

THE INTERGALACTIC INTERGAZETTE

Jebsday the 36th of Quadrember, 2997

CLONES ADVANCE IRON GRIP

Six new star systems have fallen to the so-called Intergalactic Empire of Conformity (IEC) this light-petametre alone. With the rebellion against Conformity in complete disarray, it seems inevitable that the entire galaxy will soon be dominated by the IEC.

This is social Darwinism gone mad, cried John XIV, king of Beatlemania. It's like The Man is becoming Man, man.

The clone armies of the IEC can double their numbers every three light-petametres, which mathematically means they will fill every cubic metre of space in the Universe by the year 3028.



DRINK BLEER HAVE FUN

Next light-petametre is Pentember, the only summer light-petametre without a statutory long weekend. We at the Bleer Brewing Company have launched a campaign to fix this situation. Please sign our petition on the infoweave.

LEGAL MUMBO JUMBO MAKES FRONT PAGE!

Charlie Foxtrot & the Galaxy of Tomorrow was created by Alex van der Wijst, aka The BaRoN, in 2007. It is a work that explicitly parodies science fiction in popular culture and therefore has many environments, situations, sounds and characters that closely resemble the intellectual property of others. Each and every one of these elements, however, has been painstakingly recast in a slightly unique mould and it is the author's sincere belief that it violates no copyright laws.

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WARNING

Doppleganging Blooming Asps have reportedly migrated to the desert planet of Aridis. Residents and Vacationers should avoid any suspicious foliage.



APOCALYPSE STILL: PLANET MARF

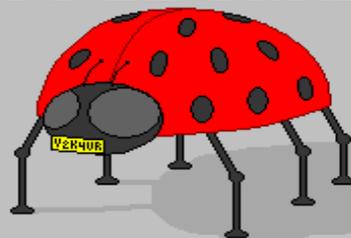
This light-petametre marks the tenth anniversary of the outbreak of the plagues that destroyed the puppet civilization on planet Marf. The sickness affects puppets by making them mentally deranged or causing them to revert to their feral state. It is transmitted through bites and string sharing in the puppet population but poses no immediate threat to other species.

There is no risk of transmission, says Dr. Whom, an accusative pronoun with the Centre for Interplanetary Disease Control. But there is a clear and present danger in the lunacy of the inhabitants themselves. That is why the planet still remains under strict quarantine, and why its coordinates remain classified information.

The complete isolation of the planet has stopped the menace from spreading throughout the galaxy, but at a terrible price to the local population. It is unknown how many lives have been lost, but what is clear is that the once vibrant civilization has utterly collapsed. Satellite imagery shows a 99.8% decrease in viable urban environments, with nearly every inhabitable scrap of land being swallowed by the native jungles.

More shocking still is the lack of attention this issue has received from the intergalactic community.

LET US BUG YOU - YOU'LL THANK US





QUEST FOR DEATH?

This isn't your great-great-great-great-great grandpa's biking game! Face real 30th century peril as your harvesting pod avoids asteroid collisions while meeting an arbitrarily high quota in the diamondoid crystal fields of the outer Pegasus belt!

PLAY TODAY



COPYRIGHT

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The author retains the exclusive rights to the saga of Charlie Foxtrot and all unique artistic elements included therein. The one exception is the game itself: Charlie Foxtrot & the Galaxy of Tomorrow is officially freeware and can be played and shared freely throughout the world. The game may **not** be sold or modified in any way. If you are interested in making money from adventure games then you should make your own! If you paid money for this game you should report the incident to the author at games@vanwijst.com. Bug reports, criticisms and fan-mail may all be directed to the same address.

Charlie Foxtrot & the Galaxy of Tomorrow was made with AGS (Adventure Game Studio), game building software that is also available for free at www.adventuregamestudio.co.uk or www.bigbluecup.com. The creator of AGS is Chris Jones.

PRIMORDIA REMAINS OFF OFFICIAL CHARTS

Citing reasons of environmental protection, officials at the Department of Interstellar Transportation (DIT) have confirmed that the planet Primordia, along with other planets that contain large swathes of sensitive but pristine ecosystems, will remain off official star charts.

Every litterbug, hunter, industrial baron and postcard monger this side of Procyon will be on their way to Primordia the instant we publicize those coordinates, declared Algretron, senior DIT bureaucrat.

The astronomical bodies themselves still appear on the charts for safety reasons, but they are indistinguishable from the other 200 billion uninhabited planets in the galaxy.

DEAR ABBEYTRON

How do I play this game anyway? -Confused.

Dear Confused,

Charlie Foxtrot & the Galaxy of Tomorrow functions much as a Sierra point-and-click adventure game of the early 1990s. If you are not familiar with this genre you might want to read the rest of this section.

After the game loads you will be presented with five options: Start, Load, Skip Intro and Quit. Initially you will want to Start by watching the introduction (a short animated scene that sets the plot in motion), but subsequently you will probably want to skip it by clicking on Skip Intro or Load (which will allow you to load a game that you have previously saved). You could click on Quit right away but..... why?

Once playing, all game play options are available from the top of the screen -move your mouse cursor there and they will appear. On the left you will see five icons - a boot (for walking), an eye (for looking), a hand (for interacting), a mouth (for talking) and a knapsack (which holds your possessions). Click on the first four and your cursor will change to that mode, which will enable you to exert the corresponding interactions in the game. Clicking on the knapsack will take you to an inventory screen which will allow you to examine your possessions, use them with each other, or select them for use in the game.

To the right there is a disk with an arrow pointing to it (for saving) and one with an arrow pointing away from it (for loading saved games), a control panel (for... come to think of it, I don't think it does anything), a question mark (for credits and version details), and a severed head (for quitting).

Basically you will be presented with a series of situational puzzles which you must figure out in order to beat the game. There is *always* a deranged logic behind the solutions: it is your task to uncover it. It is helpful to have watched too many sci-fi TV shows and movies, but it is by no means necessary.

-ABBEYTRON

FREAK ZONE ANNOUNCES REUNION TOUR

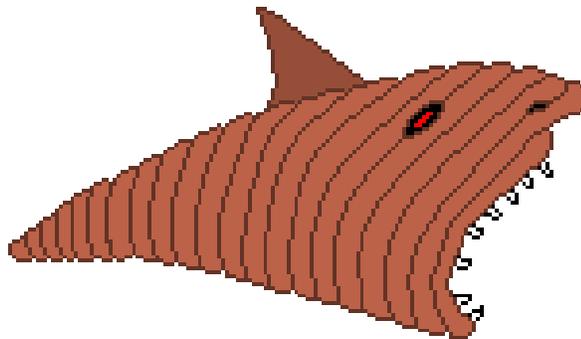


Punk dinosaurs Freak Zone don't know when to keel over and fossilize! Funk yourself up with the tripped-out trio this summer. Catch the band on Nabelor, Styros, Eblimium 4, Aquaria, Polyastra, Aridis and many, many other venues!



THE TECH-FILES

Although this game was extensively beta-tested prior to release it is entirely possible and, in the author's experience, more than likely that one or two obscure bugs slipped through into the final product. Please report these bugs to the official Charlie Foxtrot completed game announcement on the AGS Forums at www.adventuregamestudio.co.uk or www.bigbluecup.com, or by e-mail to games@vanwijst.com. When doing so please give a short but thorough description of the problem, what you were doing immediately before hand, and which version of the game you are running (this information can be found inside the actual game -simply move your cursor to the top of the screen and click on the question mark [?]).



COMPUTER NERDS TAKE CREDIT FOR LONG HOURS OF TOIL

Charlie Foxtrot & the Galaxy of Tomorrow was written, illustrated, animated and programmed by Alex van der Wijst, aka Baron (www.vanwijst.com). He has made two other adventure games to date called *The Winter Rose* and *AI-Quest 1*, and several experimental games using AGS including *The Paramecium Complex*, *Turnip Twenty-One* and *Invasion of the Floating Death Orbs*.

Music was composed by Alex van der Wijst, aka Baron (www.vanwijst.com) and Jaroslaw Bleicher, aka Yarooze, (<http://yarooze.blogspot.com>). Certain tracks were adapted from the work of John Williams, Elvis Presley, James Brown, Paul McCartney, The Cranberries & the Doors.

Beta testing was undertaken by Yarooze, Akatosh, Jon and Steel Drummer, all of the AGS Forums (www.adventuregamestudio.co.uk or www.bigbluecup.com).

Adventure Game Studio (AGS) was created by Chris Jones (www.adventuregamestudio.co.uk).