

AIRWAVE
ADVENTURE ...



THE CASE OF THE

CAUTIOUS CONDOR



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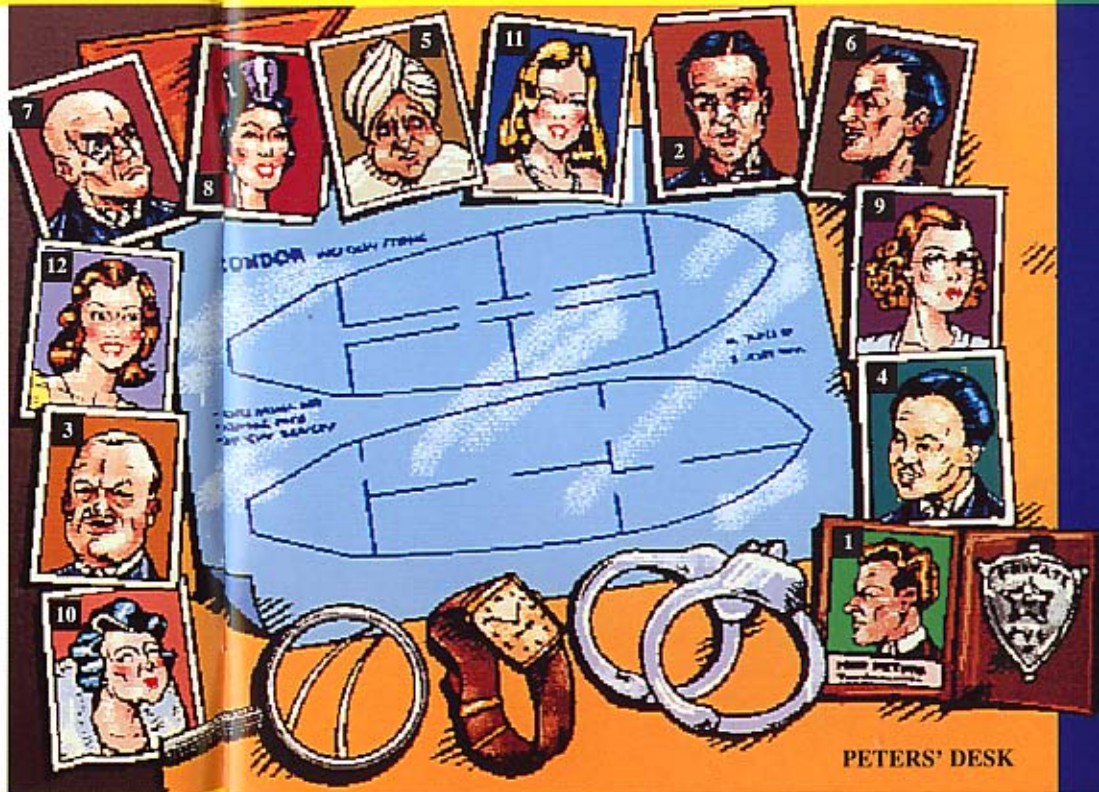
Airwave Adventure™

The Case of The Cautious Condor is an interactive drama, a completely new type of entertainment. Utilizing the vast capacity of CD-ROM, Tiger Media has created hundreds of pictures and hours of natural audio to produce a challenging story of intrigue and mystery that is sure to provide many hours of fun and excitement. The CD-ROM disc cannot be played on an audio CD player. It can be used only in the computer/CD-ROM combination or other multimedia system or player for which it is labeled.



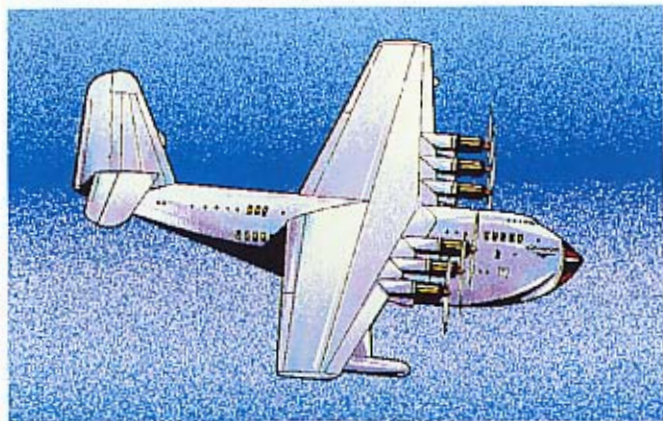
CHARACTERS

1. **NED PETERS**.....**MICHAEL DEAN**
Private Detective
 2. **PRINCE FAROUK**.....**K.A. MUSTON**
Crown Prince of Egypt
 3. **FRANCOIS LECLERC**.....**BOB FARLEY**
Wealthy French Wine Dealer
 4. **OKANJO KUDASAI**.....**GEORGE Z. SPELVIN**
World renowned dealer in oriental art
 5. **JAGDISH MEHTA**.....**ART DUTCH**
Graduate student at Georgetown University
 6. **HERNANDO CABRON**.....**DANIEL CHODOS**
A real life Casanova on three continents
 7. **HERMAN SCHNORRER**.....**WILLIAM J. IRWIN**
Owner of a large German munitions plant
 8. **MARUSHKA PETROVKA**.....**SANDRA SNOW**
A sultry woman of mystery
 9. **VERA SIMMONS**.....**ELLA KELLER**
Reporter for the Washington Tribune
 10. **LADY WADDINGTON**.....**TWANETTE EVANS**
Snooty British socialite
 11. **WANDA SHEPARD**.....**BOBBIE BRESEE**
Beautiful Hollywood movie actress
 12. **HYACINTHIA DUNNE**.....**ROBIN RIKER-HASLEY**
Southern belle and owner of a large and prosperous tobacco plantation
- BRONSON BARNARD****SCOTT McKENNA**

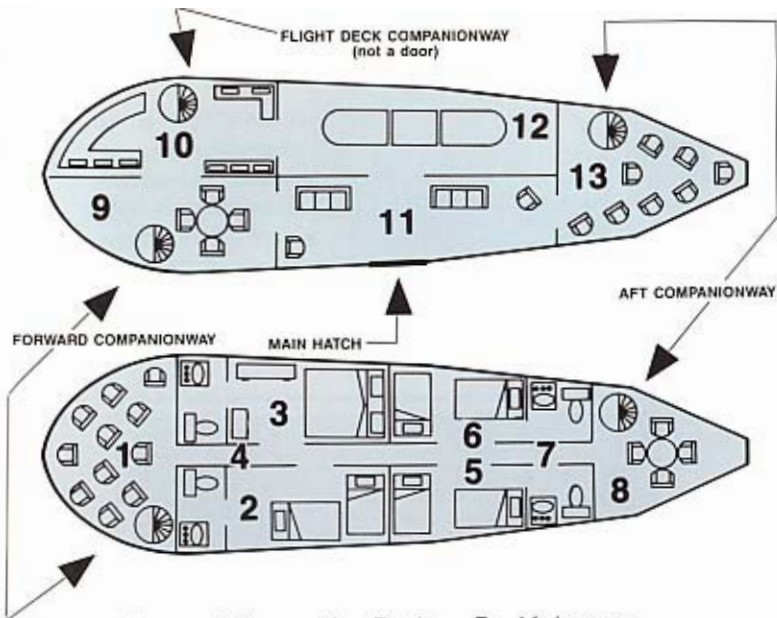


PETERS' DESK

SPECIFICATIONS



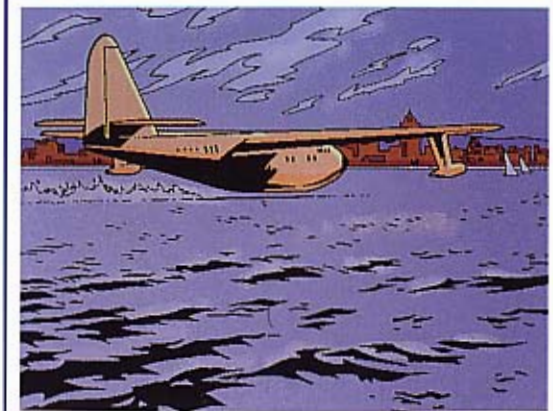
Span: 190 ft.
Length: 133 ft.
Wing area: 3,584 sq. ft.
Tail height: 26 ft.
Gross weight: 105,000 lbs.
Cruising speed: 199 mph
Service ceiling: 19,600 ft.
Range: 5,200 miles
Engines: six 1600 hp Twin Cyclones
Capacity: 12 guests in 4 Staterooms



1. Forward Observation Deck
2. Stateroom #1
3. Master Stateroom
4. Fore Passage
5. Stateroom #2
6. Stateroom #3
7. Aft Passage
8. Aft Lounge
9. Forward Lounge
10. Galley
11. Main Salon
12. Dining Salon
13. Aft Observation Deck

THE STORY

In the summer of 1937, the dark clouds of war are gathering on the distant horizon, but enigmatic industrialist Bronson Barnard has other matters on his mind. To launch the maiden flight of his latest triumph, the magnificent flying boat "Condor," Barnard has invited a very select group of guests to celebrate a transatlantic jaunt from Baltimore to Lisbon. As the champagne flows and the pampered party goes reeling in the elegance and splendor, none realizes that their gracious host is setting a gilded trap for a murderer.



Bronson's hidden purpose is to demonstrate his abilities as amateur sleuth for his old war buddy, private detective Ned Peters, by exposing the killer of the U.S. Customs official who was, in fact, Barnard's own illegitimate son!

But when a sudden heart attack foils Bronson's plan and the plane must be turned back, he entrusts his secret to Peters, imploring him to step in and solve the crime. With only thirty minutes left before they land, how can even a pro like Ned unravel this mystery?

Can you help?

HOW TO PLAY THE GAME

To gather the evidence necessary to unmask the murderer, Peters must explore the various rooms of the Condor and talk with the guests, most of whom are considered suspects. However, the party proceeds all the while, and everyone is mingling and moving about also. If Peters is not present during an important scene, any evidence revealed there is lost.

Using the **blueprint** of the Condor found on Peters' desk, you must guide him by moving the arrow pointer to a room on the floorplan and clicking the button.



Peters then goes to that room, and you watch the events unfold. At the conclusion of the scene, you will return to the desk while Peters remains in the room. If and when another scene occurs there, you will return and see it; otherwise you can direct Peters to another room at any time.

Photographs of the guests surround the blueprint on Peters' desk. The pictures of people who are currently in the same room as Ned will be in color. The photos in black-and-white are of those elsewhere onboard. The color of the pictures will go on and off as the guests move around and the story advances.



COLLECTING EVIDENCE

When Peters uncovers a clue, you will hear his thoughts as he contemplates its meaning. He will enter the significant details in his **Detective's Notebook**. However, in some cases, he



may need more information from another source before completing the entry.

To review the evidence in the notebook, point to the suspect's photo on the desk and click the button. Once inside, point to and click on **Background** to hear a brief history of that person. If any evidence has been collected, it will be found under **Means, Motive or Opportunity**. Point to and click on one of these for a summary. Click on the photograph to close the notebook. Remember, Peters scrupulously keeps his notebook up-to-date, so check it regularly.



WATCH THE TIME

Each event aboard the Condor happens at its proper time and Peters must be there to participate. Move the pointer to the **watch** on his desk and he will tell you how much time is left before the plane lands.



SEARCHING ROOMS

Select the **magnifying glass** on the desk to search a room. If the room is empty, Peters can be thorough and have a better chance of finding something. If others are present, however, he will have to be discreet and may miss something.

ACCUSING A SUSPECT

To accuse a suspect of the murder, select the handcuffs on the desk and then the photo of the person. That person must be in the same room with Peters (his photograph must be in color). Peters will confront the suspect with all the evidence collected thus far, and if he has established means, motive and opportunity, then the person will confess. However, if the evidence is incomplete, the accused may deny everything. It sometimes can be advantageous to accuse a suspect prematurely, because he may reveal new facts in his attempt to extricate himself.

Anyone can be accused at any time, whether or not there is evidence against him.



STRATEGIES

To solve the mystery, Peters must be in the right room at the right time to collect the three pieces of evidence necessary to extract a confession. These are **MEANS**, the suspect had access to the poison used in the killing; **MOTIVE**, the suspect had reason to kill the victim; and **OPPORTUNITY**, the suspect was with the deceased at the time of death. If Peters fails to get all this information and accuse the person, the plane will land and all the suspects will get away.

Although there are many hours of scenes in **AIRWAVE ADVENTURE: THE CASE OF THE CAUTIOUS CONDOR**, you will experience only a few of these in any one play of the game. It is, therefore, unlikely that the case can be solved in just a few tries. The best strategy is to move through the story differently each time you play, visiting different rooms and questioning different suspects at different times.

Eventually, you will have heard and seen enough to zero-in on the crucial evidence and important events. Keep in mind, though, that no matter how much you have learned, Ned must collect all the evidence within a single game to successfully accuse the killer.



PROCEDURES

Following the opening screens, you may select **PLAY PROLOGUE** or **START GAME**. You will want to play the prologue your first time out to familiarize yourself with the story, the characters and the crime. After the prologue, the game will commence automatically. On subsequent plays, you can go directly into the action by selecting 'Start Game.' Time is at a premium. You have only thirty minutes to solve the case before the Condor lands in Baltimore and all of the suspects escape. The action continues whether you are watching a scene or simply at Peters' desk.



Therefore, you may wish to pause the action at some point. To do so, select Ned's notebook. The story will not advance as long as the notebook is open. When ready, click on the photograph to continue with the game.



HOW TO GET HELP

Feel free to experiment and see what happens, but if you want help, select Ned Peters' photograph on his desk, and he will remind you how to select and search a room, accuse a suspect or check the Detective's notebook. But don't ask Ned to help you solve the crime; he's counting on you to do that!

The Case of the Cautious Condor is an easy game to play but a very challenging mystery to solve. It will be great fun to play by yourself or with a whole group of armchair detectives. So persevere; there's more than meets the eye when murder is at hand and the game is afoot!



How AIRWAVE ADVENTURE™ was made.

Airwave Adventure™ began in 1987 as an idea for a new type of software that would combine classic radio drama and detective comics into a new genre of interactive entertainment. What made this possible was the computer version of Compact Disc called CD-ROM, which on one disc can hold the data that would require over one thousand PC floppy diskettes. In this case, "data" refers to all of the pieces: the audio, the graphics, and the computer program that controls it.

We began with the design and script. The script is quite different from a linear script like a movie, TV, or radio script. In those, you have only one path from beginning to end. Condor has thousands of paths, and each one must fit together to make a coherent and entertaining story. We used cases of Post-It® notes as we rearranged scenes on a grid during the scripting and continuity testing. When the script was finished, we recorded the English soundtrack with Roger Rittner Productions, a production company with experience in radio drama.

All of the art in Condor was hand-drawn, using techniques borrowed from comic book production. The inked, black-and-white drawings were digitized into a computer graphics station and were colored on the computer to give us smooth and predictable colors. Over seven hundred original illustrations were needed, a process that took over two man-years to complete.

The creation of the audio-visual content was difficult and time consuming, but no more so than the engineering involved. No one had ever made a program like this before, and almost every technique and tool had to be invented by our department.

Even after the programming was running properly from a hard disk, we still had to deal with the unique qualities of CD-ROM. Adding to the complexity was our decision to bring out a Japanese-language version first, because multimedia players were already on the Japanese market. Our Japanese publisher, Toshiba EMI, recorded a Japanese-language soundtrack, and we built and debugged the first version in Japanese (a language we do not understand). We did the testing in Japan, calling back to the U.S. with the bug reports and sending new program versions to Japan via CompuServe®.

Finally, on November 30, 1989, the disc reached the retailers' shelves. What would be the reaction? This type of program is so new that there was really no way to describe it to someone - we had to finish it and put it on the market before we would find out if anyone liked it, and we had been so close to it for so long that we had lost our objectivity. Happily, our fears were unfounded. The response from the public has been overwhelming, and the leading Japanese PC magazine chose it as "Best Hit Software" of the year.

This is the first of the Airwave Adventure™ series from Tiger Media, and we hope you'll tell us what you think of this new type of entertainment. We hope the **The Case of the Cautious Condor** gives you many hours of enjoyment.



The Tigers



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Airwave Adventure™: The Case of The Cautious Condor

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