



SUPER JARROD RPG INSTRUCTION MANUAL

Eyesore Productions 2005, a division of Bismarck Productions

Length of game: 11+ hours

Started: April 2005

Finished: October 18th, 2005. (Intended to be finished mid-August!)

Filesize: 11 MB

TO HEAR MUSIC, DOWNLOAD VDMSOUND:

http://sourceforge.net/project/showfiles.php?group_id=20091&package_id=14610&release_id=46941

Includes: Instructions and FAQ

The Story

M35514h, a robot from a distant universe, fled from intergalactic battle and would find Earth. This legendary robot would take on Tiberius' legions and be promptly defeated. Upon defeat, the robot's shell, or "legendary armor" would explode, and be scattered among the New York 'triad' Islands. (Long Island, Fire Island, and Yoshi's Island.) The seven pieces of armor, now scattered, would guarantee that no evil force may ever be able to take over Earth again. In the 21st century, Smitty would leave his universe. A sword would then impale Shea Stadium (and Carlos Beltran, possibly the Mets' hopes too), and would send many henchmen to locate the legendary armor. If Smitty gains all seven pieces of the armor, he can wish for

'World Domination'. Enter Jarrod, a hapless Mets fan who lost his wallet. He is handed the task of gaining each of the seven pieces of the armor in order to save the world. (And find his wallet.) Can Jarrod, despite the overwhelming odds created by the Smitty gang, defeat his metallic foes and restore order to the universe?

Battle Instructions



Attack: Regular Attack

Special: mp attacks and few other attacks

Heal: Healing spells (Laulen and Corey only)

Up/Down/Left/Right: Select target

Esc: Skip turn

Pause: Pause battle

Esc/Enter/Space: Resume battle

- These enemies DON'T wait for you to select an attack. They keep coming, that's why you must have a game plan. If you do not select an attack quickly you will 'have a bad time'. (Going into an attack or item menu will 'pause' the battle, but enemies will keep attacking otherwise.)
- Each character has three options. Attack, select a more powerful attack from a menu

(will cost MP and in the case of Yoshi's tail-whip, will be less accurate), and use an item. There are many items one can use in battle, and during boss battles, you'll be healing frequently.

- There are element type differences in the game. Try different attacks sometimes, it may be useful.

Out of Battle Instructions



Out of battle menu:

Esc: Enter Menu

Enter: Select submenu

To select item: Press enter on it, then designate it towards one of your characters.

To equip an item: Check each character, a highlighted box will be shown if the item could be equipped on a certain character.

(Selecting an item or attack from a menu will 'pause' the battle.)

Status: Press spacebar during a status screen to find out strengths and weaknesses of a character.

- Heal when necessary, because if a character is 'dead' you must use a revive on them.

- Laulen and Corey are the only characters in the game who can heal you outside (and during for that matter) of battle. Go to her/his SPECIAL list, select heal, then use a desired healing attack.

Even if she/he is not in your party at the moment, you can swap her in for a moment to just heal your characters.

- Pepsis are healing items, MP-Refills can allow you to continue using healing spells.

- Don't walk in holes that can kill you.

Items:

Pepsi Can: Empowering caffeinated soft-drink. Contains 150 calories and restores 30 HP.

Pepsi Bottle: 20 Oz of America's Favorite Soda*, heals 50 HP.

* 3/5 Pepsi executives agree.

Pepsi Liter: 1,000 ml of carbonated goodness, heals 80 HP

2-Liter: If you drink like a trucker, then this bad boy is for you, heals 160 HP.

Mr. Pibb Can: Very rare, a soda only available down South. Will heal you, your Mp, and any conditions completely.

6-Pack: 6 cans of Pepsi which will heal your entire party 45 HP.

12-pack: 12 cans of Pepsi which will heal your entire party 90 HP.

MP-Refill: Take one god-damn guess.

Publand Beer: Hey, it hurts you but there's nothing like a cold one. Hey, stop being a pussy, drink the beer and lose your hp.

Lubricant: Makes you unbelievably slippery for one battle. Also, helps make intercourse more enjoyable.

Revive: Brings a dead character back, but it won't really heal her/him.

Pick Me Up: The ultimate item, completely heals you, even if DEAD.

First-Aid Kit: Only usable out of battle, this will restore the group's hp and mp completely.

Condom: Prevents you from getting AIDS. Rubber up!

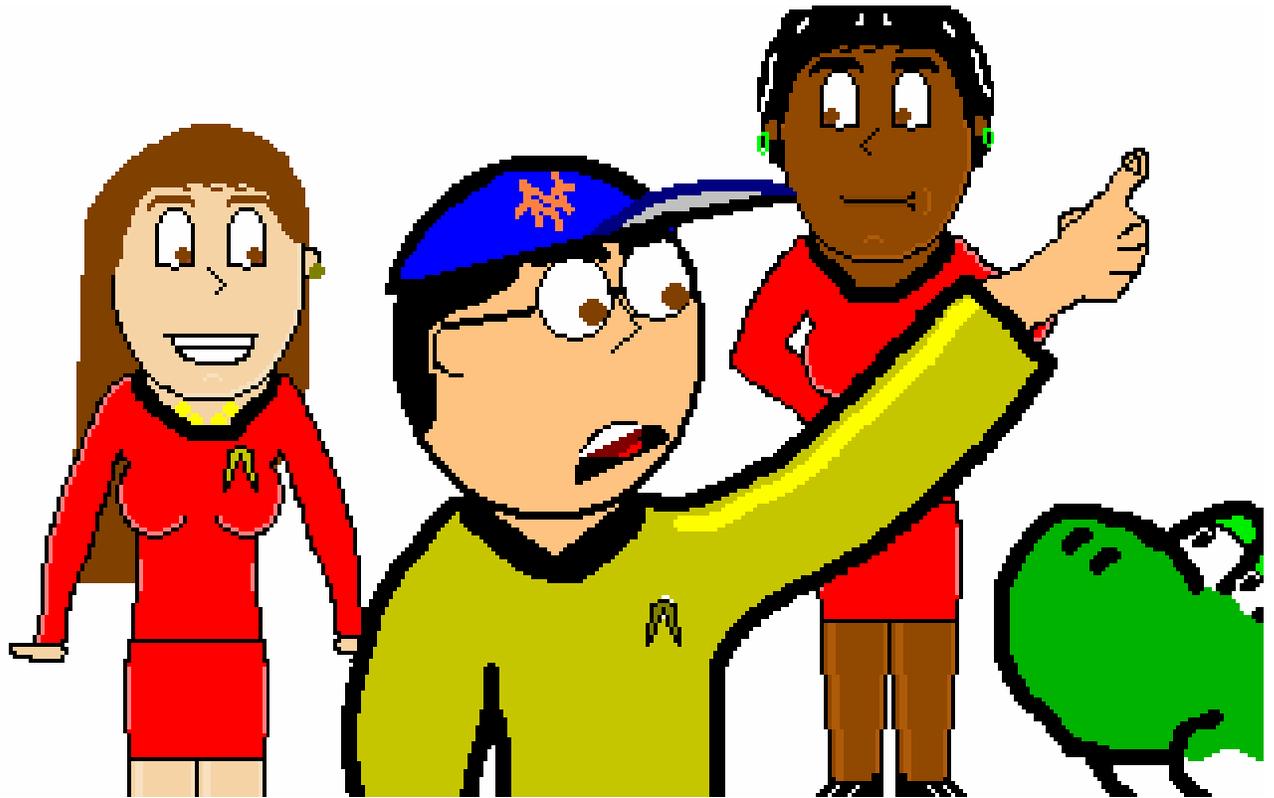
Amphetamines: When abused, your body will work faster than it should! Use these to cure yourself from a condition in battle. (Endorsed by Gary Sheffield)

Cookie Jar: Every Major Leaguer 'Dips into the cookie jar' when it counts, so now your entire party will be cured of conditions!

Star-egg: It was hard enough to find it in Mario RPG, and it's back! You can use it for infinite spread attacks but it can also be sold for something really expensive...

Armor and Weapons: Equip these to increase your power!

Pals:



Jarrod: A glasses clad individual who aspires to become a Long Island cop. An avid Mets fan, he enjoys praising Robin Ventura/Doug Mientkiewicz/Mets' flavor of the Month. Enjoys to bash other Mets and become destructive upon Met losses more. He also loses his wallet and drink gallons of soda every day.

Goshi: A green Yoshi, he enjoys eating fruit, giving fat plumbers rides, and hanging out at Chuck E. Cheese's. A dependable ally, he knows how to throw eggs. Best of all he's a great companion with whom you can enjoy deep conversations with.

Luke: His full name is Luke, not Lucas. Luke is UNBELIEVABLY strong, he has muscles the size of small countries. He kills terrorists for a living, enjoys procrastinating, and lifting weights. Since he's so focused physically, he has little special power.

Laulen: Shriek! She has much special power and healing powers. She is very very useful, as long as you are not in the heat of combat. Also, she brings a lightheadedness to your party which has been lacking. In fact, she even makes Yoshi look very intelligent. She enjoys stuff, world peace, pink Yankee hats, stuff, and boyfriends who treat her like shit. Her favorite color is also pink.

Octavia: Quite possibly the only female RPG character who is not a total weakling. Quite an accomplished fighter. She joins your quest in order to meet Pedro Martinez who happens to be stuck in Shea Stadium because of Smitty. Also, she was able to

accomplish beating Half-Life without using God-Mode on the final boss and the first three Turok games.

Craig: An unbelievably smart person who even challenges Jarrod's level of leadership. While a possessor of great power, he is also extremely frail and is weak to bread. (Because he is gluten intolerant.) He enjoys getting into arguments, winning arguments, proving people wrong, and watching Yankee games.

Corey: A pretty useless character. He is not that smart, does not have that much strength, but he can withstand punishment. While also gluten intolerant, bread only can hurt him in the long run, not instantly.

Jared: A hapless Mets fan from Queens who lives in a complete dump. He lives with his mother and sister, and whatever cats that are still alive. He enjoys Satan jokes, cursing, destroying things upon Met pitchers letting on baserunners, and making sexist jokes. He also owns the complete first season of Star Trek, yet is not a 'trekkie.'

FAQ

How fast does this game run?

On slow computers, the game runs... slow. By making the 'base speed' for characters 20, battles may be slow paced on old PCs, but that gives you more time to make a decision. On fast computers, making every character have a speed close to 20 makes the game playable despite how fast your processor is. (Some slow computers actually run this game well...)

I can't hear the music!

Google, search for "VDMsound", download it (Windows XP/2000), and it should work when you side-click and 'run with VDMsound'.

http://sourceforge.net/project/showfiles.php?group_id=20091&package_id=14610&release_id=46941

It MAY work for Windows 95/98/Me but I don't know.

Uh oh! I just started the game and Jarrod can't hit the enemies!

Did you equip his glasses? Yep, he can't see without them.

What's with the obsession with Pepsis?

I joke around with Jarrod that he drinks too much soda, he usually drinks Dr. Pepper though, but hey, he drinks tons of Pepsis too. Typically, he drinks 8 Oz of a 20 Oz bottle, only to leave it somewhere in the room so I can empty it, recycle it, and make 5 cents. 5 cents kicks ass.

Why do the Pepsis heal a certain amount of HP?

If you noticed, the Pepsis heal a certain amount of HP (proportional) depending on the caloric content! The 6-pack and 12-pack are based on four characters drinking a smooth, refreshing, ice-cold Pepsis.

What is your favorite soda?

Mr. Pibb of course, but they do not have that in New York. (Or upstate New York for that matter as well.) It's rare up here, and it tastes great. For the people who live too North in the United States, Mr. Pibb is like Dr. Pepper, except it tastes good. Dr. Pepper has a similar taste but it tastes like shit, I don't know why. Sasparella (sp?) is also good, that and RC Draft Cola, though that was discontinued in 1995. Friggin' assholes.

What's with the Yoshis? Are they homosexual? Are they even sicker than that?

The answer is: 'yeah'. So, a better question would be, Why did you make Yoshi so gay? There is an answer to that. When Yoshi originally came out (some say it was with Super Mario World, but there was a NES puzzle game called 'Yoshi' with Bloober the squid, Goomba, and pals in it.), he was cool. Yoshi used to be BAD ASS. He came in other colors too. In 1995, we would have a glimpse of Yoshi's sexual identity in a fun game called Super Mario World II, Yoshi's Island. Yoshi had 'silly' animations and would struggle to stay in the air by moving his feet. He was not a flaming homo yet but those

were just clues. Yoshi would revert back to himself, though not as bad ass. In fact, Yoshi was fading away. In Mario 64, Yoshi was a horrible polygonal mess. Maybe he resorted to drinking then. He was insignificant in Mario Kart 64 and the Mario Party Games. He still had the 'saddle up' sound but he was clearly not cool anymore, so... He came out of the closet. Yoshi came out of the closet in his new N64 Game Yoshi's Story, gone was the Yoshi who was cool, in with the gay Yoshi who struggled to stay in the air while jumping. Instead of his old voice (saddle up or 'ehhh-ohhh!') he would say his name like a Pokemon. ("Yoshi!") So, Yoshi was gay, and the gay version, not the cool version made his way in Smash Brothers. From then on Yoshi would become a butt of many inside jokes. Anyway, I have no further knowledge on Yoshis because the only videogame I had bought since the N64 era was MVP2004 for the computer. Luckily, from what I know new videogames are not really worth playing anyway. So, I'm not sure if the Gamecube incarnation of Yoshi is still gay but I presume he is. There is nothing wrong with being homosexual, but if you do it for the wrong reasons (like Yoshi in my game), you are a deplorable being. If you don't get it, try not to. If you do, I do not advocate Yoshi's actions, they are just a part of a giant sick inside joke that came out of many smash brothers battles in the Yoshi's Island stage.

Who the hell is Boshi?

Boshi is a blue Yoshi from Super Mario RPG, since he wore sunglasses he was cool. He was evil yet all the Yoshis admired his racing ability. So, Boshi was given the duty of finding his race's pornography but got a little side-tracked looking for a good fight in the fort. So, this is Boshi's 2nd game I think, it took 9 years but it finally happened.

Who the hell are Roshi, Goshi, Yeoshi, etc...

Each Yoshi is named after its color. So, 'Yoshi' as we think of him is not named Yoshi, he is named Goshi. Goshi is a green Yoshi, get it? Well, here is a little key.

Green = Goshi

Blue = Boshi (even Boshis without sunglasses)

Light Blue = Bloshi

Red = Roshi

Yellow = Yeoshi

Magenta = Magentoshi

Pink = Poshi

Purple = Puoshi

Grey = Groshi

Brown = Broshi

Are there 'secrets' in this game?

Yep, there are many secrets. Secret items and rewards to be found... Also, there are four secret boss battles and a secret dungeon. The one secret I will reveal to you are the 'medals', you can see them in the equip screen. Each medal gives you a type of insane power, they are worth it. Thus, they are hard to find and obtain. You must find one of them, and you 'earn' the other three. If you have all four, you can reach the game's true conclusion.

What are the medals' abilities?

The medals are inspired by Panzer General II, where if your unit had an overwhelming victory it would gain a medal which gave it... an insane power. The names of the medals are also taken straight out of PG II.

Marksmanship = Your attacks never miss

Resilience = You are strong to all but ONE element type. You will barely get hurt.

Aggressive Maneuver = You are much faster in battle.

Devastating Fire = This is bad-ass, your attacks will get three hits each. 3X the power, imagine that.

Any character can equip any medal, just don't equip a character who will leave your party with one.

Who are these characters?

Some of these people are people I am friends with and my brother. Some asked to be in the game, others did not want to in the game. Haha. Of course, some guys are totally made up. Duh.

Why is Craig weak to bread?

Craig (and myself) have a sensitivity to 'gluten', or wheat/barley/rye. We eat it, we'll slowly die. The thing is, if a bread crumb touches Craig he actually will have exacerbating pain. I don't feel shit but wheat was giving me kidney problems... Anyway, it's funny that's why I did it.

This game is a complete joke...

Yeah it is, most people won't find it funny but I sure do, that's why I made it. It's a parody on RPGs.

Where did you rip the music from?

Random videogames, music from Mario RPG and Vay are used in specific areas though.

Why is Gorn in the game?

Gorn (from Star Trek) is a funny rubber lizard from the episode 'Arena'. ("Kirk, I have grown weary of the chase, come to me, and I shall be merciful! And Quiiick!") It's a joke because Jarrod prides himself on being the only person to watch star trek in the world without being a Trekkie. Some of the episodes I saw were really entertaining, and humorous because they look so god damn cheap. Plus, the 'rock' you throw at him and doesn't hurt him is a nice little joke on its own...

Are you a Mets fan?

No, I am a Yankees fan. Jarrod is a Mets fan, he cares about the Mets more than anything in the world.

Is this game supposed to be a realistic portrayal of etc.?

Uh... you decide. (No you stupid moron.)

Why is there a character called "Laulen"?

She makes fun of typical female RPG characters who are not offensive forces, but are just useful for healing spells and magic. Passive stereotypes... The L where the R is an obvious joke. A character from Vay name "Elin" has the L obviously mixed up. (With a R it would have been Erin).

Who the hell is 'Smitty'?
Think "Smithy".

Is that sword guy the last enemy in the game?
Of course he is, there is every indication he would be, he seems to be causing the world's problems. Why wouldn't he be? Why would I surprise you and make anything after him? Of course he's Smitty.

Is Fire Island real?
Yes, it's just south of Long Island. While the 2D portrayal is inaccurate due to my lack of artistic skills, the Island is actually backward in technology and does have a lighthouse.

Is Yoshi's Island real?
Is magic real?

Why does your game lack female characters?
It's hard enough for my untalented ass to draw guys and knives, let alone female characters. That's why this game has a 'ton of sausage' in it.

Is 'Jared' a real person?
No, but there is actually a Mets fan named 'Jared' who wears glasses... But he's fatter than Jarrod.

What's a politically correct name for a Yoshi?
Yosterisleian American

Why is there lava in Cutco's lair?
Why not?

Why was Cutco disguised as a metal man?
It was a little joke at a similar situation in Mario RPG where Yaridovich is disguised as many metal men. The difference is I got tricked the first time... The metal man is supposed to be extremely suspicious.

Why is 'insert dungeon/battle here' impossible?
Stop bitching, I made this game possible to beat, and you are sucking at it for the following reasons:

1. You are not selecting your attacks/items fast enough
2. You have no gameplan in the thick of battle
3. You have no patience, you must realize that some dungeons are intentionally mazy

4. You squandered all of your useful items, that is why we have multiple save files!
The only part of the game I want to be close to impossible is the 'Final Final Final' Boss battle. Of course, if a boss isn't just dying from non-stop attacks, there is a weakness you must figure out. It's a videogame, use your brain. Trust me, you don't have to use much of it but you must use some of it.

Why do Black and White guys look the same in the game?
Because they are palette swaps, it makes my life a lot easier.

You are a lazy asshole, many of these enemies are palette swaps!
Other than being easier for me, it's a bit of a joke on how all RPGs mindlessly palette swap tons of enemies.

What's with the Tanks? They have nothing to do with the plot!
Just some of my sick fun at 'comic relief' in RPGs. Of course, I'm sure no one has thought of talking tanks before... At least in the Western Hemisphere. (An Anime show about a Me163 Komet was actually made, now THAT is fucked up.)



Other than a great place to get some rest, little did the Nazis know that the ineffective Me163 Komet would inspire a cartoon show 55 years later.

The Chronosceptor? That's from Turok! What is it doing here?
1/4 way through the creation of this game, I woke up and decided that I wanted to have the chronosceptor in MY game. Only Octavia can equip it though because of her experience with insanely difficult first person shooters. Anyway, another reason for its inclusion is because while playing Jeopardy! on N64 with some friends, I got a question right (the answer was "chrono") because I knew what the Chronosceptor was. (An awesome weapon which destroyed the fabric of TIME.)
(Sidenote: I suck at first person shooters for the most part, I couldn't beat Goldeneye completely, I had the real like J-Rod do it for me actually. Never beat Turok without cheating... Never saw the others.)

Your cutscenes suck, you can't draw!
Kiss my ass. I did a half-assed job on them, 1/2 because I suck at drawing 1/2 because I find it funny. (And if you can add another 1/2, I am also lazy at times. This isn't my job.)

Did anyone help you make this game?

Nope, not a person. Though, I do give my brother Craig

(<http://www.xanga.com/craigramblings>)

some credit though. He'd come up with a random funny idea, and upon hearing it I would include it into the game. (Eg. Yoshis looking for gold, a random dangerous Sphinx, etc.) He had no real effect on the game's plot though, rest assured.

What's the point of Bikertown?

Sure there are no dungeons there but this place was actually surmised as early as I thought of making this game believe it or not, regardless of the fact that there

are no motorcycles on Fire Island, and tons of bikers wouldn't hang out there.

Anyway, the Pawn Shop is VERY useful and the Tank Museum is thrown there for a hoot, and yes that is also useful.

What's the point of that purple mountain?

It makes fun of Star Mountain in Mario RPG, and it is actually very similar.

Why do you have the song "What is Love" in the Gorn stage?

It's not a good song, but there is a reason why it's there. It's because

my brother and I joke around and made up a song parody called "What is

Gorn", the lyrics of this great song are hidden around somewhere...

(Also, find the "Dancing Gorn song" which is a parody of the Barbie Girl song.)

My characters are too weak!

Well, it's probably because you forgot to buy or pickup a certain item to equip. While in most RPGs one can cheaply become insanely powerful/wealthy by wasting much time 'training' outside of Inns, this is not the case in this game. Inns (or "restaurants", because the quest is intended to take as long as it takes you to beat the game, in real time.) are insanely expensive in this game, only few are within your means. This is very intentional. You will heal using items, leveling up, Laulen, after bosses, etc. Remember, there are powerful items that must be equipped. Like, did you buy and equip a mining helmet? Did you find Octavia's batting helmet? Did you buy (or find) new armor for Yoshi? It's a videogame, it isn't supposed to be that it is so easy that I must spell everything out for you. (Though this FAQ sorta does that.) The game is beatable, and it is VERY EASY compared to real RPGs which gets me to...

Why is this game so easy?

Well, I did not make it to be difficult. I could have, I probably should have, but I know that my friends do not have the patience for 'new' videogames. (While claiming all new videogames are easy, they feel that learning new ones is 'too hard', go figure.) Plus, when you want to sit down and relax, this game isn't supposed to make you tear your hair out. Everything is fairly straight forward, there are no near impossible combinations (except for the Evil Palace's Dungeon of Colors but that is absolutely cool) in dungeons awaiting you, and there are save points before all the bosses so you can keep playing them until

you find a weakness. Of course, making this game difficult would have made no sense. The plot is made to not be taken entirely seriously (same with all RPG plots in reality but this game makes fun of that) and it is supposed to be fast paced. The game is supposed to make you smile, crack up at times, stare blankly at the screen sometimes at a joke you just can't get, or go "man the maker of this game is a disgusting bastard". If I got those reactions from you I succeeded.

Why isn't everyone White?

Well, I took a few liberties here. In videogames and the real Fire Island for that matter, everyone is White. Since I made this game, I can change that. Plus, almost every RPG character or character in a Japanese cartoon is White anyway, why not deviate? (In fact, in an old MTV Cartoon series called "Cartoon Sushi" back in 1995, they had a particular episode where they dubbed an anime show but claimed the main character was Michael Jackson. When the king of pop asked why everyone was White, the person talking to him replied, "It's the future Michael, everyone is White." I found that funny at the time, four years later I found out every Japanese vision of the future was fulfilling Hitler's vision for a better future.) Also, everyone is a palette swap so much of the 'racial diversity' is just me clicking randomly on palettes.

Why is there a Tank museum in your game?

Because Tanks are cool, and are much easier to draw than aircraft. Trust me, if I could draw a Gotha 229 I would.



Why is everyone dressed so weird on the spaceship?

If it wasn't explained well enough, it is because they are wearing Star Trek clothes. That explains why each character (with the exception of Yoshi) dressing so weird.

What 'stuff' does Octavia want to do before she dies?

Well, here was what was quickly 'written' down on the paper:

- hit a softball homerun
- Watch Pedro [Martinez] pitch in person
- Eat 10 White Castle burgers
- Have sex with a black guy
- Get hole in one in mini golf (something I personally done many times, I'm sure you

have too)

- Go to a concert
- Go to outer space
- Win money from instant lotto ticket
- Visit rest of the family in DR (Dominican Republic)
- Meet Pedro
- Save the world somehow

Of course other 'great' goals such as spank a walrus, eat an entire bag of doritos, and drive past New Jersey did not crack the list.

One of my characters got the HIV virus during a battle, how do I prevent that? Equip your character with a condom, rubber up, and you are protected from STDs 99.7% of the time. See this game is a bit educational! (Octavia and Laulen can not equip condoms for obvious reasons.)

I die from random things in the "Arena" stage, why?

Gorn is a very intelligent being, so, he created traps. Some of these traps are tempting, just focus and avoid them, Gorn may be smart, but you must stay focused at the task at hand!

I run out of items in the Arena stage! You're an asshole!

Well, that can only happen from running around randomly for too long (crappy searching skills) or from not buying enough items before hand. Take this as a warning (spoiler), if you have become Laulen dependent you are in for a big surprise. (In Mario RPG, a similar situation happens when becoming 'Toadstool dependent', when fighting Johnny one on one she can't heal you.)

Why is the space stage called Arena? How can you breathe there?

This stage is called "Arena" because the Star Trek episode where Captain Kirk fought Gorn was called... "Arena". Since both beings (Gorn and Human) live on 'Class M planets', or oxygenated atmospheres, both could breathe there. If you think I am a Trekkie you are wrong, my knowledge of Star Trek ends at pretty much the Arena episode. I saw a few others and the only good Star Trek movie, First Contact.

How come the graphics get better later in the game?

Why? Simply because the more experience I have drawing, the slightly better I get. Also, I originally intended to put no effort whatsoever into the graphics when I began the game, but as I became more serious about making the game I tried a little harder to satisfy myself. The graphics still suck though.

Corey/Craig joined my party, how do I swap them in or out?

That's easy, press 'esc', go to 'team', then swap the desired names. Jarrod cannot get swapped out of the party however. He is the main character.

Do you really look like your 2D version?

Not close, I suck at drawing myself. You should see the MVP2004 Cyberface I made of myself. Oh well, I guess that lessens the chances of internet rapists hunting me down, killing me, and doing what they please with the corpse!

What the hell is "Utopia"?

Obviously, a heavily satirical town. My take on modern socialism/realistic implements of 'communism'.

What do the things on the wall of the evil palace mean?

Well, there are tons of things I have wasted time to put on the Evil Palace's walls. (Unlike Shy Guy's Fortress, which should have looked like a castle instead of a palace...) Anyway, the "EP" banner just means "Evil Palace", and the overly evil pictures on the wall make fun of the 1-4, 2-4, etc. zones in Super Mario 1. Of course, I will not explain every little stupid detail I put into this game.

What inspired an "Evil Palace"?

Well, mostly the graphically shitty Xizor's Palace in N64's Shadows of the Empire. Since it had really evil music, Jarrod and I just called it the "Evil Palace". Sadly, the midi to that level does not exist. Anyway, the graphics of the evil palace are inspired by, that evil palace. (The blue brick.) Also a little bit by Battle Chess. Of course, I said "inspired" not "it looks like."

How do I beat the 'color' dungeon?

Probably the most 'original' part of the evil palace, but hey, in actuality it was taken from an RPG I have made in the past. (It totally sucked and had even worse graphics, now it no longer exists!) Well, you came to this readme for some cheap help and now you will get it. You must follow a certain color, but there are INVISIBLE WALLS. A color change may just be what will get you through the wall, but not always. It's a fucking RPG, it's supposed to trick you once in a while.

Why are amphetamines just a dollar? That's too cheap!

Well, I had to make them OBTAINABLE. Plus, it's a videogame about Yoshi and Knives from another dimension, it isn't supposed to be realistic. Also, it doesn't take an instant to go and leave outerspace as portrayed in this game.

Does Jarrod really own THREE copies of "The Postman"?

Actually yes, scary thing is I think he once rented the movie. Jarrod had a copy at his house, bought one in the College Union bargain bin, then he bought the DVD. (Possibly in Wal-Mart). That's a lot of a not so great movie. If you are wondering what "The Postman" is, it's a Kevin Costner movie about an alternate future,

with Tom Petty somewhere in it.

Why are Corey and Craig's villains named after Chryslers?

The Aries, Reliant, New Yorker, etc. are all Chrysler K Cars. K Cars were Chrysler's generic 'bread and butter' model in the 80s. This of course is an extremely obscure joke. (Like most in this game.) Here is the even more obscure part... I was making fun of the way Japanese games/Anime have little "clever themes" for the evil guys' names. Eg. Dragonball Z naming bad guys after vegetables, Sailor Moon naming bad guys after rocks/minerals, Magic Knights Ray Earth naming guys after Cars... It seemed clever when I was 14, but it's really really stupid if you think about it. So I guess decided to make fun of it six years later. (Oh yeah, if you are wondering every villain in this game is NAMED AFTER A KNIFE. Ha. Ha. Ha. Ha.)

What's with Jarrod knowing Satan/Loki?

This is a sorta weird joke but I'll try to explain it. Jarrod is a Satanphile, he isn't a Satanist but he finds everything to do with Satan hilarious. Loki is a version of Satan that appeared in the game "Ghouls and Ghosts". Of course, Loki jokes were created by me. I guess it is a sort of a combination between two jokes.

What is with the "Wing Fortress Zone" screen?

It's just a joke at Sonic 2, because that's where I ripped off the idea. Also, There is only one "act" of Wing Fortress yet I kept the "1" there. I do not believe that there is an act number on the real screen, but I just kept it there for the fuck of it.

You are inconsistent! In the beginning of the game, you mention that Jose Reyes and Cliff Floyd were on the DL, and in the end of the game they are fine! Why?

The beginning was made in April, part of the end is made in August. Plus I am constantly inconsistent, it is a bit of a joke. (Like what the armor does...)

What year does this game take place?

The year really isn't important, but if you are more technical, it probably takes place in 2005 because that's what the Mets' clubhouse pretty much indicates. That and the mention of GM's employee discount.

The heights of the characters are inconsistent!

Uh, who cares? There are three reasons why heights are inconsistent

- Joke (Like going into a small house and it's big in the inside)
- Lazy
- Perspective

That's it, if you want "official" heights, here they are:

Jarrod: 6'0

Jared: 6'0

Pedro Martinez: 5'11

Craig: 5'10
Corey: 5'9 (slouch)
Luke: 5'9
Yoshi: 5'8
Octavia: 5'6
Laulen: 5'4
Ramon Castro: 6'3
Jesus: 6'5
Beatles: 6'6 (Bigger than Jesus)
Loki: 16'6.6

Why does armor give you attack power and stuff like that?

When a character has more protection, he/she will attack more confidently. At least that is what the 'official explanation' is.

Why aren't you giving anything more away at this point?

Hey, play the game. Of course there is more stuff to be explained later, but, I gave away enough with the FAQ. If you have questions email me at cgt1@geneseo.edu.

Was there a BETA version of this game? What changed?

There is no BETA version of this game, what you see is what you get, and pretty much minimal changes were made. Of course, there were things that I planned and a few minor changes which were made, here's a random list:

- Octavia was to originally be the game's final secret boss, instead I decided to make her a playable character.
- A sports memorabilia (my spelling sucks) shop was intended to be in the game for a while. The sidequest to get the medals was planned to be more item oriented, by now they are just extra-boss battle oriented. Plus, that's why the Star Egg fetches so much at the Pawn Shop, so you could buy a 'It Gets Through Buckner!' signed plaque. Of course, the Pawn Shop is what replaced this Sports Memorabilia shop, and it's slightly funnier.
- Laulen was to be an even weaker character, almost to the point of a joke.
- AIDS was intended to be 'cured' with Anecdotes, but I decided that curing it during battle would be stupid, instead once you are poisoned, you will die.
- The Evil Palace was a Mansion before it became a Castle.
- Tiger's Cave originally didn't have Torches. (There are actually "beta shots" of the cave without torches.)
- One of Smitty's cronies was intended to kill Luke with an arrow. This knife was going to be made of rock, and called "Knife of the Past". Of course, I wanted "Swiss Army Knife" to be somewhere in the game. So, I put him after the Tigers, and Knife of the Past was history. (Knife of the Future and Bread Knife were definite keepers.)
- The Evil Palace was intended to have "Tetris Type C" music, it would wind up having more epic music.
- The "Wing Fortress Zone" was not originally going to be in the game. It was always planned that Jarrod entered the bowels of Shea Stadium after Fire Island. Then

one day I came up with the idea of "How about Jarrod riding a 'blimp' back to Long Island?"

Craig thought it was a GREAT idea after I felt it could have been pretty stupid.

He felt that, "It explains how Jarrod gets back to Long Island." It sure does, though nothing explains how Jarrod got to Fire Island in the first place.

- The game was supposed to start inside Jarrod's house but I took the lazy was out.

- Cars originally drove back and forth on the Ronkonkoma highways. Of course, once they hit the edge of the map they drove back the wrong way (even in "wrap" mode) so this idea was canned. Imagine having the car physically hit you in order to start the battle instead of the battles just randomly appearing...

- Before the Hell dungeon was created, falling into a pit/trap resulted in you appearing in a dark part of Yoshi's Island.

- Originally, every non-boss battle had the Mario RPG Battle music. This was changed, every non-boss battle from Fire Island and on has a F-Zero track now. (A new battle song is used once someone has approached Long Island again.)

- The original title screen music was the Intro song to Tetris. It would be changed to S&K's Lava Reef song.

- Amphetamines and "Cookie Jars" were originally called Able-Juice and Refresher.

Those were the names of the same items in Mario RPG. I always felt the names were stupid but I could never come up with my own, until one day I thought about one of the scummiest players in baseball. Gary Sheffield. He outright admitted that he abused "greenies", or drugs that make your heart pump faster. Anything from caffeine pills, other diet pills, or illegal/prescription amphetamines are used as greenies. Take one god damn guess which one millionaire ball players like Gary Sheffield use. "Cookie Jar" is another baseball related term. If a baseball player is tired/not feeling 100% he will 'dip into the cookie car', or take a teammate's greenies. (Who happens to have tons of them in his locker.) I have turned Able-Juice into a more controversial, and slightly more humorous item. (Well, to me.)

- The title screen was changed to look more like Super Mario RPG.



- This FAQ was originally a .txt file, but it became way too big.

- "Utopia" was actually meant to have a greater significance in the game's plot.

Originally, Steelman was going to be backed by Smitty and the secret final boss who was conceived at the current time. Of course, I backed off the idea and felt it would be complicated and difficult. Plus, it would not really add much to the game's experience. I

do make it rather obvious that Smithy does indeed connect with “Utopia” later in the game.

- You were intended to actually fight the lighthouse (and a Windmill) in the end of Fire Island but that idea was scrapped, and replaced with a much more humorous situation.
- You could see an old picture of the Shea Stadium bowels on my website... That was the way it used to look like before the crash. Now it pretty much looks the same.
- Carlos Beltran was originally meant to fight with you against Exor, but instead he just reveals the boss’s weakness.
- Originally, before the crash, Pedro Martinez’s entourage was with him. Clad with yellow shirts, sunglasses, and all. Hell, they even spoke correct Spanish. (Well as much as I know!) I did not remake them, why? I didn’t feel like it. Oh well, what could have been. At least Kaz Matsui, Jae Seo, and Miguel Cairo are in the game now!
- Octavia had brown pants originally. I changed it to blue jeans. You can probably find old pictures with Octavia in brown pants. I know, it’s an amazing change.
- Originally, like in Star Trek, you were given the option to finish off Gorn and his race. I never implemented this, but I did make a picture of a spaceship blowing up just for this sort of moment.



- Octavia originally had a laser attack and was intended to have an avalanche attack, instead she just has a fastball, a 4-seam to be exact.
- The Flashlight originally had the advantage of having the “light” element, making it useful for beating bosses. The problem? Beating bosses was way too easy with the flashlight.
- Originally Hell would have circles like in Dante’s inferno but that would take too much work for me to ever get started on other than a few textboxes.

Graphics Credits:

Other than myself, I had some help (more accurately helped myself) from some pre-existing graphics in this game including:

- random images found on google (Including fire, Tanks, pieces of bricks, etc.)
- A single grass tile from tutorial RPGs (grass always comes out gray)
- Sandsea.bmp that comes with the RPG maker
- Tons of Sonic graphics found here:
<http://dioxaz.free.fr/decors.htm#d%C3%A9cors%20propos%C3%A9s>
- Everything else made and especially manipulated by me, Microsoft Paint, and Ultimate Paint. I draw like a 7 year old but I still managed to find the way to give the game passable graphics, especially towards the end.

- Videogamedc.com's very own Loki from their Ghouls and Ghosts' flash movie, it would have been too hard to download an emulator, go to the last level, and face Loki to get my very own. :p
- Few ripped MarioRPG sprites from here:
<http://sprites.fireball20xl.com/NSA/HTML/Mario/rpg.htm>

Special Thanks to:

Craig: Giving me random ideas

Jarrod: For existing and inspiring me to make this RPG by saying, "What? They make more games like this?" (He didn't know there were games like Mario RPG, he thought such a concept was too stupid.)

Nintendo: For making Mario RPG, and Yoshi...

James Paige: For making a RPG maker with quickbasic.

<http://www.hamsterrepublic.com/>, yes you can now make your own stupid games like me. See if you can make them last over 11 hours though. :)

My lack of artistic ability: For making me make a joke game rather than making anything I would find serious, because it would look to shitty to take seriously.

VGmusic.com: For providing me tons of midis to turn into shitty .bam files.