CSI: MIAMI™

Crime-Solving Adventure

MATURE 17+
M
CONTENT RATED BY ESRB

PC
CD-ROM
SOFTWARE

UBISOFT™

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Hours: 9am–9pm (EST), M–F
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Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen 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.

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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.

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TABLE OF CONTENTS

GETTING STARTED

Minimum System Requirements 2
Installation 2
Uninstalling the Game 2
Starting the Game 2

INTRODUCTION

Story 3
Object of the Game 3
CSI: Miami™ Personnel 3

PLAYING THE GAME

Main Menu 5
Selecting a Case 5
Navigating a Scene 6
Using the Toolbar 7
Case File 11
Conversations 12
Analyzing Evidence 12
CSI Partner Hints 15
Options Menu 16

COMPLETING A CASE

Bonus Material 17

WARRANTY . . . . . .inside front cover

TECHNICAL SUPPORT . . . . . .inside back cover

GETTING STARTED

Minimum System Requirements

Supported OS: Windows® 98/ME/2000/XP (only)

Processor: Pentium® III 750 MHz or AMD Athlon™ 750 MHz

RAM: 256 MB

Video Card: 16 MB DirectX® 9-compliant graphics card

Sound Card: DirectX 9-compliant sound card

DirectX Version: DirectX 9 (included on disc)

CD-ROM: 16x CD-ROM drive or better

Hard Drive Space: 650 MB available

Installation

To install CSI: Miami™, insert CD 1 into your computer and select Install from the Startup screen. Note: If you choose the Minimum Install option, only the necessary files required to run the game will be installed to your hard drive. Anything that can be run directly from the CD, such as video sequences and animations, will not be installed. You will also be asked to install DirectX. You need these files to play the game, so if you are unsure of whether your computer has them, please install them.

Uninstalling the Game

To uninstall CSI: Miami, click on the Start Menu and select CSI: Miami. Then select Uninstall.

Starting the Game

To launch CSI: Miami, insert CD 1 into your computer and select Start Game from the Startup screen.

INTRODUCTION

Story

You are a CSI intern assigned to work under Horatio Caine at the Miami Dade Crime Scene Investigation Unit. To discover the truth behind the crimes, you must visit crime scenes, interview suspects, and collect and analyze physical evidence. Luckily, you have the help of some of Miami's top CSI agents and support team.

Object of the Game

In CSI: Miami, 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 close the evidence trinity by identifying the relationship between the suspect, the victim, and the crime scene. Only then will you be able to make an arrest and ensure that justice has been delivered to the victims.

CSI: Miami Personnel

Caine, Horatio

CSI Level/Rank: 3/Lieutenant

Place of Birth: Miami, FL

Date of Birth: 4/7/60

Education: B.S. in Chemistry (Florida State University)

Marital Status: Single

Special Skills: Arson and explosives expert, speaks Spanish

Delko, Eric

CSI Level/Rank: 1/Detective

Place of Birth: Miami, FL

Date of Birth: 12/19/76

Education: B.S. in Chemistry (University of Miami)

Marital Status: Single

Special Skills: Fingerprints, drug identification, fluent in Spanish and Russian

Duquesne, Calleigh

CSI Level/Rank: 2/Detective
Place of Birth: Darnell, LA
Date of Birth: 2/28/74
Education: B.S. in Physics (Tulane University)
Marital Status: Single
Special Skills: Ballistics, firearms, fluent in Spanish

Speedle, Tim

CSI Level/Rank: 3/Detective
Place of Birth: Syracuse, NY
Date of Birth: 6/24/73
Education: B.S. in Biology (Columbia University)
Marital Status: Single
Special Skills: Trace, impressions evidence, audio visual analysis

Woods, Alexx, M.D.

CSI Level/Rank: Medical examiner
Place of Birth: Queens, NY
Date of Birth: 8/13/60
Education: B.S. in Chemistry (NYU); M.D. Pathology (Rutgers University)
Marital Status: Married, two children
Special Skills: Medical doctor, pathology

Salas, Yelina

CSI Level/Rank: Robbery/homicide detective
Marital Status: Widowed (married to Raymond Caine), one child: Raymond, Jr.
Special Skills: Fluent in multiple languages

PLAYING THE GAME

Main Menu

- **New Game:** Begins a new game. Type a file save name into the text box, and click Start. You will be prompted to select a base difficulty level before you begin your investigation. Choose an option to continue. Game difficulty options can be adjusted at any time by pressing the Esc key and selecting the Options/Game Settings tab. All your future progress will be saved under the save file name you provided.
- **Load Game:** Continues a previously saved game. Select the case you wish to begin or continue, then click on Start to begin the case, Start Over to replay the case from the beginning, or Load to resume the case from the last place you left off.
- **Options:** Adjusts the gameplay, audio/video, and performance options in the game.
- **Training Level:** A special tutorial training level that will teach you the basics needed to collect evidence, interview suspects, and process evidence in the laboratory.
- **Credits:** Displays the production credits for the game.
- **Quit:** Quits the game and exits to Windows.

Note: You can return to this menu at any time by hitting the Esc key and clicking on Main Menu.

Selecting a Case

When you first start playing CSI: Miami, you will only be able to access Case One: "Lator, Gator." Crime rarely takes the day off, however, so as you complete each case, a new one becomes available. There are a total of five cases to be solved. To begin a case, select it from the list of available cases and click Start.

After you have completed a case, you can either start investigating a new case, or replay a previously completed case to work for a better evaluation ranking. To start a new case, select the case from the list and click Start. To replay a previously completed case, select the case and click Start Over.

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

Horatio will give you a brief overview of any relevant background information before you head out into the field to begin your investigation. Then, you're on your own!

Navigating a Scene

Looking Around

Some panoramic scenes allow you to use the cursor to look 360 degrees 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 forward arrow whenever it passes over something that can be examined more closely. Clicking on that item or area with a forward arrow allows you to move closer.

Note: If you want to investigate even more closely, or to 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 previous view. 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 to indicate that you can go back one level. 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 the options for that category.

Locations

The Locations bar shows all available crime scene and CSI office locations. Clicking a location icon during normal gameplay 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 Alexx Woods, M.E., will conduct autopsies and help you with victim analysis.

Yelina's Desk: Where Detective Yelina Salas will manage warrants and interrogations and give you investigative help.

Laboratory: Where you can find lab technician Valera, the computer, the image enhancement/microscopy equipment to help with evidence analysis, and the assembly table where you can reconstruct different pieces of evidence.

These locations are always available even if they are not required at a particular moment in your case. For example, the Morgue may be available to you even if you are unable to recover the body at that time.

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, first click on the category tab (Collection or Detection) that contains that tool. Rolling the pointer over a tool icon will give 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-click a tool icon to see a pop-up with more detailed information about the tool.

Different tools are used in different ways. All tools require you to click to activate them when over an object with which they can interact. For example, when using the casting kit, select the tool, then click when over an indentation to try and cast it. When using fingerprint powders, 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.

Many tools, when successfully applied, will add a piece of evidence to your toolbar. Evidence can be further processed with tools even after you have collected it. To process evidence in your inventory, simply double-click on the evidence icon in your toolbar, select the appropriate tool, and use it on the image of the evidence displayed in the evidence pop-up.

Collection Tools

Glove

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

Usage: Move the tool cursor over the item and click.

Tweezer

Description: Very sharp and durable tweezers used for picking up dangerous or minute pieces of evidence.

Usage: Move the tool cursor over the item and click.

Swab

Description: A forensic swab used to take clean samples of unknown liquid or dried liquid samples to be processed in the CSI lab.

Usage: Move the tool cursor over the area and click.

Mikrosil™

Description: A putty-like casting material used to make molds of wounds and tool marks on a variety of surfaces.

Usage: Move the tool cursor over the area and click.

Electrostatic Dust Print Lifter

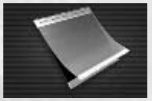
Description: A device that deploys an electrostatic field on a Mylar film to lift dust prints from various surface types.

Usage: Move the tool cursor over the area and click.

Casting Plaster and Frame

Description: A metal frame filled with plaster used to take impressions of shoe prints, footprints, and tire tracks.

Usage: Move the tool cursor over the area and click.



Adhesive Tape

Description: Adhesive vinyl lifter used to recover light, powdery, or scattered evidence.

Usage: Move the tool cursor over an item and click.

Adhesive Specimen Mount

Description: Adhesive pad used to lift powdery substances for chemical and electron microscopic analysis in the lab.

Usage: Move the tool cursor over the substance and click.

Detection Tools

Ninhydrin

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

Usage: Click, then brush the tool cursor over the area to reveal new evidence.

Fingerprint Powder

Description: Powders used to enhance fingerprints on smooth surfaces.

Usage: Click, then brush the tool cursor over the area to reveal new evidence.

Magnetic Powder

Description: Magnetic powder used to enhance fingerprints on certain porous objects, such as wood, polystyrene, and painted surfaces.

Usage: Click, then brush the tool cursor over the area to reveal new evidence.

Brush

Description: A heavy brush used to remove dirt from surfaces and uncover buried objects.

Usage: Click, then brush the tool cursor over area to reveal new evidence.

Ultraviolet Light

Description: A handheld device that provides invisible light at various wavelengths to enhance potential items of evidence, including bruising and accelerants.

Usage: Move the tool cursor over the area and click.

Flashlight

Description: A powerful flashlight used to identify potential items of evidence in darkened areas.

Usage: Move the tool cursor over the area and click.

Magnifying Scope

Description: A battery-operated magnifier with optically ground and polished lenses, useful for examining trace evidence.

Usage: Move the tool cursor over the area and click.

Luminol

Description: A chemiluminescent that reacts with the iron in hemoglobin, causing blood traces to glow with a blue-green light.

Usage: Click, then brush the tool cursor over the area to reveal new evidence.

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, and hair samples.
- **Documents:** Including printouts, forms, photographs, or papers.
- **Items:** General items such as weapons, clothing, and other larger pieces of evidence.

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

Evidence can be further processed with tools from this pop-up view even after you have collected it. To process evidence in your inventory, select the appropriate tool, and use it on the image of the evidence displayed in the evidence pop-up.

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.

Case File

Use the Case File to review case details in order to give you fresh ideas for your investigation. The Case File dynamically updates whenever new information comes to light. Open the Case File by clicking the folder on the bottom right of the screen.

The evidence trinity is the triangle in the right-hand corner. It describes key linkages between the three elements of a crime: the suspect, the crime scene, and the victim.

Victim/Hint Files

To view the victim's Case File entry, click the Victim tab. This contains the latest information about the victim and the crime as it relates to their evidence trinity linkage:

- **Victim/Crime Scene:** Helps confirm the location where the crime took place.

This evidence linkage can be strengthened by uncovering evidence, including personal effects, alibi details, trace evidence, and witness testimony. The arrows for each linkage in your Case File will grow and change color as you build a body of evidence that supports it.

Other information relevant to that victim but not fitting into the category above appears under the Information heading. To view hints you have obtained from your CSI partner, click the Hints tab. Any hints you have previously requested will appear here.

Suspect Files

To view a suspect's Case File entry, click the Suspect tab. Suspect information is organized by two relevant evidence trinity groupings:

- **Suspect/Crime Scene:** Shows that the suspect has some connection to the location of the crime.

- **Suspect/Victim:** Associates the suspect with the victim.

Each of these evidence linkages can be strengthened by uncovering evidence, including personal effects, alibi details, trace evidence, and witness testimony. The arrows for each linkage in your Case File will grow and change color as you build a body of evidence that supports it.

Other information relevant to that suspect but not fitting into the categories above appears under the Information heading. Any rap sheets that have been previously obtained for suspects can also be reviewed from within their Case File entry.

When you think you have enough evidence on a suspect, go to Yelina's Desk to see if you have enough of the evidence trinity completed to justify a warrant.

Note: Information may be a red herring that leads nowhere, or may be tentative and require further investigation before becoming valid.

Reconstructions

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

Conversations

You will frequently have to interview suspects 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 the suspect 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.

Analyzing Evidence

You need to analyze 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 Laboratory icon in the Locations bar.

When the Evidence Tagging gameplay assist option is turned on, evidence icons will update to show their state of analysis. A gray tag will appear on the evidence icon once you have received your first update about it. A yellow tag will appear once the evidence has been analyzed to its furthest possible extent. Other evidence icon tags will indicate whether Valera has prepared the evidence for computer or image enhancement/microscopy analysis.

Valera

To ask Valera to analyze a piece of evidence, click and drag the evidence from the Evidence bar to Valera. If she can perform an analysis, she will immediately give you her findings. Sometimes, she will simply send the evidence to the computer or the image enhancement/microscopy equipment for you to process the evidence further.

Image Enhancement/Microscopy

To examine a piece of evidence or photograph in closer detail, click on the Image Enhancement/Microscopy equipment 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 you believe there to be a significant similarity between the two samples, click on Confirm Match to ask your CSI partner for confirmation.

Some evidence will automatically produce a set of reference samples at the bottom of the interface for comparison once dragged into a viewfinder pane. To do a comparative analysis, simply drag any of the samples up into the remaining frame and click on Confirm Match to get a confirmation from your CSI partner.

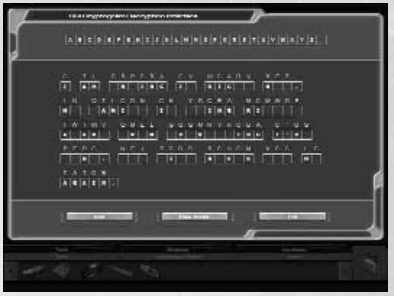
Computer Comparisons and Searches

Click on the Lab Computer to perform a search or comparison. Click the appropriate menu item to launch the relevant interface. The computer allows you to perform many different search-and-compare functions, such as:

- **Fingerprints:** Allows collected sample matching and comparative fingerprint searches through the convicted offender database.
- **Audio/Video:** Allows comparison of audio voiceprints or video samples.
- **Shoe Prints:** Allows collected sample matching and comparative searches of known shoe-outsole impressions.
- **DNA:** Allows comparative DNA searches through the convicted offender database and collected sample matching.
- **Search Links/Special:** Performs public- and business-record searches, as well as other special functions. Also allows access to a special cryptography interface for deciphering scrambled text messages.

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 interface. If you believe a match exists, click the Confirm Match button. Your CSI partner will check your work and determine to what degree they match.

To perform a search, drag a piece of evidence from the toolbar onto either window of the interface, then click the Search button. In the case of fingerprints and DNA, the computer will automatically search all known references or samples in its database and generate a set of possible matches. You will then have to examine each of the results against your collected sample to determine whether a match exists. If you are sure of a match, click on the Confirm Match button to have your CSI partner check your work.



Note: Even though the search engine may generate a set of search results, it does not guarantee that there will be a match among them. It is up to you to visually analyze and compare the results to your collected sample in the hopes of confirming a match candidate. Often, the search results from the database will not yield a positive match to your sample, but you still need to be thorough!

When deciphering scrambled text messages under Search Links/Special, you will be given a special cryptogram interface. To decipher the phrase, click a letter in the message, then assign it a letter from the alphabet above until you solve the puzzle. Alternately, you can click a letter in the message, then assign it a letter from the alphabet. The Hint button reveals one correct letter assignment to the puzzle, but will cost you case performance evaluation points. Clear Puzzle clears all assigned letters but preserves those revealed with the Hint button.

Assembly Table

The assembly table allows you to piece together torn photos, shredded documents, and shattered glass. To assemble shattered or torn evidence, simply click on a fragment and drag it to align with the correct corresponding piece. The pieces will automatically "snap" together and become one larger piece. Keep assembling the pieces until you have restored the original item. The Reset Pieces button will restore a puzzle in progress to its original scrambled state.

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 review any previously requested hints in the Victim/Hints tab in the Case File.

Warning: Horatio 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 the game brings up the Load Case/Options/Statistics menu.

Game Settings

Adjusting the game settings will make the game easier or more challenging. Game settings include:

- **Navigation Hotspots:** When this option is on, your cursor will change color if you are over an area in a crime scene that can be investigated further.
- **Active Tool Hotspots:** When this option is on, evidence that can be processed will cause the tool cursor to "glow" when the tool is passed over it, providing a visual cue that a tool can be applied.
- **Auto-Evidence Question:** When this option is on, questions relating to specific evidence will automatically become available when speaking to a suspect or CSI staff member (with the option off, you will have to drag-and-drop evidence over characters to reveal relevant questions).
- **Evidence Tagging:** When this option is on, evidence icons on the toolbar will receive a yellow tag to indicate when no further analysis of the object is possible.
- **Location Tagging:** When this option is on, location icons on the toolbar will indicate when no further evidence is available at the location at the current time.

Audio and Video

Adjusting the audio and video settings will let you customize the gameplay experience to suit your personal preferences. These include:

- **Graphics Quality:** Select Low for low-performance computers and High for higher-performance computers.
- **3D Renderer:** Select DirectX, OpenGL, or Software depending on your hardware and video card configuration.
- **Subtitles:** When this option is on, subtitles will appear on-screen during spoken dialogue.

Performance

Adjusting the performance settings can help improve the performance of the game on older or slower computers. The settings include:

- **High-Quality Animation:** When this option is on, game animations play at their highest quality (recommended for high-performance computers).
- **Visual Effects:** When this option is on, the game will display higher-quality graphic effects (recommended for high-performance computers).

- **Frequent Autosave:** When this option is on, the game will be automatically saved with a higher frequency (recommended for high-performance computers).
- **High-Quality Sound Mixing:** When this option is on, the game will use more sound channels (recommended for high-performance computers).
- **Maximum Memory Usage:** When this option is on, all available memory on your computer will be used for gameplay (recommended for high-performance computers).

COMPLETING A CASE

To complete a case, you need to collect and analyze enough information and evidence to arrest a suspect. Once you have done this, you will be taken to Horatio, who will provide you with a closing comment about your performance. Your evaluation is based on your thoroughness in the case, and is calculated by 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 material 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. If you earn a Master ranking in all five cases, you will unlock the Super CSI Bonus Materials. Congratulations!

To access the bonus material associated with a particular case, click Extras in the Statistics screen, then the View button. When you're finished, click the Close button to return to the Case Select screen. If you have not unlocked all the bonus material for a case, you can replay it to try for a better score.

CSI: Miami™

Proof of Purchase

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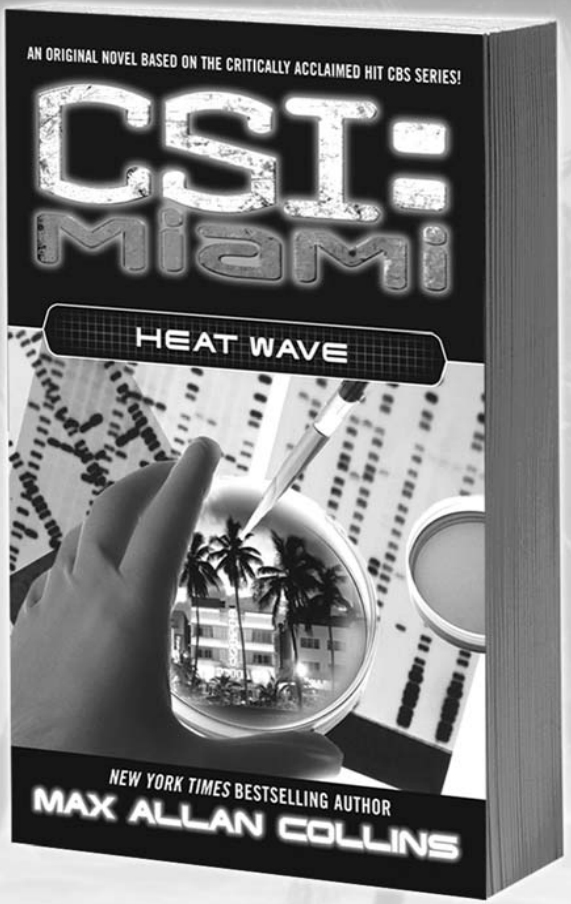

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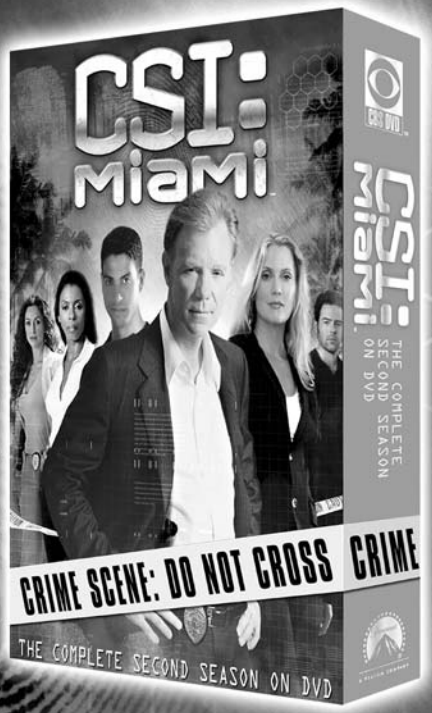

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