

# The Adventures of Stanley "Frankfurter" Jones



a MUFFIN adventure

# Introduction!

Special Agent Stanley “Frankfurter” Jones is one bad-ass mother. They call him Stanley because that’s the name his mama gave him. They call him Frankfurter because he likes to punch old ladies in the face. The road behind him is paved with the corpses of those who dared to cross him. The road before him is paved with...fucking asphalt or something, probably. I don’t know.

Our story begins in the peaceful town of North Weenus, Ohio, in 2009. A burglary at the local historical society, seemingly a low-profile case, has caught the attention of the bureau, and Agent Jones is on the case. The McCulloghs seem like a perfectly average, lower middle class suburban family, but Jones knows from experience that things are never as simple as they appear...

Join Stanley as he probes deeper and deeper into a world of sex, violence, intrigue, mystery and possibly a tasteful amount of bestiality, as he gradually uncovers an occult mystery that will shock you to the core of your very being. Take heed: your puny mind cannot possibly fathom the depths of awesomeness that is: **The Adventures of Stanley “Frankfurter” Jones.**

# Requirements

This game was tested on a Sony Vaio PC running Windows 7 Home Premium, with a 2.10 GHz Intel i3 processor and 4.0 GB of RAM. It should run fine on most modern machines. Sorry, but this game does not run on Mac.

The game was created using Chris Jones' Adventure Game Studio (AGS) engine. If you require any more specific information about whether this game will run on your machine, info about running AGS games can be found on the AGS website: <http://www.adventuregamestudio.co.uk>.

The only known issue I have found is that some versions of windows will not run AGS games using the Direct Draw 5 graphics driver. In the games folder should be a file called 'winsetup. If you open this, you will be able to set various preferences which affect the runtime engine, among them an option for selecting either the Direct Draw 5 or Direct 3D 9 graphics driver. I am not entirely sure which one works with which system, but I do know that in order to run this game on Windows 7, I had to use the Direct 3D 9 driver. My advice would be that if you can't get it to work with one, try the other.

If worst comes to worst, you can email me with any questions or concerns regarding this or any other Muffin game: [quoons@therealmuffin.net](mailto:quoons@therealmuffin.net). Alternatively, you can visit the AGS webpage and check out the technical forums: [adventuregamestudio.co.uk](http://www.adventuregamestudio.co.uk).

# Installation:

If you obtained this game by downloading it, then odds are you should be ready to go. The compressed .zip file that you downloaded should contain all necessary elements to run this software. Simply place the folder anywhere you like on your hard drive, and run the application called FRANKFURTER.exe.

If you obtained this game from a CD-ROM, simply create a new folder anywhere on your hard drive, and copy all the contents of the CD-ROM into it. Be sure that all game files are located in the same folder. Do not delete any of the files that came with this game, or it will not run properly.

## A Brief Warning for the Faint of Heart:

This could be quite possibly the most offensive adventure game ever created. I am not even joking around here. This is not Monkey Island. This isn't even Leisure Suit Larry. As I do not have \$50,000 lying around to pay a bunch of peenwhackers to tell me that my game is inappropriate for children, this game has not been evaluated by the ESRB. However, it is my general belief that if it were rated, this game would most probably receive an "M" rating, if it wasn't thrown out entirely. This game contains many story elements that are completely and utterly offensive to the sensibilities of the average person, including but not limited to: explicit dialogue, some mild sexual situations, continuous explicit references to bestiality, and the complete, unabridged text of The Great Gatsby on audiobook.

I include this disclaimer so that you know what you are getting into before you even open this game. If you are the type of person who is easily offended, I would highly recommend you play a different game. If this game does not offend your sensibilities in some serious way then it is probable that, like me, you had no sensibilities to begin with. There. You have been warned. Now, if you play this game and it completely and irrevocably scars you for life, you have no one to blame but yourself. I am seriously. I don't want to open up my inbox tomorrow to find a bunch of whiny fucking emails from a bunch of whiny fartknockers bitching me out because they think my game is horrible and offensive. I warned you, so if you don't like it, blame yourself.

That said, if you are still reading and still intending to play, I am assuming that, like me, you are an extremely disturbed individual with the sense of humor of a homicidal ten year old, and if so, you will enjoy this game immensely. Have fun.

# Gameplay:

The controls of this game are similar to those of the old Sierra and LucasArts point and click adventure games of the '90s. The game can be played entirely with the mouse, or if you prefer, keyboard controls can be utilized as well. At the top of the screen you will see a menu bar which contains the various game controls (most of which are pretty self explanatory):



- Walk: Default mode. Cursor appears as a crosshair. Clicking anywhere on the screen will cause Stanley to walk there, so long as it is possible for him to move to where you clicked.
- Look: Cursor appears as a magnifying glass. Enables Stanley to examine certain key items on the screen.
- Use: Cursor appears as a hand. Enables Stanley to interact with objects on the screen, as well as pick up smaller items which it is possible for him to carry.
- Talk: Cursor appears as a speech bubble. Enables Stanley to talk to characters, or, if you prefer, to inanimate objects.
- Inv: Opens the inventory screen, which displays the items that Stanley is currently carrying. On this screen, you will see a look button and a select button. Clicking on items in the Inventory screen while in Look mode will bring up a brief description of the item. Clicking on them while Select mode will select the item for use, and the cursor will change to an image of the item. Use the arrows on the side to cycle through inventory items.
- The space in between Inv and Save shows the current selected inventory item, if an item is indeed selected.

- Save: Saves the game.
- Load: Loads a saved game.
- Prefs: Enables you to set game preferences.

Clicking the right mouse button will also cycle through the cursor modes.

## Keyboard Controls:

- W – Walk mode
- L – Look Mode
- U – Use Mode
- T – Talk mode
- I – Sets cursor to currently selected Inventory object
- TAB – Opens inventory window
- ESC – Opens game options window
- Arrow Keys – Tap to move character without going into Walk mode. Tap again to stop character from moving.
- F5 – Save
- F7 – Load
- F9 – Restart
- CTRL-Q – Quit

# Notebook:



Like any detective worth his rank, Stanley's most valuable tool is his notebook, which he uses to record clues, observations, and anything else worth writing down. In all likelihood, it will become your most valued resource as well.

The left hand page of the notebook serves as a table of contents, which breaks groups of notes down hour by hour. It also displays Stanley's current location. The right hand page shows the notes themselves. To navigate pages, simply click the left or right arrow buttons at the bottom of the notebook window. To exit the notebook screen, click the X in the lower right hand corner.

To access your notebook, you can either click the notebook icon which appears in the lower left hand corner of the game screen, or alternatively you can open your inventory, select the Look mode, and click on the notebook icon which appears in the inventory screen.

Notes will be entered automatically as you progress through the game.

# MP3 Player



It is possible at a certain point in the game to obtain a portable mp3 player, which will allow Stanley to choose the music he listens to as he explores the house. The mp3 player contains all of the score music in the game to start with, and bonus tracks can be added to it as the game progresses. To use the mp3 player, open up your Inventory, select Look mode, and click on the mp3 player icon in the inventory window.

The player consists of a screen which shows the title of the track currently being played, and three buttons which control the music. The play/pause button at the bottom of the device will either start or stop the mp3 player. Toggle between tracks by using the directional arrow buttons above the play/pause button. If the play button is pressed, the selected music will override the game's soundtrack, except at certain key moments in the script. If the music is paused, all music will cease, and the game's default soundtrack will resume the next time you enter a new room.

As with all other pop up windows in the game, you can close the mp3 player by clicking the small X button in the lower right hand corner.

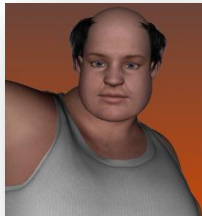
# Easter Eggs

Apart from the main story, there are a number of small things built into this game to make your experience more enjoyable, so be sure to explore areas thoroughly. If you obtain the mp3 player, you may want to go over areas you've gone over before. You never know what you might have missed...

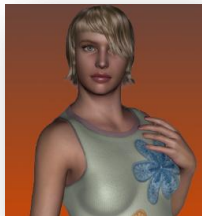
# Characters!



**Stanley "Frankfurter" Jones:** Age 36. Intrepid hero of the story. An undercover agent of a special branch of the FBI (you're better off not knowing which one), Stanley's humble appearance and frequently coarse demeanor belie a sharp and cunning intellect, one that has made him a valued member of the Bureau.



**Trunks McCullogh:** Age 39. Head of the McCullogh household. Though he might not look it, Trunks is an avid fan of literature, and an aspiring writer himself. What insidious deeds might his lofty dreams have motivated him to commit?



**Sassy Mae McCullogh:** Age 37. Wife of Trunks and mother of Stinky Pete. On the outside, Sassy Mae appears to be a perfectly ordinary suburban housewife. But appearances can be deceiving in this house...

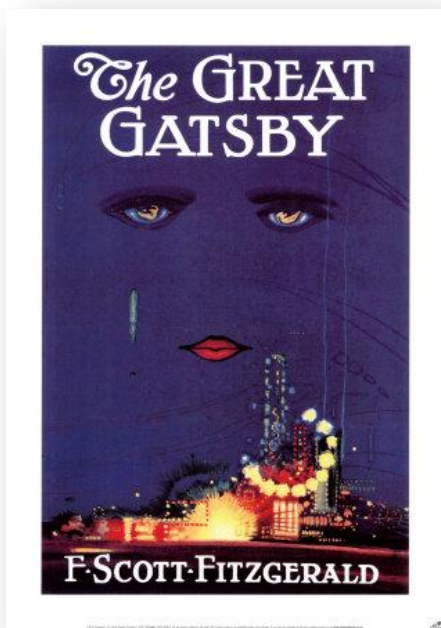


**Stinky Pete McCullogh:** Age 13. Son of Trunks and Sassy Mae, and a student at a local middle school. Although his teachers would never describe him as a clever lad, Pete possesses a certain low cunning that is not to be overlooked.



**Nancy Harrison:** Age ?? Stanley's faithful secretary. Quick-witted and dependable, Nancy has proven time and time again that behind every great field agent is a chick who sits at a desk. Day or night, rain or shine, Nancy is always there to provide assistance and advice whenever she is needed.





## Historical Notes:

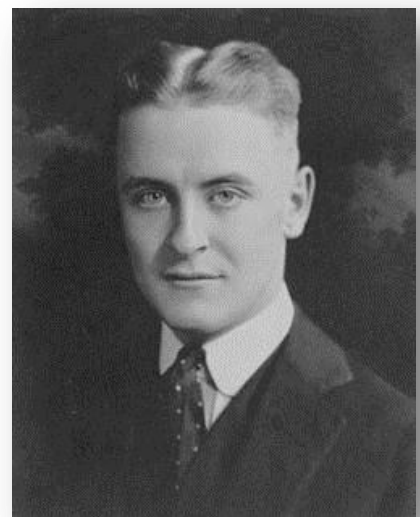
*The Great Gatsby* is considered by many authorities to be F. Scott Fitzgerald's most significant work. It is regarded as a literary classic, and a Great American Novel. The Modern Library named it the second-best English language novel of the 20<sup>th</sup> century, and it has since been adapted into many other mediums, such as film, the stage, and the Nintendo Entertainment System.

However, according to many its readers, primarily the high school and middle school students to whom it has been assigned, it is thought mostly to be a spectacular bore. What many people don't know, however, is just how much Fitzgerald was forced to revise his original manuscript in order to conform to the demands of the sexually repressed society in which he lived.

Written between 1922 and 1925, *The Great Gatsby* was thought by its author to be his crowning achievement. According to Fitzgerald, the book was a "consciously artistic achievement" and a "purely creative work — not trashy imaginings as in my stories but the sustained imagination of a sincere and yet radiant world". However, not long after submitting the book for editing and revision, Fitzgerald was informed that the book would not be released for publication unless significant changes were made.

Probably due to the many compromises Fitzgerald was forced to make, the original *Gatsby*, published in 1925, was a commercial flop. The initial print run sold less than ten thousand copies, and Fitzgerald had no choice save to bitterly concede that his novel was a failure. However, perhaps because some higher power had loftier ambitions for the novel, it was not doomed to fall into complete obscurity. After World War II, copies of the novel were given away for free to soldiers, because what better way to say "Thank you for getting your arms and legs blown off by Nazi artillery shells for the good of your country," than a free copy of a book that nobody even wanted to read when it was new.

Although the World War II generation had no higher regard for the text than the generation for which it had been written, it found fame nearly two decades later when a generation of hippies and



beatniks discovered the musty old paperbacks lying in their parents' attics. Sadly, the only version of the text available to them was the compromised second draft, and the novel's meaning would be grossly misinterpreted.

Still, as a result of the aforementioned hippies and beatniks growing up to be teachers and school administrators, *The Great Gatsby* was elevated from obscurity and placed on the pedestal for which Fitzgerald had originally intended it. Unfortunately, however, the generations who have read it since then have only had access to the edited version of the text...until now, that is.

Ever the aficionados of fine literature, Muffin is proud to include in this game, for the first time in history, the complete, unabridged text of *The Great Gatsby*, compiled into the game as a series of audio files. Those familiar with the book will note that this version is quite a bit different from the way they remember it, but I think that all will agree that it is a significant improvement.

# Credits:

**Developed by MUFFINinc**

**Concept & Design:  
Styop Quoons**

**Original Story by Styop Quoons**

**3D and 2D Graphics by Styop Quoons**

**Scripting by Styop Quoons**

**Original Music by Styop Quoons**

**Additional Music by  
Diarrhea Dan  
Lordz of the Fly  
MC Thaddeus Gunderstank**

**AGS Engine by Chris Jones**