



CSI:

CRIME SCENE INVESTIGATION™



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PC CD-ROM



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GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

- Windows 98/ME/2000/XP
- Pentium II 300 / AMD K6-III 450
- 128 MB RAM (256 recommended for Win 2000 & Win XP)
- 8 Mb video card with 3D acceleration (DirectX 8.1 compatible)
- 4x CD-ROM Drive
- DirectX 8.1 compatible audio card
- 517 MB Free Hard Drive Space
- DirectX 8.1 (included with Product) or better
- QuickTime 6.0 (included with Product) or better

Recommended specifications

- Windows® 98/ME/2000/XP only
- Pentium® II 500 MHz, AMD K6-III 600
- 256 MB RAM
- 16x CD-ROM drive
- 8 MB DirectX 8.1 compatible hardware-accelerated 3D graphics card
- 16-bit DirectX 8.1 compatible sound card
- 1.5 GB free hard drive space

INSTALLATION

To install CSI: Crime Scene Investigation, insert CD 1 into your computer and select Install from the start-up screen.

Note: if you choose the Minimum Required Install option, the games performance may suffer, especially with slower CD ROM drives.

You will also be asked to install DirectX and QuickTime. You need these files to play the game, so if you are unsure if you have them, install them.

STARTING THE GAME

To launch CSI: Crime Scene Investigation, insert CD 1 into your computer and select Play from the start-up screen.

STORY

You are a CSI intern assigned to the graveyard shift of the Las Vegas Crime Lab. To discover the truth behind the crimes, you must visit crime scenes, interview suspects, and collect the physical evidence. Luckily, you have the help of Las Vegas's top CSI agents and support team.

OBJECT OF THE GAME

In CSI: Crime Scene Investigation, your goal in each case is to gather enough evidence and information to lead to the arrest of a suspect. Using high-tech forensic tools as well as your own puzzle-solving and interrogation skills, you must identify a suspect's means, motive, and opportunity to make an arrest.

PLAYING THE GAME

MAIN MENU

- New Game: begins a new game. Type a file save name into the text box, then click Start to begin your investigation. Your progress will be saved under the save file name you provided.
- Continue Game: continues your previous game. Select the name of your previously saved game from the list that appears, then click Load to launch the game from the last place you left off.
- Options: adjusts the video and sound options in the game.
- Credits: displays the production credits for the game.
- Quit: quits the game and exits to Windows®.



SELECTING A CASE

When you first start playing CSI: Crime Scene Investigation, you will only be able to access Case One: "In and Out." Crime rarely takes a night off, however, so as you complete each case, a new one becomes available. There are a total of five cases to be solved.

As you continue playing, you can start investigating a new case, or replay a previously completed case to work for a better score, by clicking the Play button next to the thumbnail image of the case.

You begin each case in Gil Grissom's office in CSI headquarters. Grissom is your new boss; he will give you a brief introduction to the case and send you out to your crime scene.

NAVIGATING A SCENE

Looking Around

Some scenes allow you to use the cursor to look around the location. To scroll the screen, move the pointer to either the left or right edge of the viewing area. The arrow changes to indicate the direction you are moving. (Not all scenes have this function; it's only there when you need it!)

Looking Closer

Some items or areas can--and should--be inspected in more detail. For example, you may want a closer look at an object on a table, or a mark on a victim's skin. Your pointer changes to a green forward arrow whenever it passes over something that can be examined closer. Clicking on that item or area with a forward arrow allows you to move closer.

Note: if you want to investigate even closer still, or find evidence invisible to the human eye, try selecting one of your forensic tools from the Tools folder at the bottom of the screen.



Backing Out

After you've taken a closer look at something, you'll probably want to return to the main scene. To back out of a close-up view, move the pointer all the way to the left or right edge of the screen. The pointer will change to a side-pointing double arrow. Clicking the mouse button will back you out to the previous screen. In some cases, you will need to click back multiple times to return to the main scene.

USING THE TOOLBAR

The toolbar at the bottom of the screen is divided into tabbed sections: Locations, Tools and Evidence. Click each tab to bring up options for that category.

Locations

The Location bar shows all available crime scenes and CSI office locations. Clicking a location icon during normal game play takes you directly to that location. The crime scene locations vary with the case you are investigating; new ones appear as you learn more about the crime you are investigating.

The CSI office locations include:

- Morgue: where Al Robbins will help you with victim analysis
- Detective's Office: where Captain Jim Brass will manage interrogations and give you legal help
- Laboratory: where Greg Sanders is available to help with evidence analysis

These locations are available whenever they are required for your case. For example, in a case where there is a body to examine, the Morgue will be open; no body, no Morgue.

Tools

The Tools Folder holds your forensic tools. Get familiar with these tools quickly; you'll need them often!

Tools are categorized as either Collection or Detection tools. To use a tool, click on the category tab (Collection or Detection) that contains that tool.

Rolling the pointer over a tool icon pops up the tool's name and a brief description. Single-click the tool to select it. You'll see your cursor change to show the tool you have activated. Double clicking a tool icon will give you a more detailed description.








Different tools are used in different ways. All tools require you to click to activate them when over an object they can interact with. For example, when using the Casting Kit, click when over an indentation to try and cast it. When using the Fingerprint Brush, click and hold while dragging the brush to apply some dusting powder on the surface--if there is a fingerprint, the powder will reveal it.

Experiment to find out how to best use each tool to process the evidence.

Collection Tools

Icon	Tool	Description
	Swab	A forensic swab used to take clean samples of DNA from suspects or unknown wet samples to be processed in the CSI lab.
	Gloves	Latex rubber gloves used to handle large evidence without contamination.
	Tweezers	Very sharp and durable tweezers used for picking up dangerous or minute pieces of evidence.
	Casting Kit	A metal frame filled with plaster used to take impressions of shoe prints, footprints and tire tracks.
	Mikrosil™	A putty-like casting material used to make molds of wounds and tool marks on a variety of surfaces.
	Adhesive Lifting Tape	Adhesive tape used in the field to lift trace materials off of clothing.
	Electrostatic Dust-Print Lifter	A device that deploys an electrostatic field on a Mylar film to lift dust prints from various surface types.

Detection Tools

Icon	Tool	Description
	Magnifying Scope	A battery-operated magnifier with optically ground and polished lenses useful for examining trace evidence.
	Ninhydrin	A chemical substance that reveals latent fingerprints on porous surfaces, such as paper, by reacting with amino acids in the fingerprints.
	Fingerprint Brush	A brush, usually made from fiberglass, camel hair, or squirrel hair, used to apply powder to fingerprint area.
	UV Light	A handheld device that provides invisible light at various wavelengths to enhance potential items of evidence, including bruising and accelerants.
	Sniffer	A device that samples gasses using polymer plastics painted with conductive material to absorb and identify odorants.
	Luminol	A chemiluminescent that reacts with the iron in hemoglobin causing blood traces to luminesce with a blue-green light.
	IR Diagnostic Camera	High performance hand held thermal IR imager useful for detecting heat signatures within objects.

Evidence

Evidence is categorized into three types, each accessible by clicking on a corresponding category tab:

- Trace/Prints: collected trace elements such as fingerprints, blood swabs, tire prints, or dandruff.
- Documents: printouts, forms or lists such as rap sheets, driver licenses, or receipts.
- Items: general items such as lighters, casino chips, or tire irons.



To view detailed information about any piece of evidence, double click its icon. A pop-up will appear showing everything you have learned about it so far, including:

- location evidence found
- detailed description of the evidence
- results from analyses performed on the evidence
- hints you have received on what to do with it

Evidence pop-ups will update themselves as you investigate further, so be sure to check them frequently. You may need them to jog your memory when you are stuck in a case.

CASE FILE

Use the Case File to review case details to give you fresh ideas for your investigation. The Case File automatically updates whenever new information comes to light.

Open the Case File by clicking the folder on the bottom right of the screen.

Victim Files

To view the victim's Case File entry, click the Victim tab. This contains the latest information about the victim and the crime.

Suspect Files

To view a suspect's case file entry, click the Suspect tab. Suspect information is organised by:

- means: something that physically ties the suspect to the instrument of the crime
- motive: a reason to commit the crime
- opportunity: something that physically ties the suspect to the scene of the crime

Other information relevant to that suspect, but not fitting in the categories above, appears at the bottom of the file.

When you think you have enough evidence, go to the Detective's Office to see if Brass can bring the suspect in. To bring the suspect in for interrogation, you need at least one of the Means, Motive or Opportunity sections filled in. For an arrest, you usually need all three.

Note: information may be a red herring that leads nowhere, or maybe tentative and require further investigation to become solid proof.

Reconstructions

The Reconstructions tab allows you to review the reconstruction sequences in the case. Click Play beneath a reconstruction to view it.

CONVERSATIONS

You must interview suspects often to learn information vital to the case. Some conversations are initiated automatically when you enter a room or process a piece of evidence; you must initiate other conversations yourself. To begin a conversation, move your pointer over someone and click.

During a conversation, a series of questions will appear on screen for you to ask. The available questions will depend on what you have learned in the case to that point, so be sure to revisit suspects and witnesses when you have new information or evidence.

To ask a question, click on it with your pointer.

ANALYSING EVIDENCE

You need to analyse evidence to solve cases. Many times this can be done in the field with your tools, but sometimes you need to do more. Complex analyses are performed in the Laboratory. To visit the Laboratory, click the lab icon in the Locations Bar.

Evidence icons will update to show their state of analysis. A grey tag will appear on the evidence icon once it has been analysed either by Greg or using the equipment in the lab. A yellow tag will appear once the evidence has been analysed to its furthest possible extent.

Greg Sanders

To ask Greg Sanders to analyse a piece of evidence, click and drag the evidence from the Evidence Bar to Greg. If he can perform an analysis, he will immediately give you his findings, in his own unique way.

Comparative Microscope

To examine a piece of evidence in closer detail, click on the Comparative Microscope in the Laboratory. Two viewfinders will appear side-by-side. Next, click and drag the evidence onto either viewfinder for a closer look.

To compare two pieces of evidence, drag a second piece onto the viewfinder. If a conclusion can be drawn, your CSI partner will comment on the findings.

Note: not all evidence is suitable to be placed under the microscope.

Computer Searches

Click on the lab computer to bring up what it can do. Click the appropriate program button to launch that program.

Search allows many types of database searches, such as:

- AFIS: Automated Fingerprint Identification System. Allows comparative fingerprint searches through convicted offender database.
- Tread Assistant: Matches tire tread evidence to a database of known tread patterns.
- SLIP: Shoewear Linking and Identification Program. Allows comparative searches of known shoe outsole impressions.
- And other searchable databases of news, legal, public records, and business information.

To perform a search, drag a piece of evidence from the toolbar onto either window of the search screen, then click the Search button. The computer will automatically select the right search for that type of evidence.

If the search was successful, a "Found" message will appear. Click the View Results button to view the data sheet of the findings.

To perform a comparison between two pieces of collected evidence, click and drag both pieces of evidence from the toolbar onto each of the windows of the search screen, then click the Compare button. The computer will compare the two pieces of evidence and determine to what degree they match.

Note: not all evidence is suitable for a computer search.

Other Computer Functions

The computer also has other abilities, such as web chat and Internet searching. When these functions become active, simply click on these program buttons to access their screens.

CSI PARTNER HINTS

You can get help by clicking on your CSI partner at any time during the case. A conversation interface will appear, along with any questions you can ask. The available hints will vary depending on what evidence and information you have collected so far.

You can get evidence-specific hints by clicking "What can I do with this piece of evidence?" Next, drag and drop a piece of evidence onto your partner. Check the evidence pop-up box for a hint suggesting a way to further process or use that item.

Warning: Grissom is not impressed when people ask for hints. Getting a hint from your CSI partner will have a negative impact on your final evaluation.

OPTIONS MENU

Pressing the Esc key at any time during game play brings up the Options Menu. You can adjust your video or sound options from here. Clicking on the Load tab brings up a list of other saved investigations.

(Note: you never need to manually save your game; the game auto-saves at every key point in the game.)

At the bottom of this screen, you also have this list of options:

- Quit: abandons the current game and quits to Windows®
- Main Menu: abandons the current game and returns to the Main Menu
- Change Case: abandons the current case and launches a different case
- Return to Game: returns to your current investigation.

COMPLETING A CASE

To complete a case, you need to collect and analyse enough information and evidence to arrest a suspect. Once you have done this, you will then be taken to Grissom's office, where he will provide you with a closing comment about your performance. Your evaluation includes a rank and final percentage score, which is based on your thoroughness in the case. Your score is calculated based on the following formula:

Information/Evidence Collected (%) - Hints Used (%) = Case Total (%)

You will be assigned a ranking based on your performance. Possible rankings include Rookie, Investigator, or Master.

BONUS MATERIAL

You unlock Bonus Materials whenever you complete a case. However, the number of bonus items you unlock is based on your performance: the better your performance, the more bonus material becomes available! To view the bonus material associated with a particular case, click the View button under Extras in the Case Select screen.

Use the directional arrows to scroll through the bonus material. When you're finished, click the Close button to return to the Case Select screen.

If you want to see all the bonus materials (trust us, they're great) you can replay an earlier case to try for a better score.

If you earn a Master ranking in all five cases, you will unlock the Super CSI Bonus Materials. Congratulations!

CSI PERSONNEL



Gil Grissom

Head of the CSI department

Specialty: entomology

"If you want to learn about forensics, master everything else first."



Catherine Willows

Specialty: blood spatter analysis

"I really love my job. We're just a bunch of kids who are getting paid to work on puzzles. Sometimes there's a piece that's missing, sometimes we solve it in one night."



Nick Stokes

Specialty: hair and fiber analysis

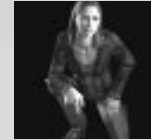
"Blood talks to us. People exaggerate. Or forget. Blood's like my grandfather. He never lies."



Warrick Brown

Specialty: audio/visual analysis

"The laws of physics trump the eye-witness. There's only one way this could'a gone down."



Sara Sidle

Specialty: materials and element analysis

"This shouldn't have happened to you. But I promise I will find out who did this. I promise."



Jim Brass

Captain of the Homicide Division

"We're the number two crime lab in the country. We solve crimes most labs render unsolvable. So what makes you think you belong here?"



Greg Sanders

Lab Technician

"And your case just entered a whole new dimension of weird."



Al Robbins

Chief Medical Examiner

"Quick. Name the three human bones that can withstand a twelve-story drop."

PC GAME CREDITS

VOICE TALENT

Gil Grissom: William Petersen
Catherine Willows: Marg Helgenberger
Sara Sidle: Jorja Fox
Warrick Brown: Gary Dourdan
Nick Stokes: George Eads
Jim Brass: Paul Guilfoyle
Greg Sanders: Eric Szmanda
Al Robbins: Robert David Hall
Narrator: Jodi Regts
Officer #1: Cory Hawthorne
Bert Suster: Michael Dobson
Devon Rodgers: Paul Dobson
Jenny Strickland: Nicole Bouma

Stan Ginns: Graeme Palisade
Jason Gray: Louis Torillo
James Ritchie: Dion Luther
Officer #2: Graig Robertson
Jack Riley: Gabe Khouth
Professor Franklin: Brian Dobson
John Laskin: Nigel Brooke
LVMPD Receptionist: Chrysta Gejdos
Animal Trainer: Ivan Mickovic
Leda Callisto: Erin Karpluk
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Mrs. Wilkinson: Samantha Ferris
Desert Gardens Worker: Bill King

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369 INTERACTIVE

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Dialogue Writer: Max Allan Collins
Technical Advisor: Daniel Holstein
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Sound Designer: David Van Slyke

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"CSI: Crime Scene Investigation" produced by CBS Productions, in association with Alliance Atlantis Productions, Inc. and Jerry Bruckheimer Television.
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Co-Executive Producers: Cynthia Chvatal, William Petersen
Series Created By: Anthony E. Zuiker

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Please be as specific as you can be about the problem you are experiencing.

OTHER SUPPORT OPTIONS

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please be as specific as you can be about the problem you are experiencing.

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