A fascinating challenge of mystery and suspense!

THE PERRY MASON™ GAME



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THE PERRY MASON™ GAME

OBJECT OF THE GAME

The object of the PERRY MASON™ Game is to be the first player to discover the real criminal from among the four suspects in a puzzling crime. Players do this by moving about the board, calling and recalling witnesses, asking questions, and making notes. Gradually the different suspects will reveal incriminating bits of evidence until you discover who is guilty, call that suspect to the Witness Stand and successfully confront him with his crime, ending the game.

EQUIPMENT

1 Game Board
2 Decks of Cards
8 Suspects
4 Card Envelopes
6 Pawns
1 Question Sheet Booklet
8 Plastic Bases
2 Case Cards
1 Die

SETTING UP THE GAME

Each player chooses a pawn and places it on any corner of the board. More than one pawn can begin in the same square.

There are two different cases in the game—*The Case of the Tandem Target* and *The Case of the Stuttering Bishop*. Choose which case you will play. Since the killer can be someone different in every game, each case can be used many times.

Select the four suspect pieces that go with the case you chose and place them in the plastic holders. Set the suspects in the Witness Gallery in the center of the game board. Each suspect has a name and an identifying letter.

NOTE: Remove and discard the blank cards from both decks (7 total). They are not used in game play.

If you are playing a two, three or four player game, remove one *Evidence Excluded!* card from the deck. It is not used in play. If you are playing a five or six player game, use all the *Evidence Excluded!* cards.

Go through the card deck and remove the Answer cards that do not apply to the case you are playing. Put these back in the box.

Take the remaining Answer cards and sort out the five starred ☆ cards for each of the suspects. Place all five cards for a single suspect in a card envelope. Place the cards of the next suspect in another envelope. Do this for all the suspects. When you are done, each card envelope should contain five cards for a single suspect.

Shuffle the envelopes so that no one knows which suspect's cards are in each envelope. Being careful to keep the cards face down, draw one card from three of the envelopes and set these cards aside. Do not look at these cards! Remove the remaining cards from all the envelopes and shuffle them into the rest of the deck. Take the three cards you set aside and place them in one of the envelopes. These cards remain hidden in the envelope until someone solves the case.

You have just determined which suspect is the guilty party. One of the suspects has five starred ☆ answers in the deck. All the other suspects have four. The suspect with the fifth starred answer is the killer.

Deal the entire deck to the players. It does not matter if some players receive one more card than others. Sort your cards by type and suspect and keep them hidden from the other players.

Give each player a question sheet that matches the case you are playing. Players can secretly note on this sheet any answers they are holding in their hand.

Each player rolls the die and the player with the highest die roll moves first.

PLAY

Each player's turn is divided into three steps:

1. Ask a question of the suspect in the Witness Stand, if you want.

2. Roll the die and move your pawn clockwise that number of spaces, following any instructions in the space where you stop.

3. Ask a question of the suspect in the Witness Stand, if allowed and you want to.

QUESTIONING A SUSPECT

During your turn, you can ask one or more questions of a suspect in the Witness Stand or Chambers (the door). When the suspect is on the Stand, you must ask public questions. When the suspect is in Chambers, you can ask confidential questions. You can only ask questions of the suspect on the Stand or in Chambers.

To ask a public question, choose a question for that suspect from those listed on your question pad. Then pick one of the other players to answer the question. Read the question aloud (in your best courtroom voice). Be sure to give the number of the question and the suspect of whom it is asked (e.g., "Question number one for Irma Hodge. 'Didn't you have a fight with the deceased on the night before he died?' ").

When someone asks you a public question, check to see if you have a matching Answer card (there are two answers to every card). If you do, read the answer aloud, showing the card to the other players. The card is then taken by the player who asked the question. If you do not have a matching Answer card, you must tell the other players this.

Asking a confidential question is similar to a public question. Choose the question from your question pad and the player who will answer it. Read the question aloud (like you would for a public question). However, the other player does not read his Answer card aloud (if he has one). Instead, he must pass you the card face down so the other players cannot see it. You then add the card to your hand. You are the only player who knows what his answer was and you should note this on your pad.

There are two Answer cards to every question. One is starred and the other is not. Sometimes you might have both answers to a question in your hand. You get to choose which Answer card you will play the first time you are asked a question. It is normally in your best interest to give the unstarred (non-incriminating answer) first.

All the players should make a note on their question sheet each time an Answer card is played. Remember that this sheet will also list the answers you were dealt at the start of the game, so you will obviously want to keep it hidden from the other players.

ACTION CARDS

In addition to the Answer cards in your hand, you may also have Action cards. These cards are the ones marked *I Object!*, *Objection Overruled!*, *Evidence Excluded!*, and *Witness Dismissed*. These cards can only be played at certain times. Each is described below.

I Object!: This card can be played by any player when a question is asked. Playing the card prevents the question from being answered. The *I Object!* card is very useful to prevent other players from learning an important answer (especially one that could win the game!). The card is discarded after it is used.

Objection Overruled!: This card can be played by any player immediately after an *I Object!* card is played. It cannot be played at any other time. An *Objection Overruled!* card cancels an *I Object!* card. The questioning of the suspect is played normally, as if the *I Object!* card had never been played.

Another *I Object!* card cannot be played immediately following an *Objection Overruled!* card. The question stands and must be answered normally. This card is discarded after use.

Evidence Excluded!: This card can be used anytime you are asked a question. You can give this card, instead of an Answer card, to the player who asked the question. This card is best used for confidential questions, since you do not show the card to the other players. If you use a *Evidence Excluded!* card to answer a normal question, you must show it to everyone (thus the card will be less effective.)

Witness Dismissed: This card can be played at the end of your turn. When played, the suspect currently in the Witness Stand is moved to the Gallery. You can use this card when you do not want the other players asking questions of that suspect. The card is discarded after it is used.

SPECIAL SPACES

Each turn you move your pawn along the board, following the instructions of any space you land in. Some spaces—Paul Drake, Della Street, etc.—are special spaces. All the spaces are explained in detail below.

Call Witness A (B, C, or D): When you land on this space, place the suspect matching the letter of the space in the Witness Stand. If another suspect was on the Stand or in Chambers, place it in the Gallery.

If the space says "Confidential," do not place the suspect on the Stand. Instead, place the suspect at the door to the judge's Chambers. Any other suspect on the Stand or in Chambers is still moved to the Gallery. Suspects who are in Chambers can be asked confidential questions.

Della Street: When you land on Della's space, you can place any suspect you wish on the Stand (moving any there to the Gallery) and then ask a question.

Paul Drake: When you land on a Paul Drake space, you can ask another question of the suspect currently on the Stand.

Hamilton Burger: When you land on a Hamilton Burger space, you must give a card (without showing it) from your hand to the player on your right. You get to choose the card you give away.

Perry Mason: When you land on a Perry Mason space, you put any suspect on the Stand and can then ask a question.

Go to Any Corner: If you land on this space, you can move your pawn to the corner of your choice and follow the instructions there.

Take the Fifth: When a player's pawn is on this space, he cannot be asked questions by the other players.

WINNING THE GAME

The object of the game is to identify which of the four suspects is the murderer. There is one suspect with five incriminating Answer cards. That suspect is the murderer for the game. All the other suspects have four cards.

To learn who the murderer is, you must find the incriminating answers you need. As you ask questions or hear the answers of other players, you should note these on your question pad. As play progresses, it will become clearer who the guilty party is likely to be. You can either wait until you know for sure who the guilty suspect is (by tracking down all the incriminating answers) or you can take a guess on any turn before you know all the answers. But be careful—if you guess wrong, you're out of the game!

To win the game, you must accuse the suspect you think is the murderer. You can only do this during your turn. The suspect must be on the Stand. Announce that you are making an accusation and which suspect you are accusing. Then look at the three cards in the envelope that was set aside at the beginning of the game. In the envelope will be one card for each of the three innocent suspects. If the suspect you accused is not among these, you are correct and have won the game!

However, if there is a card in the envelope for the suspect you accused, you are wrong. You cannot win the game. You no longer move your pawn or play cards. However, you can still answer questions that are asked of you (since you may be holding the incriminating Answer card!). Don't tell the other players who the guilty party really is. Enjoy your special knowledge as they struggle to find out.

There are over 50 PERRY MASON™ books available now in Ballantine Paperback.
Find them at your local book stores or order toll free.
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THE CASE OF THE STUTTERING BISHOP

Charles Burroughs Sr., the aged and wealthy head of Burroughs Construction, has been murdered. His death was no accident—his nephew found him in the study, stabbed several times in the chest.

Like many self-made men, Charles Burroughs was a strong-willed and outspoken man. While he didn't have any outright enemies, he didn't have a lot of friends either. In fact, about the only joy in his life was his long-lost granddaughter, Janice Burroughs, who was located by Wallace Lang, the investigator.

A long time ago, Charles Burroughs had done a foolish thing. In a fit of anger he cast Janice's mother out of the house and never saw her again. Over the years, with no other immediate family, he came to regret that action. He took on his nephew as secretary even though he never really liked the boy. It did not fill the void and eventually he hired investigators to search for his long-lost granddaughter.

To Burroughs's great joy, Wallace Lang did the job and found his granddaughter Janice. Reunited, Janice now lives with Burroughs, comforting him in his old age. She had been a never-ending source of joy to him. Indeed, he planned a special surprise for her in the days to come.

But then disturbing news came. The Bishop Mallory of Australia called, and stuttering over the phone claimed he had found the real Janice Burroughs—a young woman who went by the name of Carol Delaney. Wallace Lang insisted Bishop Mallory was a fraud. Philip Burroughs, the secretary, watched all of this with great amusement.

But then, before anything had been resolved, Charles Burroughs Sr. was murdered!

THE CASE OF THE STUTTERING BISHOP

Carol Delaney—A pretty young woman with obvious warmth. She has flaming red hair and can be hot-tempered, although she tries to restrain it. She is the real granddaughter of the dead man.

Wallace Lang—A former private investigator, now working as troubleshooter for the dead man. He is a man of highly questionable morals. He is tall, lean, and dangerous looking, with the oily charm of a snake.

Janice Burroughs—Another pretty young woman, about 25 and a brunette. She is something of an actress, posing as the dead man's granddaughter.

Philip Burroughs—A much too good-looking man in his forties. Something of a cad and a weasel. While not a wimp, he does not radiate any overwhelming strength of character. He is a nephew of the dead man.

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THE CASE OF THE TANDEM TARGET

Sumner Hodge, the autocratic and bullying partner of Hodge and Talley Inc.—Dental Supply Manufacturers, has died. Driving back to L.A. from the mountains, his car plunged over a cliff, carrying him to his death. Lieutenant Anderson's investigation has revealed that someone punched a hole in the master brake cylinder, ensuring that the brakes would fail during the dangerous drive. The police are calling it murder!

Sumner Hodge was not a popular man, even with his own family. He bullied his wife, Mona, and tried to do the same to his stepdaughter Irma. He soundly disapproved of her infatuation with Con Bolton, a poor country boy, and was determined to prevent a marriage.

At the office Sumner Hodge was preparing to buy out his partner, Jack Talley. Things seemed to be going well, except, of course, for firing his own brother Adrian and that crank Leo Lazaroff. Lazaroff had been in several times, claiming that the firm had stolen his brother's formula for a new dental filling. Of course, the whole thing was nonsense.

The day of Hodge's death, Irma had taken the car to a local village where she met Con. Together they left for L.A. Jack Talley also just happened to be in the village at the time. Shortly after, Sumner arrived and took the car in pursuit of his daughter. The fatal crash occurred before he ever reached the city.

The police now have four suspects—Irma Hodge, his stepdaughter; Con Bolton, her lover; Jack Talley, his business partner; and Adrian Hodge, his brother. One of them must be the murderer!

THE CASE OF THE TANDEM TARGET

Irma Hodge—Suspect and Sumner Hodge's stepdaughter. A young woman, about 21, she is robust and pretty, somewhat outdoorsy. She is headstrong and hot-tempered.

Con Bolton—Suspect and Irma's lover. He is about 22, tall, lean, and dark, full of moods and troubles. He is a country boy, dressing in jeans and a work shirt, and supports himself by playing folk songs at a local cheap night club.

Jack Talley—Suspect and Sumner Hodge's partner. A young-looking businessman in his early 40s, he is pleasant and rather relaxed. He is not a bad businessman, but he is neither aggressive nor bossy.

Adrian Hodge—Suspect and Sumner Hodge's brother. He is similar in appearance to Sumner—square and squat—but has a full head of hair and wears glasses. He is somewhat charming and runs an art and antique shop.

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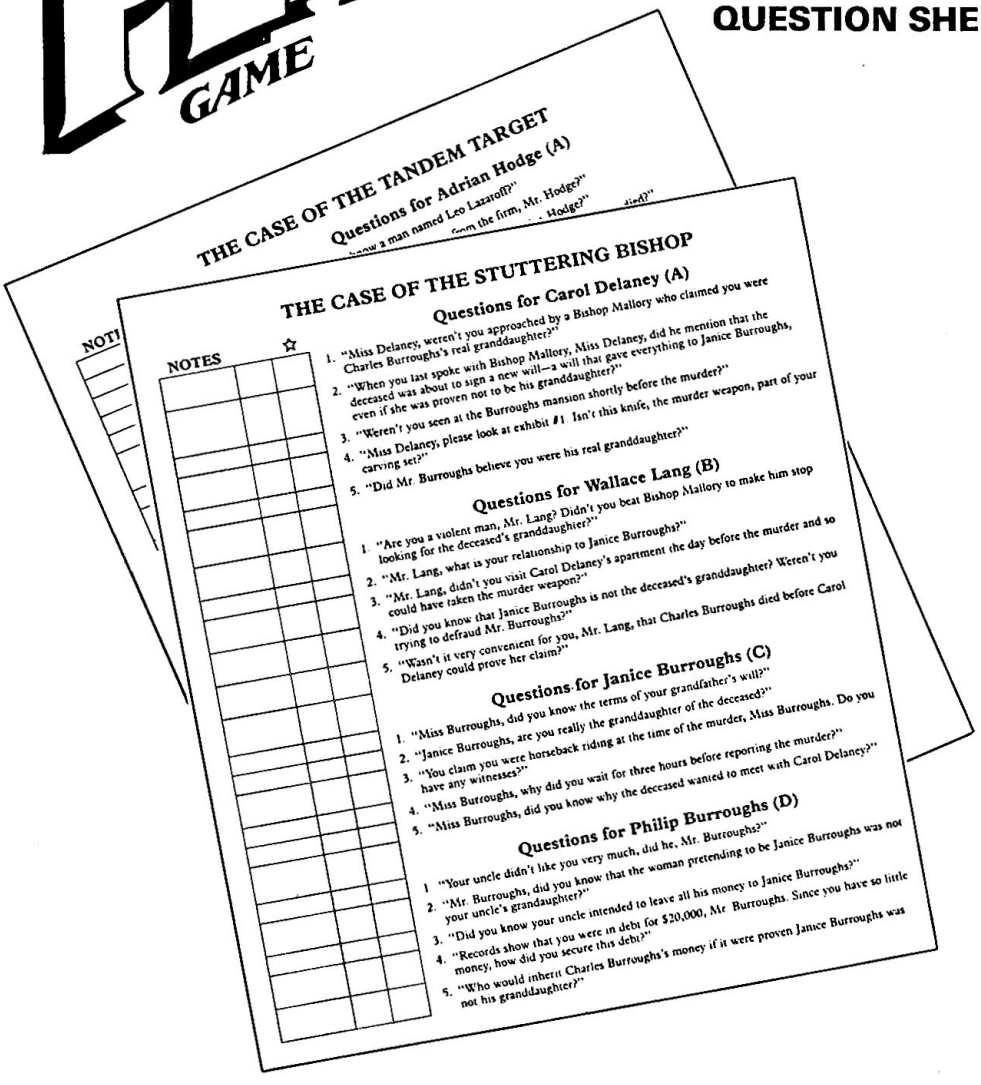
QUESTION SHEETS



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THE CASE OF THE TANDEM TARGET

NOTES		☆

Questions for Adrian Hodge (A)

1. "Mr. Hodge, do you know a man named Leo Lazaroff?"
2. "Why did your brother Sumner fire you from the firm, Mr. Hodge?"
3. "Did you ever accuse your brother of being a thief, Adrian Hodge?"
4. "Didn't you have a secret meeting with Mona Hodge the day Mr. Hodge died?"
5. "Mr. Hodge, wasn't your brother afraid of you?"

Questions for Jack Talley (B)

1. "Why did you follow Irma into town—to tamper with Sumner's car?"
2. "Mr. Talley, did you know the deceased had hired a private investigator to investigate you?"
3. "Did you present Sumner with a new formula for dental fillings, one that was really developed by Max Lazaroff?"
4. "Mr. Talley, why were you selling your share of the business—was Mr. Sumner forcing you?"
5. "Mr. Talley, wasn't Sumner Hodge blackmailing you?"

Questions for Con Bolton (C)

1. "Didn't Mr. Sumner, the deceased, throw you out of his house the night before he died?"
2. "Witnesses say that just before the accident your clothes were marked with fresh grease stains. Why was this?"
3. "Did you know that Sumner Hodge refused to give Irma the money she had been promised if she married you—a great deal of money that you would have shared in marriage?"
4. "You and Irma were getting ready to leave town when Mr. Sumner was reported dead, weren't you?"
5. "The night someone tried to run Mr. Sumner down—wasn't he coming to see you that night?"

Questions for Irma Hodge (D)

1. "Didn't you have a fight with the deceased the night before he died?"
2. "Did you threaten to kill your stepfather shortly after your argument with him?"
3. "What did the note to your father say—the one you left on the car seat?"
4. "If your stepfather died, he wouldn't be able to buy out Jack Talley with your money, would he?"
5. "Weren't you the last person to use the car that killed your stepfather?"

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THE CASE OF THE STUTTERING BISHOP

NOTES	☆

Questions for Carol Delaney (A)

1. "Miss Delaney, weren't you approached by a Bishop Mallory who claimed you were Charles Burroughs's real granddaughter?"
2. "When you last spoke with Bishop Mallory, Miss Delaney, did he mention that the deceased was about to sign a new will—a will that gave everything to Janice Burroughs, even if she was proven not to be his granddaughter?"
3. "Weren't you seen at the Burroughs mansion shortly before the murder?"
4. "Miss Delaney, please look at exhibit #1. Isn't this knife, the murder weapon, part of your carving set?"
5. "Did Mr. Burroughs believe you were his real granddaughter?"

Questions for Wallace Lang (B)

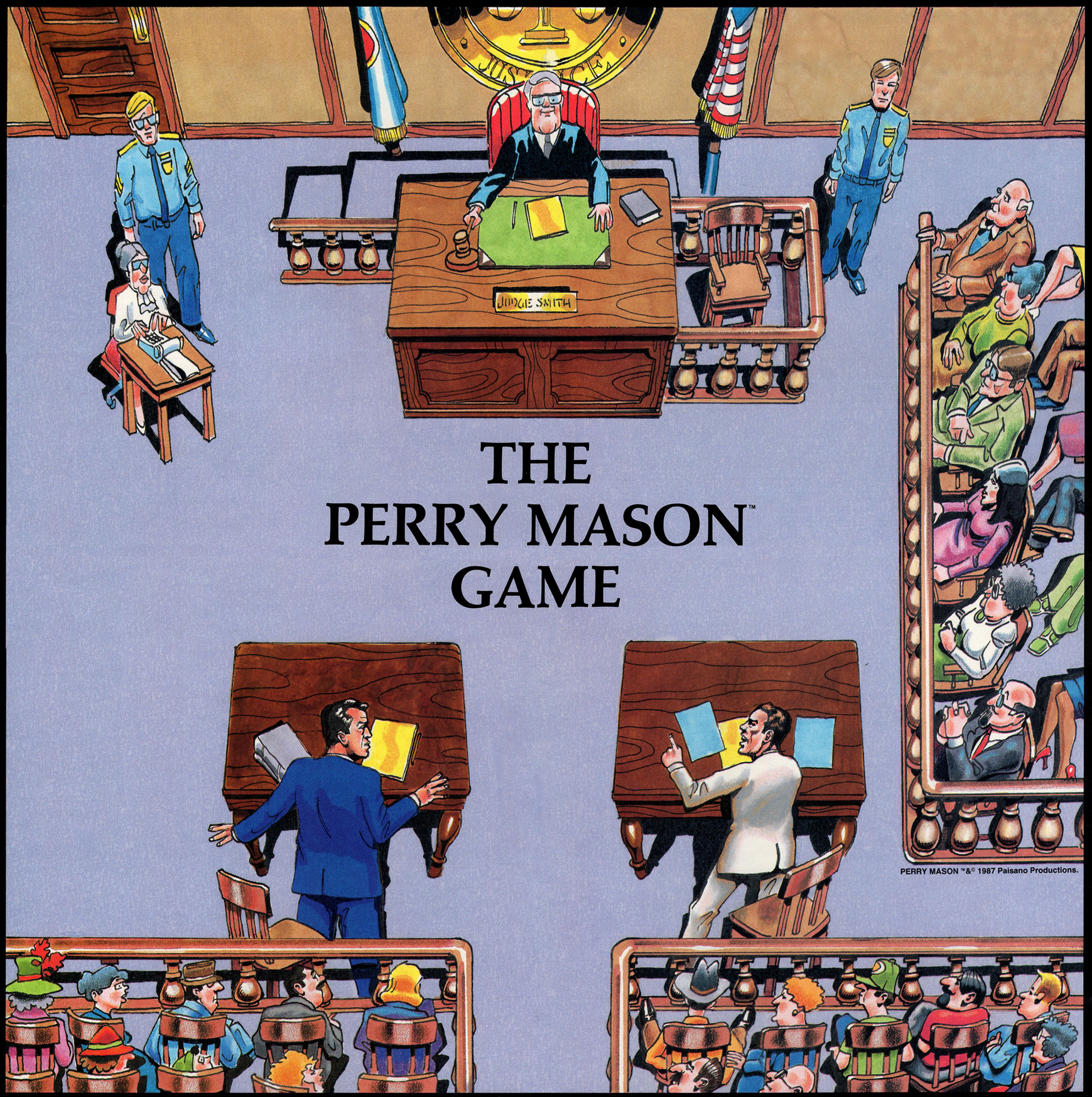
1. "Are you a violent man, Mr. Lang? Didn't you beat Bishop Mallory to make him stop looking for the deceased's granddaughter?"
2. "Mr. Lang, what is your relationship to Janice Burroughs?"
3. "Mr. Lang, didn't you visit Carol Delaney's apartment the day before the murder and so could have taken the murder weapon?"
4. "Did you know that Janice Burroughs is not the deceased's granddaughter? Weren't you trying to defraud Mr. Burroughs?"
5. "Wasn't it very convenient for you, Mr. Lang, that Charles Burroughs died before Carol Delaney could prove her claim?"

Questions for Janice Burroughs (C)

1. "Miss Burroughs, did you know the terms of your grandfather's will?"
2. "Janice Burroughs, are you really the granddaughter of the deceased?"
3. "You claim you were horseback riding at the time of the murder, Miss Burroughs. Do you have any witnesses?"
4. "Miss Burroughs, why did you wait for three hours before reporting the murder?"
5. "Miss Burroughs, did you know why the deceased wanted to meet with Carol Delaney?"

Questions for Philip Burroughs (D)

1. "Your uncle didn't like you very much, did he, Mr. Burroughs?"
2. "Mr. Burroughs, did you know that the woman pretending to be Janice Burroughs was not your uncle's grandaughter?"
3. "Did you know your uncle intended to leave all his money to Janice Burroughs?"
4. "Records show that you were in debt for $20,000, Mr. Burroughs. Since you have so little money, how did you secure this debt?"
5. "Who would inherit Charles Burroughs's money if it were proven Janice Burroughs was not his granddaughter?"



THE PERRY MASON™ GAME

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CALL ANY WITNESS

CALL WITNESS "C" / CONFIDENTIAL

GIVE A CARD

TAKE THE FIFTH

ASK ANOTHER QUESTION

CALL WITNESS "D"

CHANGE WITNESS

GO TO ANY CORNER

CALL ANY WITNESS

GO TO ANY CORNER

CHANGE WITNESS

CALL WITNESS "A"

ASK ANOTHER QUESTION

TAKE THE FIFTH

GIVE A CARD

CALL WITNESS "B" / CONFIDENTIAL

CALL WITNESS "A" / CONFIDENTIAL

GIVE A CARD

TAKE THE FIFTH

CALL WITNESS "B"

CHANGE WITNESS

GO TO ANY CORNER

CALL ANY WITNESS

GO TO ANY CORNER

CHANGE WITNESS

CALL WITNESS "C"

ASK ANOTHER QUESTION

TAKE THE FIFTH

GIVE A CARD

CALL WITNESS "D" / CONFIDENTIAL

CALL ANY WITNESS

JANICE 1

"No, he never confided that sort of information to me."

JANICE 1

JANICE 2

"Of course I am!"

JANICE 2

JANICE 3

"I'm sure the stable boy was around when I came back from my ride."

JANICE 3

JANICE 4

"I was just too shaken up by the whole thing. Philip had me rest for a little while."

JANICE 4

JANICE 5

"No, I had no idea."

JANICE 5

JANICE ☆1

"He told me that he was leaving everything to his granddaughter, whoever that might be."

JANICE ☆1

JANICE ☆2

"I'm sorry, I'm not. My real name is Mildred White."

JANICE ☆2

JANICE ☆3

"No, I was quite alone, but I really did go riding!"

JANICE ☆3

JANICE ☆4

"I needed some time to get my thoughts together, to figure out what had happened, that's all."

JANICE ☆4

JANICE ☆5

"Yes, he told me he believed she really was his granddaughter and that I was an imposter!"

JANICE ☆5

CAROL 1

"Well yes, but I didn't pay any attention to him. He was a nice man, but obviously mistaken."

CAROL 1

CAROL 2

"No, I never knew anything about a will."

CAROL 2

CAROL 3

"Mr. Burroughs called and wanted to meet me, but I didn't see any need to bother."

CAROL 3

CAROL 4

"Well, I have one like that, but knives like that are easy to find."

CAROL 4

CAROL 5

"He never said one way or another."

CAROL 5

CAROL ☆1

"Yes, I met with him and we tried to see Charles Burroughs to prove my claim."

CAROL ☆1

CAROL ☆2

"He was very upset. He said the late Mr. Burroughs was going to make a big mistake, leaving all his money to the wrong person."

CAROL ☆2

CAROL ☆3

"Well, yes, I was to meet Charles Burroughs at 5:30 that day. But no one answered the door!"

CAROL ☆3

CAROL ☆4

"Well, yes, it was specially made for me. But someone must have stolen it!"

CAROL ☆4

CAROL ☆5

"He told me I was nothing but a cheap imposter trying to get his money, but he was wrong!"

CAROL ☆5

WALLACE 1

"I did no such thing! I just let him know that I was on to his little game."

WALLACE 1

WALLACE 2

"Hey, I'm just the guy who tracked down the old man's granddaughter."

WALLACE 2

WALLACE 3

"I just said a few words. I never got past the front door."

WALLACE 3

WALLACE 4

"Janice Burroughs was the real granddaughter. I found her and I do good work!"

WALLACE 4

WALLACE 5

"No. Her claim didn't stand up at all. She was a phony and she knew it!"

WALLACE 5

WALLACE ☆1

"I went to see him, but he wasn't a reasonable man and tried to attack me!"

WALLACE ☆1

WALLACE ☆2

"We were husband and wife, but it wasn't like I was doing anything wrong."

WALLACE ☆2

WALLACE ☆3

"Yeah, I was there. I was only warning her off, though."

WALLACE ☆3

WALLACE ☆4

"As far as I know the old man's granddaughter never exisited! Besides, he was happy, wasn't he?"

WALLACE ☆4

WALLACE ☆5

"Well, that may be, but I sure didn't have anything to do with it!"

WALLACE ☆5

PHILIP 1

"Mr. Mason, my uncle didn't like anyone very much, not just me!"

PHILIP 1

PHILIP 2

"No, of course not. I would have told Uncle immediately if I had known."

PHILIP 2

PHILIP 3

"Of course, she was his granddaughter. I assumed I got only a little out of it, though."

PHILIP 3

PHILIP 4

"I had a little collateral, enough so I could get the loan."

PHILIP 4

PHILIP 5

"Well, I don't know. After all, I'm no lawyer."

PHILIP 5

PHILIP ☆1

"He treated me like scum, kept telling everyone I was a weakling!"

PHILIP ☆1

PHILIP ☆2

"Yes, I knew the truth, but I wasn't going to say anything—unless I had to!"

PHILIP ☆2

PHILIP ☆3

"He was planning to change his will so that she inherited, no matter what her relationship to him was."

PHILIP ☆3

PHILIP ☆4

"I signed some papers—I used my uncle's estate as security!"

PHILIP ☆4

PHILIP ☆5

"I guess if Uncle died and Janice wasn't his granddaughter, I would inherit most of the estate."

PHILIP ☆5

CON 1

"We talked and I left, but I wouldn't say he threw me out."

CON 2

"I'd been tuning up my motorcycle just before we left."

CON 3

"No, she never said anything like that."

CON 4

"No, we had just gone into the city to see her uncle Adrian for advice."

CON 5

"I don't know. I was singing at the club that evening and never saw him."

CON ☆ 1

"He thinks he owns Irma, throwing me out—just cause he didn't like my looks!"

CON ☆ 2

"Irma complained the brakes on the car were pulling a little bit, so I took a look at the wheel drums to see if anything was wrong. But I didn't go anywhere near the master cylinder!"

CON ☆ 3

"I knew, but it didn't make any difference to me. I wasn't after Irma's money!"

CON ☆ 4

"Well, we decided the night before to elope, since old man Sumner was never going to consent to our marriage."

CON ☆ 5

"Yeah, I saw him. He came all the way down to the club to push me around, telling me to stay away from Irma."

IRMA 1

"We had a discussion, but it wasn't really an argument."

IRMA 2

"I was angry and just letting off steam. I never meant it."

IRMA 3

"I told him the brakes were pulling a bit, that he should be careful."

IRMA 4

"I really didn't know anything about that. I never got involved in business affairs."

IRMA 5

"I just drove it into town. The brakes seemed kind of funny to me."

IRMA ☆ 1

"Yes, I did. That little Napoleon tried to forbid me from seeing Con ever again. He threw Con out of the house!"

IRMA ☆ 2

"Yes, but Mona said he wasn't going to give me my inheritance. He had no right!"

IRMA ☆ 3

"It said I was going to L.A. to get married and that I was going to take any money I could find from his strongbox."

IRMA ☆ 4

"He was going to use the money that was promised to me, and I don't know why he had to buy out Jack anyway."

IRMA ☆ 5

"Yes, it was a family car. Why shouldn't I use it when I wasn't? It worked fine for me!"

JACK 1

"No, she seemed upset and I didn't want her to do anything foolish."

JACK 1

JACK 2

"Why, no, this was the first I've ever heard of it."

JACK 2

JACK 3

"Now, why would I do that and then sell out my share of the company?"

JACK 3

JACK 4

"No, I just wanted to get out. Sumner ran everything and there wasn't anything for me to do. I thought I'd go south and start again."

JACK 4

JACK 5

"Why no, what ever gave you that idea?"

JACK 5

JACK ☆ 1

"Of course not! But I wanted to make sure that Sumner knew where his car was. After all, she took it without telling him."

JACK ☆ 1

JACK ☆ 2

"Yes, his secretary told me. But I have no idea what he was hoping to learn."

JACK ☆ 2

JACK ☆ 3

"Yes, I gave him a formula that would revolutionize the dental field. But there's no proof that it wasn't my work!"

JACK ☆ 3

JACK ☆ 4

"Yes, he insisted that I sell my share to him. He said he had a way to force me out if I didn't."

JACK ☆ 4

JACK ☆ 5

"He knew I'd stolen the filling formula and threatened to expose me unless I kicked back most of what he paid me for my share of the firm!"

JACK ☆ 5

ADRIAN 1

"Well, I think I may have met the man once or twice when I was with the firm."

ADRIAN 1

ADRIAN 2

"Well, I guess it's because I'm not really cut out for the dental supply business."

ADRIAN 2

ADRIAN 3

"Sure, when we were kids we used to get mad at each other all the time."

ADRIAN 3

ADRIAN 4

"I saw her briefly, but then I often drop by."

ADRIAN 4

ADRIAN 5

"My brother was never afraid of me! But, there was someone he was scared of."

ADRIAN 5

ADRIAN ☆ 1

"Yes, I do. He is the brother of Max, a chemist who worked for the firm."

ADRIAN ☆ 1

ADRIAN ☆ 2

"He learned that I was helping Leo get the formula his brother invented, the one Sumner stole!"

ADRIAN ☆ 2

ADRIAN ☆ 3

"I don't remember the exact words, but I did tell him that I knew he had stolen Max's formula."

ADRIAN ☆ 3

ADRIAN ☆ 4

"She needed to talk to me. She was afraid of Sumner, the way he had been acting lately. I was only trying to help her. But I didn't go near the car!"

ADRIAN ☆ 4

ADRIAN ☆ 5

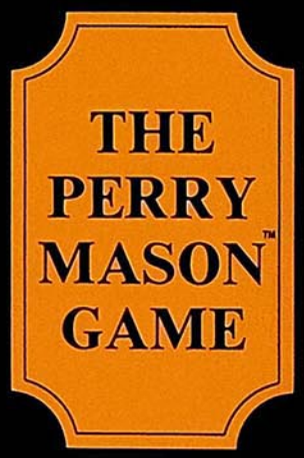
"Maybe—I knew he had stolen Max's formula. But he probably faked those attempts on his life. That's just like him."

ADRIAN ☆ 5

Witness Dismissed	I Object!	THE PERRY MASON™ GAME	Objection Overruled!	Evidence Excluded!
Witness Dismissed	I Object!	THE PERRY MASON™ GAME	Objection Overruled!	Evidence Excluded!
Witness Dismissed	I Object!	THE PERRY MASON™ GAME	Objection Overruled!	Evidence Excluded!

Witness Dismissed

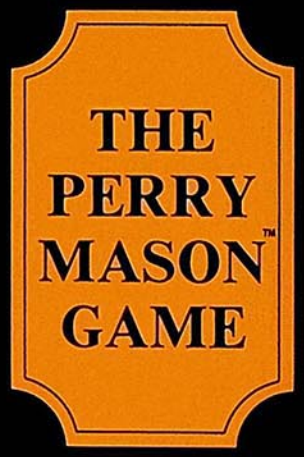
I Object!



Objection Overruled!

Witness Dismissed

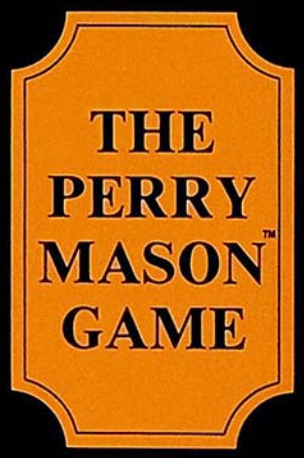
I Object!



Objection Overruled!

Witness Dismissed

I Object!



Objection Overruled!

CAROL.A
WALLACE.B
JANICE.C
PHILLIP.D
CAROL.A
WALLACE.B
JANICE.C
PHILLIP.D

JACK.B
ADRIAN.A
CON.C
IRMA.D
JACK.B
ADRIAN.A
CON.C
IRMA.D



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"Adrian, didn't you have a secret meeting with Mona Hodge the day Mr. Hodge died?"

"Mr. Bolton, didn't Mr. Hodge, the deceased, throw you out of his house the night before he died?"

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