XBOX 360

XBOX LIVE

CSI: CRIME SCENE INVESTIGATION™

DEADLY INTENT

MATURE 17+

M

CONTENT RATED BY ESRB

UBISOFT

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

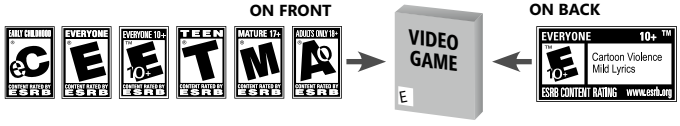
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

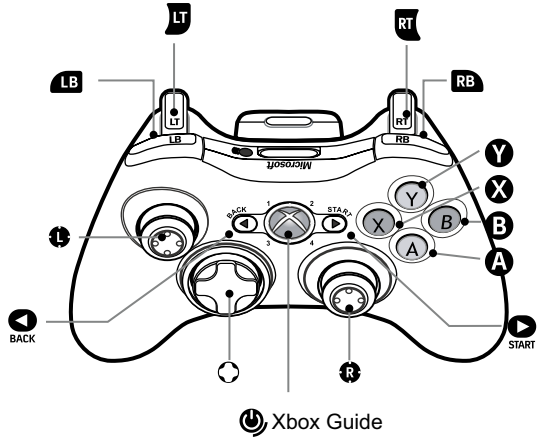
- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**

GAME CONTROLS

Xbox 360® Controller



General

A : Select or activate (includes selecting items, moving forward, talking to characters, using tools, and pressing buttons).

B : Go back to the previous view or menu.

X: Open or close the PDA (personal data assistant).

L: Move the cursor, look around the scene, rotate around evidence, or choose menu items.

: Choose menu items.

RB: Skip the current conversation.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE® . Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows® . Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

INTRODUCTION

In Sin City, there's never a shortage of cold-blooded murder. The Las Vegas CSI team needs your help and expertise to uncover the truth and apprehend the criminals. Working with other CSI agents, you will visit crime scenes, collect and analyze physical evidence, and interrogate suspects, and follow the evidence. But be careful, sometimes the evidence can uncover a mystery even the LVPD doesn't want to face.

MAIN MENU

New Game: Begin a new game, starting with the first case, "Broken Hearted." As you complete each case, a new one becomes available. You will have the option to investigate the new case or to replay a previously completed case for a better ranking.

Continue: Continue a previously saved game. On the Case Selection screen, choose the case you wish to continue. You will be returned to the last place you left off in that case.

Options: Adjust your audio options, tutorial mode, subtitle settings, and hint level.

Credits: Displays the production credits for the game.

Note: During the game, you can return to the Main Menu by opening your PDA, selecting Options, and choosing Main Menu.

THE GAME

You'll begin each case at the crime scene, where Captain Jim Brass will brief you and your partner about what happened. You can chat with your fellow CSIs to see what they think, or you can start processing the crime scene. Be sure to interview everyone you encounter as they may provide information vital to your investigation.

Investigating Crime Scenes

Looking Around

Some locations allow you to move your view around, and arrows will appear at the left and right sides of the screen. When the cursor is near the left edge of the screen, your view will move left. When the cursor is near the right edge, your view will move right.

Looking Closer

Your cursor changes to a forward arrow whenever it passes over something that can be examined more closely. Selecting an item or area when the forward arrow is displayed allows you to move closer to it.

Adjusting Your View

When looking at specific objects at close range, you can adjust your view for a better look by moving the cursor toward the left or right edge of the screen. Examine objects from every angle, because this will often reveal new evidence.

Zooming Out

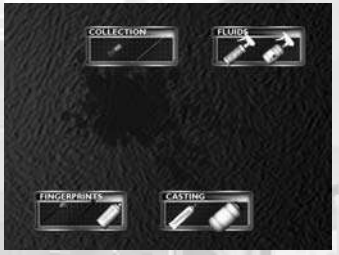
After you've taken a closer look at something, you'll probably want to return to the previous view. To zoom out of a close-up view, select the Back button on the interface, or press B. In some instances, you will need to zoom out multiple times to return to the main scene view.

Collecting Evidence

Opening the Toolkit

If you are close enough to an item to try a forensic tool on it, your cursor will change to a toolkit. Press A to open your toolkit and select a tool type. You will be able to inspect many items in a scene, although some items do not contain evidence and do not require a tool to be used.

Using a Tool



The toolkit will open into four sections with the evidence displayed in the center. The four types of tools are: collection, fluids, fingerprints, and casting. Some evidence may need to be revealed using one type of tool before it can be collected. Select the type of tool you need, and the specific tool will be determined automatically.

Collection: Select this type of tool if there is a powdery substance or blood to collect.

Fluids: Use this to detect traces of hidden fluids, such as blood that has been cleaned up.

Fingerprints: Use this if you believe there may be fingerprints to collect.

Casting: Use this to take a mold of an imprint, such as a shoe print or tire tracks.

To use a tool, press or hold down A when over the appropriate area. For example, when using the fingerprint brush, hold down A and drag over an area to dust it with fingerprint powder and search for prints.

Toolkit Tools

These are the forensic tools that are available for use from your toolkit:

Adhesive Specimen Mount: Adhesive pad used to lift powdery substances. Examples of substances are gunshot residue or small amounts of controlled substances.

Swab: A forensic swab used to take clean samples of liquids or dried liquids.

LCV (Leuko Crystal Violet): Hexamethyl-p-rosaniline chloride, a liquid accelerant that fluoresces when even trace amounts of blood are present. It is used to positively identify small amounts of blood.

Luminol: A chemiluminescent compound that reacts with the iron in hemoglobin, causing blood traces to illuminate with a blue-green light even when the surface has been cleaned.

Fingerprint Powder: Fingerprint powder is used with a fingerprint brush to enhance fingerprints on smooth surfaces. Although most fingerprints are identified using black powder, there are many different colors of fingerprint powder (e.g., white, pink, green). The different colors are used to provide contrast on items where the prints would not be visible if black powder were used.

Magnetic Powder: Magnetic powder is used to enhance fingerprints on certain porous objects, such as wood, polystyrene, and painted surfaces. It is used in combination with a magnetic brush for fingerprint analysis on both vertical and horizontal surfaces.

Ninhydrin: A chemical substance that reveals latent fingerprints on porous surfaces such as paper by reacting with amino acids in the fingerprints.

Mikrosil™: A thick, putty-like casting material used to make molds of tool marks.

Casting Plaster and Frame: A metal frame that is filled with plaster and used to take impressions of shoe prints, footprints, and tire tracks at a crime scene.

Automatic Tools

These are tools that will sometimes be used automatically when collecting evidence:

Glove: Latex rubber gloves used to handle large evidence without contamination.

Tweezers: Used for picking up dangerous or small pieces of evidence.

Adhesive Tape: Adhesive vinyl lifter used to recover powdery or scattered evidence. It can also collect fingerprints or shoe prints on hard surfaces.

Talking to Suspects

You will frequently question suspects to learn information vital to the case. Some conversations are initiated automatically when you enter a room or process a piece of evidence; other conversations must be initiated by you. To begin a conversation, move your cursor over the suspect or CSI and press A when your cursor changes to a talk bubble.

During a conversation, topic icons will appear on-screen. When you hover over each topic, more detail will appear above the icons. The available questions will depend on what you have learned in the case up to that point, so be sure to revisit suspects whenever you have new information or evidence. Select a topic to ask about it. Information learned in conversations is saved in your case file, accessible through your PDA.

Interrogating Suspects

When a suspect has been positively linked to the crime, Brass will bring that suspect into the station, giving you the opportunity to undertake a full interrogation. During this interrogation, suspects may provide answers that are refutable. In this situation, the Refute button will appear, giving you the option to disprove their statement.

If you select this button, a menu of relevant evidence will come up. Choose the piece of evidence that disproves the suspect's statement, and select Present. If the statement is correctly refuted, the suspect will change their story. If you select an incorrect piece of evidence, you'll get a warning from your partner. If you present incorrect evidence too many times, your CSI partner will take you out of the interrogation, and your Cunning statistic will go down.

There are two types of situations when you will have the Refute button available, but will not be able to use it successfully:

1. Often, the suspect is lying, but you will not have the necessary evidence to refute them. Return to the interrogation room after you have found and processed the appropriate evidence.

2. Sometimes, the suspect is actually telling the truth. You will never be able to refute a true statement.

Note: When someone is talking, you may press RB if you wish to skip over their current response.

Using the PDA

Your PDA is your connection to all the resources at your disposal as a CSI. Use it to inspect evidence you've collected, review the case file, travel to another location, and adjust your game options. To open your PDA, press X or select the PDA icon on-screen.

Locations

New locations become available as you continue your investigation. In addition, you'll need to visit CSI office locations in order to utilize lab equipment, obtain warrants, and interrogate suspects. Go to the morgue to get the autopsy results from Dr. Robbins; you may need to collect additional evidence from the victim's body there.

Evidence

You can view detailed information about the evidence you have collected so far by hovering over the items in the list. Evidence that has been fully processed will have a check mark on it indicating that there is nothing further to be done with it. Collecting evidence is only the first step: items often have trace evidence on them.For example, a gun may have fingerprints on it, or clothes may have hair or blood on them, etc.

Select an item from all the evidence you have collected so far to inspect it in greater detail. In the Evidence Viewer, press and hold A to rotate the item (or move the cursor to the different edges of the screen). If you do find trace evidence on another piece of evidence, you can collect it in the same way with the toolkit.

Case File

Review your case file often to gain fresh ideas for your investigation:

- Your current objective is always visible at the top of the interface.
- The case file dynamically updates the Victim and Suspects tabs whenever new information about them comes to light.
- The Statistics tab shows your ratings in three areas of expertise, as well as your progress toward various awards.

As you gather and process evidence, you will view short movies that theorize how the events of the crime can be reconstructed based on the evidence available:

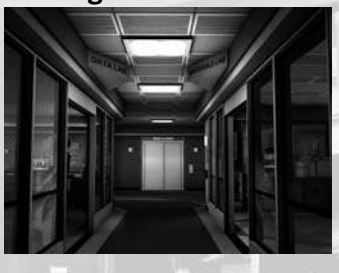
- These are stored in the Reconstructions section in your case file.
- Select a clip to play it.
- If you have received any email (Hints) from another CSI, they can be checked in the email section.

Options

The Options menu allows you to manage your game settings, audio options, save your game, and return to the Main Menu to play a previously completed case.

- The Save/Load section contains an Autosave slot and three other slots for you to manually save your game.
- The game will Autosave at important points in the narrative and each time you visit the CSI lab.
- To return to the game from the Options menu, press B.

Working with Evidence



The lab is where the CSI team keeps all the state-of-the-art equipment that you will use to analyze evidence thoroughly to uncover information.

- Visit the lab by selecting it from the Locations menu in your PDA.
- To begin analyzing evidence in the lab, enter the Materials Lab or the Data Lab.
- Select a workstation to move closer, and then select it again to use it.
- When working on each lab machine, the Help button provides a description and video of its use.
- A tag will appear on evidence in the viewer once it has been analyzed to the furthest possible extent.

Note: If your partner says, "There's more to do with this evidence before we can process it," it means there is more evidence to find on the item before it can be analyzed on a lab machine. As a general rule, you should always look for evidence on items that you collect.

Materials Lab

These are the lab stations in the Materials Lab:

DNA Analysis: The DNA Analysis machine can compare samples you have collected, and it can also search the convicted offender database for a match:

- Use the Evidence button to add a sample from your evidence, then use Search for the database or select Evidence to add a second sample from your evidence.
- You will need to drag DNA strands from the unknown sample and drop them on the known sample to match them.
- Select Confirm Match to complete your analysis.

Chemical Analysis: This machine helps you to determine the chemical makeup of a substance based on spectral analysis of its chemical breakdown:

- Use the Evidence button to add a sample from your evidence, and then select Search to get a list of elements from the database that may be part of your substance.
- Mark the boxes of the different elements until you match the second sample to your unknown.
- Select Confirm Match for the result.
- You can also compare two samples from your evidence.

Microscope: This microscope allows you to examine evidence in extreme detail, and you may also compare two items in your evidence:

- Select the Evidence button to add an item, and use the cursor to move it around in the view.
- Adjust the magnification (x10, x60, or x200) and the focus until you find what you need.
- Letting go of the focus control when the evidence is revealed will complete your analysis.

Document Analysis: This machine helps to isolate different types of ink used on the same document:

- Use the Evidence button to add a document from your evidence.
- Adjust the light frequency sliders on the right to reveal different inks.
- When all three sliders are in the right place, the hidden text will be revealed.

Assembly Table: You can use this workspace to put together pieces of evidence, when reconstructing a piece of evidence will allow for further examination and could provide even more evidence.

Data Lab

These are the lab stations in the Data Lab:

Fingerprint Database: You can search the Fingerprint Database to identify a print you've found, or you can match an unknown to a known print from your evidence:

- After you add a fingerprint, select Prepare Search to get a close-up view of the unknown fingerprint. Minutiae are unique areas, like ending or splitting points in the fingerprint.
- Find up to five minutiae and then select Search to see the possible matches.
- Select a result, and it will appear in the window on the right.
- Drag the partial print to a quadrant where it lines up with the known fingerprint on the right to match it.

Medical Database: In your investigation, you may need to look up someone's medical record using a medical ID number or their name. Use the Evidence button to select the information from your evidence, and then hit Search to get the results.

Audio/Video Analysis: Use the Audio/Video analysis station to listen to audio evidence or view video evidence. On the audio station, you can select an area of the audio to isolate it for comparison. Select Confirm Match to complete your analysis.

Working with Your Team

Part of what makes the CSI team so successful is that they work together. If you think you've come to a dead end in your investigation, or just want to know what you might need to do next, you have a number of options at your disposal:

- First, you might find your CSI partner for the case and discuss the situation with them. Usually, they have something useful to say that can help you proceed in your investigation.
- If you still need information, open your PDA and check out the case file. There, you can find your current objective, as well as detailed information about the case, including a summary of the victim and any suspects.
- Finally, you can also find emails in your case file that you may have received from Catherine or a fellow CSI. These emails often contain useful insights about the case and are a good resource if you don't know what to do next.

Completing a Case

Warrants

To complete a case, you will need to collect and analyze enough information and evidence to arrest a suspect. Once the arrest warrant is available, go to Brass's office to request that the suspect be brought in. You may need to obtain several warrants for each suspect – including questioning warrants, location warrants, and, finally, arrest warrants. When a warrant becomes available based on evidence you've processed, your objective, shown in your case file, will change to reflect this.

Evaluation and Statistics

At the end of each case, you will get a detailed evaluation based on your performance in solving the case. You will receive awards for completing various tasks in each case, such as helping your fellow CSIs with lab work or remembering to review your case file. A notification will appear on-screen the moment you have earned a new award.

In addition, your effectiveness in three key areas is tracked by the following statistics:

Skill: This statistic tracks your ability to use the lab machines as a percentage of successes over attempts. Every operation, such as placing a strand of DNA from an unidentified sample into an identified sample, or choosing a component of a chemical, is counted.

Cunning: This tracks your ability to present evidence, either to earn a warrant or refute a statement in interrogation, again as a percentage of successes over total attempts.

Thoroughness: This is a record of the percentage of navigable areas available in the case that you have visited.

Play the case a second time to improve your score in all three stat categories and receive a better evaluation.

Register Your Game for Insider Access!

It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- A wealth of news updates and pre-release game information
- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

Just go to www.ubireg.com to get started.

Thanks,
The Ubisoft Team

CSI: Crime Scene Investigation™: Deadly Intent

CSI: CRIME SCENE INVESTIGATION in USA is a trademark of CBS Broadcasting Inc. and outside USA is a trademark of Entertainment AB Funding LLC. CBS and the CBS Eye Design TM CBS Broadcasting Inc. © 2009 CBS Broadcasting Inc. and Entertainment AB Funding LLC. All Rights Reserved. Software © 2009 Ubisoft Entertainment. All Rights Reserved. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Game engine © Telltale Inc 2009 All Rights Reserved.

Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:
- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time**. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

CSI: CRIME SCENE INVESTIGATION™

HARD EVIDENCE

ORIGINAL CASES BASED ON THE CBS HIT SERIES!

MATURE 17+ M CONTENT RATED BY ESRB

Blood and Gore
Sexual Themes
Violence

Ubisoft, Inc.
625 Third Street
San Francisco, CA 94107

Printed in U.S.A. 525752-MNL

10%

UBISOFT®

CSI: CRIME SCENE INVESTIGATION and elements and characters thereof © 2000–2007 CBS Broadcasting Inc. and Alliance Atlantis Productions, Inc. All Rights Reserved. CSI: CRIME SCENE INVESTIGATION is a trademark of CBS Broadcasting Inc. and outside USA is a trademark of Alliance Atlantis Communications Inc. ALLIANCE ATLANTIS with the stylized "A" design TM Alliance Atlantis Communications Inc. CBS and the CBS Eye Design TM CBS Broadcasting Inc. Software © 2007 Ubisoft Entertainment. All Rights Reserved. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Company logos are trademarks of their respective owners. No celebrity endorsements implied. Game engine © 2007 Telltale Inc. All Rights Reserved.

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

UBI Shop®

Download Ubisoft PC games and strategy guides direct from ubi.com.