

greGAMES! presents

Jessica Plunkenstein

and the Düsseldorf Conspiracy



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OVERVIEW

It's been a peculiar day for Jessica Plunkenstein. By a freak twist of fate and airline security, she finds herself battling evil barons bent on world domination, evil headmistresses bent on pathological propriety, and evil yodelers bent on nothing in particular. Full of llamas, ninjas, French people, pickled herring, dubious German accents, yetis in heat, and musical theatre up the wazoo, Jessica's adventures bring her from the Amazonian Rain Forests to the Norwegian Alps with layovers along the Eastern seaboard. So tag along, and with luck, you, too, can unravel *The Düsseldorf Conspiracy*.

GETTING STARTED

- In the directory where you copied the game, double-click **dusseldorf.exe**.
- For background music and voice speech to function, **music.vox** and **voice.vox**, respectively, must also be present within this directory.
- When the game loads, after the greGAMES! splash screen fades, you will see this menu:



Figure 1: Main Menu

Select one of the following options:

NEW	Start a new game.
LOAD	Restore a previously saved game.
SOUND	Display the Sound Control Panel.
QUIT	Exit the game.

INTERFACE

Most of the game is played using the mouse:

LEFT-CLICK	Perform the action specified by the cursor on the selected location, object, or character. <i>Throughout the manual, "click" and "left-click" are used interchangeably.</i>
RIGHT-CLICK	Change cursors.

Each cursor indicates a different type of action:

	Walk To
	Look At
	Pick Up, Push, Pull, Open, Close
	Talk To, Eat, Drink, Inflate, Cannibalize
	Use the active inventory item. <i>This cursor depicts the active inventory item, if any</i>

You can also use these keyboard controls:

TAB	Display Jessica's Inventory.
's'	Display the Sound Control Panel.
SPACE	Pause the game. When the game is paused, click, right-click, or press any key to resume playing.
F5	Display the Save Game menu, where you can save your game in the unlikely event of having a life outside of <i>The Düsseldorf Conspiracy</i> .
F7	Display the Restore Game menu, where you can load a saved game, confirming the aforementioned unlikelihood.
CTRL + Q	Display the Quit Game menu, where you can exit the game and conquer the world.

Inventory:

Jessica's trench coat is surprisingly capacious, and, over the course of her adventures, she will fill it with quite a few items. To access Jessica's inventory, press **TAB**:



Figure -4: Inventory Screen

 , etc.	The items Jessica is carrying
	Scroll the inventory listing up and down if Jessica has more items than the window can display.
	Change your cursor to  .
	Change your cursor to  . <i>Click an item with this cursor to make it the active inventory item.</i>
	Change your cursor to  .
	Exit the inventory , and return to the game.

Within the inventory window, you can try to combine two items as follows:

- Click the  button. The cursor will change to  .
- Click the first item to make it the active inventory item. The cursor will change to a picture of this item.
- Click the second item.

Sound Control Panel:

To access the Sound Control Panel, press 's':

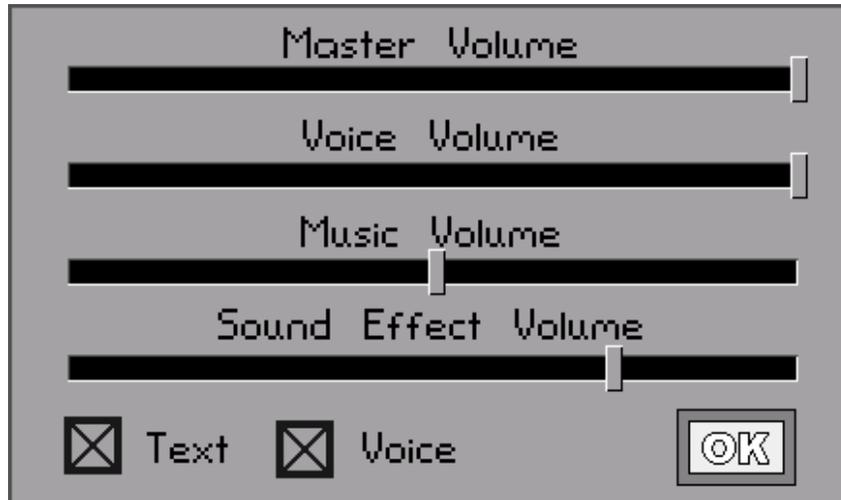


Figure d^2f/dx^2 , where $f(x) = 1.5x^2$: Sound Control Panel

Master Volume	Change the master volume level , which controls the absolute volume of music, voice, and sound effects.
Voice Volume	Change the relative volume of the characters' speech , if speech is enabled.
Music Volume	Change the relative volume of the background music , if music is enabled
Sound Effect Volume	Change the relative volume of sound effects.
Text	Uncheck this box to disable text speech.
Voice	Uncheck this box to disable voice speech.
OK	Save changes , and exit the Sound Control Panel.

For background music and voice speech to function, **music.vox** and **voice.vox**, respectively, must be in the same directory as **dusseldorf.exe**.

Cutscenes:

Throughout the game, there are cinematic sequences called cutscenes, which delve deeper into the story and expositate most shamefully. During cutscenes, the cursor will vanish, and you will be temporarily unable to control the game.

- To skip past a cutscene, **right-click** or press **ESC**. Skip wisely, though. Short of replaying, you will never get to see these sequences again, and you will die lonely and embittered, forever wondering what might have been.

Conversations:

Sometimes, for reasons unbeknownst, you may want Jessica to engage in conversation:

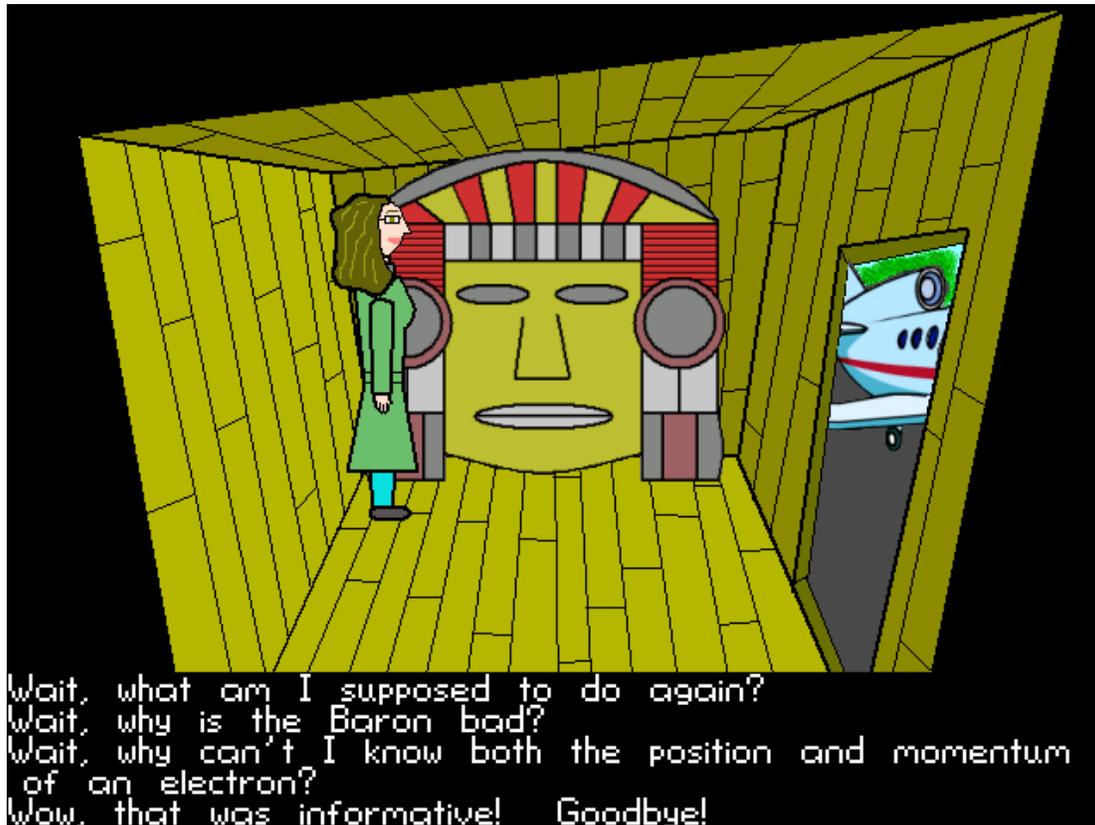


Figure [ERROR: DIVIDE BY ZERO]: Conversation Interface

- **Right-click** until the cursor is , and **left-click** the character you want to address. If Jessica has anything to say, the dialogue options will appear at the bottom of the screen. Click an option to choose it.
- Selecting the last dialogue option will usually let you leave the conversation or change the subject.
- When a character is speaking, to skip to the next line of dialogue, simply **click**, **right-click**, or **press any key**.

If You Get Stuck:

Jessica Plunkenstein and the Düsseldorf Conspiracy *aspires to non-linearity*. Accordingly, if you're having trouble with a particular puzzle, look around, and, most likely, there's another puzzle you can fritter away at instead. If, after sufficient looking and frittering, you're still stuck, refer to these life lessons:

- Check your inventory. Really.
- Talk to everyone, and pick up everything that's not lacquered to the wall.
- A monkey is not the same as a monkey wrench.

CREDITS AND BEYOND

General:

Designer, Writer, Programmer, Voice Director, Recording Engineer, QA Tester,
Megalomaniac, and, by necessity, "Artist" and "Animator".....Greg Edwards
Composer Julia Meinwald
Assistant Designer Mariana Preciado
Beta Tester Miguel Garcia
Voice File EditorsGreg Edwards, Justin Lo, John Paredes,
..... Mariana Preciado, Alpana Ranade

Voice Talent:

Jessica Plunkenstein Mariana Preciado
Baron von Düsseldorf..... David McIntosh
Miss Pernilla Toni Dorfman
Harrison J. Harris..... David McIntosh
Wee Pilot Nathaniel Granor
Mother..... Hayley Ryan
Father Dan Hammond
Ill-Fated Child..... Jennie Row
Brody David Chernicoff
Airport Security Official #1 Julia Meinwald
Airport Security Official #2 Maggie Wittlin
DespAir Flight Attendant Michelle Arkow
AmazonAir Flight Attendant Jessica Bian
Preston, the Customs Official.....Alex Rubin
Harry, the Unionized Baggage HandlerBix Bettwy
Secret Agent Zak Sandler
Olmec..... R. David Edelman
Ticket Taker Molly Fox
Shoppekeeper Jim Casey
Hortense, the Zookeeper Felicia Ricci
Llama Darrick Li
Maitre D.....David Friedlander
Dwayne, the Nervous Patron Justin Lo
Grady, the Powder Room AttendantAndrew Ash
French Man..... R. David Edelman
Herbert J. Parthenogenesis..... Drew Levitt
Ninja David Chernicoff
Hot Dog Guy Justin Lo
Gas Machine Alpana Ranade
Frieda..... Colette Gunn-Graffy
Frederick, the Disgruntled Furrier..... Jason Ray
Helga..... Jessica Poter
Receptionist at Chalet Cardiovasculare.....Sarah Minkus
Bodybuilder.....David Friedlander

Tennis Player	Dan Hammond
Franz, the Yodeler	Darrick Li
Clock Winder	Andrew Ash
Angry Stilts Man	Bix Bettwy
High-Strung Cat.....	Jennie Row
Yetimancer.....	Darrick Li
Stauf	R. David Edelman
Singing Cats.....	Greg Edwards ² , Mariana Preciado, Alpana Ranade
Cat #1.....	Julia Meinwald
Cat #2.....	Maggie Wittlin
Ben Brantley	David Friedlander

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- *Jessica Plunkenstein and the Düsseldorf Conspiracy* was a senior project in Computer Science at Yale University, advised by the amazing, brilliant, and otherwise wonderful Professor Julie Dorsey.
- The art for the following characters is from the **Reality-of-the-Norm (RON) Character Archives**, available at <http://ron.the-underdogs.org/characters.php>:

	RON NAME	RON AUTHOR
Jessica's Mom	Maria Scotterson	Kunafits
Jessica's Dad	Joe Linders	Richy
Harrison J. Harris	Templeton Tijn	Valentijn Gilissen
Ill-Fated Child	Simon Jones	Dylan Downing
Brody	Man in Cow Suit	Captain Mostly
Airport Security	Vicks Vapourrub	Anthony Hahn
Harry	Biggs	Anthony Hahn
Ben Brantley	Max Griff	Dave Gilbert

- If, by chance, any graphic looks pretty, it was lifted from the **Microsoft Office Clipart Library**, available at <http://office.microsoft.com/clipart>.
- Sound effects are from the **Microsoft Office Clipart Gallery**, as well as **FindSounds** and **A1 Sound Effects**, available at <http://www.findsounds.com> and <http://www.a1freesoundeffects.com>, respectively.
- Backgrounds and all other graphics were created using **Paint Shop Pro 5**.
- All voices were recorded in Studio JE 755 using **Audacity** and mixed using Audacity and **Effects Transformer**. These are available, respectively, at <http://audacity.sourceforge.net> and <http://www.webspeakster.com>.
- The entire game was programmed using **Chris Jones' Adventure Game Studio**, available at <http://www.adventuregamestudio.co.uk>.
- The logos for and sound clips from **Amazon.com**, **Les Miserablés**, **Cats**, **Mamma Mia**, **Starbucks**, and the **Tony Awards**, belong to their respective copyright holders, who, if memory serves, aren't me.

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Legal Stuff:

- *Jessica Plunkenstein and the Düsseldorf Conspiracy* is *bubonicplagueware*. It's free, but, if you liked the game, spread it like the plague.
- With the exception of the sources listed in **Acknowledgements** and, possibly, your soul, everything in *Jessica Plunkenstein and the Düsseldorf Conspiracy* belongs to greGAMES! All content, including characters, story, dialogue, puzzles, music, sound, and—God help you—art, cannot be used without express written permission from greGAMES!
- Our lawyer can beat up your lawyer.

Technical Notes:

- Due to the AGS Engine's inherent idiosyncrasies, the game must be played from a writeable disk, such as a hard drive or USB key.
- The game comes pre-configured for the optimal playing experience. If, however, you find it running slowly or skipping excessively, use **winsetup.exe** to **disable anti-alias sprite scaling**.

Contact Information:

- For the latest updates, news, and hints, visit us online at www.gregames.net.
- For questions regarding technical issues, greGAMES!, and/or Angela Lansbury, contact support@gregames.net.

