

Frank Further

*The Further Adventures of
Stanley "Frankfurter" Jones*



A Muffin Game by Styop Quoons

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because fuck trees.*

The Story So Far...



In our last adventure, Special Agent Stanley “Frankfurter” Jones of the FBI’s Paranormal Investigations Unit had just busted up one of the most nefarious schemes of the 21st century. Sassy Mae McCulloch, a member of a shadowy organization called the Suburban Witches Guild, had seduced her unwitting husband, aspiring writer Trunks McCulloch, into assisting her in a plot to bring deceased author F. Scott Fitzgerald back from the grave. Both Trunks and Sassy Mae tragically lost their lives during the ensuing struggle, leaving their only son, Stinky Pete McCulloch, an orphan. Agent Jones, his mission complete, returned to the Bureau.

With both of his parents deceased and with no living relatives to turn to, Stinky Pete has since become a ward of the State. Over the course of the past year, he has been bounced about from foster home to foster home on the orders of Judge Henry Thatcher, who has taken a particular interest in Pete’s case. Families who take him in, however, tend to report that he is a strange, moody lad, given to erratic and disturbing behavior, and he typically finds himself returned to the custody of the State within the space of a week or less.

Ever since the incident, Pete has exhibited signs of obsessive interest in locating Agent Stanley “Frankfurter” Jones. He carries around with him a book of magic spells, which had belonged to his father and was the only possession he had elected to keep from his old home. Most of his troubles with his various foster parents stem from his attempts to perform magic rituals from the book, incidents which frequently result in property damage and loss of pets. Pete claims that the rituals are an attempt to communicate with Stanley “Frankfurter” Jones, whom he believes he can compel to adopt him. Of further concern to Judge Thatcher is his inability to obtain any information on the whereabouts or even the existence of Agent Jones, which eventually causes him to believe that Jones is actually a delusion invented by Pete.

Having been judged mentally unsound, Pete has since been remanded to the Charles Wallace Murry Home for Displaced Youth, under the care of Dr. Paul Kantner, a psychiatrist specializing in dealing with children who suffer post-traumatic delusions. Pete’s attitude has thus far been uncooperative, and he continues to attempt to use his magic to summon Agent Jones. As a result, Pete has been denied access to his magic spell book by facility staff.

Pete has almost given up hope on his ever again being able to see his friend Stanley “Frankfurter” Jones. But then, one night, he awakens from a very disturbing dream...

System Requirements:

This game is designed to run on a modern PC running Windows. Your computer should probably have a processor of some kind, and also some memory I would imagine. A hard drive is also a good idea, since the game needs to be stored somewhere in order to run. Make sure your computer is plugged in and switched on before attempting to install or play this game. This game is not designed for use with Mac, Linux, or punchcard-based systems.

In order to get the best experience possible from this game, Muffin recommends the following peripherals:

- Monitor (extremely helpful for seeing the game)
- Mouse (little clicky thing attached to the computer, sometimes mistaken for soap)
- Keyboard (the kind with letters on it, not the kind with piano keys)
- Magazine (in case you get bored with the game and decide you'd rather read instead)

Installing and Running

To install the game, simply open up the .zip file you downloaded. Actually, since this manual was included in the .zip file, I'm assuming you've already gotten that far. Forget this step. Don't do it again. Well, I suppose you can unzip the file again if you want to, but that would be rather silly seeing as how you would now have two distinct copies of the game. Although I suppose if you did that you would have a second one you could give to a friend.

In any event, once the file has been unzipped, you can move the folder to anywhere on your hard drive you would like the game to be stored. To play the game, simply open the folder and click twice on the FRANK FURTHER icon. Clicking once will not be sufficient to start the game. Please make sure you have clicked the mouse (soap) at least two times before attempting to contact technical support. Three or more clicks is probably overkill, but it will certainly get the job done if you want to be thorough about it.

Oh yeah, and you can also open the file called winsetup.exe to set preferences before starting the game, such as the option to run the game in a window instead of fullscreen. You can also change the default graphics driver from here, which is generally not recommended unless you encounter problems.

Playing the Game

Frank Further is a point and click adventure game in the style of the old Lucas Arts and Sierra adventures of the 1990s. The game is played primarily with the mouse; however, there are a few areas of the game that will require keyboard interaction as well.



Interaction with the world is accomplished by clicking on the various objects on screen. The pointer mode that is currently selected will affect the type of interaction being performed. The default mode is the Walk mode (crosshair pointer), which allows the player to move about the screen. Moving the cursor over certain objects on the screen will sometimes cause text to appear at the bottom of the screen describing the object the mouse is over. This is usually an indication that an interaction can be performed on this object.

The types of interactions available will depend on the object being clicked. Clicking on characters with the Talk cursor, for example, will typically initiate a conversation. Using the Talk cursor on an inanimate object, by contrast, will probably be less effective. However, adventure games are about exploration and experimentation, so by all means go as crazy as you like.

Certain smaller items can also be picked up and added to the Inventory by using the Interact cursor.

The Menu Bar

If you move the mouse to the top of the screen, the menu bar appears. The menu bar can be used to select the various cursor modes, as well as to access your inventory, journal, and various game options. It also displays a portrait of the current player character, as well as his location in the game world.

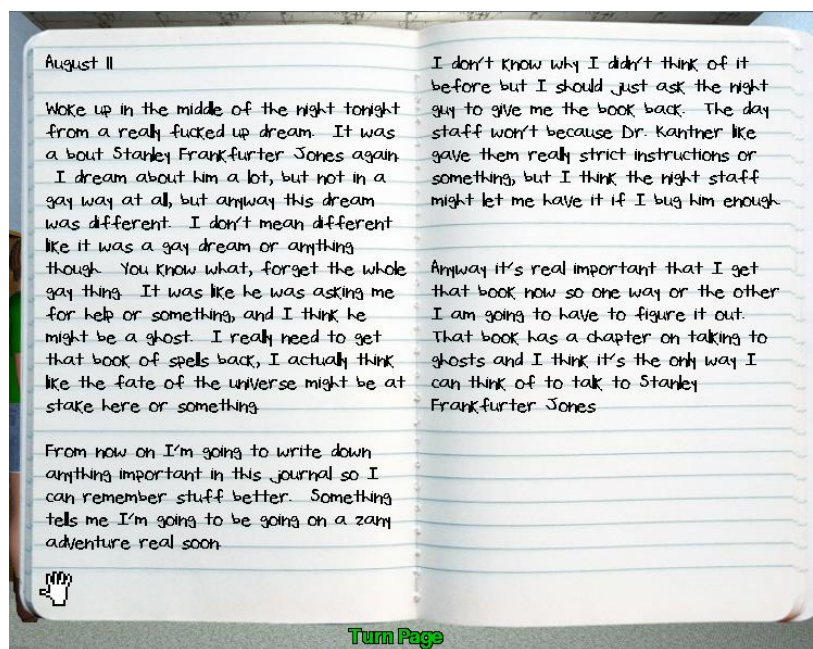


The icons on the menu bar are:

- Walk Mode – Crosshair icon. Player will walk to the point on screen that was clicked (if movement to that point is possible). Can also be accessed by pressing Cntrl-W on the keyboard.
- Look Mode – Magnifying glass icon. Character will move closer and examine the object that was clicked. Can also be accessed by pressing Cntrl-L on the keyboard.
- Interact Mode – Hand icon. Character will perform an interaction with the object that was clicked (if possible). Can also be accessed by pressing Cntrl-I on the keyboard.
- Talk Mode – Talk balloon icon. Character will initiate a conversation with the character (or inanimate object, if you like) that was clicked on. Can also be accessed by pressing Cntrl-T on the keyboard.
- Inventory – Suitcase icon. Clicking on this icon will open the player inventory.
- Journal – Book icon. Clicking on this icon will open the current player character's journal.
- Active Inventory – No icon; will appear between the mode icons and the game interface icons as a miniature version of the inventory item the player is holding. If no inventory is selected the area will be empty. Clicking here will change the mouse mode to the current active inventory item.
- Save – Disk icon. Opens the save game dialog.
- Load – Folder icon. Opens the load game dialog.
- Options – Document icon. Displays the main menu. You can also access the Config screen from here, which will allow you to adjust music and ambient volume, as well as set preferences for the behavior of the mouse buttons.

Using the Journal

Players familiar with the original *Adventures of Stanley "Frankfurter" Jones* game will probably recall the journal system. The journal system in this game functions similarly, with a couple of notable differences.



Each playable character in the game keeps a journal recording their thoughts and observations. As the player progresses through the game, additional journal entries will be automatically made whenever the player comes across something noteworthy. When the character is writing in his or her journal, game interaction will cease for a few seconds and you will see a flashing journal icon in the lower right hand corner of the screen. When you see this icon, it is usually a good idea to check your journal as it indicates that something important was written down.

In addition to recording in-game events, each journal contains a number of entries written prior to the game's beginning, which provide details of what has been going on in that character's life prior to the events of the game. Reading these entries will give you a stronger grasp of the events of the game's story, and may provide clues as to the nature of the overall mystery. Should you find yourself stuck somewhere, it is usually a good idea to go back and read through your recent journal entries.

At a later chapter in the game, the journals belonging to Stinky Pete McCulloch and Stanley "Frankfurter" Jones will be replaced with an electronic PDA system, which will be covered in greater depth in future versions of this manual. However, the basic functionality remains the same.

Switching Characters

At the time of this writing, only Chapter One of this game has been released, and for this part of the overall story only Stinky Pete is available as a playable character. However, in future chapters of the game it will be possible to switch between Stinky Pete, Stanley, and a yet-unintroduced character named Jim. You may also be able to play as Priscilla and Mark Twain at some point, I haven't decided yet. I am basically just making this up as I go.

Anyway, when additional player characters become available, it will be possible to switch between them by clicking on the character portrait image in the menu bar. If you have ever played Day of the Tentacle, the functionality will be similar. Each playable character has their own journal and inventory, and interactions with game objects will be different depending on which character you are playing as. Some areas are only accessible to certain characters and some puzzles that can't be solved by one character can be solved by another.

This feature should be implemented by Chapter Two, and I have high hopes that it will add an additional layer of complexity and entertainment to this game.

General Hints and Tips / Contact Info:

This game was created using Adventure Game Studio, a surprisingly powerful and versatile game creation engine with a thriving community built around its use. You may even have discovered this game via the AGS community discussion forum. If you haven't, more information on AGS as well as the forum can be found by visiting <http://adventuregamestudio.co.uk>. If you get stuck somewhere in the game, you are highly encouraged to check out the Hints and Tips section of the forum. There is a good chance somebody out there is playing this game and having the same problem as you.

I have tried to test this game as thoroughly as possible and have dealt with as many bugs as I was able to find, but this game was a complex effort and I am not perfect. Should you encounter a bug or a technical issue that does not have to do with the AGS runtime engine, you can tell me about it directly by sending me a PM via the AGS forum's private messaging system. My user name is **MUFFINinc**.

Note: replies are not guaranteed, particularly if this game ends up being popular and I end up getting swamped with messages. However, I do promise to make a good faith effort to read and respond to legitimate problem reports. Also, feel free to PM me just to let me know what you think of the game and whether or not you would be interested in playing future chapters. The game is short, but a LOT of work went into this, and I'm curious to know what people think of my efforts.

Here are some general hints and tips to help get you through Chapter One:

- Don't forget that your friends are there to help. Some of the characters you will encounter will be more than happy to lend a helping hand, if you ask them nicely enough.
- The password puzzle is simpler than it seems. Try generating some non-admin passwords and look for a pattern. The password is generated at random every game but can always be guessed within six tries or less based on the password hints the system gives you.
- There is a box of dog biscuits hidden somewhere in the CWM Center that is not necessary to find in order to beat the game; however, it will come in very handy before the end of this chapter. Try to find it before leaving the facility.

For more information on this or other MUFFIN products, please visit my website:

<http://www.therealmuffin.net>

I also record and sell original music! If you like the music in this game, please also check out:

<http://music.therealmuffin.net>

Also, my check out my Facebook page for up-to-date info on various projects:

<https://www.facebook.com/styop.quoons/>

Be sure to press 'Like'. I'm told that's supposed to do something.

Future Chapters:

Currently, I am working on this game alone. That means that the graphics, the programming, the music, the design and the story are all done single-handedly by me. It's a labor of love and I definitely enjoy doing it; however, I have a pretty long and complicated story planned, and between school and work I don't have nearly enough time to work on my pet projects as I would like. In order to break this thing into more manageable chunks, I have therefore decided to release it in chapter-by-chapter installments. This game is Chapter One.

I don't know exactly how many chapters there will be. There will definitely be at least three, with possibly as many as five. Chapter Two is going to be longer and more complex than Chapter One, in case the rather short length of this chapter has left you feeling all antsy like you wanted to play more. However, I cannot guarantee a time frame at this point as to when I expect it to be released.

As such, I would just like to say a couple of things to anyone currently taking the time to read this silly game manual that I wrote. First of all, thank you. Thank you for reading, thank you for playing. Even if you hated the game, thank you for taking the time to download it and give it a chance. It's incredibly satisfying just to know that a complete stranger has taken time out of their day to play through something I created. Even if they thought it sucked.

Second, if you don't mind, please take a moment to post a comment on the AGS forum thread for this game, or shoot me a PM via the same system sharing your opinion of the game, and how interested you would be in playing future chapters. As I said, this project is proving to be a lot of work, and I am curious to know exactly who is playing and what their level of interest is. If you absolutely hate the game and think it was totally offensive and stupid, you can tell me that too. I am also toying with the idea of attempting to repackage and re-release this game commercially at some point, and I am curious how viable players think SFJ would be as a commercial game franchise, particularly on mobile platforms. In any event, I would love to hear from you and hear your thoughts on my game.

Third, as I mentioned above, I am currently doing this whole thing by myself, and although I am fully prepared to finish it on my own, the work would probably go much quicker if I had some help. If you are competent in any of the following areas and would be interested in contributing to this title, please send me a PM via the AGS system and let me know. I can't currently pay anyone as I am not making any money from this project and most of my personal income is spoken for. However, I am interested in trying to start a serious company for the development of commercial adventure game titles somewhere down the line, and would like to start assembling a contact list of talented individuals. See previous page for contact info.

Anyone capable and interested in helping out with any of the following please PM me:

- 3D modelers interested in making environments and backgrounds
- Character modelers familiar with DAZ Studio interested in helping to create characters, animations, etc
- Audio engineers/sound designers able to record/create sound effects
- Talented coders who might be willing to take the occasional odd scripting job off my shoulders

Credits:

MUFFIN PRESENTS

An All-new Game by the Much-Lauded
STYOP QUOONS

FRANK FURTHER:

the Further Adventures of
STANLEY "FRANKFURTER" JONES
& his Intrepid Companion
STINKY PETE MCCULLOUGH

Original Story, Artwork, Scripting, & Music by
STYOP QUOONS

Developed with the Marvelous ADVENTURE GAME STUDIO
Written by the Eminent
CHRISTOPHER JONES

Main Title Theme Writ & Performed by
SIR RUNCIBLE SPOONE

With Sincere Apologies To the Estates Of
MARK TWAIN & JOHNNY CASH
(not really)