
THE ROCKET CITY CITIZEN

PUBLISHED DAILY

LATEST EDITION AT: www.generalcoffee.com

ENO PROMISES INCREASE IN SUPERVILLAINY

“Twice the crime in half the time.”

ROCKET CITY – Local self-proclaimed evil supergenius Clayton Eno made a public statement yesterday regarding crime in Rocket City and his role in it. In his statement, Mr. Eno said: “I know I’ve been coasting a little on my reputation as a supervillain, and I just want to reassure residents of Rocket City that I’m redoubling my efforts to keep this city in the grip of criminal mayhem. Citizens can look forward to sleepless nights trembling in fear in their beds wondering what nefarious deeds I have up my crooked sleeve.”

City police were quick to downplay Mr. Eno’s statement. “We’re well aware of Mr. Eno’s comments, and while we do take them seriously, we are fully prepared and we are taking measures,” said a police spokesman. When asked about what measures were being



Photo by Jackie Hobby/Staff Photographer

taken, the spokesman answered, “Well, number one we’re going to call Future Boy. So far we haven’t seen a need for a number two.”

Following his statement Mr. Eno was promptly captured by Future Boy during a botched armored car heist. (*see story, City Section, page 2*)

FUTURE BOY KEEPS CITY SAFE FROM EVILDOERS

ROCKET CITY – In recent months the city has seen a marked decrease in crime thanks to the tireless efforts of Rocket City’s own Future Boy. Since the start of the year Future Boy has put not only Clayton Eno behind bars, but also a host of minor-league crooks. Most recently, the ubiquitous superhero bagged prominent criminals The Bamboozler, Mr. Proletariat, and The Knee.

Of these other, lesser-known scofflaws, Clayton Eno—en route to Shankrock Prison—was quoted as saying, “Wannabes, all of ‘em.”

Rocket City police were overheard commenting, “Sure, we should probably be telling Future Boy to just let us do our job and handle the policework. But if he wants to do our job for us, you’re not going to hear us complaining.”

Future Boy was off fighting further crime and was unavailable for comment.

IN TODAY’S PAPER	Weather:
<i>City</i>2	Partly sunny, with
<i>Computers & Technology</i>3	rain showers, ending
<i>Travel</i>6	overnight or early
<i>Arts & Leisure</i>12	tomorrow morning.
<i>Crossword</i>13	
<i>Classifieds</i>14	

CITY

ENO HEIST FOILED

An armored car heist engineered by local supervillain Clayton Eno was stopped yesterday thanks to the efforts of Future Boy. Eno and two co-perpetrators wearing ski masks attempted to rob the armored car with a combination of road spikes, contact explosives, and knockout gas.

While Future Boy was subduing Clayton Eno, his two accomplices—a red-headed woman and a larger male suspect—reportedly slipped away. Rocket City police arrived on the scene shortly thereafter, where they found Eno dazed, confused, and lying on the ground beside the armored car, muttering into a radio (which eyewitnesses later confirmed was in fact only a rubber boot),

“Come back, come back you ungrateful cowards, come back here and get me.”

Strange Lights Puzzle City

A strange glow in the sky above Rocket City late last night brought numerous calls to city police, as well as local media outlets including this newspaper. Eyewitnesses report seeing a bright, bluish light in the night sky over Rocket City Park in the southeast corner of the city. A spokesperson for the Rocket City Police Department said, “Despite the fact that our officers on duty were fully awake and certainly not sleeping through the night shift, they did not see anything to confirm these reports.”

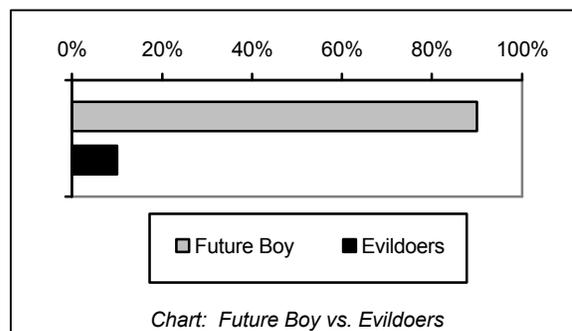
BRIDGE DEBATE DRAGS ON

The Rocket City Bridge Maintenance Committee is once again meeting with criticism over what detractors are calling a “lack of options”. Said one member of the Coalition Representing Non-Bridge Option Believers (CORNBOB): “I don’t know what they’re thinking: anything happens to that bridge to make it inaccessible, and we’re all stuck here. There’s no other way in or out of the city.”

The Bridge Maintenance Committee is scheduled to meet again at the start of next week. There is no word yet from CORNBOB as to whether they plan to send any representatives.

Study Reveals Lukewarm Year For Crime

A year-long study by researchers at Rocket City State University has concluded that it has indeed been a less than stellar twelve months for those hoping to make a living in pursuit of spoils, booty, and other ill-gotten gains. Reasons cited for the marked decline include luck, Future Boy, and unseasonably warm temperatures leading to general ennui in the criminal community. Following is an excerpt from the detailed statistical analysis contained in the study:



TODAY'S ROCKET CITY CITIZEN POLL

Where is Future Boy from?

- Outer space
- Rocket City born-and-raised
- Quebec

COMPUTERS & TECHNOLOGY

Operating system	Recommended/supported versions	Graphics	Sound/music	Video
 Windows	Windows XP or later recommended; 95, 98, ME, 2000 also supported. DirectX 6 or later required.	Yes	Yes	Yes
 Macintosh	Mac OS X 10.2 or later recommended; Mac OS 9.1 or later also supported. Quicktime 5 or later required.	Yes	Yes	Yes
 Linux	X11 or console; source and compiled x86 binaries are available. wxGTK 2.4.0 or later required for X11.	Yes	Yes	No
 BeOS	BeOS R5 recommended; R4.5 also supported.	Yes	Yes	Yes
 Palm	Palm OS 3.5 or later required.	No	No	No
 Windows CE/Pocket PC	Pocket PC 2000 or later required. ARM, MIPS, and SH3 processors supported.	Yes*	No	No

*Additional memory required

Additional requirements and recommendations:

- 64MB required for most operating systems; 128MB or more recommended (excluding portable devices)
- CD-ROM required for installation
- up to 250MB hard disk space required for full installation (or play from CD-ROM)
- 16MB video card with 800x600 resolution and 24-bit color or better recommended for graphics
- 350 MHz processor or better recommended for video playback
- 16-bit sound card or better recommended for sound/music
- mouse recommended for Windows, Macintosh, BeOS, and X11

Installation:

Installing *Future Boy!* on any platform generally involves two steps: (1) installation of the game data, and (2) installation of the appropriate version of the Hugo Engine for your platform.

Please see the following for more detailed installation instructions for your system:

Windows

Insert the *Future Boy!* CD-ROM into the CD-ROM drive. If the Setup program does not launch automatically, navigate to the Windows folder on the CD-ROM and double-click the program **FBSetup.exe**. The Setup program will guide you through the

installation of *Future Boy!* (including the Hugo Engine). You may select between a Full Install (of all game data; highly recommended) or a Minimal Install (requiring the CD-ROM for subsequent play).

If you do not have DirectX 6 or later installed, you should follow the instructions to install DirectX, as well. If you already have DirectX 6 or later installed, it is not necessary to install DirectX.

When installation is complete, you can launch *Future Boy!* from the Windows "Start" menu.

Macintosh

Run the **Install Future Boy!** program from the Macintosh folder on the *Future Boy!* CD-ROM. You may select between a Full Install (of all game data; highly recommended) or a Minimal Install (requiring the CD-ROM for subsequent play). QuickTime 5 or later is required.

When installation is complete, you can launch the *Future Boy!* from the newly created game folder.

Linux

With the CD-ROM mounted, type the following from a command shell window:

```
sh /mnt/cdrom/linux/install.sh
  [--minimal | --full]
  [--cdrom=<cdrom-path>]
  [targetdir]
```

(all on one line). The default is Full Installation (of all game data; highly recommended) if a Minimal Install (requiring the CD-ROM for subsequent play) is not specified. You may need to supply the CD-ROM path (i.e., /mnt/cdrom, or whatever is appropriate for your system). The target directory is optional and defaults to your home directory if not given. The directory <targetdir>/fboy will be created during installation.

You'll also need to install the Hugo Engine to play the game. You can use either the precompiled binary (in the **bin** subdirectory of the Linux folder on the CD-ROM) or compile it from source (in the **src** subdirectory). You will also need to install the MikMod and wxGTK libraries, both of which are provided in the **lib** subdirectory.

(For text-only play, however, you need only the console-mode Hugo Engine and the file **future.hex** from the Game directory on the CD-ROM.)

BeOS

Double-click the file **Install Future Boy!.pkg** in the BeOS folder on the CD-ROM. (If it doesn't open automatically, use the system utility SoftwareValet.) You may

select between a Full Install (of all game data) or a Minimal Install (requiring the CD-ROM for subsequent play).

When installation is complete, you can launch the game by double-clicking the *Future Boy!* icon in the newly created game folder.

Palm

Transfer the files **future.pdb** and **palm-hugo.prc** from the Palm folder on the *Future Boy!* CD-ROM to the device. Then, on the device, launch the Hugo application and choose "Future Boy!" from the list of available games.

Windows CE/Pocket PC

Run **Setup.exe** from the Pocket PC folder on the *Future Boy!* CD-ROM to install PocketHugo on your device. (Non-Windows users should manually transfer the appropriate .CAB file for the device's processor type (ARM/MIPS/SH3) to the device and open it using File Explorer.) Then, transfer the file **future.hex** from the Game folder on the CD-ROM to the device's Documents folder. Launch PocketHugo and select "Future Boy!" from the list of available games.

Other

Future Boy! is playable on many more computer platforms and operating systems than those "officially supported" by the game. In fact, any platform for which a recent version of the Hugo Engine is available should be capable of playing the game. See www.generalcoffee.com/futureboy for more information.

You will first need to install a supported version (v3.1 or later) of the Hugo Engine for your platform. While it is possible to play *Future Boy!* from the game's CD-ROM, it is recommended that you copy the game data from the Game directory on the CD-ROM to a directory on your hard disk. If you are playing with a text-only version of Hugo, however, you will only need the file **future.hex**.

Additional Setup:

Future Boy! provides a number of ways to customize your game settings for the best playing experience. The Options menu (selectable from the main menu, or by typing “options”) can be used to configure various settings. **Conversations** can be set to enable (the default) or disable menus to control how in-game dialogue is handled when you attempt to “talk to someone”. **Game colors** can be turned on or off; when they are turned off, the display uses the Hugo Engine’s color scheme instead of the game’s. On systems that support video playback, **Play movies** will turn in-game cinematics (as well as background video) on or off. On systems that support menu variations, the **Menu type** can be changed from clickable menus to numbered, typing-controlled menus. And the built-in **Save Reminder** can be set (or turned off) to control prompting to save your game after a number of turns. (Further configura-

tion of the game, detailed under **Other options** can be managed directly from the player input line.)

In addition to the game-level configuration, on some platforms it is possible to customize to some degree the operation of the playing environment (i.e., the Hugo Engine). These platform-specific settings vary from system to system, but generally involve default colors, fonts, and other program interface configuration. Depending on its capabilities, a port may provide a means of enabling or disabling graphics or video, turning sound on or off, etc. Some ports provide for graphics smoothing, which increases the quality of graphics scaling but may reduce performance. For further information, read any additional provided materials in the folder for your system on the CD-ROM, and explore the Options or Setup menu of the Hugo Engine (where applicable).

Basic Questions and Answers:

What is “Hugo” or the “Hugo Engine”?

Hugo is the development system used to create *Future Boy!* (www.generalcoffee.com/hugo). The Hugo Engine is the program which runs the game itself—in a way, it’s similar to a web browser that loads and displays web pages. This is how *Future Boy!* can be played on any computer system or device which can run the Hugo Engine.

What is the difference between Hugo Engine settings (from the program menu, where appropriate) and Future Boy! options (from the Game Options menu in the game itself)?

The easiest way to think of the difference is that Hugo Engine settings affect how the program displays or operates, while the Game Options affect *what* the game does. For instance, depending on your platform, Hugo Engine settings may allow you to turn graphics on or off or choose the display font, while Game Options affect such things as whether in-game cinematic movies will be played or what style of menu to use.

Can Future Boy! and other programs run at the same time?

Generally speaking, for multitasking platforms (such as Windows, Macintosh, and others), the answer is yes. However, for optimal performance (particularly with regard to media such as images, sounds, music, and video), make sure that no other applications are running at the same time as *Future Boy!*

What screen resolution does Future Boy! run at?

Future Boy! and the Hugo Engine do not actively change the display resolution a user has chosen; the game will attempt to adapt to run at any resolution or, where applicable, window size. However, the recommended resolution for playing with graphical capabilities is full-screen 800x600 pixels (or, a little less ideally, 1024x768). Higher, lower, or non-standard resolutions may result in sub-optimal image display.

Should I do a Full Install of Future Boy! or a Minimal Install?

A Full Install is highly recommended for best playing response for graphics-capable systems in order to copy all game data from the CD-ROM to your computer's hard disk. (When playing *Future Boy!* in text-only mode, only a Minimal Install is necessary.)

Whenever I start the game, my colors/fonts/other options are all mixed up.

Try any "Restore Defaults" for fonts or colors that your version of the Hugo Engine provides. You might also try deleting any existing game settings: the FBConfig file (if it exists) may be found in the game directory, the Hugo Engine program directory, or your home directory, depending on your system.

Where can I go for technical support?

Please visit www.generalcoffee.com/futureboy.

System-Specific Troubleshooting:

 **Windows** – *There is no sound and/or video playback and/or the Hugo Engine (hewin.exe) crashes with an error reported in QUARTZ.DLL, DSOUND.DLL, or another module.*

Make sure that you have installed the latest version of DirectX, which can be obtained from www.microsoft.com/directx. (The latest version as of *Future Boy!*'s release is included on the game's CD-ROM.) Ensure that all video drivers, sound card drivers, etc. for your system are up to date. If the problem persists, check to see that no other programs are running.

 **Macintosh** – *Images fail to display properly on OS 9 and/or the window doesn't properly repaint, particularly with a larger window size.*

Increase the memory allocation in the Finder by selecting the Hugo Engine and choosing "Get Info" from the "File" menu.

 **Linux** – *The Hugo Engine (hewx) complains about being unable to load libraries such as libwx_gtk.so, libmikmod.so, etc.*

Not all Linux installations have the same installed libraries. Make sure that you've compiled (if necessary) and installed any required libraries. These are included on the CD-ROM. If problems continue after installing, ensure that the library path is in `/etc/ld.so.conf` before running `ldconfig`. If building from source, you may also want to

make sure `/usr/local/bin` is in your path so that programs can find the `wx-config` utility at compile-time.

 **BeOS** – *Playback of video seems scrambled or otherwise incorrect.*

Please ensure that you are using the official R5 Media Kit. Unofficial releases of the operating system, Media Kit, or required codecs are not supported.

 **Palm** – *The device runs out of memory when starting or saving a game.*

Especially with handheld devices, more memory is preferable. During play, *Future Boy!* may require up to 1 MB for the program, the game data, and other memory use. Additional storage is required for saving games. Remove any unused programs or data from the device before playing.

 **Windows CE/Pocket PC** – *The game's display does not seem to be formatted properly, or menus are not displaying properly.*

In order for *Future Boy!* to work with the limited screen size of your device, it is recommended that "Minimal Windows" be turned off. You may also reduce the size of the fixed-width font. Both of these can be done from the Options menu.

TRAVEL

>GO WEST



The Rocket City Chamber of Commerce invites visitors to enjoy all the sights and splendors of Rocket City, from its stunning coastline and the old-fashioned allure of Duke's Supper Club to the bustling commerce of the city's warehouse district and the cosy, crowd-pleasing gothic charm of Shankrock Prison. Call the Chamber office today for maps, walking tours, and tourist information.

PAID ADVERTISEMENT
by the Rocket City Chamber of Commerce

The Game Interface

Your bedroom
Status-Line
Day

Main Image

Detail Image

Orientation

been every single loser and deadbeat in the city, you end up with...
 ...Frank. Who seems harmless enough. If harmless is the same thing as inaction, then Frank is a loser. He seems to be a loser, but as long as it keeps you from being evicted, you can live with it for now.
 But, as you'll find out sooner or later—well, you'll find out.

Main Text Area

Your bedroom, on your bed
 Looking around it now, you can't quite remember how Frank ended up getting the bigger room. You left your bed unmade, right where you left it, your dresser at the foot of it. Your collected stuff and some dust decimated the shelves. The door to the hallway opens to the east.
 Sitting on the shelf is a fishbowl. Swimming around in the fishbowl is your goldfish Bogart.

Compass Rose

Feed the fish

Look

Drop...

Inventory

Take...

Get into bed

Context Menu

>get out of the bed| Player Input

The **Main Text Area** is where most of the action happens. This is where descriptions, action, and dialogue are printed, and the story unfolds. It is also where you enter typed commands at the **Player Input** prompt. The **Status Line** at the top of the

displays the name of the current location as well as the time of day.

On graphics-capable platforms, the game text is enhanced by one or more comic-book-like panels. The **Main Image** typically provides an illustrated overview of the current location. One or more small panels may dis-

play **Detail Images** showing close-up views of objects or characters. Finally, the **Orientation** compass indicates which way the Main Image is facing (where applicable).

If available, the optional **Compass Rose** floats above the game's display during play,

and may be clicked for convenient directional navigation. The popup **Context Menu** presents a quick-reference list of selectable actions relevant to the current location or situation. Not all platforms provide the compass rose and/or context menus.

Getting Around

Most of what you'll end up doing in this story will take the form of simply **"verb"**, or **"verb the something"**, or even **"verb the something with the something else"**.

You can start by moving around. Try **"go north"**, **"go south"**, **"walk west"**, **"go up"**, etc. (or **"n"**, **"s"**, **"w"**, and **"u"** for short). If there's a house in front of you, try: **"enter the house"** or **"go inside"**. A closed door might be remedied with **"open the door"**, and a set of stairs deserves: **"climb the stairs"**. That sort of thing. Use your imagination; if the game doesn't understand what you mean, it'll be sure to let you know—and if the game tells you it doesn't understand a particular word, you can assume that word isn't necessary to the story.

Additionally, you can **"get"** and **"drop"** things you might find about the landscape. Check what you're carrying with **"take inventory"** or just plain **"i"**. You can examine things (using **"examine"** or **"x"**), try to open them, taste them, show them around, throw them at other objects or people—whatever comes to mind. You can be as descriptive as you like about where you'd like to go or what you'd like to do, since the story understands everything from one-word commands to complete English sentences.

You can wait around—i.e., **"wait"** (or simply **"z"**), **"wait until 11:30"**, **"wait for 10 minutes"**, **"wait for someone"**—or, if you

want, repeat your last command just by typing **"again"** or **"g"**. If you make a mistake in your typing, and the story complains that it doesn't know the misspelled word, you may easily atone by typing **"oops"** (or **"o"**) followed by the properly spelled word. Try **"objectives"** or **"goals"** if you're not sure exactly what it is you're supposed to be doing, and **"score"** to get an idea of how you're faring in terms of getting there. If you misplace something, try **"where is something"** to see where you might have left it.

At any point in the game, you can freeze your state of affairs using the **"save"** command. You can pick up again later from this same point by typing **"restore"**. In fact, it's recommended to save periodically, particularly after any important accomplishments. Any story that takes a radical turn for the worse can be started again from the beginning with **"restart"**. (And you can take back a move that, in hindsight, might not have been the smartest possible thing to try by typing **"undo"**. Be warned, however, that only a finite number of undos in a row is allowed—you can't trace your steps all the way back to the beginning every time.)

Helpfully, you're also able to start or stop recording a transcript of your story with **"script on"** and **"script off"**, enabling you to have all the text as it's printed on the screen to be saved for reading later.

   **Windows, Macintosh, Linux, BeOS** – Right-clicking with the mouse (or clicking-and-holding, for one-button mice) during player input will bring up a context menu of actions for quick selection. These actions will change depending on the current situation/location—please also note that these are far from all the valid actions at

any given time. Double-clicking on a word in the game text when player input is active (or shift-clicking, on Macintosh and Linux) will enter that word into the input line. Use the up-and-down arrow keys to cycle through the history of your previously used commands. When talking to another character, select a

conversation choice using either the keyboard or the mouse.

   **Windows, Macintosh, BeOS** – From the Hugo Engine menu, you can choose to use a compass rose for navigation. The compass rose floats above the game window: simply click on a direction during player input to go that way.

   **Windows, Macintosh, BeOS** – When a movie is playing (as opposed to background animation) you can press the Escape key to skip it. (In Windows, you can also double-click the movie to skip a movie.)

 **Palm** – Use the row of directional buttons across the bottom of the device display for easy one-tap navigation. The  button will display a context menu of actions for quick selection. Tapping  a second time will bring up a list of word shortcuts. Additionally, tapping on a word in the game text will pop up a list of command shortcuts; double-tapping a word when player input is

active will enter that word into the input line. The directional buttons, the word shortcuts, and the command shortcuts are all user-modifiable: press the device's Menu key, then select the Options menu.

 **Windows CE/Pocket PC** – Use the footsteps icon in the command bar to bring up a list of directions for easy navigation. The  button will display a context menu of actions for quick selection. Tapping  a second time will bring up a list of word shortcuts. Additionally, tapping on a word in the game text will pop up a list of command shortcuts; double-tapping a word when player input is active will enter that word into the input line. The lists of directions, word shortcuts, and command shortcuts are all user-modifiable from the Options menu.

Please also see any further platform-specific information on the game's CD-ROM

Getting To Know Your Neighbors

The simplest way to converse with other characters is by trying to “talk to someone” (or by selecting “Talk to someone” from the context menu, if your platform supports it). You can also abbreviate “talk to” as “talk” or even just “t”. Then, given that the character in question and you have something to say from each other, you'll be given a number of choices to choose from to start the conversation. These choices will change as the conversation progresses. Sometimes, depending on what's been said, a character may finish speaking with you—but not necessarily permanently. If you have something else to say, try talking to that character again.

You can also always converse with other characters in the game in the “classic adventure-game style” with full English sentences using “ask”, “tell”, and “show”. This way, you can even talk about things that don't come up in the conversation menu. (Note that, if you like, you can disable conversation

menus from the Options menu to converse solely using this classic style.)

“Ask someone about something” is probably going to be the most useful to you in terms of conversation, since it's going to allow you (well, you hope) to find out what you need to know. If you're already talking to someone, you can just “ask about something”. If, on the other hand, you need to pass on some knowledge, try to “tell someone about something” or, if you've got something of potential interest handy, you can “show something to someone” or “give something to someone”. If a character has something you want, you can always try to: “ask someone for something”.

You may also direct characters to do things like: “someone, open the door” or “someone, follow me”. Whether or not they'll actually want to do it, however, is another question.

A Transcript of Play

WARNING: *What follows is a brief transcript of solving the first puzzle in the introduction, and may be helpful for first-time players. It's recommended, however, that you don't read this section until **after** at least playing the beginning of the game and exploring the game environment and interface a little on your own first. A good part of the fun, after all, is in figuring things out for yourself.)*

>LOOK

Living room

You had plans for setting up the living room all nicely, maybe even with a bar and some fancy track lighting, but those plans remain pretty much unrealized. The sofa, for instance, sits right where you first put it, in front of the old television you bought secondhand, on which is balanced a VCR. Behind the sofa is a short wooden table with a telephone on it, and there's an intercom on the wall. You can duck west into the kitchen from here, or head the other way out the apartment door.

>WHO AM I?

You're you. Nothing fancier than that.

>WHAT TIME IS IT?

It's daytime.

>GO WEST

Kitchen

The refrigerator hums away in the corner beside the stove. Dirty dishes sit without risk of being disturbed in the sink below the cupboards. You can go north into the hallway, or east into the living room.

>N

Hallway

You're standing outside your room, which you could enter with a couple steps westward. Going north will take you down the hall to Frank's room; south leads into the kitchen. The bathroom door is to the east.

There's a greenish glow coming from underneath the bathroom door.

Sitting on the floor in the hallway is a shoebox.

>OPEN DOOR

You give the door a push, but it doesn't open, almost as if something is keeping it shut. Or as if it's just a little too big for the frame. And now that you notice it, the door is warm.

>OPEN SHOEBOX

Opened.

Inside the shoebox is an airhorn.

>N

(opening Frank's bedroom door first)
Opened.

Frank's bedroom

Frank's room is pretty much the same as yours, just messier. Frank's bed (where you can currently find Frank himself, asleep) is more or less in the middle of a pile of old clothes and other stuff you probably don't want to go hunting through. There's also a desk and chair, night table and phone. You can go south back into the hallway.

>WAKE FRANK

You try, but it's useless. You've known Frank long enough to know that no amount of poking, nudging, or "Hey, Frank" is going to get him up.

>GOALS

Current objectives:

- You should probably be finding out what that green glow is.
- You could start by finding some way to get Frank out of bed.

**>GO SOUTH. GET THE AIRHORN,
THEN GO NORTH.**

Hallway

A shoebox is here. Inside the shoebox is an airhorn.

Taken.

Frank's bedroom

>BLOW AIRHORN

You press the button and the airhorn lets out an unpleasant (and loud) **BLAAAT!** noise. Somehow Frank manages to sleep right through it. (Nice try, though. But looks like you're going to have to figure out some other way to wake him up. Something a little closer to his heart—or something.)

>S

Hallway

A shoebox is here.

>S

Kitchen

>OPEN FRIDGE

Opened.

On the shelf inside the open refrigerator you can see some uncooked bacon.

>TAKE ALL FROM FRIDGE

uncooked bacon: Taken.

>LOOK IN CUPBOARDS

Quite unexpectedly, you find a clean frying pan in the kitchen cupboard.

Taken.

**>PUT THE BACON IN THE PAN,
THEN PUT THE PAN ON THE
STOVE**

You put the uncooked bacon in the frying pan.

You put the frying pan on the stovetop.

>TURN ON THE STOVE

You turn on the stove. The hiss of the pilot light turns with a soft popping noise into a steady circle of blue flame around one of the burners.

The bacon in the frying pan starts to hiss and pop.

>WAIT FOR FRANK

Time passes...

The smell of frying bacon begins to fill the kitchen.

A second later, a sleepy-eyed Frank wanders into the kitchen. **“Hey. You, uh...cooking breakfast?”**

END OF TRANSCRIPT

ARTS & LEISURE

RESTAURANT REVIEW:

SUBSTANCE OVER FORM

At Duke's Supper Club

★★ The risk a restaurant critic runs in reviewing a local favourite such as Duke's Supper Club is one of overlooking those particular qualities that, over the years, have made it an institution. With Duke's, fortunately, there is no such risk. Everyone from patrons to the staff readily agrees that it pretty much has one thing in its favor: its convenient location.

Typical pub fare includes fish-and-chips (emphasis on the generic "fish"), shepherd's pie, and a rather too-hearty meatloaf, all prepared with sub-typical aplomb. The premium imported pale ale is—how best to put it?—not. Still, albeit by a narrow margin, it is substance over form: pedestrian taste and rib-stickingness win out over the aesthetically unencouraging presentation.

But the staff is amicable enough, and yes, the location is convenient. (*Price: Inexpensive*)

★ ★ ★

THE CIRCUS IS COMING TO TOWN!

★ ★ ★

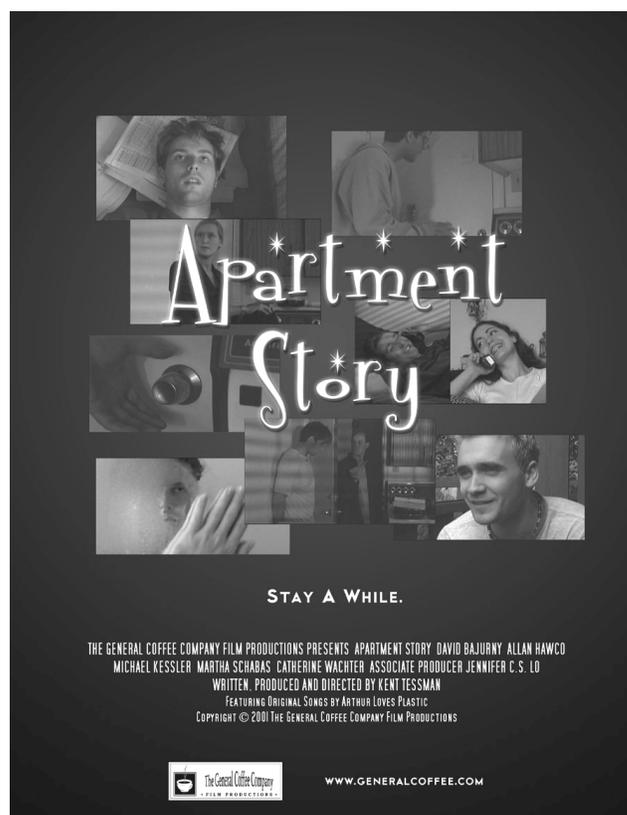
Come One, Come All!

The circus is FUN for everyone!

COMING SOON! Watch For Details!

Attendees acknowledge that performances may include any or all of: elephants, tigers, monkeys, pyrotechnics, cannons, people shot out of same, clowns, seltzer bottles, flying seltzer bottles, flying clowns, surly clowns, highwire clowns, highwire sword jugglers, surly sword jugglers, trapeze acts, trick riders, possible tent collapse, and strobe lights; and therefore attend at their own risk. Management assumes no responsibility for personal injury, accidental or intentional. Cotton candy is for amusement purposes only and not intended for human consumption. Signed waiver required for admission. Several purchases necessary. No refunds or exchanges. Void where prohibited by law.

NOW PLAYING



Apartment Story

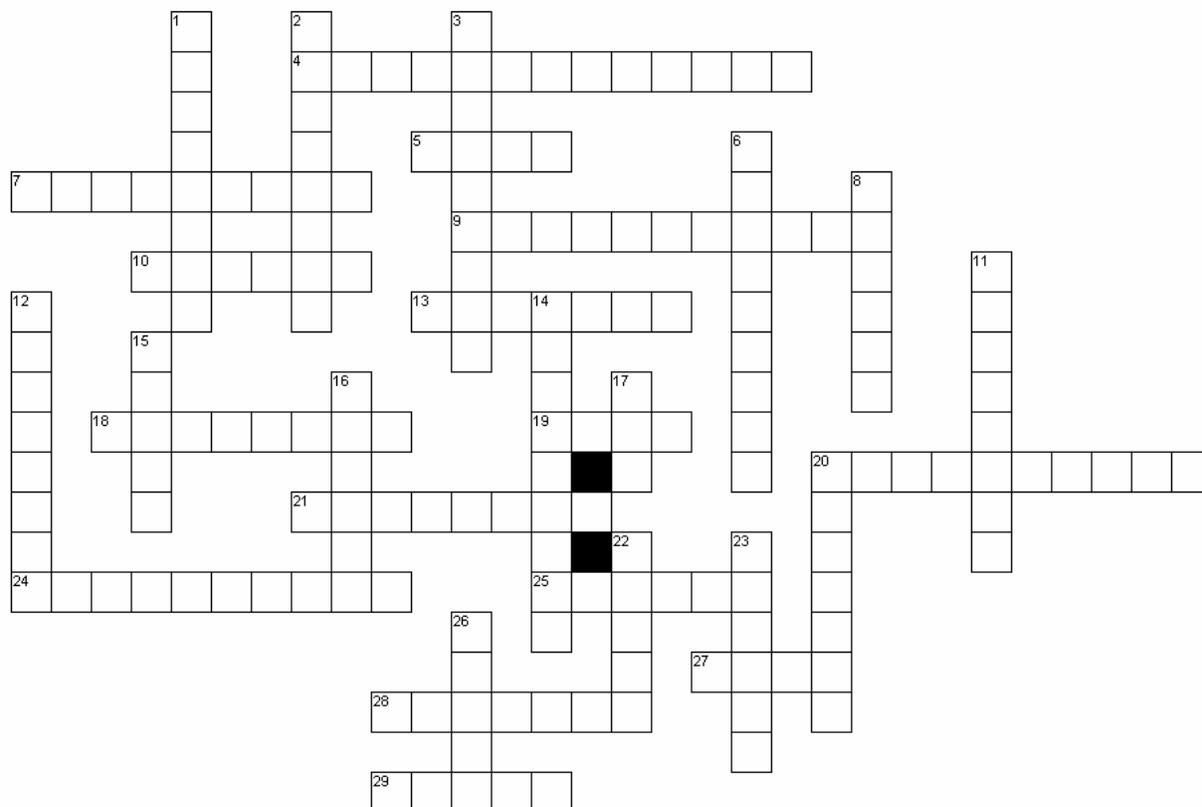
STAY A WHILE.

THE GENERAL COFFEE COMPANY FILM PRODUCTIONS PRESENTS APARTMENT STORY. DAVID BAJOURNY ALLAN HAWCO
MICHAEL KESSLER. MARTHA SCHABAS. CATHERINE WACHTER. ASSOCIATE PRODUCER JENNIFER C. S. LO
WRITTEN, PRODUCED AND DIRECTED BY KENT TESSMAN
FEATURING ORIGINAL SONGS BY ARTHUR LOVES PLASTIC
COPYRIGHT © 2011 THE GENERAL COFFEE COMPANY FILM PRODUCTIONS

The General Coffee Company
www.GENERALCOFFEE.COM

CALL FOR THEATERS AND SHOWTIMES

TODAY'S CROSSWORD



Across

4. Abbreviated PTL
5. Talkative cellmate
7. Shorter, curmudgeonly visitor
9. A place for a cup of coffee
10. A pet name
13. Not a small ship at all
18. Light as a feather, but squishier
19. Your round friend who's fun to be with
20. Supervillain extraordinaire
21. Keeps prying eyes from logging in
24. Visit Sunny _____
25. Every child loves the _____
27. Find her at the local tavern
28. Home Sweet Home—just not Earth
29. Supper Club

Down

1. Worth more than its weight in gold
2. Arrives in 13 across
3. Mechanized wardrobe
6. Has bad luck with men, particularly criminals
8. The only way out of town
11. Handy digital device (even for games)
12. Big, hungry, and extinct
14. Prison
15. Larger, green visitor
16. Lives in a fishbowl
17. It's round like a ball
20. A tasty snack for 12 down
22. 20 across's muscle
23. _____ fortress—every supervillain worth his salt has one
26. A roommate

CLASSIFIEDS

REAL ESTATE

White House for sale—small grue problem—a perfect fixer-upper. Relaxing forest locale, pleasant songbirds. Carpet, lamp, mailbox included.

ISLAND AVAILABLE for sale or lease. Splendidly isolated. Perfect for a weekend getaway or that compound you've been dreaming about. Immediate occupancy.

RENTALS

ROOMMATE WANTED for two-bedroom apartment. Preferably quiet, clean, financially stable.

FOR SALE

ARMY SURPLUS SALES—Everything from boots to canteens to handy troop transports at low, low prices. Discover fabulous bargains on used military equipment at an army surplus sale today!

FREE to good home: adventure games and interactive fiction at www.ifarchive.org.

LOST AND FOUND

Lost: bird cage, key, pocket fluff, jewelled egg, sword, lariat, key, scythe, map of Paris, key. Found: several jigsaw puzzle pieces, talking skull, bottle of Ebullion, featureless

white cube, Brass Lantern matchbook, last lousy point.

HELP WANTED

EMPLOYMENT OPPORTUNITY—driver for local laundry service. Low pay, long hours, little appreciation. Call Rocket City Laundry today!

Are you a thug? A henchman? A flunky or minion? If so, we're looking for you! Opportunities for crooks and ne'er-do-wells in top-shelf criminal organization. Apply in confidence to CE, Box 44.

RELATIONSHIPS

R U THE 1 4 ME? Chance meeting. You: in your ship, appearing in a blue glow. Me: wandering the city park late at night, in chartreuse. We shared a glance—maybe more? I won't judge you for being an alien.

NEED HELP? STUCK?

In-game hints not quite getting you where you need to go? Visit www.generalcoffee.com or the newsgroup rec.games.int-fiction. Please note that The General Coffee Company Film Productions is unable to answer individual hint requests, but you'll find other *Future Boy!* players who might be willing to help get you unstuck.

Copyright © 2004 GCC Productions Inc. The General Coffee Company Film Productions www.generalcoffee.com
All Rights Reserved. Unauthorized copying, distribution, or use of these materials, in whole or in part, is strictly prohibited.

Hugo™ and *Future Boy!*™ are trademarks of The General Coffee Company Film Productions and GCC Productions Inc.

BeOS, the BeOS logo, Palm, and the PalmOS logo are trademarks of Palm Inc. Linux is a trademark of Linux Torvalds. Macintosh, the Macintosh logo, QuickTime, and the QuickTime logo are trademarks of Apple Computer Inc. DirectX, Windows, and the Windows logo are trademarks of Microsoft Corporation. All other trademarks are trademarks of their respective owners.