

Legacy Interactive® is pleased to present Law & Order™: Criminal Intent.

For information on Legacy's other games please visit our website at www.legacyinteractive.com.

GETTING STARTED

Minimum System Requirements

Windows 2000/XP/x64
Pentium III 800 MHz or equivalent
128 MB RAM, 2 GB available hard disk space
12x CD-ROM drive
DirectX 9
DirectX 9-compatible 64 MB video card
DirectX 9-compatible sound card

Installation Instructions

To install *Law & Order: Criminal Intent* complete the following:

- Insert Disc 1 into your CD drive.
- Follow the on-screen instructions.

If the startup screen does not appear automatically, double-click the My Computer icon, then double-click the CD icon. Double-click on the Setup.exe file and follow the on-screen prompts.

Uninstallation Instructions

To uninstall *Law & Order: Criminal Intent* complete the following:

- At the Windows desktop, select Start, then Programs, then Legacy Interactive, then Law & Order Criminal Intent, then Uninstall Law & Order Criminal Intent.

Starting the Program

To launch *Law & Order: Criminal Intent*:

Double-click the *Law & Order* icon on your desktop
or

Select your Start menu, then choose Programs, then Legacy Interactive, then Law & Order Criminal Intent, then Launch Law & Order Criminal Intent.

Customer Support

Questions? Problems? We're here to help.

Find your answers by going to our website, www.legacyinteractive.com, and clicking on SUPPORT. From there you can access a support FAQ, tips and hints, the discussion board, patches and much more.

To contact us by phone, call from 9AM – 5PM EST, Monday – Friday at (410) 568-3636.

Introduction

Ambitious prosecutor Martin Castillo is found floating in the East River, with multiple stab wounds in his body. A beautiful young woman is murdered in a hotel room. Lisa

Stokes' wrists are slashed and, interestingly, a pillowcase draped over her face. Bank Executive James Warren is bludgeoned to death by a baseball bat wielding assailant, in the foyer of his home. As Detective Goren solves each murder, he begins to realize that they are somehow connected. But how?

You play Detective Robert Goren and guide his every move throughout the investigations. You'll need to search the scenes for clues and order lab tests, surveillance reports and background checks. As you question witnesses and interrogate suspects, you'll need to choose which interview techniques to employ. It's up to you as Detective Goren to track down the killers and bring them to justice.

Object of the Game

In *Law & Order: Criminal Intent*, your goal is to solve four murder cases. You'll initially be presented with three homicide cases which can be solved in any order. After solving all three cases, you'll be presented with an additional one that ties the previous murders together. Your ultimate goal is to solve the fourth (and most challenging) case to uncover the truth.

PLAYING THE GAME

Main Menu

The Main Menu is the first screen you will see after starting the game. While playing the game, you can access the Main Menu from the Main Menu option on your PDA.

New Game

Select New Game to start a completely new game from the beginning.

Resume Game

If you accessed the Main Menu while playing the game, you can select Resume Game to return to your current game in progress. If there is no game in progress, Resume Game will be inactive.

Load Game

Choose Load Game to play one of your previously saved games. An image of the location where you were in the game is automatically saved with your game. Use the up and down arrows (if necessary), select the name of the game you want to play, then click Load to resume the game at its last save point.

Save Game

Select Save Game to save the game you are currently playing. Enter a descriptive name for your game and click Save. Upon returning to the Main Menu, choose Resume Game to return to the game.

Options

Choose Options to modify various settings in the game.

- **Difficulty Level:** Allows you to choose between the difficulty settings of Novice, Standard and Expert. At the Novice level, you will receive more hints when examining certain pieces of evidence and you will find it easier to question witnesses than at harder levels. You can change your difficulty setting as often as you like, whenever you want.
- **Subtitles:** Allows you to switch the text display of spoken dialog on or off.

- Minimized PDA: Allows you to switch between having the PDA minimized on the screen when not in use, or not appearing on the screen when not in use. If the minimized PDA is turned off, you can access your PDA at any time by clicking the right mouse button.
- Background Animation: Allows you to turn incidental animations on or off.
- Music: Allows you to turn the background music on or off.
- Background Sounds: Allows you to turn the ambient sounds on or off.
- Shadows: Allows you to choose between High Quality or Low Quality shadows. For better performance on certain machines, choose the Low Quality option and turn off background animations.
- Audio Volume: Move the slider to set the desired sound volume level.

After making changes on the Options screen, be sure to choose Save to apply the changes.

Credits

Select Credits to view the list of people who helped create this game.

Quit

Select Quit to exit the game.

PDA

The PDA is used to access important options during the game. Click the minimized PDA or right-click any area in a scene to access the PDA. The PDA contains the map, inventory, cell phone, case log and access to the Main Menu.

Map

Use your map on the PDA to travel to different locations by selecting one of the names of the locations. When you begin each case, your map has relatively few locations available. As your investigation unfolds, more options will become available as new leads are uncovered. Be sure to check back with witnesses more than once. If new information reveals that a witness has lied or may know more than what you were told, another interview may become available.

Note that the locations on the map are specific to each case. There are some locations (such as the Major Case Squad, Crime Lab and Medical Examiner's Office) that appear across all cases. Within the Major Case Squad, you can navigate to Detective Goren's desk, Captain Deakins' office, the Surveillance Unit, the Records and Research Unit, and the Interrogation room.

Inventory

Each piece of evidence you collect or witness you interview will automatically be added to the inventory feature in your PDA. The inventory is categorized into four sections: Witnesses, Physical Evidence, Documentary Evidence, and Reports. To switch between the sections, select one of the four tabs in the inventory. When an item is added to your inventory, it will automatically be placed in the appropriate category. Hovering your pointer over an item in your inventory will display its name. Clicking an item and choosing the Look option will display a pop-up window explaining the item in further detail. You can also analyze an item by clicking its icon and choosing the Analyze option. An item can be used by clicking the item's icon then selecting the Use option.

Note that your inventory only displays the items you have collected on your current case.

Cell Phone

Select the cell phone function of the PDA to call people or to hear messages. When you have messages waiting, a red phone icon will blink on the PDA. When you discover new telephone numbers during your investigation, those numbers will be added to your phone directory, enabling you to call that person and to conduct an interview.

Main Menu

Select the Main Menu icon to access the options on the Main Menu, which include saving, loading and exiting the game.

Case Log

The Case Log feature of your PDA will let you review the important steps you have taken so far in your investigation, including viewing evidence, questioning witnesses, and viewing test results. This is especially helpful when you load saved games and want to remember what you have done so far. Note that the Case Log is specific to the case on which you are currently working.

Navigation

The mouse pointer will take on different shapes depending on the action you can have Detective Goren perform. To perform actions within the game, move the mouse pointer to an area on the screen. If this spot is an interactive area in the scene (also known as a "hotspot,") the pointer will change in appearance.

Default



Clicking the left mouse button in its default state will move Detective Goren to the selected spot (or to the closest valid spot to where Goren can walk). Double-clicking will make Goren run to the selected spot.



Directional

Clicking the left mouse button with this pointer will move Detective Goren to a new view in the direction indicated by the arrow. Double-clicking will make Goren run to change views.

Interactive



Clicking the left mouse button with this pointer will move Detective Goren to that spot and display the multicursor allowing you to look, use, collect, analyze and talk. If a multicursor option appears gray, that option is not available.



Look: Choose the Look option to receive additional information about the selected object, such as a closer view.



Use: Choose the Use option to perform an action on an object (such as to knock on a door) or to “pick up” an item from your inventory to use in the scene.



Collect: Choose the Collect option to add the item to the appropriate section in your inventory. If the item is portable, Goren will remove the item from the scene. If the item is not portable (such as footprints), Goren will take a photograph of the item. Note that each witness you interview will automatically be added to the Witness section of your inventory. Results from the Crime Lab, the Surveillance Unit and the Records and Research Unit will automatically be added to the Reports section of your inventory if the results are significant.



Analyze: Choosing the Analyze option on evidence will add the item to your inventory and will request a lab test and a research report to be run on the item. Selecting the Analyze option on a witness will request a surveillance report and a background check on that witness. Lab test results can be viewed at the Crime Lab by talking with the lab tech Tony Bradshaw. Research reports and background checks can be reviewed by talking with Jennifer Lee at the Records and Research Unit at the Major Case Squad. Surveillance reports can be found by talking with Walter Harris at the Surveillance Unit at the Major Case Squad. Once viewed, significant results are automatically added to the Reports section of your inventory.



Talk: Choose the Talk option to initiate an interview with a witness. Each witness you talk to is automatically added to the Witness section of your inventory. See the “Interviewing Witnesses” section below for more information.



Object Needed

When the mouse pointer takes the shape of a question mark, it indicates that an inventory object is needed in order to proceed. Open your inventory from your PDA, click an appropriate item, then choose the Use option. After your pointer takes the shape of the item you selected, click the appropriate witness or object. If none of the items in your inventory are satisfactory, you have not yet collected the necessary item and you will need to return later once you have collected it.



Select

When the mouse pointer takes the shape of the pointing hand, you can select or

drag items in the view. The mouse pointer takes this shape when over certain items with which you can interact.

Interviewing Witnesses



After selecting the Talk option from the multicursor, the interview interface appears when you are able to interview a witness or interrogate a suspect. Available topics appear on the right side of the interface. After selecting a topic, the interview modes appear, represented by Goren faces with different expressions. The five possible interview modes are: confrontational, deceptive, flattering, straightforward and empathetic. Hovering your pointer over the interview modes will display their appropriate label. Only a subset of the interview modes is available at one time. Selecting an interview mode will result in Detective Goren asking about the selected topic in that manner. After the witness responds, note the circular status meter. If it fills with green, the mode you chose was the best option for that topic (and you have completed that topic). If the meter fills with red, the chosen mode was not the best choice and you will need to try a different mode for that topic.

If the status meter completely fills with green, it will flash to indicate you have obtained all the relevant information from that witness at that time. If the status meter completely fills with red, it will flash and the witness will terminate the interview. You will then need to return to that witness later to complete the interview. You may have to return to the witness more than once to get them to cooperate.

If there are no more available topics to select and the meter has not completely filled with green, you have not performed the necessary actions to "unlock" one or more additional topics for that witness. For example, you may not be able to ask a witness about a particular piece of evidence until you find that piece of evidence.

Try to use logic to determine which interview mode is most appropriate. You should consider the content of the topic, the witnesses' current state of mind and what is known about the witness (such as the witness' relationship to the victim and if the witness would be more motivated to tell the truth or to lie). The status meter fills with red more quickly at harder levels of difficulty, so if you are finding it hard to determine the correct mode, you should access the Options screen and switch to Novice mode.

Analyzing Evidence and Witnesses

By selecting the Analyze option from the multicursor, you will be able to find out more information about that piece of evidence or witness. Evidence is sent to the Crime Lab and to the Records and Research Unit. Witnesses are sent to the Surveillance Unit and to the Records and Research Unit. Both the Surveillance Unit and the Records and Research Unit can be found at the Major Case Squad. After you send a piece of evidence or a witness to be analyzed, you will receive a call telling you that the report is ready. To view the results, travel to the Crime Lab, Surveillance Unit or the Records and Research Unit. Next, choose the Talk option on Tim Bradshaw at the Crime Lab, Walter Harris at the Surveillance Unit or Jennifer Lee at the Records and Research Unit. Select an item name from the list to view the results of that item. A checkmark appears next to each item that you have already reviewed. An hourglass appears next to reports not yet ready. If an item's report is not ready, you may need to perform additional actions within the game before the results will become available. Viewed results that are significant will automatically be added to the Reports section of your inventory.

Criminal Profiler

In each case, you will want to build a criminal profile to help determine what type of person would have committed the murder. Criminal profiling is a real-life technique criminal justice officials use when strategically considering characteristics such as race, gender, age and other factors to make discretionary decisions in the course of their duties.

As you collect evidence from the crime scene and other locations, you can build a criminal profile by submitting those items to the laptop computer on Detective Goren's desk. At Goren's desk, select the laptop and choose the Look option to view the Criminal Profiler close-up. Open your PDA, select an item you've collected from your inventory and click the Use option. Place the item in the Submit box near the top-center of the screen and click the Submit button. If the item is relevant to the profile, it will appear in one or more slots below, along with an explanation. An indication of how complete the profile is can be seen in the top-right corner. There are four different levels of profile strength: Weak, Moderate, Strong and Very Strong.

Once your profile strength is Strong or Very Strong, you can submit witnesses to assess how viable they are as suspects. The higher the suspect viability is for a witness, the better match that witness is to your profile, and the higher the likelihood that the witness is indeed the perpetrator of the crime. It is a good idea to submit witnesses multiple times, as new evidence, test results and witness interviews can all affect a suspect's viability.

Using Inventory Items

There are times during your investigation that you will need to use items in your inventory to progress. For example, if you encounter a locked door, it is likely that

you will need to find keys to open it. The pointer taking the shape of a question mark indicates that you need an inventory item to proceed. To do so, open your PDA inventory, select an item, choose the Use option on the multicursor, then click the appropriate area. If the item was not correct, you will need to try with a different one. If you do not have any items in your inventory that will allow you to progress, you will need to return later after you have collected more items.

Bargaining with Witnesses

During some interviews, a witness may become reluctant to give you more information. If this happens, the interview interface will disappear and the PDA inventory will appear. The mouse pointer will take the shape of a question mark (when hovering over the witness) to indicate that an item is needed. You must determine what inventory item you could use to satisfy or threaten the witness to continue the interview. With your PDA open, select an item, choose the Use option on the multicursor, then click the witness. If the witness is not satisfied, you will need to try again. If you do not have an item in your inventory to satisfy the witness, you may have to return to the witness later to make another offer.

Search Warrants

During your investigation, you may need to obtain a search warrant to proceed. To do so, select the Major Case Squad from the map and navigate to Captain Deakins' office. Select Captain Deakins and click the Talk option. Select the Search Warrant topic and choose one of the names of witnesses you have interviewed. Based on your investigation so far, Captain Deakins may or may not grant a search warrant. If a search warrant is granted, you will be able to search a suspect's residence more fully.

Switching Between Cases

After Captain Deakins presents Detective Goren with the three murder cases, you can choose to work on the cases in any order. Although you may have only one active case at any one time, you can choose to work on the other cases and continue your investigation where you left off. To switch cases, return to the Major Case Squad, click the folders on Detective Goren's desk and choose the Look option. The current case you are working on is represented as an open folder. You can choose another case by clicking on the Select button on another folder. Cases that you have finished will appear with a "Case Closed" stamp. Note that the locations on your map and your inventory items are independent of each case.

Interrupting Dialog

You can skip dialog and cutscenes while they are being played by pressing the space bar on your keyboard. You may choose to bypass dialog if you are replaying parts of the game. We do not recommend bypassing dialog for conversations that you have not encountered before, as you may miss information that is important to your investigation.

First 15 Minutes of Gameplay

Note that these instructions are for one case of the three cases available at the start of the game after choosing New Game from the Main Menu.

Major Case Squad: After Captain Deakins presents Detective Goren with the three murder cases, choose Select on the top-right folder.

East River Bank: The Crime Scene Technician describes what is known about the murder. Click the victim's body and choose the Look option. Click the victim's neck

and choose Look. Add the neck wounds to your inventory by clicking the area and selecting Collect. Click the Back arrow (in the top-right corner) twice to exit the view of the body.

Select the bottom of the screen to make Goren walk to the next view. Select the left edge of the screen to have Goren walk to another view. Once the fisherman, John Lassiter, is in view, click him and choose the Talk option.

After the interview interface appears, select the Location topic. Hover the mouse pointer over the different interview modes and choose the Straightforward option (the fourth small Goren head). Select the Time of Discovery topic and choose the Empathetic mode (the fifth small Goren head).

After the conversation is over, select the minimized PDA and choose the Map option (the globe icon). Scroll down and choose the Medical Examiner's Office.

Medical Examiner's Office: Select the left edge of the screen to walk across the room. Click the Medical Examiner and choose the Talk option. Select each topic individually. Choose Close to finish the interview. Select the PDA to view the map and choose the Con Edison Station.

Con Edison Station: Navigate up the driveway. Click the dumpster and choose the Look option to view inside. Click the wire cutters, choose the Collect option and exit the close-up. Proceed toward the water.

Select the hole in the wire fence near the corner and choose the Look option. Select the PDA and choose the Inventory option (the briefcase icon). Click the wire cutters, choose Use and select the hole in the fence. Enter the area inside the fence and collect all the evidence (including the keys).

Exit the fenced in area and navigate to the top-right of the screen to the car. Look inside the car and view the ashtray. View the contents of the ashtray close-up. Click and drag on the pieces to assemble the cigar bands to create one complete cigar band. Hint: The pieces you need will overlap and there are extraneous pieces that you will not use. If you are having trouble, select the Main Menu option on the PDA, select Options and choose the Novice level.

Once you have assembled the cigar band correctly, Goren will identify it as a Julietta cigar band. Click the Exit button twice to return to the scene. Open your PDA, click the cigar band and choose the Analyze option to request an analysis of the cigar band. Choose PDA and select the map. Scroll down and select the Major Case Squad to learn about the Criminal Profiler.

Major Case Squad: Navigate to the left to the Records and Research Unit. Talk with Jennifer Lee to review the research results on the cigar band. A new location will appear on your map. Travel to the new location and find out if they do sell Julietta cigars.

Winning Strategies

- **Save often.** It's a good idea to save your game often, especially after conducting a long interview or obtaining an important item.
- **Interview everyone.** Be sure to interview everyone you can. Remember that some witnesses will need to be interviewed more than once, so check back with witnesses you have already talked to.
- **Analyze evidence and witnesses.** Sometimes the reports from the Crime Lab, Research and Records Unit and Surveillance Unit will yield important findings that can lead to new witnesses or reasons to interview a witness again.
- **Check your map often.** When a name is mentioned or a piece of evidence reveals a person or an organization that may be helpful to the case, a new label will appear on the map. Note that a new tab will appear only if the clue you received could

logically lead to the location of a witness. If you discover only a person's first name, for example, you shouldn't assume that the police would be able to track that person down. Be sure to use the scrollbars on your map to view the entire map, since new labels may have appeared.

- **Be extremely thorough.** When searching scenes, be as thorough as possible, as evidence can be found in many places. Be aware that sometimes there are additional things to be found within close-up views of evidence. Collect items whenever you can.
- **Use logic during interviews.** In determining which mode to choose for an interview topic, try to think logically. Consider what is known about the witness, the witness' state of mind and the witness' motivations.
- **Speed up gameplay.** You may want to speed up the gameplay by double-clicking in scenes to make Detective Goren run.
- **Change to Novice level.** If you feel like you are not making progress, you may want to change to the Novice level of difficulty and you may hear more hints from Goren about what to do.
- **Visit the Web site** www.lawandordergame.com for more hints and tips on how to play the game.

The Characters

Detective Robert Goren Vincent D'Onofrio
Captain James Deakins Jamey Sheridan

Crime Scene Tech Barry Dennen
Marjorie Atkinson Jennifer Darling
James Bellotti Wally Wingert
George Bennett Barry Dennen
Tim Bradshaw Keith Furguson
Melinda Brooks Jennifer Darling
Rupert Brown Tim Russ
Dennis Campbell Tim Russ
Alex Chang Keith Furguson
Travis Chase Charles Dennis
Nancy Chen Jennifer Darling
Ed Clemmons Tim Russ
Marvin Deane Wally Wingert
Kathy Dillard Iona Morris
Gordon Dixon Tim Russ
Frank Doherty Wally Wingert
Laura Douglas Leigh Allyn Baker
Jerry Fulton Charles Dennis
Frederick Grant Barry Dennen
Walter Harris Tim Russ
Spencer Hastings Wally Wingert
Caroline Higgins Leigh Allyn Baker
Emily Hightower Jennifer Darling
Stephen Finch Keith Furguson
Jenna Kirkwood Julianne Buescher
Tom Kirkwood Barry Dennen
Samir Kumar Charles Dennis
Ian Lancaster Charles Dennis
John Lassiter Tim Russ

Jennifer Lee Julianne Buescher
Richard Maloney Charles Dennis
Xavier Mendoza Wally Wingert
Carla Meyers Julianne Buescher
Jack Morgan Tim Russ
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Gayle Pearson Iona Morris
Tony Piovani Barry Dennen
Hanna Pritchard Leigh Allyn Baker
Helen Reynolds Iona Morris
Barbara Rodriguez Julianne Buescher
Sheila Rogers Jennifer Darling
Hal Rudolph Charles Dennis
Emilio Sanchez Keith Furguson
Rosa Sanchez Julianne Buescher
Howard Schaffer Charles Dennis
Colleen Schuster Iona Morris
Gerald Stokes Barry Dennen
Suzanne Stokes Leigh Allyn Baker
Charlie Timmerman Wally Wingert
Rene Vaughn-Deardon Wally Wingert
Andrea Warren Leigh Allyn Baker
Rachael Warren Julianne Buescher
Sandy Webber Iona Morris
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