuzzle > "Burning of Coarsegold:"



AddToPic the burned-out shell of the Assay Office. Change the feature message.

If you click the Hand on the swing, print "You've swung enough."

If you click the Hand on the teeter-totter, print "You've teetered enough."

If curPuzzle == "Burning of Coarsegold:"

It is nighttime when you enter this scene. "The closed assay office ablaze, threatening to burn down not only itself and your Pharmacy, but the whole town!" Animate the fire loops on the office.

There are no kids or Penelope here. The playground equipment is unused.

If you click the Hand on the teeter-totter, print "Of course you want to play on the children's equipment, don't you? But shouldn't you put out that fire first?"

If you *Use* the baking soda on the flames:

Animate Freddy going near the assay office, throwing a bag, making a splat and retreating. AddToPic the splat. (Repeat attempts randomly move the throw and splat points.) Print "You try to get close enough to throw it, but are forced back by the extreme heat and accomplish nothing but a large white splat on the ground." The baking soda remains in Inventory.

If you *Use* the baking soda on the teeter-totter:

Show the huge pile of sacks on the end of the teeter-totter nearest the click, with the opposite end up in the air. You can place the bags of baking soda on either end of the teeter-totter. Everything is the same until you jump off the roof. See below for that difference.

Here's how the Swing works: you can't use it before the town is burning because kids are in it. During the fire, click the Hand on the swing to sit on it, swing faster and higher until you can leap from the swing to the roof of the school. You then Click the Hand on the school (or "Exit") to jump. The idea here is to make swinging higher a timing puzzle.

If you click the Hand on the swing:

If it's unoccupied, place ego in the swing, but not moving. (To exit the swing, click the "Exit" icon.)

If it's occupied by ego, make him go faster or slower:

If the cel < 1/2-way, swing slightly more, unless he's already "going all the way."

If the cel >= 1/2-way, swing slightly less, unless he's stopped.

If you are in the swing and click the Hand on the school (or click "Exit") to jump:

If the cel is within 1 cel of the top of his swing:

cut to the animation of Freddy flying from the swing to the roof and landing safely. Use his "stand-up" animation to put him back on his feet. Switch back to playerControl.

If the cel is in the "forward half" of his swing:

cut to the animation of Freddy flying splat into the wall. "Bad timing," you think, as you slide down the wall, filling every inch of

your body with major splinters. You immediately bleed through thousands of tiny openings. EndGame.

If the cel is in the "backward half" of his swing:

cut to animation showing him flying completely off-screen to the right. "Bad timing," you think, as you plummet to your death. EndGame.

If ego is on the schoolhouse roof:

After you land on the roof, you can walk around. The idea is to walk to the other end of the roof and jump off onto the empty end of the loaded teeter-totter.

If he walks off the edge:

he walks to that edge and falls to the ground, splat! "Too bad you don't have some way to cushion your fall." EndGame.

If he Uses the ladder, print "The ladder can not reach the ground from here... and you have no desire to go any higher."

If he clicks the Hand on the teeter-totter:

If the teeter-totter has NO sacks of baking soda:

he walks to that edge and falls to the ground, splat! "Too bad you don't have some way to cushion your fall." EndGame.

If the teeter-totter has sacks on wrong end:

Show Freddy jumping off, landing on empty end of teeter-totter, causing the sacks on the other end of the teeter-totter to fly high in the air, out of the frame. Show Fred look up, look out at player, as sacks land directly on top of him, Roadrunner style. EndGame.

If the teeter-totter has sacks on right end:

Show Freddy jumping off, landing on empty end of teeter-totter, causing the sacks on the other end of the teeter-totter to fly high in the air, over Fred's head, across the street, and onto the fire.

## **270 Oily Swamp**

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### *Physical Description*

Past the school lies some oily swampland, no good to anyone, with “black goo oozing from the ground creating nothing but a messy problem for the townsfolk.” Past the school is nothing but mountains.

### *Features*

water tank, caboose, tracks, swamp, mine, background buildings, foreground clutter

### *Props*

bubbly gooey swampy stuff

### *Actors*

### *Objects Found Here*

### *Objects Used Here*

### *Description of Events*

Always animate the bubbles randomly throughout the swamp.

If ego walks onto goo, take programControl, walk him towards the center of the swamp a step or two, switch to the “sinking into swamp” animation, and watch him disappear. EndGame. “Now you’re really in over your head, Fred!”

## **At the Base of Collier Bluff**

### **300 West Bluff Street**

#### *Physical Description*

Boot Hill is located here, although the gate is in 310. A fake outhouse is here. Open the door and you can see right through it, including the prop that holds it up. You can read many humorous messages on the headstones, see two adjoining half-width graves and headstones (for a woman who was cut in half when her hero didn't make it to the sawmill in time); boots sitting on gravestones; a Swiss cheese tombstone (for a gunfight victim), and IPO prospectuses of some mythical computer game companies.

#### *Features*

angel fence post, gallows, noose, sign by noose, many headstones, open grave, newly-dug grave, flock, rabbi sheep, fence around Boot Hill, broken fence, large rock behind fence, background mountains, foreground clutter

#### *Props*

swinging sign, swinging noose, prop outhouse door, open grave, newly-dug grave

#### *Actors*

buzzards circling in distance, sheep rabbi, his "flock" around grave

#### *Objects Found Here*

clay, shovel, safe deposit box key

#### *Objects Used Here*

empty beer bottles

#### *Description of Events*

Always animate the swinging noose and sign. Keep them random like "variable breezes from the northwest at 5-9 miles per hour."

If you click the Hand on the fake outhouse:

You enter under programControl, walk right through, out the back, around front and re-close the door.

If curPuzzle > "Snail stamped" && curPuzzle < "Contaminated Water:"

Show grave digger at work in Boot Hill.

If curPuzzle >= "Contaminated Water:"

Show the fresh grave. If the clay is still here, you can *Take* some. If the shovel is still here, you can *Take* it too.

If you *Use* the shovel on a grave:

If it's Phillip Graves's, print "Your ol' buddy Phil! You haven't seen him for quite a while; not since right after you moved to Coarsegold." Show animation of Freddy digging, show pile of dirt increase, show him stick shovel in dirt pile.

If Phil's grave is open:

If you click the Hand on the shovel, fill the grave back in, but the grave always looks like a fresh grave. Keep the shovel in Inventory.

If you click the Hand on the grave, show ego jump down into the grave, and bend over. Play casketOpeningCreaking soundFX. Print "Whew! Phil never smelled good when he was alive, but now..." "You carefully search through the

many pockets of Graves's three-dollar suit, until you discover..." "...your safe deposit box key!" Add the safe deposit box key to Inventory. Bend over, play creaking soundFX, jump out of grave, grab shovel, shovel dirt until dirt pile is gone, but the grave always looks like a fresh grave. Keep the shovel in Inventory.

If curPuzzle > "Arm yourself" && curPuzzle < "Dress Up:"

Srini is here waiting for you.

If you arrive without the necessary equipment, he'll give you clues, offering suggestions as to the feasibility of shooting without bullets, without targets, with a dirty weapon, etc.

If you have all the equipment you need and you click the empty bottles on the fence posts to set up the targets, we see you place the bottles in position, and see Srini walk behind the large rocks. We then change automatically to "540 Target Practice" below...

If prevRoom == "540 Target Practice:"

Return from target practice with Freddy positioned near the fence posts.

## 310 Central Bluff Street

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### *Physical Description*

North of Main Street's shops are lots of homes which aren't accessible, the village church, and an eroded clay bluff. You can open the gate and enter Boot Hill. If you do, you walk to the edge of the screen and we scroll to room 300.

### *Features*

graveyard fence, hearse, coffin, church, church windows, belfry, bushes beside church, windmill, windmill tower, foreground clutter

### *Props*

graveyard gate, coffin lid, church doors, burning candles, windmill, weather vane

### *Actors*

### *Objects Found Here*

candle wax, church key

### *Objects Used Here*

key (may be used to lock/unlock church doors)

### *Description of Events*

If you click the Hand on the coffin lid, it opens & closes. Handle several verbs in both conditions.

Always:

Upon entering the room, randomly set the cel of the weather vane to indicate the direction of the wind has changed. (Subtle, eh?) (So why doesn't the windmill change too?)

Animate the windmill blades slowly turning.

If it's daylight, randomly 1/5 put the sleeping owl in the treetop.

If it's night, the awake owl is always here looking at you with big bright eyes.

If curPuzzle > "Snail stampede" && curPuzzle < "Contaminated Water:"

Don't let ego enter Boot Hill. If you click the Hand on the gate, print "You don't want to go anywhere near that grave digger."

If curPuzzle == "Contaminated Water:"

Don't let ego enter Boot Hill. If you click the Hand on the gate, print "Ewe wouldn't want to interrupt that funeral!"

If you *Look* at the *closed* church door (a Cond):

If the church key is still here, "You bend over and attempt to look through the keyhole, but you can't because it's blocked."

If the door is locked, print "You locked it, remember?"

Else, print "This looks just like the door where you stole that church key."

If you click the Hand on the *closed* church door, you open it.

If you *Look* at the inside of the **left** *open* church door, print "The door clearly shows the beauty of natural wood-grain finish. (In other words, it needs a coat of paint!)"

If you *Look* at the inside of the **right** *open* church door, you get a overlay showing a close-up of the inside of the door. If the key is still here, show a skeleton key sticking in the door's keyhole. When the overlay is up, you can *Take* the church key.

If you *Look* at the inside of the church while the doors are open, print "You see some votive candles burning just inside the left front door."

If you click the Hand on the inside of the church to *Take* a candle, print "You would never dream of stealing a candle from a church. But... they wouldn't miss a puddle of this candle wax."

## **320 East Bluff Street**

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### *Physical Description*

The “Fargo Wells Company’s” water tower is situated on the hillside here. The round water tank rests on a square platform mounted on a tower about 10 feet tall.

### *Features*

windmill tower, outhouse, covered wagon, water tank, tank peak ornament, tank tower, foreground clutter

### *Props*

windmill blades, outhouse door, water tower hatch door, spigot, Zircon Jim Laffer on the can

### *Actors*

animals to roam in the background scene??

### *Objects Found Here*

water sample

### *Objects Used Here*

Deflatulizer™, ladder, lasso

### *Description of Events*

Always:

    Animate the windmill blades, slow, stop a while, speed up again.

    Animate animals in the background scene.

If curPuzzle == “Contaminated Water:”

    addToPic people standing in line for the outhouse.

If you click the Hand on the outhouse:

    If there’s a line:

        Print “You must wait your turn.” (Of course, the line will never move, but... oh, well.)

        OR, “It may be a while. He’s suffering from the Hershey squirts!”

    Else, If Random 1/3 odds, set in room init:

        Open the door to reveal Zircon Jim Laffer sitting there reading. He makes a smart remark. You close the door and vomit.

    Else:

        Open the door, walk Freddy in, close the door, wait a few seconds, play the buzzer soundFX, print “Those damn kids! Hiding their joy buzzer under the outhouse seat!”, wait a few seconds, open the door, walk him out, close the door, make a rude remark about bladder control.

If you click the Hand on the spigot, turn the water on/off. AddToPic the water puddle below it. The puddle magically disappears whenever ego leaves the room. (“It’s that dry desert soil, you suppose...”)

If you click a container on the spigot, “If you’re thirsty, take a drink.”

If you Use the rope on the water tower or tank, show Freddy go through the animation of throwing a rope and print “Funny how it doesn’t catch on!”



If you *Use* the lasso on the water tank, whether from the ground, on the low ladder, on the platform:

swing the rope over your head a few times and throw, but your lariat is much too short. (The lasso animation must be usable in all three locations.)

If you *Use* the ladder on the tank tower:

If ego on ground, walk over to the rear of the tank, show him put the ladder in place. Remove the ladder from Inventory.

If ego on the platform, walk over to the front of the tank platform, show him lean the ladder against the tank. Remove the ladder from Inventory.

If you click the Hand on the ladder:

If you are *on* the ladder, print "You can't seem to pick it up. It seems much heavier now!"

Else, *Take* the ladder, and add it to Inventory.

If you click the Walker on the ladder, you climb the ladder to its other end.

If the ladder is on the ground:

If you are on the ground, you climb up the ladder until you are standing on the water tower platform.

If you are on the platform, you climb down until you are standing on the ground.

If the ladder is on the platform:

If you are at the top of the ladder, climb down to the platform.

If you are on the platform, climb up to the top of the ladder and stop.

If you *Use* the lasso on the ornament on the top of the water tank while standing on the top of ladder while the ladder is resting on the tower platform (whew!):

Go through two tries that miss the ornament. Each time print, "Almost." The third try brings success! The loop catches on the ornament, switch to ego animation to show him climb the rope and swing up on top of the tank. Return to *playerControl*, with ego able to crawl around on the top of the tank.

If ego is on top of the water tank:

Under *playerControl*, let him walk around. If he falls off, he dies. *EndGame*. Use *splat Freddy cel* and print "It's a long way down from there!"

If you click the Hand on the hatch, we see you move to it, open it, and remain kneeling.

If you *Use* the water purification solution on the hatch: show Freddy pouring it in, then fade to black, explain through text that you finish here, save the city, and go home to a quiet dinner alone. Soon, "Night Falls" and with it, you. Cut to your bedroom.

If he clicks the hand on the rope, he climbs down the rope to the ladder.

He can not remove the rope once it is around the tank ornament.

## The “Other Side of the Tracks”

### 400 “Ye Olde ‘Ore House” Exterior

#### *Physical Description*

South of the RR tracks, South of cattle pens, lies the “bad part” of town. You can just see the hotel balcony in the upper right corner of the screen. A *Look* to the North-east says, “It’s a clear shot to the Hotel from here.” A banner flaps on the Hotel that reads, “Coming soon—Mom’s Comedy Club! Monday’s are ‘Open Megaphone Night’ Take your best shot at making grown men laugh!”

If you just extinguished the assay office fire, there’s “another kind of fire you need to extinguish!” “What is there to do, in this town, at night, when you’re wide awake and all alone, with all townspeople asleep and all the buildings locked? Of course!”

#### *Features*

brothel, upstairs windows, porch, sign, RR buildings, RR clutter, RR crossing sign, Hotel, bunting, other Main St buildings, gazebo, fence, foreground clutter

#### *Props*

door, sheriff, banker, leaves on tree

#### *Actors*

(sheriff & banker are props, since they never move)

#### *Objects Found Here*

#### *Objects Used Here*

gun

#### *Description of Events*

Always animate the leaves on the tree limb gently swaying.

Brothel business hours:

If `curPuzzle < “Burning of Coarsegold,”` the brothel is closed. Trying its door gives, “Wait until dark, Freddy!”

If `curPuzzle == “Burning of Coarsegold,”` it is night, the brothel looks open, but trying the door gives, “Freddy! Your store is ready to burn. You must save your town from sure destruction!”

If `curPuzzle > “Burning of Coarsegold,”` && `< “Arm yourself,”` the brothel is open, “fully stocked” and ready for business until you “see Madame.”

If `curPuzzle >= “Arm yourself,”` the brothel is unlocked (but the parlor is womanless) if the postcards are still inside. After you *Take* them and exit the “parlor” to this room, you can still walk back inside. But when you exit this room North to Main Street, the joint is then closed for the rest of the game.

If `curPuzzle == “Overhear Sheriff & Banker:”`

When you enter this scene from the North, animate the sheriff and the banker on the porch, randomly smoking cigars. As ego approaches a point in line with the porch (where he might be able to overhear a conversation without being seen) stop him and print their “plot Freddy’s demise” conversation. “That oughta lower property values!” “Ha, ha, ha!” “You seem frustrated by your low sexual intensity.” “Murder, intrigue, extortion, arson, swindling, high stakes political power plays... damn this is a fun time to be alive!”

During the conversation, you are free to walk. If you go forward, they notice you, and their conversation stops. You can exit North to Main Street. If you return, their conversation picks up where it left off when you interrupted it.

When they finish their conversation OR if ego walks past them into the brothel, bump curPuzzle to "Madame Ovaree."

If you *Look* at them, print "While it's difficult to see in this light, you are certain you can smell coal oil on both of them."

When Freddy steps on the brothel steps, he has a short "greetings" conversation with them.

If curPuzzle == "Local Cowhands" && the nitrous oxide is on the Hotel balcony:

Occasionally (seldom) show a "glint" from the cannister.

Show the cannister on the balcony. (All 2 pixels of it?)

If you *Use* the gun anywhere near the cannister while not in the gazebo, print "Good idea, but you just don't have a straight shot from here."

If you are in the gazebo and *Use* the gun *near* (but miss) the tiny cannister:

Show Freddy turn to face the hotel. Do animation of Freddy aiming the gun, print "You take careful aim with your pistol, slowly squeeze off a shot..." Show him shoot. BANG soundFX. Print "Good idea, but you missed!"

If you are in the gazebo and *Use* the gun on the tiny cannister:

Repeat above, except Print. Small sparks on balcony. "You did it! You shot off the cannister's valve." Bump curPuzzle to "ROLFing Cowhands" and cut to West Central Main Street, to watch the bottle break open and spray **nitrous oxide** (which is invisible, isn't it?), silencing their guns as they all ROFL in the streets. "Nice shot, Freddy!"

If curPuzzle == "ROLFing Cowhands:"

We cut back to this scene from West Central Main just in time to watch Freddy blow the smoke from his pistol, holster it, bump curPuzzle to "Lever Bros shooting gallery" and resume playerControl. Be sure he's positioned where he was standing when we left.

## 410 Brothel Waiting Room

---

### *Physical Description*

A nice place if you enjoy reds and violets. The brothel has a barrelhouse piano player off-screen pounding up a storm. Several hookers sit around the front room, draped over chair arms and sofas. They are all named after virtues: Purity, Chastity, and Modesty. No real roles, just hang around, looking for work.

### *Features*

chandelier, beaded curtain to Madame's room, coffee table, coffee service, clock, Cupids, bar, spittoon, stairs, chairs

### *Props*

hanging beaded curtain, clock pendulum, Purity, Chastity, Modesty

### *Actors*

Madame

### *Objects Found Here*

French postcards

### *Objects Used Here*

### *Description of Events*

There are some racy French postcards on table here which you can *Take*. *Look* says, "Evidently Madame has just received some correspondence from a friend in France." A *Look* in Inventory shows some "titillating" cels, and a message in funny fractured French.

You can't go upstairs, "because there's nothing up there you need." You can't enter Madame's beaded curtains ("without an invitation.")

If curPuzzle > "Madame Ovaree" && postcards are still here:

The downstairs is deserted, although the postcards are readily accessible. You can't enter Madame's beaded curtains ("You wouldn't want to interrupt her "hard-earned" sleep.")

If curPuzzle == "Madame Ovaree:"

Animate the three girls filling the three chairs so there's no place for ego to sit down. He can *Talk* to all of them, but nothing more.

Handle *Use-ing* the girls, spittoon, coffee pot and bar.

After you've waited 30 ?? seconds in the waiting room, Madame Ovaree makes her grand entrance through the beaded curtain. She greets you comfortably and graciously, as if you spent a lot of time there (which, of course, you do!). You are not interested in the girls in the waiting room, just Madame. "Remember girls, you're not whores—you're prairie hostesses!"

When you *Talk* to her enough, she intimates she has information for you. "Follow me, Freddy." "But I have no money, Sadie." "I'll just put it on your account." When you walk over to her, we take programControl and walk the two of you through the curtain, into her room, then cut to...

## **420 Madame Ovaree's C.U.**

---

### *Physical Description*

This is not a sexy pic, just two faces, close together, talking. From the looks of the background, they could be in a bed with a fancy headboard, or sitting on a Victorian sofa. It doesn't matter, except we shouldn't see enough to be certain they're in bed. Their faces should be large enough that we can animate the picture directly, as this is a critical conversation.

### *Features*

her, you

### *Props*

her eyes, nostrils, mouth; his eyes, nostrils, mouth

### *Actors*

### *Objects Found Here*

### *Objects Used Here*

### *Description of Events*

Madame and you chat for a while (first?). She warns you about rumors she's heard; there's big trouble brewing for Coarsegold. Someone wants the entire population gone. The perpetrator will stop at nothing until it's a ghost town. The problems you've solved so far are nothing compared to what she has heard is coming! (Of course, she is unable to reveal her sources because of "hooker/client privilege.") But she is confident the big troubles will begin soon, and will involve gun play. From the way she talks, it is obvious she knows all about your past. She feels you're the only man in town able to stop the threat. You realize your wits will no longer be enough; you must prepare once again to "sling hot lead!" We fade to black, with a little pun concerning how "she helps you shoot off a couple of rounds." We fade up with you in bed in your own bedroom for another sepia-toned screen.

## 500 Mom's Rear Entry

---

### *Physical Description*

This is a reverse angle shot showing the stairs leading to the hotel balcony, the rear of Mom's Cafe and the back door of the saloon. A rear window into Mom's kitchen shows Hop Singh hard at work.

### *Features*

stairs, Mom's, Mom's window, saloon, saloon door, rubbish, foreground clutter

### *Props*

sheep weathervane, steaming pie, saloon door

### *Actors*

Hop Singh

### *Objects Found Here*

ice pick, pie

### *Objects Used Here*

### *Description of Events*

In room init, randomly set the cel of the weather vane to indicate the direction of the wind has changed.

If you *Walk* to the top of the stairs, change to "230 West Central Main Street."

You can *Take* the ice pick that's stuck in the wall of the saloon here.

If the horsePlopTimer is not running and Mom's is still open (IOW, if Hop Singh's not busy cleaning up your horse shit in the cafe and you haven't taken the apple pie yet):

    Animate Hop Singh inside the kitchen, randomly wandering back and forth, pausing in various places, looking busy, mostly out of sight, or nearly so.

If curPuzzle > "Madame Ovaree" && the pie hasn't been taken:

    Animate the apple pie cooling on Mom's window sill.

    If you *Look* at the pie, print "How tempting! Fresh apple pie, still warm from Mom's oven. What could be more American?"

    If you click the Hand on the pie to *Take* it:

        If Hop Singh is here:

            Show Freddy walk over to window, reach for pie, take pie, print "You slyly attempt to swipe the apple pie from under the cook's nose!" Show Freddy walk around the corner towards the saloon door. As he reaches the corner, a huge meat cleaver flies through the open window. Bang! You're dead. Freddy drops, and the pie explodes dramatically. Use collapsed death cel, and "He's serious about his cooking!"

        else,

            Show Freddy walk over to window, reach for pie, take pie, print "Cool move, Freddy! Dropping one steaming hot pie to get another!"

## The Token Arcade Games

### 540 Target Practice

---

#### *Physical Description*

This is a M.S. showing your gun visible at the bottom of the screen, with the bottles visible above. (This must look similar to the gunfighting screen used later on in the Lever Brothers arcade game.) You may leave this target practice screen and return later to the same achievement level you left.

#### *Features*

targets, hand, gun, shadow

#### *Props*

Srini, Srini throwing bottle, bottles on posts, cardboard hands w/guns

#### *Actors*

gun in hand, shadow, bottles in air, exploding bottles

#### *Objects Found Here*

#### *Objects Used Here*

gun, bullets

#### *Description of Events*

If you *Use* your gun and it's not loaded, print "Click."

Don't display the gun until you make the gun the active inventory object and select it.

This arcade game is built around achievement levels, from 1-3.

In *Level 1* of this game, you blast away at the bottles with total disregard to the number of shells available (i.e., there's no twelve-bullet limit). As bottles get hit, the fence posts and bottles scroll left and more bottles scroll in from the right. In the beginning, your hand wavers, your aim is unreliable, and your confidence low. This is represented on-screen by a wildly erratic pistol cursor. Srini provides confidence building (or deflating) messages based on your performance. As you practice, your cursor calms down, you score more often, and Srini becomes more complimentary. After ?? seconds or ?? shots (depending on arcade level setting), your aim is true and you advance to the next level.

Srini introduces *Level 2* by rising up from his hiding place to suggest it's time now for you to practice your quickdraw. "Keep your gun down until I say, 'Draw!'" he says. Your gun automatically lowers to the bottom of the screen and remains there while Srini sets up only one bottle. It will not move until you hear Srini shout, "Draw!" (sampled soundFX). Then you gain control of the cursor, quickly move it to the only bottle and fire. After ?? seconds or ?? shots (depending on arcade level setting), you advance to the next level.

*Level 3* is introduced with Srini's instructions to you. "Wait until you see the gun before you draw." You have full cursor control. Srini hides behind a rock, but waits until you move your cursor to the bottom of the screen. Then, after a random number of cycles with the cursor below 160Y ??, he pops up a cardboard hand with a crude pistol drawn on it. You draw, shoot and hit the target before he hides it again. You miss a lot at first, but eventually improve.

After ?? seconds or ?? shots (depending on arcade level setting), you receive a short cartoon: under programControl, Srini tosses six bottles into the air simultaneously. You

fire six nearly-instantaneous shots and automatically break every one. Srini is impressed, proud, and pleased. "For battle you are ready, Freddy."

Then, if you don't have all your clothes in Inventory, he'll suggest you need an outfit. If you don't have your silver ear in Inventory, he'll suggest you need a disguise. "I'll tell everyone you left town; otherwise the sheriff will hunt you down and kill you. But you must have a disguise. What about a silver ear? No one will recognize you if you're wearing a silver ear!" "A silver ear?" you muse. "Hey, that just might work!" We fade to black, praise your readiness, and return to 300 West Bluff Street above.



## **550 Lever Brothers gunfight arcade**

---

### *Physical Description*

First person view, but totally unrealistic. This looks like a surrealist's shooting gallery arcade game—suddenly the bad guys have flashing lights and points numbers on their chests and fall over, then rise back up, as if they were 2-D cardboard cutouts. As they stand up, you shoot them or they shoot you (depending on the arcade level setting). EndGame. The wackier, the better.

Guys hide behind wagons, water barrels, horse watering troughs, false fronts of buildings, hotel balcony, the top of the water tower, all of which drift across the screen randomly and irrationally. Whenever possible, as you hit targets in high places, the bodies tumble out of windows and over railings to fall to the ground in dramatic “authentic stuntman” fashion; when your bullets “hit” wood, pieces of wood explode; a shed labeled “Dynamite” explodes when you shoot it.

### *Features*

add later (depending on art)

### *Props*

dynamite shack, explosions, ego's gun and gunfire

### *Actors*

lots!

### *Objects Found Here*

### *Objects Used Here*

gun

### *Description of Events*

Objects float across the screen. People, animals walk; birds fly; sheep float. Sometimes things appear from behind windows in high-rise buildings in the background. Some targets (like widows and orphans) are “good”—shooting them lowers your score. Some (like the Lever Bros) are “bad”—shooting them gives you points. Some are just “fun”—sheep, ducks, flying toasters, kittens. Some are “in disguise”—what appears to be a child, widow, policeman or sheep, spins around to reveal themselves as a Lever Brother, and begins firing at you. Each target should have a “Points” property, either positive or negative. A “hit” adds the “Points” to your score.

When hit, “Fun” targets, puff a little explosion (1 or 2 cells is enough), and its points value appears in its old position. Hitting a Lever Brother provides more elaborate animation. Shooting “Good” targets gives a “wrong” soundFX.

The fraying rope “Health-O-Meter” is visible and active on-screen at all times. Shots fired at you affect your “Health-O-Meter” setting. If it hits bottom, you die. EndGame. “Think you lived through that one, Freddy?” “Frayed knot!”

The “Arcade” setting in the Control Panel directly affects the “hit radius” of your shots and the speed with which you regain strength. It also determines the “points” property of the objects.

After killing each of the Lever Brothers a few times (depending on the arcade level setting), they stay down. Eventually, the number of opponents dwindles. After shooting the final villain, bump curPuzzle to “Kenny's Quickdraw arcade” and return to West Main Street.

Have fun with this.

## 560 Kenny's quickdraw arcade

---

### *Physical Description*

Gunsmoke's classic opening shot, showing Kenny walking towards you from a distance, visible between your legs, while your gun hangs at your side. Here he comes, slowly walking towards you! A better shot, a faster draw, you've never been able to beat him before; but now you must stare him down, never flinching, in the middle of Main Street, at high noon, eyeball-to-eyeball, cheek-to-jowl, man-to-man... well, you get the picture.

### *Features*

distant landscape, bullets, gun, quickdraw holster, your ass, boots

### *Props*

ego's gun, 2 gunfires w/smoke, neckerchief, blood

### *Actors*

Kenny, Freddy

### *Objects Found Here*

### *Objects Used Here*

gun

### *Description of Events*

Before Kenny is in position and ready to fire:

We see Kenny from between your legs. He walks forward towards us, stops at a medium distance and assumes his ready position. You warn him, "Kid, I want you out of town by sundown!" He laughs in your face, "Take your best shot, Stranger!" He pauses for 5?? seconds. "Say, nice outfit!" he snarls. At that moment, you lose control of the cursor. It remains at the bottom of the screen until Kenny makes his move.

If you shoot before he reaches his starting position (while he is still walking), you automatically miss, he ridicules you for your poor shot and lack of etiquette as he walks backwards to the starting position to begin again.

After he's in position:

if you try to cheat by moving or clicking early, "your respect for frontier etiquette won't let you draw first."

If your cursor is not a gun when he's getting ready to draw, he warns you to "get ready!"

They have a little dialogue featuring lines such as, "I remember you from the OK Corral down in Tombstone." "No, never been to Arizona Territory." He mentions your clothes. "I dress this way because it makes me look good; damned good!" He laughs. "Kiss my pestle!"

When he's in his firing sequence:

If you click your gun cursor on Kenny after his 3rd ?? cel, we see him fire, we hear one shot only, your cursor disappears and we slowly manipulate the VGA palette directly to all reds (indicating your eyes filling with blood). "You be one dead Fred." EndGame.

If you do shoot within the first 3 cels (i.e., you *do* draw quickly enough), we see him fire, we hear *two* shots, and we cut to...

"565 Two Oval Vignettes of West Main Street:"

A dark screen version of “220 West Main Street” with just two normally-lit oval vignettes, one for each of you, and a fancy label below reading “Exclusive Sierra Slow Motion Instant Replay.” We watch a “Slow Motion Instant Replay” of your *successful* (only) quickdraw action.

We see Kenny draw first, but you draw faster. We see your gun fire one frame before his, see the flash from both barrels, see his gun deflect slightly as he fires, and see you get hit in the *left* ear (the side towards the camera) by his bullet. We see you fall to the ground, bleeding profusely. We see Kenny coolly blow the smoke from his gun, shake his hand, holster his gun, then walk over to you by walking behind the black portion of the pic, i.e., out of one vignette and into the other. Cheat the slow-mo speed on the walk-over so it doesn't take too long. He stops beside you. Bump curPuzzle to “bleeding in the dirt” and cut back to...

“570 Freddy Down & Dirty C.U.:

This is nearly the same picture as 560.p56. We are again looking down Main Street, but now instead of standing with your butt filling the frame, you're lying in the dust, your head filling the frame, your eyes closed, your injured ear oozing blood and your “lucky” neckerchief clearly visible. You show no signs of life. Kenny towers above you.

He assumes you're dead, kicks a little sand in your face, ridicules your lack of skill, and then we see one cell of the bottom of his boot (which completely hides him) as he steps over you. He's now off-screen, but we remain looking at your face.

You hear his voice as he walks away unseen, “Time for me to give Penelope a little more than a full report!” You realize he's heading for the schoolhouse, that Penelope is behind the conspiracy, and that you're going to bleed to death in the middle of Main Street.

Waiting to die sequence:

“As you lie in the dirt, filled with despair...” if you don't click the neckerchief on your ear within 20 ?? seconds, you bleed to death. EndGame.

But if you do, “you use your lucky neckerchief as a bandage to apply direct pressure to your wound. The bleeding stops. Say... weren't you wearing your lucky neckerchief when he shot your other ear?” We cut back to 565.p56, see Kenny's vignette empty, watch as you rise shakily to your feet and stumble off-screen after Kenny. We then fade to black, then fade in on the “Schoolhouse Exterior,” with you standing on the schoolhouse steps.

## Inside the Pharmacy

### 600 Pharmacy Interior

#### *Physical Description*

Ego's place of business. Invisible cowbell on front door rings any time anyone passes through. A sign on the wall reads, "Just say 'No' to Ether".

ART NOTE: be sure to allow for Srini's "award-winning product display" and a place for the silver medallion to hang. Hide the face of all clocks in the game behind reflections, but allow the pendulum to show.

#### *Features*

lots of

#### *Props*

clock pendulum, product display, silver medallion, cash box ??

#### *Actors*

Penelope, Helen Back, Madame Ovaree, Smithie, Sheriff Shift, Srini

#### *Objects Found Here*

Prescription #1, Prescription #2, Prescription #3, Preparation G, money

#### *Objects Used Here*

Medication #1, Medication #2, Medication #3, Preparation G

#### *Description of Events*

You may leave the Pharmacy at any time while a customer is present. When you return, that same customer will still be there, "patiently" waiting. They wait until you fill her/his prescription before leaving. If two customers were there, save both their positions and place them there when ego reenters this scene.

If prevRoom == "250 East Main Street, Sheriff & Pharmacy" OR a character walks in from Main Street, play the cowbell soundFX.

If ego exits to Main Street OR a character exits to Main Street, play the cowbell soundFX.

If curPuzzle > "Brief your sidekick" && you've been outside at least once:

addToPic the "huge, attractive display of "Wolverine Brand Salve" Srini has worked so hard to create."

If curPuzzle > "Quickdraw practice" && you haven't taken the silver medallion already:

Hang the silver medallion somewhere in the shop.

If you *Look* at the medallion, print "It seems Srini's entry in the 'Wolverine Brand Salve' contest won second place!"

If you click the Hand on the medallion, you *Take* it.

If curPuzzle == "Ready For Business" (it's your first time in here), bump curPuzzle to "Prescription #1" and make Penelope follow ego in. When she catches ego, show her hand him Prescription #1. She's suffering from the "Vapors." Show him accept it. Provide a little chit-chat. Set the local whinerTimer to Random 20 40 ?? seconds. Reuse this "walk-in, talk & whine" code for Helen and Madame and Smithie.

If the whinerTimer expires && ego doesn't have (either the correct or an incorrect) medication in Inventory && ego hasn't already given Medication to customer:

Reset the whinerTimer. Make the customer bug ego about the delay. "Well? Are you going to fix my prescription or not?" The customers handle this differently; earlier customers provide clues, later customers are belligerent.

If prevRoom == "Back Room" && an improperly made Medication is in Inventory, the next customer doesn't enter. (IOW, if you come from the Lab with bad medicine, don't bring on the next prescription.)

If you give a "wrong" medication to a customer:

Set a "badMedicine" flag. Handle her just as you would a "correct" medication, except the next customer doesn't enter. She leaves. No new customer ever appears. You are then free to wander around town at will. But when you re-enter this scene:

If prevRoom == "Main Street" && the "badMedicine" flag is set:

As you enter the pharmacy, the same customer follows you in, telling you "Lucky for me, I tried some of that medicine you gave me on my %s! And you killed it!" (dog, cat, goldfish, bird, horse, cow, son's sheep, etc.) Walk through the array; if you finish, add "new" before each pet's name.

If prevRoom == "Back Room" and Medication #1 is in Inventory, Helen Back enters (before Penelope leaves). She waits near the entrance, until Helen Back starts out, then she heads for ego. When she catches ego, show her hand him Prescription #2. She's suffering from "Melancholia." Show him accept it. Set the local whinerTimer to Random 20 40 ?? seconds.

If prevRoom == "Back Room" and Medication #2 is in Inventory, Madame Ovaree enters (before Helen Back leaves). She waits near the entrance, until Helen Back starts out, then she heads for ego. When she catches ego, show her hand him Prescription #3. "It's not for me, you know. Some of my girls are suffering from... that problem." Show him accept it. Set the local whinerTimer.

If prevRoom == "Back Room" and Medication #3 is in Inventory, Smithie enters to the tune of "Blood in the Saddle" (before Madame leaves). He waits near the entrance, until Madame starts out, then she heads for ego. When he catches ego, they chat a little. He requests a large tube of Preparation G. Set the local whinerTimer.

If you *Look* at the counters and shelves, eventually you'll discover the Preparation G. It is on this screen (not in the back room or the Lab Screen),

If you click the Hand on the Preparation G, you *Take* it. Add it to Inventory.

If you *Use* the Preparation G on Smithie, you give it to Smithie. Remove it from Inventory. Bump curPuzzle to "Sheriff shutdown." Print "Why not your usual six-pack of liniment, Smithie?" "Wall, Mr. Pharkas, I'ma fixin' to take a long ride. I'ma gonna leave town. I sold offen that lousy stable to ma friend, Mr. P. H. Balance down at the bank. Besides, you ought'a jes' smell them horses a'fartin'!" As you walk Smithie out, walk in Sheriff "Chicken" Shift, who walks to ego, then proudly announces, "Fire inspection! I'm here to check out chur fire safety, per the new town regulations." He looks around. "Whoa! Good thing I came, too! Pharkas, I'ma gonna havta shut this place up tighter than a pissant's scrotum." "But, Sheriff! How could you? What the charge? I haven't done anything wrong!" "Fire hazard! Why, this buildin's a terrible fire hazard, Pharkas! I do believe this whole buildin's made outta wood!" "But, Sheriff!" you protest, "every building in this town is constructed of wood!" "I dunno nuttin' 'bout that, son. Oh, well. Tough luck, Pharkas. I'll have that young Sam Walton boy come right away to put up a big "Closed" sign over your front window. From now on, keep that front door locked."

“But what am I supposed to do, Sheriff? This is my only livelihood.” He heads for the exit. Halfway there, he says, “I’d talk to the bank, if’n I was you. Ga’day!” Bump curPuzzle to “Start Act II.” Fade to black. Print a few sad messages in which you realize someone is out to get you, just like they did Smithie! Cut to “East Main.”

If you click the Hand on the cash box:

If you have collected money from any customers:

Print “You *Take* your money from the cash box but leave the box on the counter.” Add money to Inventory.

Else:

Print, “Your strong box is empty.”

## 610 Pharmacy Back Room

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### *Physical Description*

Includes your rolltop desk, the lab area, and the stairs to your room. You may always walk up the stairs. If you walk near the lab table, cut to the "Lab Screen" below. If you walk off-screen to the South, cut to the "Pharmacy Interior."

### *Features*

#### *Props*

desk's rolltop, clock pendulum

#### *Actors*

Srini

#### *Objects Found Here*

letter, gaseous spectroscope

#### *Objects Used Here*

desk key

### *Description of Events*

You *Use* the desk key to unlock the rolltop desk, then click the Hand on it to open the lid. A *Look* at the open desk reveals a locked cubbyhole drawer. *Use* the same desk key again on the desk to unlock the drawer, then click the Hand on the drawer to open it. A *Look* reveals the letter inside and *Gives* it to you.

If curPuzzle == "Brief your sidekick:"

You can only be here if prevRoom == "Robertson Cliff." We watch a short cartoon in which you give Srini his "welcome aboard" speech, order him to "refresh the stock and to create some attractive displays in preparation for our big 'Grand Re-Opening Sale.'" Prepare for some long-winded silly work-ethic human resources speech.

If you click on the Fast Forward icon at any time during this cartoon, bump curPuzzle to "Contaminated Water," jump to the end of the speeches and return playerControl.

If the baking soda is outside and you haven't yet *Talked* to Srini, you always find him here. When you *Talk* to him, he tells you he messed up his first order, ordering "baking soda, 1 gross" expecting 144 boxes, but got 144 sacks instead! That is gross!

## 620 Pharmacy Lab Screen

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### *Physical Description*

This room is the meat of FPF. A old-fashioned laboratory table with apparatus on a counter below, and bottles of chemicals, jars, beakers, tools, and assorted laboratory paraphernalia above. An area of the screen is reserved for constantly-changing text, hereinafter referred to as the "text display area" or TDA. The TDA shows the name of the object the mouse is over, so as the mouse moves across the screen, that line is continuously updating, regardless of the current cursor. This scene handles mixing medicines, forming pills, smelting silver, mortaring-and-pestling, etc.

It requires the following objects; add others to fill up the holes: empty medicine bottles, corks, bulk liquid medicine jar #1, pill-making machine, graduated cylinder, spatula, balance, balance weights, empty pill bottles, jar of medicinal powder #2, mortar, pestle, jar of medicinal crystals #1, jar of medicinal crystals #2, wooden box of medicinal powder #3, etc.

All of the chemicals are "usable," but using them will create "bad" medicine. It only takes one wrong ingredient to create "bad medicine." Some bad mixtures immediately return to the "Back Room" scene, with a soon-to-be-dead ego standing there in some humorous pose.

The Lab Screen handles Inventory in a unique manner. Almost everything on-screen is a "local object" that remains here and doesn't enter Inventory. If you *Take* them by clicking on them with the Hand icon, they become the active cursor so they are easy to use without a trip to the Inventory window. They remain visible on-screen. They do not appear in the icon bar as the currently active object. This prevents the player from taking and carrying around vast quantities of chemicals, etc., but allows them to be used as needed here. The only real Inventory objects are the completed medications (right or wrong), Deflatulizer™, water purification solution, empty clay ear mold, and the silver-filled clay ear mold.

### *Features*

dozens

### *Props*

empty medicine bottles, corks, pill-making machine, balance, jar of medicinal crystals #1, jar of medicinal crystals #2, wooden box of medicinal powder #3, and much much more

### *Actors*

bulk liquid medicine jar #1, mortar, pestle, graduated cylinder, spatula, balance weights, empty pill bottles, jar of medicinal powder #2, mortar, pestle, jar of medicinal crystals #1, jar of medicinal crystals #2, wooden box of medicinal powder #3, etc.

### *Objects Found Here*

medication #1, medication #2, medication #3, corrected medication #3, deflatulizer™, water purification solution, empty clay ear mold, silver-filled clay ear mold

apothecary jar, beaker, Bunsen burner, burette (glass measuring tube), crucible, filter paper, funnel, lab flask, litmus paper, medicine dropper, mortar and pestle, petri dish, pipette, retort (glass container), test tube, test-tube holder, vial

### *Objects Used Here*

horse flatulence sample, water tower water sample, wax-filled clay ear mold, silver medallion, empty clay ear mold



### *Description of Events*

Continuously update the TDA (Text Display Area) with the name of the object the cursor is currently over, regardless of the current cursor.

There are four classes of local objects: chemicals, measuring devices, mixing devices, and containers.

If a local object is clicked on the table top:

set observeActors on the object so it will “find” its own location free of the other things sitting there. IOW, the table should look like the objects have reasonable depth and substance to them.

if nothing else is there, assume the player wants to “drop” the object there. Place it where he dropped it. He can pick it up again later. If he leaves the room and returns to here without putting things away, we’ll automatically put them away for him upon his return (i.e., don’t bother storing coordinates).

All four classes exhibit the same behavior under the following circumstances:

If you click the Hand on them, the cursor changes into that object, and the object becomes the curLocalObj.

If you click the curLocalObj on its original, now-empty, starting location, the cursor changes to the Hand as the old object automatically floats back to its original starting location.

If you click the curLocalObj on another member of the same class, the objects are exchanged, the cursor changes to the new object which becomes the new curLocalObj as the old object automatically floating back to its original starting location.

### **Chemicals**

Chemicals include all supplies, whether solid or liquid. The chemical jars never run out of contents, no matter how much you use.

If the curLocalObj is a chemical:

If it is clicked on a measuring device consider it the same as clicking the measuring device on the chemical. Thusly: (Cond)

If the measuring device is not suitable for measuring that chemical, play an “Oops” soundFX to indicate nothing happened and print “The %s is not suitable for measuring that substance.”

If the measuring device is full, play an “Oops” soundFX and print “The %s is full.”

If the measuring device already contains something else, play the “Oops” soundFX and print “You must empty the %s before using it to measure something else.”

Else, increase the level in the device by 1.

If the chemical is clicked on a mixing device, print “It is advisable to measure your ingredients instead of just dumping them together.”

If it is clicked on a container:

If the container is not empty, print “This container is for your finished product, not for mixing. Do your mixing in the proper device.”

Else, increase the level in the container by 1.

Else, play the “Oops” soundFX.

### **Measuring devices**

Measuring devices include the graduated cylinder, spatula and balance.

If the curLocalObj is a measuring device:

If it is clicked on a chemical consider it the same as clicking the chemical on the measuring device. Thusly: (Cond)

If the measuring device is not suitable for measuring that chemical, play an “Oops” soundFX to indicate nothing happened and print “The %s is not suitable for measuring that substance.”

If the measuring device is full, play an “Oops” soundFX and print “The %s is full.”

If the measuring device already contains something else, play the “Oops” soundFX and print “You must empty the %s before using it to measure something else.”

Else, increase the level in the device by 1.

If the measuring device is clicked on a mixing device, transfer the entire amount to the mixing device.

If the measuring device is clicked on a container:

If the measuring device is empty, print “That made a nice sound, but accomplished little.”

Else, the entire amount is transferred to that container.

If the measuring device is clicked on the dumper, empty it completely and print, “The %s is empty.”

Else, play the “Oops” soundFX.

### **Mixing devices**

Mixing devices include the mortar and pestle, beaker,

If the curLocalObj is a mixing device:

If the mixing device is clicked on a chemical, print “Click the chemical on the mixing device, not vice versa.”

If the mixing device is clicked on a measuring device, print “There’s no need to measure it now, it’s already mixed.”

If the mixing device is clicked on a container, transfer the entire amount to that container.

Else, play the “Oops” soundFX.

### **Containers**

Containers include empty medicine bottles, empty pill bottles.

If the curLocalObj is a container:

If the container is clicked on a chemical, play the “Oops” soundFX and print, “Place the chemical into the container, not vice versa.”

If the container is clicked on a measuring device, play the “Oops” soundFX and print, “Click the measuring device on the container, not vice versa.”

If the container is clicked on a mixing device, play the “Oops” soundFX and print, “Click the mixture on the container, not vice versa.”

Else, play the “Oops” soundFX.

## Other

The dumper is where you can “empty” any container, measurer, or mixing device. The dumper never becomes full.

If you click anything containing something on the dumper, that thing becomes empty.

If you click whole bottles of chemicals, empty devices or empty containers on the dumper, print “Don’t throw that away!”

The pill-making machine is a container that accepts any mixture. When its handle is pulled, it animates for awhile, then:

If there is an empty pill bottle under its output spout, show the handle come down and some pills roll into the bottle.

Else, print “You would place the pills into a bottle, but there isn’t an empty bottle under the machine’s output spout.”

The alcohol lamp begins the game empty and must be filled before it works. It is either hot or cool. It is used to heat containers:

If you click the Hand on it:

If it’s burning, print “You quickly lick your fingers and pinch out the alcohol lamp’s flame.” Hide the animated flame.

Else, print “The alcohol lamp feels cool to the touch.”

If you click the elixir on it:

Fill the lamp with alcohol. Remove the elixir from Inventory.

If you click the matches on it:

Animate the flame. Set it to On. Float the matches back to their proper location. Change the cursor back to the Hand.

If you click the medallion on it:

If it’s off, print “The medallion looks nice beside the cold alcohol lamp.”

Else, show the empty “skillet” parked above the flame. Wait a few seconds, then print “The silver medallion is now completely melted. Now what?”

If you click a chemical on it:

Print, “Measure some chemical into a mixing bowl first, then heat it here.”

If the player adds any incorrect ingredient to a mixture, set the “bad medicine” flag. Check a look-up table to see if adding it creates a “deadly combination.” Most combinations produce only slightly wrong medicine.

If it is not a “deadly combination,” do nothing. Set the flag and handle it later when the customer returns after giving the mixture to them.

Else, pause a few seconds to allow time for stirring, then immediately go to the “Back Room,” with a dying ego standing there in a corresponding humorous pose, i.e., mushroom cloud, stink bomb, blackened and burned, etc.

If curPuzzle == “Prescription #1”:

if it's the first time in this room, print "You study Penelope's prescription and prepare to carefully fill it. You wouldn't want to make a mistake with her medicine."

if the player does all the following (not necessarily in this order) without any omissions, change the bottle to "Pepticlymacine Tetrazole":

Measure 42 ccs of "Pepticlymacine Tetrazole" from the bottle into the graduated cylinder.

Place an empty medicine bottle on the Lab table.

Click the graduated cylinder on the empty bottle.

Return the graduated cylinder to the shelf.

Take a cork from the shelf and click it on the bottle.

This creates a bottle of Pepticlymacine Tetrazole, the correct Medication #1, which is then a regular "Take-able" Inventory object.

When he *Takes Medication #1*, print "You carefully label the bottle 'Miss Penelope Primm—for internal use only.' You wonder if she'll ever realize your strong feelings for her?" You then automatically leave the Lab Screen and return to the Back Room.

If curPuzzle == "Prescription #2":

if it's the first time in this room, print "You study Helen Back's prescription and prepare to carefully fill it."

if the player does all the following (not necessarily in this order) without any omissions, change the bottle to "Quinotrazate":

Move the graduated cylinder to the table top.

Move the beaker to the table top.

Click the bottle of Bismuth Enterosalicyline on the graduated cylinder until the cylinder contains 12 ccs.

Move the balance's slider to the 30 grams.

Click the bottle of Phenodol Oxytriglychlorate on the balance's pan until the balance is balanced.

Click the balance pan on the beaker to pour the Phenodol Oxytriglychlorate into the beaker.

Click the filled graduated cylinder on a beaker to pour the Bismuth Enterosalicyline into the beaker.

Click the glass rod on the beaker to stir the mixture. Under program-Control, show the rod stirring for a few seconds.

Click the beaker on the pill-making machine to transfer the mixture to the machine.

Click an empty pill bottle under the pill-making machine's spout.

Click the Hand on the machine's handle to form the mixture into 3 pills. Play 3 soundFX of pills hitting the bottle. Click it six more times to make a total of 21 pills.

Take a cork from the shelf and click it on the pill bottle.

This produces a bottle of Quinotrazate pills, the correct Medication #2. The pill bottle then becomes a normal "Take-able" Inventory object.

When he *Takes* Medication #2, print "You carefully label the bottle 'Mrs. Helen Back—take three times daily, just before meals.'" Add it to Inventory. You automatically leave the Lab Screen and return to the Back Room.

If curPuzzle == "Incorrect Prescription #3":

if it's the first time in this room, print "As you study Madame Ovaree's prescription, you realize you cannot read it. The writing looks so blurry."

If curPuzzle == "Prescription #3 Under Glass":

if it's the first time in this room, print "As you study Madame Ovaree's prescription, you realize it can not possibly be meant for her."

If curPuzzle == "Corrected Prescription #3":

if it's the first time in this room, print "You study Madame Ovaree's prescription and prepare to carefully fill it."

if the player does all the following (not necessarily in this order) without any omissions, change the bottle to "Estrosterane":

Measure 100 mgs of Bimethylquinoline crystals on the balance.

Pour the crystals from the balance into the mortar.

Measure 50 mgs of Metyraphosphate powder on the balance.

Pour the powder from the balance into the mortar.

Click the pestle on the mortar to grind the mixture with the pestle automatically for 7 seconds.

Move the medicinal papers to the lab table.

Move a small prescription box to the lab table.

Use the 1 cc measuring spoon to move 1 dose of the mixture from the pestle to the medicinal papers.

Use the Hand to automatically folds the paper.

Use the Hand to move the paper to the the prescription box.

Repeat until all 6 papers are in the box. This produces a correct Medication #3. The bottle then becomes a normal "Take-able" Inventory object.

When he *Takes* Medication #3, print "You carefully label the bottle 'Madame Ovaree.'" Add it to Inventory. You automatically leave the Lab Screen and return to the Back Room.

If curPuzzle == "Flatulent Horses":

if he *Uses* the loaded paper bag on the unlit lamp, print, "Whew! What an aroma! You'd better do something about it before everyone leaves town."

if he *Uses* the loaded paper bag on the lit burner, make a small puff of flame, and print, "Allowing only a slight portion of your sample to escape near the alcohol lamp, you notice it turns the flame an unusual color."

if he *Uses* the gaseous spectroscope on the burner, place it on the table and leave it there, hiding the burner. It may be *Taken* again later, though for no good purpose.

if he *Uses* the loaded paper bag on the lit burner while the gaseous spectroscope is in place, animate the same small puff of flame, display the print, "Good idea, Freddy. The spectrum lines on that etched glass viewer reveal volumes to those who know how to read." The Doco reveals someone has mixed dried lentils in with the horses' oats.

If curPuzzle == "need gas mask":

if the player does all the following (not necessarily in this order) without any omissions, change the bottle to "Aminophyllic Citrate":

Measure 40 grams of Sodium Bicarbonate on the balance.

Pour the Sodium Bicarbonate from the balance into a 100 ml jar.

Measure 16 ml of Furachlordone with a graduated cylinder.

Pour the Furachlordone into the jar.

Fill the jar with water (to make 100 ml).

Measure 2 grams of Magnesium Sulfate on the balance.

Pour the Magnesium Sulfate into the jar.

Put a cork in the jar.

Shake the jar. This produces a correct Deflatulizer™. The jar then becomes a normal "Take-able" Inventory object.

When he *Takes* the jar of Deflatulizer™, print "You carefully label the brown jar, 'Aminophyllic Citrate.' Congratulations. You've just created your first batch of 'Pharkas' Deflatulizer™."

If curPuzzle == "Contaminated Water":

if the player does all the following (not necessarily in this order) without any omissions, change the bottle to "Bisaliclylate Antitoxidene concentrate":

Measure 3 ml of Bismuth Subsalicylate in the graduated cylinder.

Pour into a test tube.

Measure 4 ml of Orphenamethihydride in the graduated cylinder.

Pour into the same test tube.

Light burner.

Click tube on burner. Hold in place until mixture begins to boil.

Remove from flame.

Pour into bottle.

Put stopper in bottle.

This produces "Bisaliclylate Antitoxidene." The bottle then becomes a normal "Take-able" Inventory object.

When he *Takes* the jar of Bisaliclylate Antitoxidene, print "You carefully label the brown bottle, 'Bisaliclylate Antitoxidene.' Congratulations. Be careful; this stuff is mightly concentrated."

## 630 Pharmacy Bedroom

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### *Physical Description*

#### *Features*

mooseskin rug, moose head, antlers, bed, wardrobe, nightstand, dresser top, dresser drawers, dresser mirror, armoire drawer, armoire doors, trunk, trunk lid, lamp, bookcase, chair, stairs, railing

#### *Props*

moose eyes, antlers, wardrobe doors, nightstand drawer, dresser drawer, trunk

#### *Actors*

Srini

#### *Objects Found Here*

pharmacy rolltop desk key, gunslinger clothes

#### *Objects Used Here*

#### *Description of Events*

You can never go to bed on your own.

Every time you walk near the antlers, you do the “trip shtick” (Isn’t that also a AAA map service?) where Freddy does a hitch step, pauses, looks at the antler, looks at the audience, then continues to his original destination. (If this creates programming problems, it’s okay with me to require another click to get him going again.)

If you click the Hand on the armoire, its doors open/close. Handle verbs both ways.

If you click the Hand on the bookcase, its doors open/close. Handle verbs both ways.

If you click the Hand on the nightstand drawer, it opens/closes. Handle verbs both ways.

If you *Look* at the nightstand drawer while it is open:

If the desk key is here, print “you find your desk key.” Add it to Inventory automatically.

Else, print “There’s nothing left in the drawer you can use.”

If you click the Hand on the dresser drawer, the top drawer opens/closes. Handle verbs both ways.

If you *Look* at the dresser drawer while it is open:

If the claim check is here, print “you find a claim check for a pair of boots. You wondered what happened to those.” Add it to Inventory automatically.

Else, print “You consider whether it’s time to wash some of those socks!”

If you click the Hand on the trunk, the lid opens/closes. Handle verbs both ways.

If you *Look* at the trunk while it is open:

If the clothes are still here, print “You find your old gunslinger clothes and your “Good Guy Model” Stetson hat.”

Else, print “There is nothing more of importance in your trunk.”

If you *Look* at the area under your bed, walk him over, bend him down and print, “You find some dust bunnies which you do NOT take.”

If prevRoom == 320 East Bluff Street:

A short cartoon. Fade up with you lying in your bed after saving town's water supply. It is dark outside your window. We see Sрни run in, shouting. "Fire! Fire!" he cries, starting the puzzle's fireTimer. ("Is it morally wrong to shout fire on a on this crowded hard disk?" you wonder.) He races back down the stairs. You leap from bed fully clothed, make the bed in about 3 cels, then regain playerControl with curPuzzle == "Burning of Coarsegold."

If you click on the Fast Forward icon at any time during this cartoon, we jump to you standing beside the bed with the bed made and curPuzzle set.

If prevRoom == "Madame's C.U.:"

Fade in on this screen with sepia-tone palette, with "**Act III, Guns and Neuroses**" overlaid. It dissolves to your real room colors. Bump curPuzzle to "Arm yourself." It is once again daylight, never to become dark again.

If curPuzzle == "Cat Ballou:"

Fade in on Sрни the faithful man-servant and you as Lee Marvin in a brief cartoon that's a clear send-up of the *Cat Ballou* dressing-room-scene.

If you click on the Fast Forward icon at any time during this cartoon, we jump to "230 West Central Main Street."

You can get here from anywhere. Enter this scene with screen black, print "Your outfit complete, you return to your bedroom so Sрни can preen you for battle." Remove clothes from inventory. Fade in on this scene with you mostly dressed in your new wardrobe (pants, boots, pistols already on). We watch as Sрни helps you into your fringed shirt, walks off-screen, returns with the silver ear on a black velvet cushion. You carefully lift the ear from the cushion and place it on your head. Sрни fetches your new hat, jumps on the bed, to carefully lower it onto your head. There's a glint of silver as you turn to face him, resplendent in your new-found glory.

Sрни wishes you success; you offer him the pharmacy if you don't succeed and order him not to reveal your identity by approaching or helping you. Once you change into that Palomino-colored outfit, there's no going back to those somber dark suits. ("Once you go Palomino, you'll never go back to black!") This scene fades back to black, bump curPuzzle to "Card Shark," then fade up on you, in your sparkly new outfit, standing outside the saloon.



## Main Street Interiors

### 640 Barber Shop

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#### *Physical Description*

Home base of Salvatore O'Hanohan, the town barber, who never roams far from his barber chair. He always has an anonymous customer in the chair, so there's no opportunity for Freddy to sit down. A back door here leads to "Central Bluff Street" but it's hidden behind a wall so it's not obvious. You can, however, see it reflected in the mirror.

Mirror art: entire back wall must be priority 4, except for actual mirror area, which is *not* prioritized. "Glass mark" (those diagonal lines that indicate glass) should also be priority 4. Then, mirror image characters can be priority 3 and door in mirror can be priority 2. Programmer and artist must work closely on this scene.

#### *Features*

mirror, chair, desk, small mirror, bench, stove, buffalo head, back door (in mirror), foreground clutter

#### *Props*

customer #1, customer #2, customer #3, stove flame, back door (only in mirror), chair

#### *Actors*

Salvatore O'Hanohan, alter Salvatore O'Hanohan, alter ego

#### *Objects Found Here*

boots, nitrous oxide

#### *Objects Used Here*

claim check, French post cards

#### *Description of Events*

Always animate Freddy's alter ego behind the mirror.

Always animate Salvatore's alter ego behind the mirror. (No mirror image needed for the person in the chair as he always stays down.)

If prevRoom == "240 East Central Main Street" Freddy enters from off the lower right corner of the screen. If prevRoom == "320 East Bluff" he walks in from off the upper right corner of the stove, and we see alter ego close the door in the mirror.

Upon entrance, the barber always does some business with his customer, in this order: cutting hair, sharpening his razor, shaving the customer, or pulling teeth.

If you click in lower right corner, walk ego off-screen diagonally down and right and return to street.

If you click the Hand on the door in the mirror, walk Freddy off-screen to the upper right to show the alter ego in the mirror approaching the mirror door. Open the door, and walk both out.

If you *Talk* to the barber:

"I've been tryin' to think up a new way to attract business." "Oh? What?" "Dirty readin' material for ma customers ta read whilst they wait." "But they're illiterate!" you protest. "Yup," he replies, "and they can't read good neither!"

If you do anything to the customer, he only mutters something unintelligible.

If you *Use* the postcards on the barber:

“Your customers may not be able to read, but I bet they would look at pictures!” you say as you hand him your racy French postcards. “Whoa! *Tres cool!* But your exceptional generosity must be reciprocated: perhaps I could interest you in a free shave?” “No, thank you.” “Then, how about a free wisdom tooth extraction?” “Mine are already out.” “Then why doncha take this bottle o’ summa this new-fangled laughin’ gas?” “Why, thank you, Salvatore. I try to always keep nitrous oxide around the house!” Barber walks into left foreground, returns, gestures to Freddy, Freddy reaches to accept, add nitrous oxide to inventory, barber returns to customer.

If you *Use* the claim check on the barber:

“Do you still have those boots I dropped off for a shine six years ago?” “Yup,” he replies, “they’ll be ready Tuesday!” Pause. “Never mind, I’ll just take them as is.” Barber walks into left foreground, returns, gestures to Freddy, Freddy reaches to accept, add boots to inventory, barber returns to customer.

## **650 Chester Field's Mercantile Company**

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### *Physical Description*

Whittlin' Willie sits by the pot-bellied stove whittling. Chester Field is proprietor of the General Store, but he's always working in the back room. He yells things out from the back room like, "Help yourself, I'll be right out," but he never shows. This cuts down on graphics requirements considerably.

### *Features*

post, horseshoe, shelves, sacks, coffee mill, foreground clutter

### *Props*

fire in stove, door

### *Actors*

Willie

### *Objects Found Here*

whittling knife, empty paper bag

### *Objects Used Here*

clay, wax, medallion (all shown to Willie, but not removed from Inventory)

### *Description of Events*

If you enter here and have both the clay and the wax in Inventory OR you've heard Willie's lost wax *spiel*:

There is no Willie here.

His whittling knife is lying on the stove. You can *Take* the knife.

If you *Talk* to Whittlin' Willie, he just makes small talk.

If you *Use* the silver medallion on Whittlin' Willie:

do the "ego giving things" loop, show Willie's "reach out and take things" loop. Willie then gives clues about the lost wax casting process. Then show his "reach out and take things" loop again, then "ego giving things" loop. You can't leave this room while Willie has your stuff, so don't change Inventory.

## 660 Mom's Cafe

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### *Physical Description*

If you and the artists can work out the “through the wrinkled glass bottle” effect, do it.

There is a large tin can of beans on the foreground shelf here that you can take.

ART NOTE: change the far table to a self-service coffee area so ego has a place to “get coffee.” Add some loops of Mom swatting flies.

### *Features*

tables and chairs, flowers in foreground, tin cans, bottles, counter, glass-front cabinet, shelf on far wall, lamp on post, kitchen

### *Props*

steaming horse plop, swinging doors to kitchen, steaming apple pie on back window, steam and assorted cooking effects in kitchen, flyswatter on rear counter

### *Actors*

Hop Singh, Helen Back, Penelope, various other townsfolk (that aren't in the saloon), numerous flies buzzing around for Mom to swat

### *Objects Found Here*

tin can, cup of coffee

### *Objects Used Here*

snails, steaming horse plop

### *Description of Events*

You always enter and exit this scene from the left.

You can't walk through the swinging doors to the kitchen.

If you click the Hand on the tin can sitting on the foreground shelf, you can *Take* the can.

There's a 1/3 chance you'll see Penelope sitting in here. If so, use her logics to keep the conversation flowing.

Helen wanders around, wiping the counter and swatting flies when one flies into her range and she's not busy with Freddy or something else.

Keep several flies on Wanders, roaming around the room.

If a fly Wanders into the vicinity of the counter:

Fly it to a random location on the counter, where it stops to rest. Set the fly's waitTimer to Random (10, 90) cycles. If the waitTimer expires, the fly takes off and flies directly out of the counter vicinity, then gets a new Wander.

If a fly lands on the counter and Helen isn't busy doing something else:

She slowly reaches for the flyswatter, slowly picks it up, slowly raises it into the air over the fly and instantly drops it on the fly. “Damned flies,” she says. “This place is like a stable!”

If the flyTimer expires at any time during her sequence, she stops where she is and returns the swatter to its location.

If you *Talk* to Helen Back while you have the snails, you promote their sale and tastefulness to Helen Back, trying to convince her to make escargot a menu staple.

If you *Use* the snails on Helen Back, you give them to her. If you haven't *Talked* to her and given your promotion speech, give it now. (But don't give it a second time.) She gratefully accepts and walks to the kitchen "to put them in a bag of cornstarch." You get a few points for creativity.

If you click the Hand on the coffee pot against the far wall:

you *Take* a cup of coffee without paying. "Mom offers free coffee to her regular customers. You're as regular as anyone—10 a.m. every morning, you head straight for the outhouse!"

If curPuzzle > "Madame Ovaree" && the pie hasn't been taken:

Animate the steaming apple pie cooling on the kitchen window sill.

If you *Look* at the pie, print "How tempting! Fresh apple pie, still warm from Mom's oven. What could be more American?"

If you click the Hand on the pie to *Take* it, print "There's no way you can get into the kitchen to steal anything. Momma don't allow no pharmacists playing in there!"

If you *Use* the steaming horse plop anywhere in Mom's:

Walk ego to a position where his feet are behind the right table. Animate through the loop of Freddy slam-dunking the horse plop onto the floor. Set the horsePlopTimer to 300 ?? seconds. Helen and Hop Singh both get very excited and angry, speaking lots of clever lines about your relationship to a stable. Hop Singh rushes from the kitchen with his bucket and brush to clean up the mess.

Before the horsePlopTimer expires, you can go to "500 Mom's Rear Entry" and grab the apple pie cooling in the window without getting shot because Hop Singh is busy cleaning up your mess.

If the horsePlopTimer is running:

Animate Hop Singh out front, scrubbing with his brush and bucket, trying to clean up the mess you made on the floor when you dropped the horse plop.

Else:

Animate Hop Singh in the kitchen, acting busy via various, randomly selected loops in various, randomly selected locations, for randomly selected numbers of seconds.

## 670 The Golden Balls Saloon

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### *Physical Description*

Sam Andreas works the bar, various drunks sit around mumbling incoherently, a tack-piano is in the corner. A tacky piano player always plays a trite collection of frontier music. Bad lighting. A rear door, barely visible through the smoke and haze, leads to the back alley ("500 Mom's Rear Entry"). There's always a poker game playing around a full table, so there's no chance of you ever sitting in. The bar is behind the poker game and has a brass rail. A chandelier hangs over the far edge of the table, perfectly aligned for later dropping on "Aces's" head. Ol' Doc's whiskey glass sits beside him on the poker table when he's in the game. Sign near stage reads, "Round the clock live entertainment! So Baaaah-d, it's good!"

### *Features*

moose head, piano, each table, poker game, bar, bar's brass foot rail, stage, picture window to Main Street, swinging doors, picture over bar

### *Props*

piano player, swinging doors, ricochets for bullets' points of contact, table (without poker game), other poker players, Doc

### *Actors*

Sam Andreas, the dancing Sheepettes, chandelier, bullet, Aces, sheriff, Penelope, others if machineSpeed allows

### *Objects Found Here*

whiskey glass, beer

### *Objects Used Here*

pistols, money, "Prescription under Glass"

### *Description of Events*

If you *Look* at the sheep while dancing, print "They're the best you've ever herd!"

If curPuzzle < "Corrected Prescription #3:"

    Animate Ol' Doc in the poker game.

    If his whiskey glass is still here, place it beside him on the poker table. If you click the Hand on the whiskey glass, you *Take* it.

If curPuzzle > "Incoming Aces," there is no card game here, the tables are in place, but the chairs are removed. There are no people around either. (They're all frightened of the gunslingers outside.)

If you *Look* at the picture window (Cond):

    If it's broken, print "That window looked better before."

    If curPuzzle == "Rowdy Cowhands," print "You dare not enter that street. There's so many of them and only one (well, okay, 13 counting your bullets) of you.

    Print "You see Main Street through the glass darkly."

If you *Use* any of the prescriptions on Doc (Cond):

    If he's asleep, print "Don't bother him."

    If "Prescription #1" OR "Prescription #2," print "Yep, I wrote these. Waddaya think, there's sumptin wrong wit' 'em? They look okay to me!"

If "Prescription #3," print "I cain't read this so good. Mus' be sumptin wrong with ma eyes."

If "Prescription #3 under glass," print "Wall, lookee here! Why, I musta been thinkin' 'bout sumptin else when I wrote this." (Yeah, and you know what it was, eh, Freddy!) "Here, jes' lemme scribble ya out a new'n, and you run right back to your little pharm'cy and have fun!" Take "Prescription #3 under glass" from Inventory and replace with "Corrected Prescription #3."

If you *Use* the money on Sam:

Print, "Hey, Sam! Gimme a case of the beer you just got in from St. Louie!" Walk ego to bar, walk Sam to ego, show ego's "giving" loop, show Sam's "taking" loop, walk Sam off-screen to the left, pause 3 seconds, walk him back to ego, do his "giving" loop, do ego's "taking" loop. Add beer to Inventory.

If you *Talk* to Sam:

you order a drink. Print "Gimme a glass of warm milk." Gasp soundFX from the crowd. Print "Well, never mind that. Gimme a sasparilla." Moan soundFX from the crowd. Print "Okay, forget that! Gimme a glass of warm beer..." Ahhh soundFX "...and coat the rim with nose hair!" Big applause soundFX from the crowd. "Here ya go, pardner!" says Sam. "It's on the house!"

If you click the Hand on the poker game:

If curPuzzle < "Incoming Aces," print "There's no room available in this game."

If curPuzzle == "Incoming Aces," print "There's no way you can engage Aces in fisticuffs."

If curPuzzle > "Incoming Aces," print "There won't be a poker game here for quite a while."

If curPuzzle == "Card Shark:"

Animate Wheaton "Aces" Hall sitting at the far side of the table in Doc's old chair.

Animate Doc in a chair in the corner, trying to sleep it off.

If you *Look* at Aces or the poker table, cut to "The Poker Game" below. You can return from there either by choice or under duress (see below).

Animate Penelope standing somewhere near the poker game so she can run up to ego and congratulate him after he has Aces arrested.

Animate as many of FFP's main characters as machineSpeed will allow scattered around the room, just watching the action. Everything else in town is closed.

If prevRoom == "The Poker Game C. U." && you *Used* your gun on Aces:

we see you standing with your gun drawn, aimed at Aces, but you are frozen in place. The Sheriff stands beside you. He arrests for attempted murder. "You had no cause to draw on a poor, defenseless, unarmed man like Mr. Hall!" EndGame.

If curPuzzle is "Incoming Aces" and prevRoom == "The Poker Game C. U.:"

You are under extreme duress! We see you dive beneath the left table as Aces fires at you and misses. You tilt up the table as you fall to protect you from Aces's guns. All the other men in Aces' poker game also exit quickly, each in a unique, humorous way. Piano player changes music. "Yah hoo, boys! Kin we

have another Old West saloon brawl, Sam?” “Hail, no! I ain’t finished makin’ the payments on the last one yet!”

Now, Aces has his gun aimed directly at you but you’re protected by the heavy wooden table. He also blocks your way to both doors. Why doesn’t he get up and walk around to kill you. (He’s just lazy.)

If you fire your gun anywhere East of your table:

We watch you rise above the table to shoot, but before you can, Aces shoots you every time. EndGame.

If you fire your pistol West of the table:

If you miss the “magic” spot:

You do not rise up, but rather, shoot sitting down. We watch as you fire, see the bullet hit the spot you aimed at, then ricochet around the room, with sampled soundFXs, bouncing off things until it finally strikes an innocent bystander. Each shot kills a different, wrong person who dies a funny, creative death. After each wrong shot, you get an “Oops” dialog about your mistake, with a “Rewind” button. You must click “Rewind” (you have no other choice). We then see the animation in reverse, the bullet’s ricochet path traced right back to your gun barrel, while sampled soundFXs play in reverse. Thus, players can keep trying shots until they find the “magic” spot.

Else:

When they do find the correct small spot on the bar’s foot rail, the bullet ricochets many, many times following an exaggerated, convoluted route, but eventually it clips the chain holding up the chandelier, which drops directly onto Aces (shakeScreen), the perimeter of the circle wrapping completely around him immobilizing him, trapping him with his third hand clearly revealed. Print a few messages about how you summon the sheriff, who enters immediately. You expose the fake third hand to Sheriff “Chicken Shift” who has no choice but to arrest “Aces” for cheating, so he does. Print a few messages mentioning how you “disarmed” him. Walk Sheriff and Aces out together, headed for jail. Walk Penelope over to you to congratulate you. (The bitch!) No kissing, hugging, or PDA, though it enters your mind. Walk Penelope out the front door. Change piano player music to calm. Bump curPuzzle to “Rowdy Cowhands.” Start “Rowdy Cowhands” soundFX softly in background. Mention they are outside. Return playerControl.



## 675 The Poker Game C. U. \_\_\_\_\_

### *Physical Description*

We only get to this screen when this puzzle's pokerTimer is running. This is a first-person view of the poker game. You are *not* in the game. You can leave this screen by clicking the "Exit" icon (where the Walker icon usually is). "Aces" Hall sits in the far chair, where Doc sat, winning consistently.

Occasionally, a third hand flashes subtly on screen for just one cycle.

### *Features*

stacks of money, Aces' body, hat, card in hatband

### *Props*

Aces' hands (3), cards, smoke from cigar in ashtray on table, eyes, moustache, mouth, coins, pot, other players' hands (occasionally)

### *Actors*

cards, coins

### *Objects Found Here*

### *Objects Used Here*

guns (to no avail)

### *Description of Events*

If you *Look* at Aces, print "Wheaton "Aces" Hall, slick big-time, back-East, riverboat gambler, has turned the saloon's friendly poker game into vicious high-stakes gambling, winning money, land, buildings, and businesses from the local bumpkins."

If you *Use* the gun on Aces, we cut back to the "Saloon Interior" above, see you with your gun drawn frozen in place, the Sheriff standing beside you. He arrests for attempted murder. EndGame.

If you click the Hand on Aces' extra hand while it's on-screen:

Erase the hand. Print "He's cheating! That's a fake left hand! His real hand is hidden under the table!" His response is, "Why, yes, silver-eared stranger! You're correct! But I have no cards in my left hand. I only have this..." He slowly raises his left hand from his lap, revealing his pistol aimed directly at you! "Turn around, Slick!" he growls. "I think I'd rather shoo' cha in the back so I don't havta see that ugly face of yours!" We then return to the normal "Saloon Interior" above to watch you turn around and dive beneath the nearest table.

## **680 Whiskey Glass Close-up**

---

### *Physical Description*

You can come here from nearly anywhere, when you click the whiskey glass on Prescription #3 in the Inventory window. You move the glass around above the prescription, until the correct prescription is clearly legible.

### *Features*

prescription

### *Props*

### *Actors*

moving glass

### *Objects Found Here*

“Prescription #3 Under Glass”

### *Objects Used Here*

whiskey glass, Prescription #3

### *Description of Events*

You move the glass around above the prescription, until the correct prescription is clearly legible. When it is, remove the whiskey glass and Prescription #3 from Inventory and replace with “Prescription #3 Under Glass.” Return to previous location and conditions.

## 690 First Bank of Bob

### *Physical Description*

It looks like Bob's drawing! P. H. Balance is the only person working in the bank, ever. Penelope comes in occasionally.

### *Features*

table, plant, vault door, cages, lamps, clock, settee

### *Props*

vault door, lamp flames, clock pendulum

### *Actors*

PH Balance, Penelope (random 1/3)

### *Objects Found Here*

none (guns & neckerchief found *inside* safe deposit box)

### *Objects Used Here*

safe deposit box key

### *Description of Events*

There is a random 1/3 chance of meeting Penelope in the bank. If she's there, use her logics to keep track of whatever conversations you two have had.

If curPuzzle < "Sheriff shutdown:"

PH just makes "small talk" about their new Columbus Day (Halloween, Palm Sunday, etc. always different), non-interest-bearing passbook savings accounts.

If curPuzzle > "Sheriff shutdown:"

PH gives you a "come on; sell out to me" pitch which escalates through multiple "sell out" lines.

If you click the money on PH:

He takes it from your Inventory and "keeps it safe in your Christmas Club account."

If you click your safe deposit box key on PH:

If he hasn't given you the first "come on; sell out to me" pitch, he does.

Fred stands in place. PH walks to the vault, works the combination, opens the giant vault door, walks inside, returns with your safe deposit box, places it on the table and returns to his desk.

If the safe deposit box is on the table and you click the Hand on it to open it:

Cut to "700 Safe Deposit Box C.U." below...

If prevRoom == "700 Safe Deposit Box C.U.:"

Under programControl, you summons PH, announce "I'm all done now.", he takes the box from you, returns it to the vault, closes the vault door, spins the lock with a flourish, walks back over to you, hands you the key, and "Thank you for using The Bank of Bob."

Small talk with PH must mention Bob.

## **700 Safe Deposit Box C.U.** \_\_\_\_\_

### *Physical Description*

A C.U. of the closed safe deposit box. You can open the box to reveal your “lucky neckerchief” wrapping something. You can open the neckerchief to reveal your brace of “gunslinger pistols.” You reminisce about your memories of them.

### *Features*

guns & holster, neckerchief

### *Props*

guns & holster, neckerchief

### *Actors*

### *Objects Found Here*

guns, neckerchief

### *Objects Used Here*

### *Description of Events*

If you click the Hand on the lid:

    If it's closed, it opens.

    If it's open, it closes, and we return to the Bank Interior, above.

If you click the Hand on the neckerchief:

    If it's closed, it unfolds to reveal your pistols.

    If it's open:

        If the guns are there, the neckerchief folds back over the guns.

        If the guns are gone, you *Take* the neckerchief.

If you click the Hand on the pistols, you *Take* them.

You can leave by closing the box lid with the Hand or by choosing “Exit.” You don't have to take the pistols or the neckerchief, but you'll need 'em both eventually. You can come back and get them later.

Also handle returning the pistols and neckerchief to the box.

## 710 Sheriff's office

---

### *Physical Description*

We're peering in the front window, looking through the bars at the tiny office and jail with its one cell. There is nothing inside here you can take. You can never enter unless the sheriff is here. Face of clock has reflections blocking view of hands (since they never move).

### *Features*

bars, cell, hat & coat on coat rack, desk, gun rack

### *Props*

sheriff, clock pendulum

### *Actors*

### *Objects Found Here*

ammunition, gun cleaning kit

### *Objects Used Here*

coffee, apple pie

### *Description of Events*

Whenever this scene is accessible, we see the sheriff sitting at his desk, in his desk chair. He has some "fidget" code to keep him from looking like a statue.

If you *Look* at the sheriff, print "Shh! He's trying to invent "coffee and donuts.""

If you try to *Take* anything in this room, the sheriff corrects you, "Git chur hands of-fen that, boy! You got no bizness fingerin' stuff in here!"

If you *Use* the coffee on the sheriff:

Remove the coffee from Inventory.

If you have NOT given him the apple pie previously:

Add the ammo to Inventory. Print "Thanks, pardner! But, cha know what? Sumptin sweet would shore taste good right now!" "Why, I bet that's true. I'll be glad to try and find you something to munch on. But, in the meantime, I've been thinking about moving to another city. But, I've got no bullets. I was wondering if you have any bullets that would fit an old.45?" "Whey, shore, son. Here. Have a box o' these Remingtons! No charge; they're on the County!"

Else:

Add the gun cleaning kit to Inventory. Print "Thanks, pardner! This'll shore go good wit' dat apple pie ya gave me!" "You are most welcome, Sheriff. Say, you wouldn't happen to have a spare gun cleaning kit, would you? These old pistols of mine are dirty as sin!" "Okay, son. But this gun cleanin' kit'll be the last thing I give ya. Now git chur pistols cleaned, git chur stuff packed up and git chur ass outta town!"

If you *Use* the apple pie on the sheriff:

Remove the pie from Inventory.

If you have NOT given him the coffee previously:

Add the ammo to Inventory. Print, "Whey, thank cue! I bin so hongrey I coulda et a bear! But, do ya think I could git a cuppa coffee to go with

this?" "Why, sure, Sheriff. But, in the meantime, I've been thinking about moving to another city. But, I've got no bullets. I was wondering if you have any bullets that would fit an old.45?" "Whey, shore, son. Here. Have a box o' these Remingtons! No charge; they're on the County!"

Else:

Add the gun cleaning kit to Inventory. Print, "Whey, thank cue! I bin so hongrey I coulda et a bear! This'll shore go good with that cuppa coffee ya brung me earlier!" "Uh, Sheriff? Do you have anything I could use to clean these old guns of mine before I leave town? They're mighty dirty and I want to be prepared for my long journey!" Print "Okay, son. But this gun cleanin' kit'll be the last thing I give ya. Now git chur guns cleaned, git chur stuff packed, and git chur ass outta ma town!"

## The Schoolhouse

### 720 Schoolhouse Interior

---

#### *Physical Description*

You can only be in this scene at the end of FFPF, after Kenny the Kid shoots you in the street. You enter from outside under programControl to find Penelope standing near the stove blocking your way to the stage. You can not leave. Entrance not visible on-screen.

Stage in front of classroom with desk to left and door to basement on right. Civil War bulletin board display. Swords above chalkboard. All desks are identical, except the desk nearest Freddy when he enters; it has a student slate lying on it.

#### *Features*

blackboard, desk, flag, desks, slate, stove, swords, windows, lamps, foreground clutter

#### *Props*

basement door, his & her swords, student slate, misc. gunfire

#### *Actors*

Penelope, flying Derringer, flying ear, Kenny

#### *Objects Found Here*

slate, sword

#### *Objects Used Here*

slate, sword, sharpened silver ear

#### *Description of Events*

If curPuzzle == "schoolhouse showdown:"

If you click the Hand on the door to the basement, print "There's no use trying to escape to the basement!"

If localPuzzle < "Derringer:"

We begin with a little cartoon. You walk in, stopping halfway to the stove. She turns to you and says, "Ooooh, stranger! I've been hoping you'd pay me a visit ever since I watched you beat Aces back at the saloon. How did you know leather chaps with silver accessories excite me so?" As she breathes faster and heavier, she begins to unbutton her bodice while you stand amazed, confused, but not disinterested. Perhaps clothes *do* make the man, eh Freddy?

Wrong. It's merely a ploy! From her bodice, she whips out... a Derringer and aims it directly at you! "Drop 'em," she orders, with a meaning completely different from what you had expected a moment ago! At this point we start a 20" ultimatumTimer, bump localPuzzle to "Derringer," and return to playerControl.

If localPuzzle == "Derringer:"

Keep the ultimatumTimer running. If the timer expires before you drop your guns, show her fire, you collapse to the floor. Bang, you're dead. EndGame.

If you click the Hand on her, print “There’s no way you’ll be able to grab her gun before she can pull the trigger.”

If you *Use* your guns on her:

Begin Freddy’s “draw gun” animation. But before he can get his gun out, she fires. Bang, you’re dead. Freddy collapses to the schoolhouse floor. EndGame.

If you *Use* any other Inventory object:

It just makes her mad. Show her fire, show you collapse to the floor. Bang, you’re dead. EndGame.

If you click the Hand on the slate before lowering your guns:

Penelope says, “When I say ‘Drop ‘em,’ I mean ‘Drop ‘em!’” as she shoots. Bang, you’re dead. Freddy collapses to the schoolhouse floor. EndGame.

If you click the Hand on your guns in the Inventory window:

Print “Sometimes discretion is the better part of valor!” Show Freddy unbuckle his belt and his guns drop to the floor. Start a 20” gunsOnFloorTimer, bump localPuzzle to “guns on floor.”

If localPuzzle == “guns on floor:”

Keep the gunsOnFloorTimer running. If the timer expires before you grab the slate, Penelope cries, “Sucker!”, show her fire, show you collapse to the floor. Bang, you’re dead. EndGame.

If you click the Hand on the slate after lowering your guns:

You automatically raise it to protect your heart as she automatically fires her one and only bullet. (You don’t have to “*Use* the slate,” although you can; you just need to *Take* it to be protected.)

Her bullet shatters the slate, usurping its energy. In its dissipated state, it bounces off your chest without harming you. You bend over to pick up your guns and as you do, Penelope hurls her now useless gun, scoring a direct hit on your head, knocking you out. We fade to black as you crumple in a heap on the floor, unconscious, but not shot.

Bump curPuzzle to “trapped in the basement,” print a few messages, and go to “730 Schoolhouse basement” below.

If curPuzzle == “sword fight:”

If you click the Hand on the door to the basement, print “You have no desire to return to a place that’s about to explode!”

After you’ve escaped from the basement, you return here to find Penelope packing. You enter up the stairs, close the basement door behind you, turn to face Penelope and announce, “Justice will be done, madam!” “I knew I shouldn’t have wasted my time packing these ‘cum’ folders!” she says. Penelope grabs a saber from the Civil War lesson display on the wall beside her, bumping localPuzzle to “en garde.”

If localPuzzle == “en garde:”

She slowly advances toward you.

If you fail to grab the other saber before she gets to you:



She “runs you through,” we see you collapse, you die again. EndGame. “Shish-kabobs, anyone?” “Get your mind out of the skewer!”

If you click the Hand on the other saber:

Show Fred reach up, take saber as Penelope backs up until she is again behind the desk. Add it to Inventory and make curObject automatically. When she is behind the desk, she tosses her saber high into the air while doing a Ninja-schoolmarm one-armed cartwheel across the desk to the floor in front of the stage, catching the sword as she assumes the classic “en garde” position. “Did I forget to mention downstairs that Meadville Normal had the nation’s first female fencing team?” she says.

We automatically walk you to the front of the stage, where you trip stepping down. You also assume the “en garde” position. Bump localPuzzle to “swordfight” and begin the fighting.

If localPuzzle == “swordfight:”

You are both always on the floor.

If you try to move on the stage or down-screen towards the stove:

Revert to a “walking with sword held lamely downwards” view. Penelope presses forward quickly, runs you through. EndGame.

If you fail to press forward:

Penelope “runs you through,” we see you collapse, you die again. EndGame. “Shish-kabobs, anyone?” “Get your mind out of the skewer!”

If you push her back far enough:

“Say, Freddy. You’re not bad!” “So much for Title 9 sports, Penelope!” Stirring music! She trips, falls on her back, as you slash her saber from her hand! As you stand above her, your saber aimed at her chest, you ready for the kill when we hear “Kenny’s soundFX.” You pause, look in the direction of the schoolhouse door as in walks... Kenny the Kid! Bump localPuzzle to “Kenny entering” and freeze ego and Penelope in place.

If localPuzzle == “Kenny entering:”

Ego is frozen in place, staring at Kenny. Penelope, with the sword to her chest, doesn’t do much either. He arrives, stops short of the stove, and we bump localPuzzle to “Kenny talking.”

If localPuzzle == “Kenny talking:”

Since you’re no longer wearing your silver ear, he recognizes you! He’s too surprised to shoot right away. “Why, it’s you! From the old neighborhood. Freddy!” “Good to see you again, Kenny. I hope I didn’t hurt your hand out there in the street.” “Whoa! That was you, out there? I didn’t recognize you. Have you done something with your hair?”

If, by this point in his revelation exposition, you haven’t clicked the silver ear on him, he says, “It’s funny, Pharkas! I thought I killed your sorry ass back in Pecos!” as he shoots. Bang, you’re dead! EndGame.

If you do click the silver ear on Kenny during the pauses between speeches:

Rush through Freddy's and Kenny's lines, "Good to see you again, Kenny. I hope I didn't hurt your hand out there in the street." and "Whoa! That was you, out there? I didn't recognize you. Have you done something with your hair?" Freddy now replies, "Not my hair, Kenny, but with THIS!"

Show Freddy keep his saber aimed at Penelope's chest, reach inside his shirt with his left hand and fling the silver ear across the room, directly into Kenny's jugular vein! Even more-stirring music! Kenny says, "Freddy Pharrrrrrgggh!!" and falls to the floor.

Print a congratulatory message, then show Fred turn again to Penelope as we cut to "740 Penelope C.U." below.

If curPuzzle == "end game cartoon:"

Show Fred's sword lying beside Penelope's body. Crank gameSpeed as fast as possible (aniInterval of 0 or 1 ??), show him quickly walk past the dead Kenny, and cut to "750 "Lethal Weapon" Schoolhouse" below.

## **740 Penelope C.U.**

---

### *Props*

about 7 slashes

Only shown as part of end of game cartoon. Penelope is wearing a bodice perfectly suited for slashing an "Rx" into. Print "Without thinking, you quickly slice "the sign of the Rx" into her quaking bodice!" Animate the slashes in order. Pause a moment. Print "Suddenly you remember, "The OIL!" Bump curPuzzle to "end game cartoon" and cut back to "720 Schoolhouse Interior" above.

## **750 "Lethal Weapon" Schoolhouse**

---

Dramatic close-up of Freddy flying through the air Mel Gibson-style from the schoolhouse porch. Center the open doorway on the screen, so we can do a center-out showStyle to the "760 Explosion" pic below.

Only shown as part of end of game cartoon. Preload 760.p56 and the huge explosion soundFX. Display 750.p56, start the soundFX, showPic 760.p56 with center-out showStyle, then immediately fade to black. Print a few "wrap up the game" messages and go to "170 Closing cartoon" below.

## **760 Explosion**

---

Can come here from Lab Screen or Schoolhouse explosions. Cartoon-y boom screen. Huge soundFX. Fade to black. EndGame. Another Dead Fred. "That's you all over, Freddy!"

## 730 Schoolhouse basement

---

### *Physical Description*

Dirt floor. Dark, dank. A large stone column (but not as large as it was originally drawn) in the center of the basement holds up the floor above. A lantern rests on the stairway post. A stream of oil runs from near the stairs to a big pool of oil in the left front corner.

You only get here under playerControl during the closing schoolhouse sequence. We fade in from black to find you sitting in a wooden chair, completely tied up, with rope wrapped around and around your body from ankles to neck, with your arms completely immobilized at your sides, and just your hands protruding at the wrists. Penelope stands beside you.

### *Features*

pool of oil, trail of oil, stairs, pillar, books, old piano, column, foreground clutter

### *Props*

oil pool bubbles,

### *Actors*

Penelope, silver ear, burning lantern, Mr. Flame-O

### *Objects Found Here*

silver ear

### *Objects Used Here*

silver ear

### *Description of Events*

The lantern burns on the stairway post. Oils bubbles bubble in random locations at random intervals in the foreground oil. Rats scurry about in the dark corners (or at least blink their eyes).

The first part of this scene is the motivation-explaining cartoon:

Penelope stands before you. "Now, we'll just find out just exactly who you are, Mr. Gunslingin' Stranger!" she cries, dropping her final G as she rips your silver ear from your head and flings it to the floor. "FREDDY! You?!" A conversation ensues.

You ask her why she's done all this. She reveals her back story. "I had just finished my education back in western Pennsylvania at the local Meadville Normal School when I saw a small ad on the school bulletin board seeking teachers 'for a lovely little village, way out West.' I wrote a letter of inquiry and was offered the position sight-unseen by the Coarsegold Board of Education. They even sent me stagecoach fare! Soon after my arrival (which you saw in the Prologue, I believe), I noticed the oily swamp behind the schoolhouse. Being a good Pennsylvania oil country girl, I grasped immediately that Coarsegold was literally oozing money! But I could never afford to buy mineral rights on the meager pittance they pay a single unwed female teacher, so I made a little arrangement with the Mr. Balance. He foreclosed the mortgages he could, and convinced the sheriff to shut down the others. P.H. would get the land and buildings for a song and give me the mineral rights I wanted, as long as I gave him what he wanted!"

You are aghast. Penelope walks to the stairs. "But Penelope! To me you've seemed to be a sweet innocent young woman. How could you be such a sleaze?" She climbs to the landing. "It was easy, Freddy. But don't feel too superior. Re-

member—you weren't too noble upstairs! But, please: don't spend the rest of your life worrying about me.”

“Oops! How clumsy of me!” Penelope says mockingly, just before she knocks the lantern off the post into the stream of oil. Show the lantern tumble to the ground, burst in the oil, and catch it aflame. AddToPic a cel of the broken lantern crashed on the floor. Convert the lantern into the flame and move it slowly along the oil trail, flickering its way across the room like a giant fuse.

“Oh, well. Coarsegold could use a new schoolhouse!” Penelope moves upstairs. As she disappears from the cast list, she says, “...And a new pharmacist!”

We return to playerControl with you trapped in the basement, tied securely to a chair, with the classic “fuse to the dynamite” burning away.

If you click Exit while tied to the chair, print “Exiting this basement is an excellent idea. Your problem is how!”

If you click on Inventory while tied to the chair, don't bring up the normal Inventory window. Instead, print “You are unable to use your Inventory since you tied up.”

If you *Look* at the column, print “The column and basement walls are built from local granite, rough-hewn and sturdy enough to last for hundreds of years.”

While Fred is tied to the chair in sitting position:

If you click the Hand on the fallen silver ear, print “You are unable to reach your ‘disguise’ while bound to that chair.”

If you click the Hand on ego while he's sitting still:

Rock ego back and forth on his chair, using the same Cycler as the schoolyard swing. Go one cel each way for a few loops, back and forth, stopping with him at center.

If you click the Hand on ego while he's rocking back and forth:

If you click while he's rocking “in” (i.e., lastCel was farther from center cel):

He rocks a little less and stops sooner.

If you click while he's rocking “out” (i.e., lastCel was closer to center cel):

He rocks a little more.

When he gets up enough momentum to fall over, freeze on his most extreme cel to the west for a few cycles, then cycle all the way over the opposite direction to the most extreme cel to the east. Make him hover in place for a few cycles, print “Watch your head, Fred!” then crash him to the ground with his head almost touching the stone column. “Whew! That was a close one. But now what are you going to do?” Now he's tied to the chair in the downed position.

While Fred is tied to the chair in the downed position:

If you click the Hand on the fallen silver ear:

Print “He walks... he talks... he...” and show him wriggle on his belly like a reptile until his left hand is beside the fallen silver ear. (His head disappears behind the stone column in the process.) He *Takes* it and it automatically becomes the currently selected Inventory object. (Clicking Inventory still gives the “tied up” message above.)

If you *Use* the silver ear on yourself, print “You have no need to disguise yourself, now, Freddy. She knows who you are!”

If you *Use* the silver ear on the stone column:

Show him wriggle again, so his hands are beside the column, then show him rapidly rub the ear back and forth on the rough rock to sharpen it. Print “It’s a good thing silver is so soft. It sharpens easily on these rocks.” Change curObject to “sharpened silver ear.”

If you *Use* the now-razor-sharp silver ear on yourself:

We see you saw away for a while, finally cutting through the ropes, a quick loop of cartoonish blurs to cover removing the ropes, and you stand up, a free man. You then run up the stairs under programControl. Bump curPuzzle to “sword fight” and cut to “720 Schoolhouse Interior” above.

If at any time during this scene the moving flame reaches the large pool of oil, immediately cut to “760 Explosion” above. EndGame. Another Dead Fred.

## **Closing Sequence**

### **170 Closing Cartoon**

The Epilogue begins with the same sepia-toned Pharmacy exterior pic that served as background for the ballad in the opening, with the text, **“Epilogue—Go Rest, Young Man”** overlaid. It recapitulates “The Ballad of Freddy Pharkas” with a few more choruses that wrap up our loose ends. We see just a few quick vignettes this time: the burned-down school (“...although her body was never found...”); the banker tarred and feathered (“...Hey, I don’t have to put up with this. I think I’ll invent savings and loans!”); Srini in a Native American setting and dress but still wearing his turban (“...his training let him become an Indian medicine man...”); and townsfolk abuzz with talk about the incident (“...our protector,” “...will he ever return?” and “Who in the hell was that weirdo with the silver ear?”); and you, smiling knowingly. Then the sepia pic dissolves into...

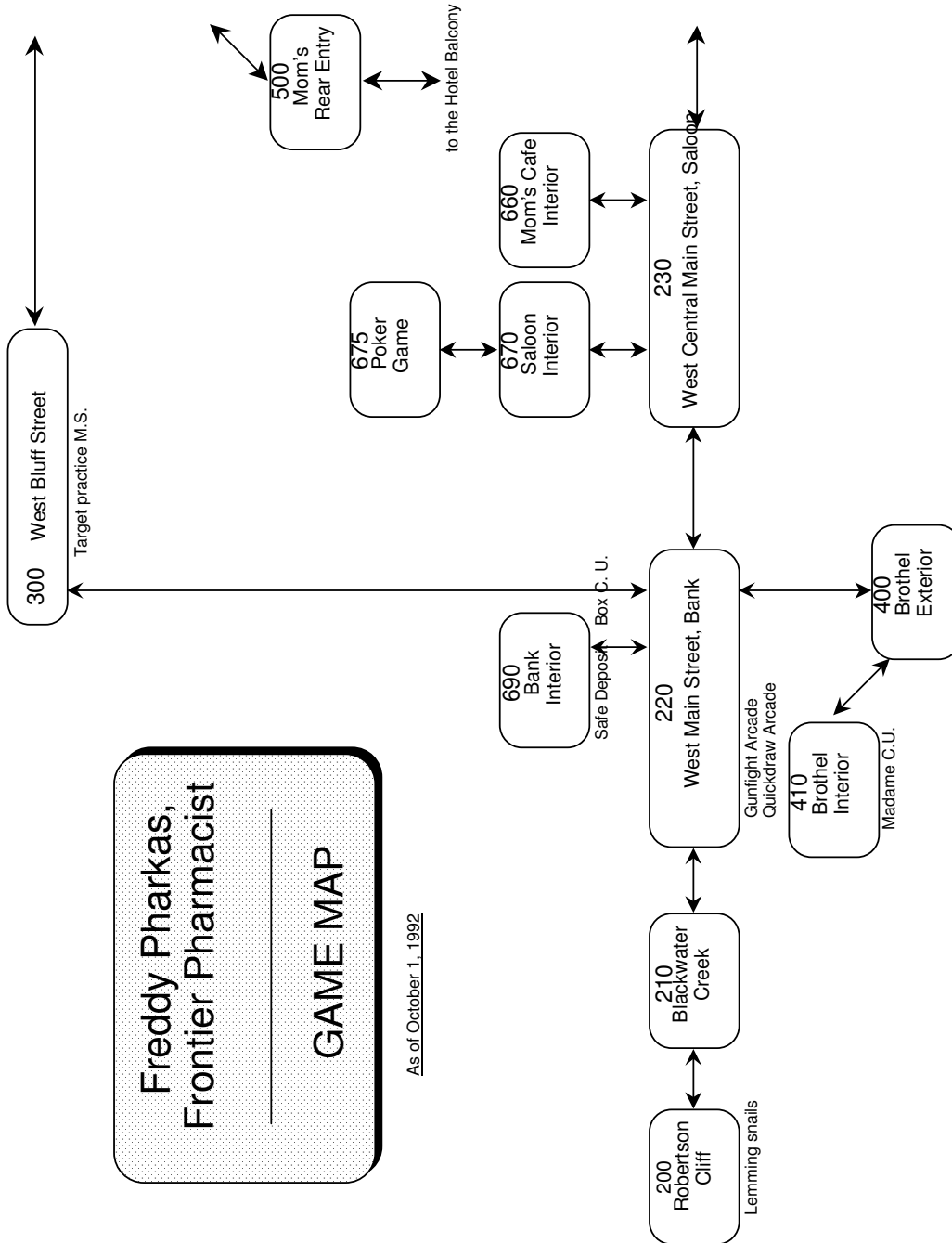
### **175 Closing L.S.**

...which shows how different Coarsegold now is. The town is now all bright colors and activity, the schoolhouse has been rebuilt into a large two-story city school, the railroad tracks are complete and shiny, the former Chinatown is filled with oil derricks pumping away, and we see a large metal software building at the right edge of the screen. (We don’t fly back to Half Dome.) We dissolve to...

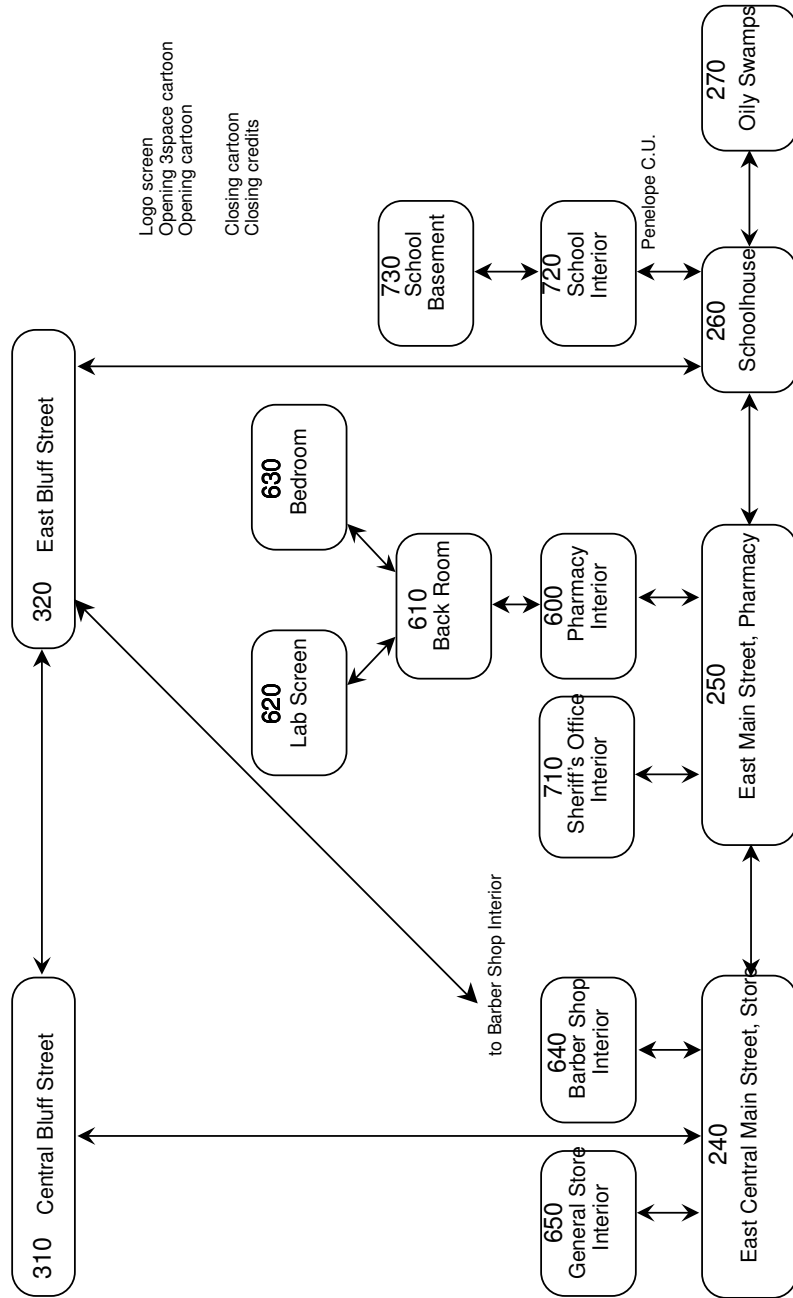
### **180 Closing Credits**

Freddy on horseback, on top of Half Dome, with the sun setting behind him. His horse rears up, and as he waves his hat, we freeze the action and dissolve to a sepia-toned version of the same pic as the closing credits float upward to dramatic “How the West Was Won” music. Fade that screen’s palette, do the “whip crack” animation to a random location on the screen, at which point the next credit appears. Reuse the same credit views from the game’s opening.

# Map







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## Resources

### *Lines*

Wells Cargo stage line driver says, "I'll do anything for a career on the stage!"  
Hero bit by rattler. Srini says, "The Doc says you're gonna die, Kemosabe!"  
"How come you never get hit by those bullets?" "It's my karma, I guess!"  
"You know, she just doesn't get into the 'hole' thing!" "Of course not! I gave up that life!"  
"He wears a 'silver REAR??" "That's EAR, stupid!"  
"I won a merit badge in gun slingin'."  
"I'm going INTO the closet!"  
"It smells like he stepped in the cowslip again!" (cowslip tea, oil of cowslip, essence of cowslip)  
"Why does that stage coach have only 2 horses?" "I feed 'em oats laced with re-fried beans!" "You mean..." "Yep—'turbo-charged!'"

### *Anachronisms*

"Wait until all this is an enclosed, air-conditioned shopping mall and amusement park."  
"I have a dream! Someday all this will be paved with concrete!"  
"Lawyers will control the new West."  
"I see men talking on telephones without any wires!"  
"I think I'ma gonna call it 'bungee jumping!'"

### *Western phrases*

by gum, by golly, by crackie, by jingo, dad gum it, I reckon, consarn it, candy ass, piss-ant, cow-lickin', horn suckin', bush wackin', side windin', horn swaggin', lilly-livered, scum suckin', varmint

### *Indian Tribes*

Apache, Arapahoe, Blackfoot, Cheyenne, Chickasaw, Chinook, Chippewa, Choctaw, Comanche, Creek, Crow, Hopi, Hupa, Kiowa, Navajo, Nez Perce, Osage, Paiute, Papago, Plains Indians, Pomo, Seminole, Shoshone, Sioux, Ute, Yaqui, Yurok, Zuni

### *Historic Places*

Carson City, NV, Colorado Territory, Comstock Lode, Deadwood, SD, Dodge City, KS, Fort Laramie, Homestake Mine, SD, Jackson Hole, Laramie, WY, Montana Territory, Promontory Point, UT, Sacramento, CA, San Francisco, CA, Virginia City, NV

### *Geographic Features*

Black Hills, Chisholm Trail, Death Valley, Donner Pass, Little Bighorn River, Oregon Trail, Santa Fe Trail, Trail of Tears

### *Historic Events*

Custer's Last Stand, 1876  
driving of the Golden Spike, 1869  
Lewis & Clark expedition, 1803-1806

### *People/Animals*

bronc buster, buckaroo, buffalo (bison), cardsharp (cheater), chuck-wagon cook (cookie), cowpuncher, coyote, crack shot, desperado, dogie (stray calf), drover (cattle driver/sheep driver), dude, gold prospector, gunslinger, half-breed, hired gun, hombre, horse thief, jackass, madam, maverick (unbranded calf), medicine man, mountain man, mustang, old-timer, outlaw, pack horse, pack mule, pack train, paleface, Palomino, pa-poose, prairie dog, prospector, prospector's mule, roughneck, rustler, saddle horse, saloonkeeper, schoolmarm, scouting party, sharpshooter, stagecoach driver, team of horses, team of oxen, tenderfoot

### *Things & Places*

blasting powder, breeches, brothel, buckboard, buckskin jacket, buffalo chips, buffalo, robe (carriage robe or rug), bunkhouse, calico dress, canyon, chamber pot, chuck wagon, cigar store Indian, circle of covered wagons, Conestoga wagon, corral, covered wagon, cowboy boots, cowboy hat, dance hall, deadman's hand (poker hand), diggings (digging or mining site), dried beans, dry-goods store, dusty street, false front on a building, feather bed, fiddle, firewater (liquor), flapjacks, gambling hall, general store, gingham, grub (food), guitar, gunbelt, gunpowder, hangman's noose, holster, honky-tonk, kerosene lantern, lariat, livery stable, locoweed, long johns, moccasins, neckerchief, outhouse, peace pipe, pelt (untanned animal skin), poncho, promontory, saddlebags, saddle, sagebrush, saloon, sarsaparilla (beverage), sawdust floor, sidesaddle, sleeve garter, snake oil, spittoon, Stetson hat, string tie, sunbonnet, swinging doors, telegraph, opera house, tintype photograph, tomahawk, totem pole, train depot, wampum, wagon train, WANTED: Dead or Alive poster, water trough

### *Verbs*

bite the bullet, bite the dust, deal from the bottom of the deck, die with your boots on, have an ace up your sleeve, herd animals (verb), hit pay dirt, hobble (fetter/limit), hornswoggle, hunker down, palm a card, shoot an injured horse, shoot at person's feet & say DANCE!, shoot to kill, sign your name with an X, stack the deck, up the ante

### *Activities*

barroom brawl, branding, bronc busting, calf roping, cattle rustling, gunplay, hoedown, horse-stealing, lariat twirling, medicine show, poker (card game), roundup (cattle drive), shoot-out, showdown (poker hands faceup), stampede, trick riding, trick roping

### *Descriptors*

armed to the teeth, bareback, highfalutin, on the warpath, railroaded, ridden out of town on a rail

### *Famous/Fictional Westerners*

Annie Oakley, Antonio Lopez de Santa Anna, Babe the Blue Ox, Bat (William Masterson) Masterson, Belle Starr, Billy the Kid (William H. Bonney), Black Bart (Charles E. Bolton), Brigham Young, Buffalo Bill (William F. Cody), Butch Cassidy & the Sundance Kid, Cochise, Crazy Horse, Dalton gang, Dangerous Dan McGrew, Daniel Boone, Davy Crockett, Doc (John Henry Holliday) Holliday, Donner party, General George Armstrong Custer, Geronimo, Henry Plummer, Hopalong Cassidy, Frank James, Jesse James, Jim Bowie, Jim Bridger, John C. Fremont (The Pathfinder), John Colter, Joseph (Nez Perce chief), Judge Roy Bean, Kit Carson (Christopher Carson), Lewis and Clark (Meriwether and Wm), Lillie Langtry, Lola Montez, Lone Ranger, Mangas Coloradas, Marcus A. Reno, Nat Love, Pancho (Francisco Villa) Villa, Paul Bunyan, Pecos Bill, Red Cloud, Red Ryder, Sacajawea, Sam Bass, Sam Houston, Sheriff Matt Dillon, Sheriff Pat Garrett, Sitting Bull, The Outlaw Josey Wales, Tonto, Wild Bill (James B. Hickok) Hickok, Wyatt Earp, Yosemite Sam, Zebulon Pike, Zorro

*Western Songs, Movies, TV Shows*

(I'm Headin for) The Last Roundup, Blazing Saddles, Blood on the Saddle, Bonanza, Bury Me Not on the Lone Prairie, Butch Cassidy & the Sundance Kid, Cat Ballou, City Slickers, Cool Water, Custer's Last Stand, Dances With Wolves, Deep in the Heart of Coarsegold , Don't Fence Me In, Ghost Riders in the Sky, Gunsmoke, Hang 'Em High, Happy Trails to You, Have Gun Will Travel, Home on the Range, How the West Was Won, I'm an Old Cowhand (from the Rio Grande), Life & Times of Judge Roy Bean, Little Big Man, Lonesome Dove, Maverick, On The Trail of the Lonesome Pine, Paint Your Wagon, Ragtime Cowboy Joe, Rawhide, Red River Valley, Ridin' Down the Canyon, She Wore a Yellow Ribbon, Shenandoah, Silverado, Stagecoach, Streets of Laredo, The Big Sky, The Good, The Bad, and the Ugly, The Lone Ranger, The Outlaw Josey Wales, The Perils of Penelope, The Rifleman, The Shootist, The Sons of Katie Elder, The Train Robbers, The Unforgiven, True Grit, Tumblin' Tumbleweed, Yippee-Oi-Vey, Young Guns

## Documentation

The following lines in **boldface** are for information only. Bury the following information in similiar-sounding spurious bullshit.

### **Instructions for preparation of "Medication #1"**

#### *Tyloxapolynide*

effective aid in treatment of the vapors. Available from D. B. Aze & Sons, Baltimore.

#### *Pepticlymacine Tetrazole*

effective aid in treatment of the vapors. Available from Furnette Formulas, Cincinnati. Pepticlymacine Tetrazole is an acceptable substitute for Tyloxapolynide.

### **Instructions for preparation of "Medication #2"**

#### *Quinotrazate*

To 12 ccs of Bismuth Enterosalicyline, add 30 gms of Phenodol Oxytriglychlorate to produce enough Quinotrazate to make 4200 mgs. Mix together in a glass beaker. Stir the mixture well using only a pure clean glass rod. Process into pill form. Recommended dosage, NTE 60 mgs/day.

### **Instructions for preparation of "Incorrect Medication #3"**

#### *Testosterate*

25 mgs of Testosterate powder administered orally twice daily will add masculinity to the lightest male.

Preparation: Combine 8 ccs of Phenolsulphonphthalein Enteromagneline powder

### **Instructions for preparation of "Correct Medication #3"**

#### *Estrosterane*

25 mgs of Estrosterane powder following marital relations aid in the prevention of undesirable future side effects.

Preparation: Grind 100 mgs of Bimethylquinoline crystals and 50 mgs of powdered Metyraphosphate in a mortar. Prepare 1 cc dosages on pure sheets of medicinal dispensing paper. Recommended maximum dosage: 1 box of six.

### **Instructions for testing the bag of Horse flatulence**

*Spectroscope, gaseous*, (spek' tra skop'), n. an optical device for producing and observing a spectrum of light or radiation from any source, consisting essentially of a slit through which the radition passes, a collimating lens, and an Amici prism. The following photographic tin-types reveal various contents:

hydrogen	(place simulated b&w spectra photos here)
oxygen	
carbon	
carmel	
meaty by-products	
lentils	

### **Instructions for preparation of Horse Deflatulizer**

#### *Aminophyllic Citrate*

An extremely powerful cure for temporary (non-acute) flatulence, in man or beast.

Preparation: Combine 40 grams of Sodium Bicarbonate with 16 ml of Furachlor-done. Pour into large brown glass jar. Dilute with water to make 100 ml. Add 2 grams Magnesium Sulfate. Stopper. Shake. Mix 1:1000 with water.

### **Instructions for preparation of “Contaminated Water” de-contaminator**

#### *Bisalicylate Antitoxidene*

Bisalicylate Antitoxidene has been found to be an effective, albeit highly powerful, compound in the correction of diarrhea, although it is not normally recommended for individuals due to its extreme concentration and possibility for overdosage, with subsequent dire consequences. Best when taken with vast quantities of water. Storage may be a problem due to short shelf life.

Preparation: Combine 3 ml of Bismuth Subsalicylate with 4 ml of Orphenamethihydride in a test tube. Heat over flame until mixture begins to boil. Remove from flame and dilute with one thousand gallons of water (approximately). Makes enough Bisalicylate Antitoxidene for four thousand doses.

### **Phony home remedies**

Learn to rename standard home remedies and common everyday ingredients for increased store traffic and greater profits! Advanced study includes moving inexpensive common chemicals into tiny bottles and jars, while keeping the same pricing structure.

### **Phony chemical names**

Include fakes so the stuff we need doesn't stand out.

### **Phony preparations**

*Possible starting points:* analgesic rub, anesthetic, antacid, balm, bleach, boric acid, cough drop, cough syrup, diuretic, ear drops, elixir, eye drops, eyewash, isopropyl alcohol, laxative, liniment, lotion, lozenge, mineral bath, mineral oil, mineral water, nose drops, ointment, pill, petroleum jelly, potion, poultice, salve, sedative, smelling salts, suppository

*Real drugstore products:* 20 Mule Team Borax, aspirin, bicarbonate of soda, calamine lotion, castor oil, chamomile tea, chloroform, cod-liver oil, dandelion tea, ether, Epsom salts, eucalyptus oil, herbal tea, Mercurochrome, mineral salt, milk of magnesia, mustard plaster, nitroglycerin, oil of wintergreen, peroxide, quinine, rock salt, saline solution, silver nitrate, snake oil, styptic pencil, sulfa drug, syrup of ipecac, witch hazel

### **Funny phony illnesses**

Or not.

## Lab Screen Chemicals

<i>Label</i>	<i>Form</i>	<i>Comment</i>
Aminophyllic Citrate	liquid	formal name of Deflatulizer™
Bimethylquinoline	crystals	used to make Medication #3
Bisalicylate Antioxidene	liquid	formal name of water purification solution
Bismuth Enterosalicyline	liquid	used to make Medication #2
Bismuth Subsalicylate (Pepto Bismol)	liquid	used to make water purification solution
Caffeine	powder	<i>unused</i>
Calcium Carbonate (Chalk)	powder	<i>unused</i>
Calcium Citrate	crystals	<i>unused</i>
Carbon (Charcoal)	granules	obtain from blacksmith
Chloroform	liquid	<i>unused</i>
Codeine	liquid	<i>unused</i>
Copper Sulphate (Blue stone)	crystals	<i>unused</i>
Enteromagneline	powder	used to make INcorrect Medication #3
Estrosterane	powder	correct Prescription #3
Ethyl Alcohol	liquid	<i>unused</i>
Formaldehyde	liquid	<i>unused</i>
Furachlordone	liquid	used to make Deflatulizer™
Magnesium Sulfate (Epson Salts)	granules	<i>unused</i>
Mercuric Chloride (Zenker's Solution)	liquid	<i>unused</i>
Metyraphosphate	powder	used to make Medication #3
Nitrabylocynine	powder	<i>unused</i>
Orphenamethihydride		used to make water purification solution
Pepticlymacine Tetrazole	liquid	substituted for the Tyloaxapolynide prescribed in Prescription #1
Phenodol Oxytriglychlorate	powder	used to make Medication #2
Phenolsulphonphthalein	liquid	used to make INcorrect Medication #3
Potassium Cupri-tartate (Fehling's Solution)	liquid	<i>unused</i>
Potassium Nitrate	powder	<i>unused</i>
Quicksilver (Mercury)	liquid	<i>unused</i>
Quinotrazate	pills	correct Prescription #2
Reserpicline Oxide	powder	<i>unused</i>

<u>Label</u>	<u>Form</u>	<u>Comment</u>
Salt peter	powder	<i>unused</i>
Sodium Bicarbonate (baking soda)	powder	used to correct flatulence & diarrhea; useful on flames
Sodium Chloride		used on tomatoes
Sorbitalic Acid	liquid	<i>unused</i>
Testosterone	powder	INcorrect Prescription #3
Tetracycline		500 mg 4x daily / 10 days
Thiouracilium	liquid	<i>unused</i>
Tyloxapolynide	liquid	prescribed in Prescription #1, but always out of stock
Ureaphilofine	liquid	<i>unused</i>
Valerectal Dinocum	granules	<i>unused</i>
Wismutoxyjodogenomylon	powder	<i>unused</i>