The background of the page is a grayscale image of a CSI scene. In the foreground, a person is lying on the ground, possibly a victim. In the background, a police car is visible. The scene is dimly lit, suggesting a crime scene investigation.

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GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

- Windows® 98/ME/2000/XP only.
- Pentium® II 300 MHz/AMD K6-III 450.
- 64 MB RAM (256 recommended for Win XP).
- 8 MB DirectX® 8.1 compatible graphic card.
- 4X CD-R/D drive.
- DirectX 8.1 compatible sound card.
- 650 MB available hard disk space.
- DirectX 8.1 (included on disc).
- Quicktime 6.0 (included on disc).

INSTALLATION

To install CSI: Crime Scene Investigation™, insert CD I into your computer and select Install from the Startup screen.

Note: If you choose the Minimum Required 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, will not be installed.

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 I into your computer and select Play from the Startup 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 and analyze 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 in order 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: "Inn 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.

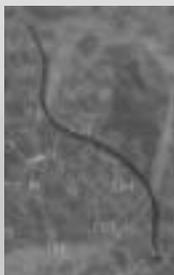
NAVIGATING A SCENE

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 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 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 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 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 a fingerprint area.
	UV Light	A hand-held 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 luminescence 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 that was found.
- A 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.

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.

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 organized 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 into 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 often must 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 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.

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 Lab icon in the Locations bar.

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

Greg Sanders

To ask Greg Sanders to analyze 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 perform a search or comparison. 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 the 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.

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, audio analysis, and Internet searching. When these functions become active, simply click on these program buttons to access their screens.

COMPLETING A CASE

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 gameplay 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.

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 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 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! 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 splatter 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 coulda gone down."



Sarah 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."

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 Gims: 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 Bejdos
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Leda Callista: Erin Karpluk
Dr. Wilkinson: Alistair Abell
Mrs. Wilkinson: Samantha Ferris
Desert Gardens Worker: Bill King

369 INTERACTIVE

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WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

Refunds

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product / Documentation Replacements

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or

available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778
 Hours: 9am-9pm (EST), M-F

Address:

Ubi Soft Support
 3200 Gateway Centre Blvd.
 Suite 100
 Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment'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

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it 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 Email

For fastest response via email, please visit our website at:

<http://support.ubi.com/>

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling 919-460-9778. Note that this number is for technical assistance only. No 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 computer and have all of the necessary information listed above at hand. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9am-9pm (Eastern Standard 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 use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Center Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment 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 our 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.

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PROOF OF PURCHASE



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