

Legacy Interactive® is pleased to present Law & Order™: Justice is Served. This latest edition of the popular Law & Order game series boasts more and better puzzles, higher resolution graphics and character models, and the most compelling storyline yet!

For information on Legacy's other games, such as ER™ and Law & Order™: Criminal Intent, please visit our website at www.legacyinteractive.com.

GETTING STARTED

Minimum System Requirements

Windows 98/2000/Me/XP

Pentium III 600 MHz or equivalent

128 MB RAM, 1.5 GB available hard disk space

DirectX 7

DirectX 7-compatible 16 MB video card

DirectX 7-compatible sound card

Installation

To install *Law & Order: Justice is Served*:

- Insert the Installation CD-ROM into your CD drive.
- Select Install on the startup screen.
- Follow the on-screen instructions.

If the startup screen does not appear automatically, double-click the My Computer icon, then double-click the CD icon. Double-click on the Install.exe file and follow the on-screen prompts.

Starting the Program

To launch *Law & Order: Justice is Served*:

Insert Disc 2 and double-click the *Law & Order* icon on your desktop or select your Start menu, then choose Programs, then Law & Order, then Law & Order: Justice is Served.

Customer Support

Questions? Problems? We're here to help.

Find your answers by going to our website, www.legacyinteractive.com, and clicking on SUPPORT. From there you can access a support FAQ, tips and hints, the discussion board, patches and much more.

To contact us by phone, call from 9AM – 5PM EST, Monday – Friday at (410) 568-3636.

The Story



The world of women's tennis has become big business. Image, marketability, endorsements and prize money have all grown exponentially over the years. The competition is fierce and the elimination of opponents may not just take place on the courts. So it seems for twenty-year-old Elena Kuznetsov when her

body shows up on the locker room floor on the day before the U.S. Open is about to begin. There is no shortage of suspects to choose from since becoming a top star these days involves

Object of the Game

In *Law & Order: Justice is Served*, your goal is to arrest the murder suspect and successfully prosecute the defendant. Following the format of the hit TV show *Law & Order*, the game is a two-part adventure:

1. You begin as a detective, gathering physical evidence, ordering tests, and following leads from witness interviews and interrogations of suspects. If you apply your investigative skills well and find the killer, you can make the arrest and move to the next step—prosecution.
2. In your role as assistant district attorney, you'll continue the investigation and organize your case before trial. When you go to court, you'll present your case to the jury by calling witnesses to the stand and presenting supporting evidence. When the defense tries to undermine your case, you must raise objections and cross-examine defense witnesses. If you're successful, the jury will return a guilty verdict.

PLAYING THE GAME

Main Menu

Resume Game

If there is no game in progress, Resume Game will be inactive. If you selected the Main Menu icon while playing the game, you can select Resume Game to return to the game.

New Game

Select New Game to start the game from the beginning.

Load Game

Choose Load Game to play one of your previously saved games. Select the name of the game you'd like to play, then click Load to resume the game at its last save point.

Save Game

Choose Save Game to save your current game. First, select the Main Menu icon, then select the Save Game option. Type a name for your game in the next available field or overwrite an existing saved game. To continue playing, choose Resume Game. You can save up to 11 games.

Options

You may choose any one of the following options:

- **Subtitle:** Allows you to turn text subtitles on or off.
- **Background Animation:** Allows you to turn incidental animations on or off.
- **Background Audio:** Allows you to turn on or off the background music and ambient sounds.
- **Color Depth:** Allows you to choose between High Color (32-bit) or Low Color (16-bit). For better performance on slower machines, choose the Low Color option and turn off background animations.

Credits

Select Credits to view the credits.

Quit

Select Quit to exit the game.

Navigation Bar

The Navigation Bar is used to access important options and appears at the bottom of the screen throughout most of the game. Press the Spacebar on your keyboard or right-click your mouse to access the Navigation Bar when searching a scene. The Navigation Bar contains your inventory of evidence, as well as a tab to access the map, cell phone, Case Log, and Main Menu.

Inventory

Each piece of evidence you collect or witness you interview will automatically be added to your inventory. The inventory you collect is categorized into four sections: Witnesses, Physical Evidence, Documentary Evidence, and Reports. To switch between the sections, select one of the four icons above the briefcase handle. To scroll through your evidence, select the arrows to the left or right of the inventory, or select one of the small yellow buttons above the items. Double-click on any icon in order to find out more about the item.

Map

Use your map to travel to different locations by selecting one of the labels. When you begin the game, your map has only a few locations available. As your investigation unfolds, more options will become available as new leads are uncovered. Be sure to check back with witnesses more than once. If new information reveals that they have lied or know more than they've let on, another interview may become available.

Cell Phone

Select your cell phone to call people or to hear your messages. When you have messages, a cell phone icon will blink three times in the top-left corner of your screen. When you discover new telephone numbers during your investigation, those numbers will be added to your phone memory, enabling you to call that person. When you interview witnesses over the phone you can ask questions as well as ask about evidence by selecting items in your inventory. You may also call your supervisor in order to ask for help during the case.

Main Menu

Select the Main Menu icon to access the options on the Main Menu, which include saving, loading, or exiting the game.

Case Log

The Case Log will let you review the important steps you've taken so far in your investigation, including viewing evidence, questioning witnesses, ordering tests, and submitting warrant requests. This is especially helpful when you load saved games and want to remember what you've done so far.

You Are the Detective



From the start of the game until you have made an arrest, you play the role of detective. You are partnered for this phase of the game with Detectives Lennie Briscoe and Ed Green. You are headquartered at the 27th Precinct along with your supervisor. When the game begins, a dead body has been discovered. Once the crime scene technicians arrive, they will debrief you about what they found at the crime scene. Then it will be up to you to collect evidence, interview witnesses and suspects, request evidence and witnesses to be analyzed, and obtain warrants. As a detective, your ultimate goal is to track down and arrest the murder suspect by obtaining an arrest warrant.

Collecting Evidence

At the crime scene and certain other locations, you'll need to look for evidence to collect. When you select something to view close up, you will sometimes have the option to add it to your inventory. If your cursor changes to an open hand, you can collect the item. If you think the evidence is important, you should add that item to your inventory. If you don't think you will need it, choose the back button to return to the previous view. To leave a location that you are searching, press the Spacebar on your keyboard or click the right mouse button, and then select the map or another option from the Navigation Bar. If you want to request a lab test or research report on a piece of evidence, you'll need to collect the item first, then request analysis on that item at the precinct. Note that some items that you can view close up cannot be collected as evidence.

More Difficult Evidence Collection

For some pieces of evidence, you will have to perform additional steps before you can add them to your inventory. For example, you may need to type in a password before you can gain access to an item and collect it. You may also have to drag certain items from your inventory to an item on your screen in order to access a particular area.

Interviewing Witnesses and Suspects

You will interview a variety of people during your investigation. Available witnesses can be accessed by selecting their label on your map. As your investigation unfolds, more witnesses will become available. During each interview, you will be presented with sets of questions to ask on your notepad. One question in each set is the most logical and will yield the most valuable information. If you select an unimportant question, the witness will likely have a short answer that will not produce much useful information. Selecting the “Tell me about...” option will open your inventory to allow you to ask a witnesses about evidence by clicking on an item. Some witnesses will require multiple interviews at different times during the game. Each witness or suspect you interview will automatically be added to your inventory.

Requesting Reports on Evidence and Witnesses

One important way to advance your investigation is to request reports on evidence and witnesses. You can use the forms on your desk in the precinct to request a lab test, a research report (or background check), surveillance, or a psychiatric evaluation. After the report is complete, you can select the appropriate expert witness’s location on the map to learn about the results. If the findings are significant, you may want to collect the report to add it to your inventory so that it can be used for a search warrant or an arrest warrant. Significant results may also be helpful in leading you to a new witness.

The following forms are available on your desk at the precinct:

- **Lab Test Request:** Send a piece of evidence you have collected to the crime lab for analysis. When the tests are done, go to the crime lab to learn the results.
- **Research Request:** Use this form to request a background check on a witness or research on a piece of evidence. Afterwards, go to the precinct’s Records and Research Unit to find out the results.
- **Surveillance Request:** To see what witnesses are up to, use this form to have them followed. When the report is done, you can go to the precinct’s Surveillance Unit to hear about it.
- **Psychiatric Evaluation Request:** Use this form to request a psychiatric evaluation of a witness. If the witness consents, you can learn about the findings at the psychiatrist’s office.
- **Search Warrant:** You can attempt to get a warrant to search a suspect’s residence so that you can gather more evidence. To obtain an approved search warrant, you’ll need to identify the suspect and offer enough supporting evidence, witness testimony, and test results to provide probable cause.
- **Arrest Warrant:** Your main goal as a detective is to arrest the murder suspect. After deciding which suspect to arrest, you’ll have to provide sufficient evidence, witness testimony, and test results as probable cause for the arrest warrant to be approved.

Making Deals with Witnesses

During some interviews, a witness may become reluctant to give you more information. If this happens, all questions will disappear from the notepad and will be replaced with a phrase such as, “Maybe this will convince you to talk.” You will have to determine what item from your inventory you need to satisfy or threaten the witness to convince the witness to continue the

interview. If you do not have an item in your inventory to satisfy the witness, you may have to return to the witness later to make another offer.

Obtaining Warrants

To obtain a search or an arrest warrant, you must include the icon of the person you want to search or arrest, as well as incriminating witnesses, evidence, and reports. If a warrant is denied, you are missing one or more pieces of evidence, reports, or witness testimony. If your search warrant is approved, you will be able to search that witness's premises for more evidence.

You Are the Assistant District Attorney



In the second half of the game, you play prosecuting attorney and are headquartered at the Assistant District Attorney's office. Your partner is Assistant District Attorney Serena Southerlyn and your supervisor is District Attorney Charles Northcutt. You'll have access to a research computer in your office to conduct research on various legal issues, which will assist you in presenting your case in court. The goal of the second half of the game is to obtain a murder conviction. The second half of the game begins at the arraignment hearing of your defendant. The defense may then make a motion to suppress some of your evidence, so your case will likely be weakened at this point. From here you can conduct additional investigations until you decide that it's time to argue your case in court.

The first day of trial is the case for the prosecution. On this day you will present witnesses and testimony that support your case against the defendant. Defense attorney Hershel Morton will cross-examine some of your witnesses in hopes of undermining their testimony. When you are finished calling witnesses to the stand, you must rest your case. At this point, Morton will make a motion to dismiss the case. If your case was not sufficiently strong, the judge will throw the case out of court. If this happens, the game is over and you must start again. You need to achieve at least 60% of the possible trial points on the first day in order to continue. If your case was strong enough to continue, court will be adjourned and you'll have time for more investigation before trial begins again. On the second day of trial, the defense presents its case. On this day Hershel Morton will present witness testimony that exonerates the defendant. You will have the opportunity to cross-examine each of the defense's witnesses. When the defense rests its case, you will again be able to conduct further investigations before the last day of trial. The third and final day of trial is the prosecution's rebuttal. This will be your opportunity to present any last-minute testimony you have discovered during your investigation. When you are finished presenting your rebuttal witnesses, click the Closing Argument button to deliver your closing argument. At this point the jury will deliberate and then hand down its verdict.

The following forms are available for you on your desk at the A.D.A.'s office:

- **Subpoena:** The subpoena is used to determine which witnesses and evidence you want to discuss during trial. Move witnesses with testimony that will support your case from your inventory to the Witness section. You should drag evidence and test results from your inventory to the Supporting Evidence section so that you can call expert witnesses to the stand to testify about those items.
- **Rebuttal Subpoena:** The rebuttal subpoena is used to present last-minute witnesses and evidence before you give your closing statement. The rebuttal subpoena becomes available after you rest your case.

Further Investigation: During your investigation before and between trial days, you may go back to any area previously explored in the first part of the game, interview witnesses, and perform additional analyses on evidence. When you have completed all of the important investigation that can be done between trial days, Charles Northcutt will let you know that you can go to trial. You must then fill out your subpoena in the A.D.A's office and select "Go to Trial." When you are ready to start second day of trial, Northcutt will let you know and the trial will automatically begin.

Submitting Your Subpoena

For the first and third days of trial, you will need to fill out the subpoena forms on your desk. Fill out the subpoena for the prosecution's case and the rebuttal subpoena for the rebuttal. In order to call witnesses to the stand, you must drag witnesses and evidence into the subpoena. Witnesses belong in the Witness List section, and evidence, surveillance reports, psychiatric evaluations, lab tests, and research reports go in the Evidence List section. The witnesses you select will appear on your Witness List in court. The evidence you select will be discussed by the appropriate expert witness. Expert witnesses will automatically appear on your Witness List in court to discuss the evidence and reports you placed in your subpoena. Detective Lennie Briscoe will discuss evidence found at the crime scene and suspects' residences, Elizabeth Hernandez will describe lab tests on evidence, Tony Jefferson will address research reports, Sharon Rutledge will talk about evidence found on the body, Geoffrey Hoffman will present psychiatric evaluations, and Jack Foster will describe surveillance reports.

Arguing Your Case

When you get to court, you must call witnesses and experts to the stand by selecting them from your Witness List. Experts will talk specifically about the physical evidence and reports you have included in your subpoena. Select your questions from the notepad on the right side of the screen. Some of the questions are legally inadmissible, so be sure to select only those questions that are allowable, or Morton will object. If you do well enough in your questioning, Morton may choose to cross-examine your witnesses. When he is questioning a witness, listen closely to determine when his questions are legally inadmissible. When he is out of line, you can object by clicking the hand icon on the Navigation Bar. You can pause the action at any time by selecting the Pause option during Morton's questioning.

Scoring

During the first half of the game, you will score points for each correct action you take during your investigation. When you successfully make an arrest, you will receive a percentage score so you can gauge how much of the first-half investigation you've accomplished. Once you've made an arrest, your score is reset. In the second half of the game, points are earned only for actions taken during trial. However, what you do in your investigation periods is still important because it affects the witnesses you will have available to call to the stand and what they can testify about. Points are awarded for calling relevant witnesses to the stand, asking witnesses admissible questions and correctly objecting to Morton's questions. Points will be deducted for asking witnesses inadmissible questions, calling irrelevant witnesses to the stand, or presenting irrelevant evidence to the jury. If your case is thrown out after the first day of trial, you will receive a percentage score that will allow you to gauge how much of the correct case you presented. You must achieve a 60% score in order to move on after the first day of trial. If your case continues after the first day of trial, you will not see your score until after a verdict is reached. Your score after the verdict is cumulative for your final two days of trial. You must achieve an 85% score to receive a guilty verdict and win the game.

WINNING THE GAME

To win the game, you must arrest the right suspect and then convince the jury to return a guilty verdict. Throughout the game, there are important milestones that must be reached to stay on the winning path. If you find during gameplay that nothing new has happened for a long time, you may have overlooked a crucial piece of evidence, missed an important question in an interview, failed to test a significant piece of evidence, or missed some other important step along the way.

Winning Strategies

- **Save often.** It's a good idea to save your game often so that you can reload a previously saved game if you feel that you've reached a dead end.
- **Listen to your partner** after an interview. If Detective Briscoe, Detective Green or Serena Southerlyn make a positive comment to you when you view the witness summary, you have gathered all the relevant information from that witness. If you don't receive this affirmation, it could mean you missed an important lead to a new witness.
- **Check your map often.** When a name is mentioned or a piece of evidence reveals a person or an organization that may be helpful to the case, a new label will appear on the map. Note that a new tab will appear only if the clue you received could logically lead to the location of a witness. If you discover only a person's first name, for example, you shouldn't assume that the police would be able to track that person down. Be sure to use the scrollbars on your map to view the entire map, since new labels may have appeared.
- **Remember that some witnesses will need to be interviewed more than once.** If you hear something from a witness or discover something through evidence analysis that leads you to believe that someone has lied or may have more to tell, click on the witness's name on the map again. If a new interview is now available, you will be able to ask further questions.
- **Pay attention to feedback** on your search warrant and arrest warrant. After submitting a warrant, you will see whether it was approved. If it was not approved, select your warrant again and note the text feedback that indicates how many of the supporting items you submitted were correct.
- **Review witness testimony.** To keep track of what witnesses have said, it's a good idea to review their interviews. You can view a witness's statement by double-clicking a witness icon in your inventory.
- **Be extremely thorough** when searching scenes, as evidence can be found in many places. Be aware that sometimes there are additional things to be found by clicking within close-ups of evidence.
- **During interviews, ask questions that make logical sense.** Think about what you can assume a witness should know, and what information would help you figure out what happened leading up to and during the crime.
- **Don't ask inadmissible questions** of witnesses or experts in court. Review the law computer to learn what types of questions are admissible during direct examinations and cross-examinations.
- **Visit the Web site** www.lawandordergame.com for more hints and tips on how to play the game.

THE CHARACTERS

Senior Homicide Detective Lennie Briscoe Jerry Orbach
Detective Ed Green Jesse L. Martin
Assistant District Attorney Serena Southerlyn Elisabeth Röhm
Patrick McEnroe Himself
Charles Northcutt Alan Oppenheimer
Hershel Morton Charles Dennis
Judge Winston Edwards Duane Shepard
Elizabeth Hernandez Ara Celi
Tony Jefferson Phil Morris
Jack Foster Sam McMurray
Geoffrey Hoffman, M.D. Neil Ross
Sharon Rutledge, M.D. Dina Pearlman
Nicole Beaumont Julianne Buescher
David Benninger Peter Renaday
Howard Cragen Sean Donellan
Oliver Christian Christian Oliver
Jesus Gonzalez Alex Polinsky
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Svetlana Kusarova Raija Baroudi
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Rodrigo Silva Alex Polinsky
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