Game Instructions

Crime and Punishment

IMAGIC

FUN WITH EXPERTS

CRIME AND PUNISHMENT

IBM PC AND IBM PCjr

To start the game on the IBM PC or PCjr, do one of the following:

1. If the PC is off, insert C & P disk and turn it on.

2. If the PC is on, insert C & P disk and press the Ctrl, Alt, and Del keys.

SYSTEM

The IBM PCjr will display the screen graphics of Crime and Punishment.

The IBM PC requires a Color/Graphics Adapter Card to display the graphics of Crime and Punishment. When the PC is equipped with the alternative Monochrome Display and Parallel Printer Adapter Card, Crime and Punishment is played in a series of text and screens.

Crime and Punishment includes sounds during play. The sound can be turned on and off by pressing the S key.

Apple:

If the computer is on, turn it off. Insert the disk. Turn the computer on. The game will come up by itself. Hit any key to start.

Commodore:

Turn disk drive and computer on, insert disk. Type *LOAD "*",8,1* and press the return key.

NOTE: If these loading instructions do not work the first time, you are using the wrong side of the disk. Flip it over and repeat the procedure.

OBJECTIVES

- A defendant has been found guilty of committing a crime.
- The player, acting as judge, must determine the defendant's punishment based on information selected from several categories.
- The player is rated on the questions asked and how his sentence compares to sentences handed down by actual judges.

GAME PLAY

At the beginning, the player is offered background about the criminal justice system, (PRESS B), or the opportunity to go directly into the game (PRESS G). Players new to the game are advised to read the background material before playing the game.

When the game begins, the crime for which the defendant has been tried appears on the screen. The defendant has been found guilty.

There are three major categories of information available, and the player must choose questions from among them. A fourth category provides the opportunity to review the facts. It will record the answers to all of the player's questions, and may be referred to at any time during the case. The categories are:

1. Criminal record of the offender.
2. Details of the crime.
3. Information from the pre-sentencing report. This category provides other information about both the case and the defendant.
4. Review the known facts.

Players are offered questions in each of the major categories. Players may ask as many questions as they wish, but will be penalized for requesting information which is not pertinent.

After requesting as much information as the player feels is necessary to make a decision, and having reviewed those facts if so desired, it is time to sentence the criminal. Initially, the choices of punishment are:

- Prison
- Jail
- Probation

The player must determine the length of time the offender will be sentenced to one of these punishments. (The difference between a local jail and a prison is explained in the background material available before the start of the game.)

An option to impose the death penalty will be provided in cases where it is allowed under existing laws.

SCORING

After the sentencing decision has been entered, a score will be determined. When the player's sentence exactly matches that of the real judge, the highest score — 10 gavels — is awarded. As the player's sentence differs from that of the judge, fewer gavels are awarded, the number deducted being in proportion to the discrepancy between the sentences. The player is also scored on how much and what kind of information is requested in reaching a decision.

Points are earned in relation to the number of gavels earned in each case. The player's average score per case or "judicial I.Q." is continually updated during the play session.

NOTES ON CASES:

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