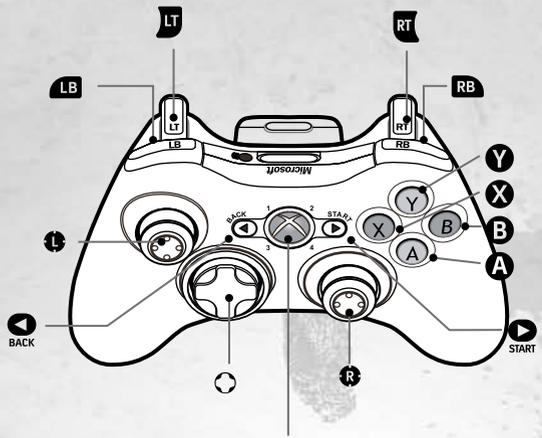


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GAME CONTROLS



Xbox Guide Button

General

- A**: Select or activate (use items and tools, talk to characters, etc.).
- B**: Go back to the previous view or menu.
- Y**: Displays Help (when available).
- R**: Look around the scene, rotate evidence.
- L** or **O**: Move the cursor, or choose menu items.
- LB**: Open or close PDA (personal data assistant).
- LT**: Switch to Detection Tools (when toolkit is displayed).
- RT**: Switch to Collection Tools (when toolkit is displayed).

Viewing Evidence in the Inspect Evidence Screen

- X**: View evidence details.
- RB**: Toggle between closer and farther view.
- R**: Rotate evidence.
- START**: Start button brings up the player's PDA.

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. For more information, go to www.xbox.com/familysettings.

INTRODUCTION

Las Vegas is full of secrets. As an experienced CSI, recently transferred to the LVPD's CSI unit, you'll need to uncover plenty of them. To discover the truth behind the city's homicides, you'll visit crime scenes and interrogate suspects while collecting and analyzing physical evidence. Along the way, you'll be working with Las Vegas' top CSI agents. When you're ready, Gil Grissom is expecting you in his office.

MENU SCREENS

Main Menu



- **New Game:** Begin a new game. Enter an investigator name in the text box and then select Start to begin. All your future progress and bonus items will be saved under the investigator name you provided.
- **Load Game:** Continue a previously saved game. First, select the investigator profile you wish to play. Then choose Load Profile to proceed to the Select Case screen. In the Select Case screen, choose a case you wish to begin or continue. Choose Load Game to resume the case from the last place you left off, or Start Over to replay the case from the beginning. You may also view your bonus items from this screen by choosing View Stats and Bonus Items.
- **Training Level:** Play the Training 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 the Options menu, and choosing Quit to Main Menu.

Selecting a Case

When you start playing CSI: Crime Scene Investigation™: Hard Evidence, you will be asked to solve the first case: "Burning for You." As you complete each case, a new one becomes available. There are a total of five cases to be solved.

After you have completed a case, you will have the option to start investigating a new case or to replay a previously completed case to improve your evaluation ranking. To start a new case, select the case from the list and choose Load Case. To replay a previously completed case, select the case and choose Start Over.

To load and continue a previously saved game, select the case from the list and press Load Case. You will be returned to the last place you left off in that case.

PLAYING THE GAME

You begin each case with an introduction by your supervisor, Gil Grissom. He will also assign you a partner. Once your briefing is complete, you should travel to the crime scene using your PDA.

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 use your PDA, press the **LB**.

Traveling to New Locations



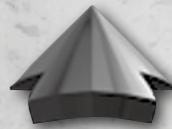
To go to a new location, bring up your PDA **LB** choose Locations from the PDA menu, then select your destination. Crime scenes often open up as you continue your investigation. In addition, you'll often need to visit CSI office locations in order to get assistance from your partners and to utilize CSI equipment.

Investigating Crime Scenes

Looking Around

Some scenes allow you to look around the location. To look to the right and left of the scene, move the **⬅** right and left.

Looking Closer



Use the **⬅** to move the cursor around the screen. Your on-screen cursor changes to a green forward arrow whenever it passes over something that can be examined more closely. Select an item or area with **A** when the green forward arrow is displayed 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 using the **Q**. 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 back out of a close-up view, 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. 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.

Note: The cursor will only turn green when the Active Navigation Hotspots gameplay setting is on. It is on by default.

Selecting a Tool

Tools are used for either collection or detection. Detection tools are used for identifying and fully revealing evidence such as fingerprints, blood, or hidden fibers. Collection tools are used to pick up evidence and add it to your collection. Some evidence must be detected before it can be collected. For example, a fingerprint must be dusted before it can be collected with adhesive tape.

Pointing the cursor at a tool in the toolkit will display the tool's name and a brief description. Select the tool from the kit to use it.

Collection Tools



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

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

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

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.

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

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

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

Camera: The camera is also used to document the crime scene and collect visual evidence. This is usually the first tool used at any crime scene.

Detection Tools



Flashlight: A necessary tool for collecting evidence in dark areas.

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.

Ultraviolet Light: A handheld device that provides light at various wavelengths to enhance otherwise invisible evidence including fluids, bruising, and accelerants.

USB Data Drive: A USB device with special decryption software that can be used to detect hidden or encrypted information on a suspect's computer.

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.

Using Tools

All tools require you to press **A** when over objects they can interact with. For example, when using fingerprint powders, press and hold **A** over the print to brush some dusting powder on the surface. As you become a more experienced CSI, you will learn how best to use each tool to process the evidence you encounter.

Selecting Tool Help from the Tool menu with **Y** will display a pop-up with more detailed descriptions of each tool, including instructions for using them.

Working with Collected Evidence

Collecting evidence from the crime scene is only the first step. You'll need to examine evidence for trace evidence and analyze evidence in the laboratory.

Examining Evidence



When you select Evidence from the PDA menu, the PDA will display all evidence you have collected in the current case. Evidence is categorized into three types, each accessible by choosing the corresponding category tab:

- **Trace:** Traces left behind by the victim or suspects, such as fingerprints, blood swabs, and DNA samples.
- **Documents/Photos:** Printouts, forms, photographs, or receipts, for example.
- **Items:** Larger pieces of evidence such as weapons and clothing.



Hint: Items often have trace evidence on them. For example, a gun may have fingerprints on it, clothes may have hair or blood on them, etc. Make sure to examine evidence for additional evidence.

Select a piece of evidence to inspect it in greater detail and look for more evidence on it. The item will then be displayed in the Inspect Evidence screen. By default, this screen also comes up when you collect new evidence.



In the Inspect Evidence view, your evidence can be rotated by moving the **⌂**. Additionally, you can switch between a close-up and a farther view of the evidence by pressing the **RB**.

If you do find evidence on another piece of evidence, you can collect it in the same way as evidence collected at the crime scene.

To view detailed information about any piece of evidence, press **X** while in the Inspect Evidence screen. A pop-up will appear, showing everything you have learned so far, including:

- Location where that evidence was found.
- A description of the evidence.
- Results from analyses performed on the evidence.

This information will be updated automatically as you learn more. To close the Details pop-up, press **B**.

To close the Inspect Evidence screen, press **B** again.

Analyzing Evidence



You will need to analyze evidence thoroughly to solve cases. To visit the Laboratory, select it from the Locations menu in your PDA.

There are five lab stations that you will be using in your investigations:

- **The Comparison Microscope:** The Microscope allows you to examine evidence in extreme detail. You may compare items from your evidence, or search the CSI library for possible matches.
- **The Trace Analysis Computer:** The Trace Analysis computer allows you to perform many different search and comparison functions. You can search and match fingerprints, tire treads, shoe prints, and more. It also functions as an A/V computer,

allowing you to investigate audio and video evidence.

- **The DNA Analyzer:** The DNA Analyzer can verify matched samples found at crime scenes or through the convicted offender database.
- **The Chemical Analyzer:** The Chemical Analyzer performs chemical analysis on unknown substances and automatically provides matching information if two similar items have been analyzed.
- **The Assembly Table:** The Assembly Table is a workspace used to put together or dismantle specific pieces of evidence in instances where further examination could provide more evidence.

When you arrive at the lab, your evidence is automatically prepared on each machine. Computer screens will give a visual clue when they contain evidence that is not processed.

To begin analyzing evidence in the lab, select a workstation to move closer, then select it again to use it.

When working on each lab machine, pressing **Y** for Help provides a detailed description of its use.

Note: If you receive the message "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.

A green tag will appear on evidence once it has been analyzed to its furthest possible extent. You can turn these tags off in the Gameplay Settings screen, found in the Options menu.

Interviewing 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 and press **A**.

During a conversation, the questions you can ask will appear on-screen. The available questions will depend on what you have learned in the case up to that point, so be sure to revisit suspects and witnesses whenever you have new information or evidence. To ask a question, highlight the question with your cursor, then press **A** to select it. Information learned in conversations is saved in your Case File.

Selecting "I have no more questions for you" will end the current conversation.

Note: When a suspect is talking, you may press **B** if you wish to skip over their current response.

In-Game Hints

You can get help by talking to 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.

Hints are contained in your Case File, which is accessed through your PDA. Select Hints from the Case File menu, then choose a hint to display the answer. Use the **Left Arrow** to scroll through longer answers.

If there are no hints available from your partner, try reviewing the hints you have already requested to ensure all steps have been covered.

Using the Case File



Use the Case File to review case details in order to gain fresh ideas for your investigation. The Case File dynamically updates whenever new information comes to light. Open the Case File by selecting Case File from the PDA menu.

Evidence Trinity



While viewing a suspect or victim, you will see the Evidence Trinity as it relates to that person. The Evidence Trinity is used to establish key links between the three elements of a crime – the suspect, the crime scene, and the victim – at the moment of the crime. The appropriate links are strengthened automatically as physical evidence is processed.

Completing a Case

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' office to request that the suspect be brought in.

Warrant Notifications

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, you will receive a notification: "Warrant Available from Brass." At this point, you may go to Brass' office and ask him to serve the warrant.

Evaluations and Statistics

Once you have arrested a suspect, you will be taken to Grissom's office, where he will reward you with a bonus item for your work. In addition, Grissom will provide a detailed evaluation of your performance on the case. To earn the prestigious ranking of Master Investigator, you must collect all evidence, discover all thoroughness areas (see next section), and use no hints. If you earn the Master rank, Grissom will award you a special bonus item!

To view statistics from the current case in progress, select the Options menu from the PDA, then choose View Stats and Bonus Items. To view your statistics from the Main Menu, first select Load Case. Next, choose your Investigator Profile and select a case. Select View Stats and Bonus Items to view data for that case.

Thoroughness Points

When you have inspected a unique area that does not contain evidence, you will be awarded a Thoroughness Point for your diligence. Thoroughness Points are an important part of your performance evaluation by Grissom, so be sure to inspect each location thoroughly!

Insect Collection

As a forensic entomologist, Grissom has a special love of insects. Las Vegas is replete with interesting insects of all sorts, so be on the lookout for them during your investigation.

Insects you've collected can be viewed in the Bonus Items screen, located via the Options menu of your PDA. The Insect Case is located to the right of the metal doors. While viewing the case, move the **⬆** right and left to view all jars. You may also select each insect jar to view each specimen more closely.

To exit the insect display case, press **B**. To exit the Bonus Items screen while in a case, use the PDA to travel to another location.

GAME OPTIONS

The Options menu in your PDA allows you to view your bonus items, manage your game settings, and exit the game.

To return to the game from the Options menu, press **B**.

Reconstruction Movies

As you gather and process evidence, you will view short reconstruction movies that theorize how the events of the crime can be reconstructed based on the evidence available. These reconstructions are stored in the Case Statistics screen, to be viewed at any time. Choose View Stats and Bonus Items from the Options menu, then select Movies to view the available reconstructions. Select a clip to play it.

BONUS MATERIAL

Based on your performance and achievements, you can unlock bonus material whenever you complete a case.

When you receive Bonus Items, they can be viewed from the Options menu. Select the View Stats and Bonus Items button, then select the Bonus Items button to enter the Bonus Room. From there, you can select the Bonus Item you wish to view.

To exit the Bonus Items room while in a case, use the PDA to travel to a location.

If you have not unlocked all of the bonus material for a case, you can replay the case to try for a better score. If you earn a Master ranking in all five cases, something special might happen.

POLICE LINE - DO NOT CROSS

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