PERRY MASON

The Case of the

Mandarin Murder ™
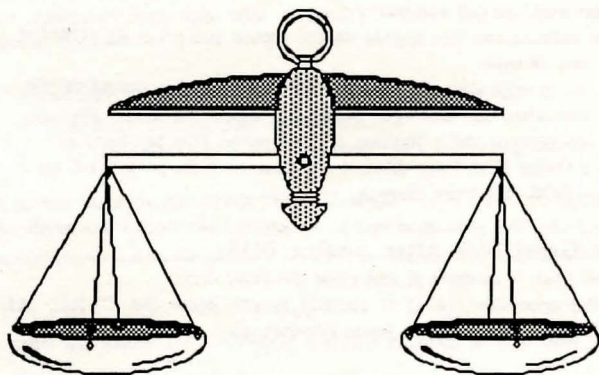
~~~~~~

GETTING STARTED

~~~~~~

Loading Instructions

FOR THE IBM™:
Before using this disk for the first time, you must install a copy of DOS (Disk Operating System) 2.0 or higher onto the disk. If you have a PCjr. only use DOS 2.1 or higher.

If You Have One Disk Drive:
1. Put the DOS disk into the disk drive and close the drive door.
2. Turn on the monitor and computer.
3. Follow the instructions on the screen. Press the RETURN key if you don't want to enter the time and date.
4. When A> appears, remove the DOS disk and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1** and press the RETURN key.
6. Press any key when the message "Strike any key when ready" appears.
7. Respond to the series of prompts on the screen.
   • *In response to prompts for drive B:*
   Insert the DOS disk and close the drive door. Then strike any key.
   • *In response to prompts for drive A:*
   Insert the Game Disk and close the drive door. Strike any key. When the A> prompt appears on the screen with a flashing cursor after it, DOS has been added to your disk.
8. Place a write protect tab on your Game Disk.

If You Have Two Disk Drives:
1. Put the DOS disk into drive A and put the Game Disk into drive B; close the disk drive doors.
2. Turn on the monitor and computer.
3. Follow the instructions that appear on the screen and press RETURN if you don't want to enter the date or time.
4. When the A> prompt appears, type **B:INSTALL2** and press RETURN.
5. Press any key when the message "Strike any key when ready" appears.
6. When the A> prompt and a flashing cursor appear, Dos has been added to your disk.
7. Remove the Game Disk from drive B and place a write protect tab on it.
8. Remove the DOS disk from drive A.

To Load Your Game Disk After Adding DOS:
1. Place Game Disk A in drive A and close the drive door.
2. Turn on the computer, or if it already is on, press the **CTRL, ALT, DEL** keys simultaneously. The program loads automatically.

Disk Drive Configuration on the IBM:
You may use one or two drives while playing on an IBM. Your computer will automatically recognize how many drives are currently attached. However, SAVE disks are not interchangeable between one and two drive systems. Any gameplay that you SAVE on a Save Disk created under a two drive system, for example, can only be RESTORED when using two drives.

You may want to use fewer drives than are connected to maintain compatibility with another system. For this purpose, the SETUP command is available.
1. Type **SETUP** when the first cursor appears on the screen.
2. Follow the screen instructions to indicate how many drives you want the computer to recognize.
3. Follow all screen instructions on which disk to insert during gameplay.

~~~~~~

FOR THE APPLE II SERIES:
1. Make sure the computer is turned off.
2. Insert Game Disk side A into the disk drive.
3. Turn on the computer and the program loads automatically.

Using Two Disk Drives on the Apple
This program automatically assumes you are using one disk drive. To use two disk drives, follow these instructions at the at the beginning of play:
1. Type **SETUP** when the first cursor appears on the screen.
2. Follow the screen instructions to indicate how many drives you're using.
3. Follow all screen instructions on which disk to insert to continue gameplay.

NOTE: Do not attempt to interchange Save Disks between one and two disk drive systems. Any gameplay you save on a Save Disk created under a two drive system, for example, can only be RESTORED using two drives.

~~~~~~

FOR THE COMMODORE 64™:
NOTE: This game uses one disk drive.
1. Arrange your computer with one disk drive and a monitor or television. **Do not connect the printer.**
2. Turn on the disk drive and the computer. Make sure the SHIFT LOCK key is up.
3. Insert Game Disk Side A into the disk drive and type **LOAD "DISK",8.**
4. When the computer responds with "READY", enter **RUN**. The program will load automatically.

FOR THE COMMODORE 128™:
1. Turn on the disk drive and monitor or television.
2. Depress the **COMMODORE KEY** (lower left) on the keyboard and turn on the computer.
3. When the screen displays the words "****COMMODORE 64****", insert Game Disk Side A into the drive and follow the instructions above beginning with the **LOAD** command.

~~~~~~

Create
NOTE: The program will erase any contents of a disk created as a Save Disk.

The CREATE command will create a Save Disk, which enables you to save at any point in the game. You must create a Save Disk before you can save a game. This should be done as soon as you boot Perry Mason. To do this:
1. Enter **CREATE.** Follow all instructions on the screen.

2. The words "CREATE complete" will appear when the Save Disk is ready.
3. Remove the Save Disk and replace it with the Game Disk in the drive.

Save

You can save at any point in the game, and restore to that point later on. To save a game:
1. Enter SAVE.
2. Follow all screen instructions. (type up to 30 characters identifying your location when you save). When the save is completed, you may continue investigating your case.

Restore

You can restore to any point saved on the Save Disk at any time during the game. To do so:
1. Enter RESTORE.
2. Follow all screen instructions. PERRY will resume from the point you selected and you can continue your game.

Restart

Enter RESTART any time you want to return to the beginning of the game.

Quit

Enter QUIT if you want to end the game before completing it.

PICTURESON/PICTURESOFF

The game can be played without graphics. To play using text only, enter PICTURESOFF. Recall the graphics to your screen at any time by entering PICTURESON.

~~~~~~

STRATEGIC CONSIDERATIONS
~~~~~~

Your primary objective is to gain an acquittal for your client; secondarily, try to bring the real murderer to justice. Bear in mind that you must remain conscious of your client's best interest at all times.

Using Paul & Della

Be selective about what you send Paul to investigate, as each job takes time. Also be aware of Della's limitations. She is too busy to take shorthand notes during the trial, so you should note the significant details which come up during direct and cross-examination.

Use Paul to investigate places or people which make use of his detective skills. Della is more helpful in sticky personal matters. She is especially good at persuading reluctant people to submit depositions on the defense's behalf.

Direct Examination Strategies

Don't be afraid to object to a question when you believe the answer will present evidence damaging to your client and ground for objection exists. Remember, however, that objections are interruptive, and often perceived by juries as attempts to withhold evidence from the court.

Use your discretion in deciding not only when to object, but also in determining the proper legal grounds for objection.

Cross-Examination Strategies

The following are a few questions to help you decide whether or not to cross-examine a witness:
 • Has the witness hurt your case?
 • Was the witness' testimony believable?
 • What do you expect to get out of the cross?
 • What is the risk involved if other damaging evidence surfaces?

Consider both the incriminating evidence brought forth by a witness and the witness' believability. If both factors rate high, then consider the amount of ammunition you have to crack the witness' testimony. What is the risk involved. Do you stand to gain or lose in the cross-examination. Be careful with expert witnesses. Questioning them too harshly will not assist the defense of your client.

Introducing Evidence Strategies

Introducing key items into evidence will greatly assist the defense of your client. Remember, however, to introduce each item at the appropriate moment. The following may be a useful step-by-step guide to *cracking* a witness:
1. Ask a question which you know will provoke a dishonest response from the witness.
2. Introduce a key item into evidence which discredits the witness' testimony.
3. Show that item to the witness. To simply show the item to the witness before provoking a dishonest response, lessens opportunity to force the witness into making contradictory statements, which scores points with the jury. Remember, though, that not all witnesses can be *cracked*. Attempting to discredit some witnesses, especially expert witnesses, will anger the jury and discredit your defense.

~~~~~~

INVESTIGATING THE CASE
~~~~~~

Moving Between Game Locations

Type GO TO followed by your destination. For example, to go to the scene of the crime:
 GO TO THE APARTMENT or GO TO APARTMENT.
Once in the apartment, you may go from one room to another by typing:
 GO TO LIVING ROOM
or any other room you want to investigate. To go to the courthouse to begin the trial, type
 GO TO COURTHOUSE or **GO TO COURT.**

Getting a Description of Your Environment

Type SURROUNDINGS or SURR. For specific information about anything described in the text, type EXAMINE, EX or INSPECT followed by the name of the object. For example:
 EX JURY or INSPECT GOLD STATUE.

Taking Evidence

Type TAKE followed by the name of the object. For example: TAKE GOLD LEAF.

Reviewing Your Inventory

Type **INVENTORY** or **INV** at any time to see a complete list of the items you have taken and are carrying with you.

When the SYMBOL *** appears, press any key to continue your investigaiton.

~~~~~~

USING YOUR ASSISTANTS

~~~~~~

Paul Drake

Paul Drake is a top-notch detective, experienced in investigating nearly any situation, no matter how dangerous or complex. If at any time you would like a report on a certain character or place, type **PAUL**, followed by a **comma**, and then **INVESTIGATE**, followed by the name of a character or place. For example:

PAUL, INVESTIGATE VICTOR KAPP or

PAUL, INVESTIGATE THE MANDARIN RESTAURANT.

While Paul is out investigating, continue presenting your case. Paul will return with his report when he has completed his investigation.

Della Street

Della Street is a highly skilled legal assistant, available to help you in any telephone investigation you deem necessary. Once in the courtroom, Della can also summarize topics covered in the direct examination. For example:

DELLA, CALL JANE WINSLOW or DELLA, CALL DR. ERICHSON

Continue presenting your case until Della returns with the phone call report.

To ask Della to summarize the direct examination of a witness, type: **DELLA, SUMMARIZE.** Della will summarize topics covered by the prosecution for your use during a cross-examination.

To ask Della to assist you in formulating a cross-examination strategy, type: **DELLA, TIP.** She'll suggest a brief strategy for approaching the witness currently under cross-examination. She will also include a list of questions which you may ask the witness.

~~~~~~

THE DIRECT EXAMINATION

~~~~~~

During the direct examination the prosecuting attorney, Hamilton Burger, will call a witness to the stand for questioning. You, as defense attorney Perry Mason, can either object to Burger's questions or allow the witness to answer. Either choice will carry weight in determining the outcome of the trial.

Direct Examination Procedures

Following the text in which Hamilton Burger calls his witness to the stand, or following a witness' answer to a question, *** will appear. Press any key to continue. Burger will then ask a question. When the cursor appears, you can either object to the question by typing: **OBL** or **OBJECTION** or allow the witness to continue by typing: **ANSWER** or **A** or **LISTEN**.

Type **REPEAT** at any time during the direct examination to get Burger's last question to reappear on the screen.

To enter commands such as SAVE, RESTORE, or EXAMINE, type the command when the cursor appears, as you would at any other point in the game. Some commands will cause the last question Burger asked to scroll off the screen.

Objecting to Hamilton Burger's Questions

If you type OBJ or OBJECTION, Judge Northrup will either overrule you objection, or ask you to state the grounds for the objection. *Permissible grounds for objecting are as follows:*

•**IRRELEVANT** - Use this objection when Burger's question asks for evidence that would have no bearing on the trial. For example: JULIAN, WHERE WERE YOU BORN?

•**HEARSAY** - Use this objection when the question asks for evidence based on a statement made by someone other than the defendant, and is beyond the witness' direct experience. The statement may be oral, written, or non-verbal contact. For example: JULIAN, DID MARGOT TELL VICTOR ABOUT THE GUN?

•**LEADING** - Use this objection when the question suggests a specific answer. For example: JULIAN, DID THE DEFENDANT STEAL THE MONEY?

•**OPINION** - Use this objection when the witness does not possess the necessary expertise to answer. Only witnesses who qualify as experts may offer opinions in their area of expertise. For example, COULD ANYONE FIRE A GUN FROM CLOSE RANGE? is a question which could only be asked of ballistics expert Bill Dorset, as it concerns his area of expertise. This objection may also be used when you feel the witness' answer cannot be substantiated by facts. For example, SUZANNE, DID VICTOR LOVE LAURA?

•**UNQUALIFIED** - Use this objection when the question asks for a fact, but the witness is unqualified to give the information. For example: BURNS, DID THE GUN KILL VICTOR?

•**BROWBEATING** - Use this objection when Burger is intimidating the witness or using unseemly conduct. Often browbeating arises from a series ofintimidating questions designed to make the witness suffer emotional stress. For example: MILLER, DIDN'T YOU DESPISE THE VICTIM?

~~~~~~

THE CROSS EXAMINATION

~~~~~~

After Hamilton Burger has finished questioning a witness in the direct examination, you have the opportunity to cross-examine the witness, when you may ask any question that pertains to the subject matter introduced during the direct. If you ask a question outside the subject matter covered in the direct examination, Burger will object, and you'll have to withdraw the question.

Cross Examination Procedures

At the end of the direct examination, Burger will signal that he is finished questioning: YOUR WITNESS, COUNSELOR. When the cursor appears, begin your cross-examination by typing a question. If there are no objections, the witness' answer will automatically follow.

When the cursor appears, proceed to your next question. You may continue to ask as many questions as you like, until your satisfied with the information provided.

To restate your previous question and therefore, press a witness for the truth, type: **REPEAT** or **CONTINUE** at any time during the cross. To end the cross-examination, type: **END** or **NO FURTHER QUESTIONS.**

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

INTRODUCING EVIDENCE

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

To introduce an item from your inventory into evidence, type: **INTRODUCE**<the item> **AS EVIDENCE**
For example: INTRODUCE THE CIGARETTE AS EVIDENCE.

Using Evidence

To use the evidence to make a point in the courtroom, type: **SHOW** or **GIVE**<item of evidence> **TO**<witness>
For example: GIVE THE CIGARETTE TO MARGOT

To list all objects entered in evidence, type: **EXAMINE EVIDENCE**

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

COURTROOM THEATRICS

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Occasionally you might want to adopt certain poses and change the expression on your face in order to score points with the jury or intimidate a witness. To do so, type: **SMILE AT, SNEER AT, CURSE, etc..** <the witness>

You may also: **STAND, SIT, FACE, WHIRL TOWARDS, etc.** <jury, witness judge, prosecution or courtroom>

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

CONVERSING WITH OTHER CHARACTERS

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

The following Chinese Restaurant Menu will assist you in solving THE CASE OF THE MANDARIN MURDER. When questioning witnesses you must phrase your questions in the format outlined in the chart (choose one from each column).

Phrase your questions by choosing words listed in columns A,B, and C (each of the 3 columns contain ALL the possible words you may use). The possible verbs (column D) and object phrases (column E) are listed in the word list. Additional rules:

1. The first time you address someone, you must begin your question with his or her name followed by a comma. For example: BURNS, WHAT IS YOUR OCCUPATION? After you've addressed the character once, it's not necessary to address him or her again unless you want to speak to a new character. For example, your next question to Burns might be: HOW MANY GUESTS ENTERED THE BUILDING?

2. You may use one prepositional phrase in column E. For instance, you may say: DID YOU STUDY BALLISTICS IN SCHOOL? You may not, however, use more than one prepositional phrase, for instance: DID YOU GO TO THE APARTMENT ON FRIDAY NIGHT? as it would not be understood by the game.

3. Use single verbs in column D. Compound verbs, however, should not be used. For example: COULD MARGOT HAVE KILLED VICTOR? wouldn't be understood by the game.

4. You may use the first name, last name, or both first and last names of the subjects in column C. Please note, however, that the subjects in column C are the *only* subjects which can be used.

5. Here are the only exceptions to the above rules. You may type:
   DESCRIBE<the object>
   EXAMINE<the object>
   TAKE<the object>
   GO TO<the object>
   PAUL,INVESTIGATE<the object>
   DELLA,CALL<the object>
   DELLA,SUMMARIZE
   DELLA,TIP
   SURR
   INVENTORY

memo:

Chief-
Here's some info I dug up for the Kapp case. These are all of the important people involved as far as I can tell. If you ask me, Victor Kapp was a real snake, with enough enemies to fill up Dodger Stadium. Let me know if you need anything else.

Laura Kapp- released from the institution only to find her world turned upsidedown.

Victor Kapp- The dead restaurateur. I guess he got stiffed for the last time, huh Perry?!

Sgt. Holcomb- Mr. Long Arm of the Law himself. He'd rather arrest you than the murderer any day!

Russell Miller- the restaurant critic who finds himself in an occasional cash bind. I don't like this guy...a real wimp.

Julian Masters- His money made Victor's dreams come true. My operatives tell me Victor didn't need him for the Mandarin. I wonder why?

Suzanne Masters- Julian's wife and Laura's friend... a kept woman who seems to be keeping a few of her own secrets.

Ed Burns- doorman at the St. James Apartments

Margot Dubuq- What a curvy little croissant! Who knows what her relationship with Victor was all about?

Bill Dorset- police ballistics expert - a good man.

Jack Crossman- medical examiner- tops in his field.

Lt. Tragg- Chief of Homicide. He may work for the prosecution, but I know he likes and respects you.

THE MANDARIN

RESTAURANT

NOUNS

action	Brannigan	couch	earring	guest	lightswitch
affair	briefcase	counsel	Ed	gunshot	liqueur
affidavit	browbeating	court	editor	Harvard	liquor
afternoon	building	courtroom	elevator	hate	list
age	bullet	crime	employee	hatred	litter
alibi	bureau	critic	entry	hearsay	lobby
alien	Burger	cross	envious	Holcomb	location
Andrew	Burns	Crossman	envy	hole	lock
anger	business	cut	Epicure	home	love
angle	butt	cuts	Erichson	homicide	magazine
anyone	cabinet	Daphne	evidence	honor	man
apartment	cafe	death	examination	illness	Mandarin
appearance	call	debt	examiner	immigrant	mantle
Argos	career	deceased	exit	institute	Margot
arrival	case	decedant	experience	institution	marriage
Arthur	cause	defendant	expert	intimidating	Masters
ashes	ceiling	degree	expertise	investigation	me
asylum	chair	delirious	feet	investment	medicine
attorney	chalk	Della	file	irrelevant	men
automatic	chef	den	finances	Jack	Midori
autopsy	chief	dent	fingerprint	jail	Miller
ballistics	cigarette	deposition	fired	Jane	mirror
ballroom	citizenship	detective	fireplace	jealous	mistake
bar	closet	deterioration	Flamingo	jealousy	Monday
Barstow	clothes	diploma	floor	judge	money
bathroom	clothing	disease	food	Julian	motive
bedroom	club	dish	Forbes	jury	murder
behavior	cognac	distance	force	Kahlua	murderer
bill	college	divorce	foyer	Kapp	name
blood	Colt	Doberman	Frank	kennel	next
bloodstain	conclusion	doctor	Friday	key	night
Bob	condition	document	friend	kitchen	noise
body	confidante	dog	friends	landlord	Northrup
bone	conscious	doll	friendship	Laura	note
book	contract	door	Fritzie	leading	occupation
bookshelf	contusion	doorman	fury	leaf	office
bottle	cook	Dorset	gambler	leaves	officer
box	cooking	dr	gambling	letter	opening
Bradford	coroner	Drake	gin	lieutenant	opinion
brandy	corpse	Duboq	glass		outline

NOUNS

palmtree	rights	television
partners	room	tenant
partnership	rig	terms
Paul	rum	terrace
paw	Russell	Terry
pen	sample	test
penalty	Saturday	threats
penthouse	scene	Thursday
people	schizophrenia	time
percentage	school	today
perjury	scotch	toilet
permit	scratch	towel
philharmonic	search	trainer
phone	sergeant	tree
photo	sgt	Tragg
pillows	share	trash
pinscher	sheet	Tuesday
plant	shift	Tufts
plate	sickness	type
police	sink	university
position	snapps	unstable
post	sofa	unqualified
profit	someone	victim
prison	sound	Victor
prosecution	speaker	vodka
purse	spot	voice
qualification	stain	wall
qualified	stair	water
radio	stand	warm
range	state	Wednesday
reason	statue	wife
record	step	window
registration	stereo	wineglass
relationship	street	Winslow
report	struggle	woman
resident	Sunday	women
responsibility	Suzanne	work
restaurant	switch	wound
results	table	
review	telephone	

ADJECTIVES

accompanied	dog's	lethal
accurate	door's	living
any	Epicure	Mandarin
apartment	expert	marriage
Argos	faithful	master
ballistics	fatal	medical
Barstow	financial	mental
blood	Flamingo	miss
Bradford	forensic	more
breakfast	Friday	murder
broken	Fritzie's	not
browbeating	furthur	oriental
bullet	glass	other
bullet's	gold	palm
business's	golden	partnerships
cafe's	guest	phone
card	gun	police
chalk	gun's	prosecuting
chef's	headless	restaurant
cigarette	her	sign-in
closet	highball	sliding
closet's	his	steak
clove	human	two
coffee	illegal	unaccompanied
Colt	intimidating	wet
cooking	jury	wine
cross	kennel's	your
dining	lady's	
district	leading	

PREPOSITIONS

about	for	on
after	from	over
as	in	through
at	into	to
before	near	towards
behind	of	under
during	off	with

VERBS

admit	continue	fired	kill	proceed	spin
agree	cook	flush	killed	punch	spit
am	could	found	knock	put	split
answer	cover	frown	know	qualified	stand
appear	curse	gamble	leading	rant	stare
are	date	get	learn	rave	start
arrest	describe	give	leave	read	study
arrive	despise	glare	left	reassure	summarize
ask	deteriorate	go	let	recognize	surr
asks	dial	grab	lie	register	surrounding
attack	did	graduate	lift	release	suspect
attract	die	growl	light	rest	swear
become	dissolve	had	like	review	take
been	divide	happen	listen	ruin	talk
begin	divorce	has	live	run	taste
belong	do	hate	lock	said	tell
blackmail	does	have	look	saved	test
break	doing	having	love	saw	think
bring	drink	hear	marry	say	threaten
browbeating	drop	hearsay	mean	search	time
call	eat	hesitate	meet	see	train
came	employ	hide	miss	sell	tune
cause	end	hire	move	serve	turn
caused	enter	hit	murder	shoot	unlock
certain	entered	injure	murdered	shot	unqualified
change	examine	inspect	no	show	use
check	exit	insult	obj	sift	visit
chuckle	expert	intimidating	objection	sigh	wait
climb	face	introduce	open	sign	was
close	fail	inventory	opinion	sit	were
conclusion	fall	invest	owe	skip	whirl
collide	feel	involve	own	sleep	wink
come	fell	irrelevant	owned	smile	witness
comfort	finance	is	pause	smoke	work
commit	find	join	perform	snarl	would
complete	finish	jump	pet	sneer	
conduct	fire	keep	pick	spend	

COLUMN A	COLUMN B	COLUMN C	COLUMN D	COLUMN E
Interrogative Pronoun (opt.)	Interrogative Verb (opt.)	Subject	*Any* Verb	*Any* Object Phrase or Word
when	did	anyone	look	At the apartment
how	do	Burger	speak	Ballistics
where	were	Burns	take	On Friday night
why	could	Crossman	admit	Any blood
who	weren't	defendant	entered	The gun
how many	are	dog	kill	Broken glass
what	is	Dorset	happen	At Victor
	was	Fritzie	came	On the couch
	wouldn't	guests	smile	In the closet
	didn't	Julian	turn	The bullets
		Laura	fired	Near the table
		Margot	let	To school
		murderer	commit	In the restaurant
		Police	doing	
		residents	grab	
		Russell		
		Suzanne		
		Tragg		
		Victor		
		You		

BUILDING SENTENCES WITH THE CHART

1. Choose a question phrase from column A and column B:
   WHEN DID, COULD, WHO WERE, WHAT WAS, HOW MANY

2. Choose a subject from column C: THE DOG, CROSSMAN, THE DOCUMENT

3. Choose one verb from column D: LOOK, TAKE, ADMIT

4. If needed, construct a phrase for column E:

   - Find a noun on the noun list: APARTMENT GUN ARGOS
   - If needed, find an adjective from the list: LAURA'S BROKEN FRIDAY
   - Choose one preposition from the list: TO IN AT

   These can be combined into an object phrase: ON THURSDAY NIGHT
   IN VICTOR'S APARTMENT
   THE GUN