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MAN-SC032-UK

PC DVD
ROM

ONLY DVD COMPATIBLE

CONDEMNED



SEGA

SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experienced any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge their center hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in its original case after playing. Do not store the disc in a hot or humid location.

The Condemned: Criminal Origins game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- * Also read the manual of your personal computer.
- * The game disc may not be used for rental business.
- * Unauthorized copying of this manual is prohibited.
- * Unauthorized copying and reverse engineering of this software is prohibited.

SEGA-PC032-UK

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SYSTEM REQUIREMENTS

Operating System: Windows® XP, Windows® 2000, or Windows® Vista.

CPU: Intel Pentium® 4 2.0 Gigahertz or higher

Memory: 512 MB system RAM

Graphics Card: DirectX 9 compliant graphics card with 128 MB of Video RAM (nVidia 6200 or ATI 9500 or later)

Sound: DirectX 9 compliant sound card

Hard Drive Space: 8 Gigabytes of free hard drive space

DVD: Requires DVD drive to install game

INSTALLATION

2
Insert the **Condemned: Criminal Origins** disc into the DVD drive of your computer. After a few seconds the **Condemned: Criminal Origins** Autorun program should appear. Click Install to begin the installation process and then follow the instructions on your computer.

If the **Condemned: Criminal Origins** Autorun program does not appear after you insert the **Condemned: Criminal Origins** disc into your DVD drive, you may have autorun disabled. To manually run the installation process, double-click on the "My Computer" icon on your desktop, double click on your DVD drive, and double click on the icon for the Autorun.exe program.

An alternative way to launch the **Condemned: Criminal Origins** Autorun program is to click on the Windows Start button, select "Run", and type D:\autorun.exe (this assumes that your DVD drive is letter D on your computer).

If you are unable to load the program using the techniques above, make sure you have a DVD drive and not a CD-ROM drive in your computer. See the Troubleshooting section of this manual or the readme file on your **Condemned: Criminal Origins** DVD if you need more information.

CONDEMNED BACKGROUND STORY

What twists the mind of an ordinary human into a serial killer?

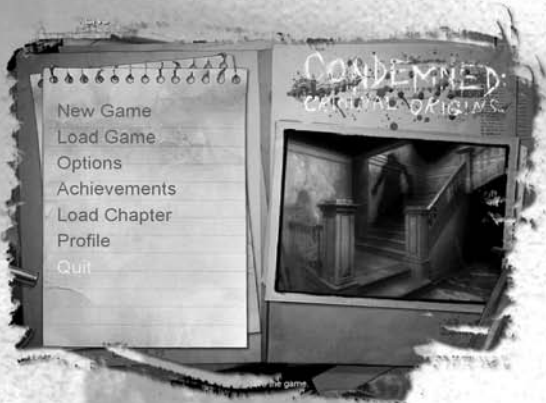
Assigned to the Serial Crimes Unit, Agent Ethan Thomas must answer this question, and bring the worst of society to justice. His solve rate is the best in the bureau....perhaps too good.

While investigating the growing list of serial killers, Agent Thomas concludes that something is twisting the bodies and souls of those that society has left behind. The homeless, addicted and deranged are rising from the city's underbelly and committing mindless acts of violence. Could there be an unseen connection between the increasing brutality of the latest serial killings and the increasing crime rate?

This question is pushed to the forefront after Agent Thomas is framed for the murder of two police officers. Now he must solve the murders to stop the killings, and exonerate himself from the crimes of which he is accused.

As FBI agent Ethan Thomas, you rely on sharp instincts and sophisticated forensic tools to investigate crime scenes, collect evidence, and find clues that will lead you to the killers. With danger lurking in every shadow, you need whatever weapons you can find to stay alive. If you run out of bullets, you'll have to fight with a fire axe, shovel, pipe, two-by-four, or whatever you can pry from the environment around you. You'll need to make sure nothing stops you as you try to uncover exactly who...or what is behind the grisly killings plaguing the city.

MAIN MENU



The Main Menu allows you to choose from the following options:

New Game – Start a new game

Load Game – Load a previously saved game

Options – Bring up the Options Menu (See the Options Menu section for further details)

Achievements – View the status of the Achievements for the current Game Profile

Load Chapter - Launch the game from a chapter already reached

Profile – Select another User Profile for game data

Quit – Exit **Condemned: Criminal Origins**

OPTIONS MENU

On the Options Menu, you can adjust the following items:

Difficulty – Adjust the games difficulty level

Hints - Toggle display of hints

Crosshairs – Adjust the on-screen aiming crosshairs setting

Subtitles – Turn the subtitles on or off



Control Options – Adjust the input options for the game

Keyboard – adjust key definitions for the game actions

Mouse – adjust the sensitivity, mouse smoothing, and pitch (whether camera controls are normal or inverted when the mouse is moved up and down)

Gamepad / Joystick – adjust control options for Gamepads and Joysticks

Restore defaults – reset the game controls to the default settings

OPTIONS MENU

- CONTINUED -

Display – Adjust the display options for the game

Resolution – set the resolution and colour depth for the game. The first two numbers represent the dimensions of the screen and the third number represents the colour depth. For example: 800X600X32 means that the screen will be 800 pixels wide by 600 pixels tall with 32-bit colour mode.

V Sync – adjust whether or not the graphics are synchronised to minimise graphic shearing or allowed to run at maximum speed

Gamma – adjust the brightness of the screen

Sound Options – Adjust the audio options for the game

Sound Volume – Adjust the volume level of sound effects in the game

Speech Volume – Adjust the volume level of the character voices

Music Volume – Adjust the volume level of background music

Enable HW Mixing – Allow hardware sound mixing, if available

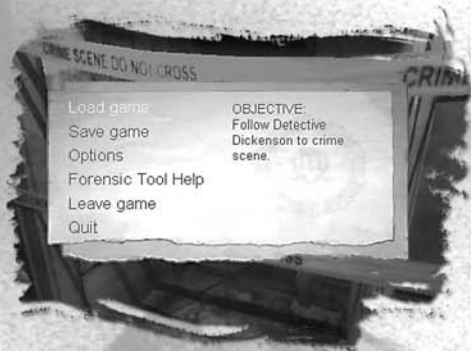
Performance – Adjust advanced game features to maximize the performance of the game on your computer

CONTROLS

Default Controls

Action	(E)	Grab Weapons, Open Doors, Climb Ladders, and Perform other actions (also known as the ACTION Button)
Flashlight	(F)	Turn On / Turn Off Flashlight
Ready Tool	(T)	Toggle between Melee Combat and Forensic Investigation Modes (also known as the TOOL Button)
Ammo Check	(R)	Check the amount of ammo in your firearm (also known as the Check Ammo Button)
Forward	(W)	Move Forward
Backwards	(S)	Move Backwards
Left	(A)	Step Left
Right	(D)	Step Right
Sprint	(Shift)	Run
Fire	(Left Mouse Button)	Attack with Melee Weapon, Fire Firearm, or Collect Forensic Evidence (also known as the FIRE Button)
Block	(Right Mouse Button)	Block an attack (requires skillful timing)
Toggle Melee	(Tab)	Toggle between Firearm Mode / Melee Combat Mode
Fire Stun Gun	(Middle Mouse Button)	Attempt to zap an enemy with your stun gun
Kick	(Spacebar)	Attempt to kick an enemy
Ram	(1)	Perform the Ram finishing move in manual mode
Slam	(2)	Perform the Slam finishing move in manual mode
Snap	(3)	Perform the Snap finishing move in manual mode
Punch	(4)	Perform the Punch finishing move in manual mode
Pause	(Escape)	Pause the game / bring up the Pause Menu
Quick Save	F5	
Quick Load	F9	

PAUSE GAME SCREEN



Mission Objective

The current mission objective is displayed on the right side of the screen. This gives you information as to the immediate goal Agent Thomas is trying to complete to progress further in the current mission.

Pause Game Menu

The following options appear on the Paused Game Menu:

Load Game – The game will be loaded from a previous saved game.

Save Game – The game will be saved so that you can continue at a later time.

Options – Go to the Options Menu to adjust the controls, video, audio, and other game settings.

Forensic Tool Help - Get information about the forensic tools that help Agent Thomas find and collect evidence.

Leave Game – Exit the current game.

Quit – Exit Condemned: Criminal Origins.

HUB ELEMENTS



Health Meter

Agent Thomas' health will decrease as he takes damage. If the Health Meter reaches zero, Agent Thomas will die. To prevent this from happening, Agent Thomas can restore his health by finding health kits.

Endurance Meter

Agent Thomas has the ability to sprint for a limited amount of time. As he sprints, the Endurance Meter that appears on-screen decreases in energy. If the Endurance Meter becomes completely empty, Agent Thomas will only be able to walk when the Endurance Meter replenishes. Agent Thomas will automatically regain energy when he is not walking.

Stun Gun Battery Charge Meter

A fully-charged Stun Gun can fire one round before needing to be recharged. The Stun Gun will automatically begin recharging over the course of several seconds after being fired. The Stun Gun Battery Charge Meter will show the battery being recharged and will disappear when the battery is fully charged.

Forensic Icon

When Agent Thomas approaches forensic evidence, the HUD will display a Forensic Hint. Pressing the TOOL button will automatically ready the appropriate Detection Tool. Once Agent Thomas locates the evidence and approaches it, a second Forensic Hint will appear. Pressing the TOOL button a second time readies the appropriate Collection Tool. The player carries the Detection Tool in the left hand and the Collection Tool in the right hand. The player will then need to focus the Collection Tool on the evidence to properly acquire it. This varies for each of the three collection tools. This is described in the Tools of the Trade Forensic Tools section further on.

Action Icon

When Agent Thomas approaches an action point, the HUD will display an Action icon with an on-screen command describing the action. The player will learn to recognise this icon as well as easily read the command, helping to put the potential action into context.

There are two types of actions the player can perform:

Activate Action

Perform an action with an object in the world (e.g. light switch, pick up weapon, open door.) This type of action uses the ACTION button.

Fire Action

Perform an action with a handheld object (e.g. use a weapon, use an entry tool, or a forensic tool.) This kind of action uses the FIRE button.

TOOLS OF THE TRADE

Forensic Tools

Forensic tools are versatile devices that locate and collect raw data associated with a piece of evidence. These devices are capable of sending the information directly to the lab via a wireless connection. A wide array of evidence can be found and collected out in the field.

There are two groups of tools: Detection Tools and Collection Tools. Detection Tools aid the player in locating evidence while Collection Tools allow the player to either collect or sample the evidence. Within each group are three types of tools. Their description and function are listed below:

Detection Tools

UV Light - The UV Light's primary function is to detect traces of blood visible and invisible to the naked eye causing it to stand out brightly if within the light range of the device. It will illuminate the immediate area directly ahead of the device with a purplish light.

Laser Light - The Laser Light device produces a relatively small cone of light that's greenish in colour. It's capable of illuminating latent pieces of evidence invisible to the naked eye, causing it to stand out brightly if within the light range of the device.



Examples of evidence:

- Fingerprints
- Residues
- Footprints
- Fluids
- Fibers
- Particles
- Markings/Etchings

Like the UV Light, the Laser Light's performance is dependent on the ambient light level in the area.

Gas Spectrometer - The Gas Spectrometer monitors the presence of a foreign substance in the air, displaying its concentration in a meter. The player can use the meter to track down the pollutant's source such as fumes (most notably methane gas emitted by decaying flesh).



Collection Tools

Sampler - The Sampler evaluates the chemical makeup of a piece of evidence and transmits that back to the lab for identification and evaluation.



Example evidence:

- Material
- Residues
- Temperature
- Particles
- Fluids
- Fibers

3D Scanner - The 3D Scanner captures the three dimensional aspect of evidence and transmits the information back to the lab.



Example evidence:

- Imprint
- Wound
- Small object
- Fingerprint

Digital Camera - The Digital Camera is used to capture images that are transmitted back to the lab for evaluation.



Example evidence:

- Crime scene/Environment
- Body or body parts
- Blood spatter
- Document

Tool Operation

Using a tool is extremely easy and intuitive mainly because it reacts contextually. Once Agent Thomas enters an "Instinct Area," an on-screen hint will appear telling the user that evidence is near by. Simply pressing the TOOL button will automatically ready the appropriate Detection Tool. Once Agent Thomas locates and approaches the evidence, a second on-screen visual indicator will appear. Pressing the TOOL button a second time readies the appropriate Collection Tool. The player now has the Detection Tool in the left hand and the Collection Tool in the right hand. At this point, an on-screen hint will inform the player to press the FIRE button to collect evidence.

- **3D Scanner** – To center the device properly:
 - Align your aim until the four arrows are illuminated showing that the evidence is centered.
 - Adjust the crop-lines so that they are locked onto the evidence.
 - You'll now be prompted to collect the evidence by your fire button.
- **Sampler** – To center the device properly:
 - Align your aim until the four arrows are illuminated showing that the evidence is centered.
 - Adjust the light beams so they are focused on the evidence.
 - You'll now be prompted to collect the evidence by your fire button.
- **Digital Camera** – To center the device properly:
 - Align your aim until the four arrows are illuminated showing that the evidence is centered.
 - Adjust the focus so the focus icons are lined up and the evidence is in focus.
 - You'll now be prompted to collect the evidence by your fire button.

Once the collection process is complete, the information will be transmitted to the lab. The tools (if no longer needed) will be stowed automatically.

Collecting, Analysing and Determining Results

Though Agent Thomas plays an important part in finding, collecting and reacting to evidence, the actual analysis is done by Rosa, an expert lab technician. Raw data captured from evidence found in the field is sent via a wireless transfer to Agent Thomas' liaison back in the FBI's forensic lab. Rosa then runs a battery of tests. Some tests are quick and the results are fed back to the player immediately while others are more involved, requiring additional time.

The most common method of receiving results is through the wireless connection established when using a Forensic Tool. When the tool is in use, Agent Thomas is connected directly to Rosa. Once in receipt of the data, Rosa will provide Agent Thomas with preliminary information regarding the evidence almost immediately both verbally and visually. The visual component is shown on Agent Thomas' cell phone display. Results and conclusions accumulated after further testing (usually after the moment a particular piece of evidence is found) will be relayed to Agent Thomas through a normal cell phone call (see Cell Phone section for further details).

Instincts

Part of what makes Agent Thomas an invaluable agent for the FBI are his natural instinctive abilities. These are signified by Instinct Areas that help notify you that a piece of evidence is nearby and that it is necessary to hit the TOOL button to have Agent Thomas ready his forensic device. From this point on, it is up to the player to help Agent Thomas find evidence. If Agent Thomas strays too far from the evidence, the Instincts will fade away and the tool will be stowed automatically, returning Agent Thomas back to exploration/combat mode.

It is important to note that Agent Thomas can be attacked at any time – even when looking for evidence with his forensic tools - so don't let down your guard when looking for evidence!

Flashlight

A flashlight is an agent's most basic and reliable tool. Its primary function is to illuminate low light environments. The flashlight itself is attached to the agent's shoulder strap of his forensic tool bag leaving the hands free to perform other tasks like using weapons and forensic tools. Once turned on, a beam of radial light illuminates the environment directly in front of the player.

Some environmental stimuli may affect the performance of the flashlight. For example, local interference can cause the flashlight to temporarily dim or go out completely.

Cell Phone

The cell phone is one of the primary methods of communicating. When the cell phone rings, Agent Thomas will automatically answer the phone. The phone itself is removed from its Velcro holder and lifted into view. Any visual information associated with the call is shown on the screen. Once the phone is activated, a two-way conversation between the caller and Agent Thomas is heard. When the call is completed, the phone is replaced in its holder.

WEAPONS

Both the violent force of a double-barrel shotgun and the brutal force of a rusty shovel feel right at home with Agent Thomas. However, Agent Thomas can carry only one weapon at a time, so you may need to make some tough decisions when choosing between different weapons. Ammunition is restricted to the amount that is found in the weapon, so make every shot count!! Firearms can also be used as melee combat weapons – so even an empty firearm can do some damage – although firearms will break if used repeatedly as a melee weapon.

Acquiring a Weapon

You must frequently locate and acquire a suitable weapon for the moment. There are four primary ways to acquire a weapon:

Pick up – Picking up a weapon lying free is the most basic form of acquiring a weapon. An on-screen indicator will appear when Agent Thomas is standing near an object he can use as a weapon. Simply press the Action Button to acquire the new weapon.

Swap – Swapping a weapon for another weapon is similar in function as picking up a weapon. The difference being, the current weapon is dropped before the new weapon is grabbed.

Break free – Some weapons are afixed to the world and must be broken free (e.g. pull a pipe from a riser or pull a board from a stud wall). It is important to note that the enemies can acquire any weapon that you can, including weapons that can be broken free.

Stripping – Stunning an armed enemy by zapping them with your Stun Gun presents a window of opportunity to strip them of their weapon. In order to strip a weapon from a stunned enemy, run over to them and press the Action Button while looking at their weapon.

Weapon Values

When Agent Thomas approaches an available weapon, a visual indicator will appear showing how the new weapon compares to Agent Thomas' currently equipped weapon. Every melee combat object has distinct values for the following weapon attributes:

Damage – the greater the rating, the fewer hits required to take out an enemy

Speed – the rate at which the weapon can be swung

Block – the weapon's ability to block incoming attacks

Reach – the distance that the weapon can hit an enemy

Each weapon has its advantages and disadvantages – and selecting the right weapon for the task at hand can be the difference between survival and defeat.

Weapon Classes

Every weapon in the game falls into one of three classes: Firearms, Entry Tools, or Debris Melee Objects:

Firearms

You will have access to an array of street-grade firearms that are ideally suited for long range battles or battles involving multiple enemies. However, the limited ammo supply restricted to the ammo found in each weapon makes firearm usage very strategic.

Switch to Melee and Back

Firearms can also be used as melee weapons at any time, either loaded or empty.

Checking Weapon Ammo

Although there is no ammo inventory, it is important to know the number of rounds available in a weapon. Once the weapon is in Agent Thomas' hands, hitting the Check Ammo Button will expose the number of rounds in the clip, cylinder or barrel, depending on the weapon.

Breaking

A firearm used as a melee weapon will eventually break and become useless. After a limited number of impacts the weapon will break apart in the player's hands forcing the player to locate a new weapon. Strategically, it is important to not abuse a loaded firearm and lose the ability to fire it. Having an empty firearm break during a fight with multiple enemies can be disastrous as well! When a firearm becomes damaged, the handle/stock will splinter and break off. At this point, you should note that the weapon has at most, one to two more impacts before completely breaking.

Firearm Details

- Revolver with a 6 round cylinder



- .45 Cal with a clip of 9 rounds



- Single-barrel shotgun that can carry a maximum of 5 shells



- A double-barrel sawed off shotgun that can carry a maximum of 2 shells



- Street grade sub gun with an ammo clip of up to 20 rounds



Entry Tools

Entry tools are rare and serve two purposes. They are deadly melee weapons as well as a means to break open secured barriers.

- Crowbar: Capable of popping open panels and drawers



- Fire axe: Capable of breaking down solid wood doors



- Sledgehammer: Capable of breaking off padlocks and door locks



- Shovel: Capable of cutting through conduits and chains



Debris Melee Weapons

Debris melee weapons represent the most abundant type of melee weapon. These objects are either acquired from a fixed source in the game world (e.g. pipe risers, exposed wall studs, broken concrete.) or found lying free. Here are a few examples of items that can be used as Debris Melee Weapons:

- Pipe



- Rebar



- 2x4



Stun Gun

Law enforcement officers attempt to control their behavior using various non-lethal devices. One of the more popular and most effective devices is the Stun Gun. The Stun Gun manages to stun targets without causing damage and is standard issue to all police officers and SCU field agents.

Battery Charge

A fully charged Stun Gun can fire one round before needing to be recharged. The Stun Gun will automatically begin recharging over the course of several seconds after being fired. The Stun Gun Battery Charge Meter will show the battery being recharged and will disappear when the battery is fully charged.

Stunning Enemies and Stripping Their Weapon Using the Stun Gun

Shocking an enemy with the Stun Gun will cause them to spasm for a few seconds while the battery bolts release their charge. Once the battery bolts are depleted, the enemy will go into a short recovery period before returning to normal.

While the enemy is incapacitated, it's possible to approach the stunned enemy and then take his weapon.

Melee Combat Strategies

Here are some basic melee combat strategies. Many of them require the player to take advantage of a moment in the encounter where the opponent is at a disadvantage.

- Sidestep or move out of range of an attack
- Perform an attack while the enemy is recoiling or recovering from a missed swing
- Block an incoming attack then attack
- Hit vital parts of the enemy's body to increase damage (head, torso, arms and legs)
- Get the enemy close to death and then dispatch him with a cool finishing move
- Stun with Stun Gun and move in with an attack
- Stun with Stun Gun and strip the weapon from the enemy's hands

ENEMIES

As an Agent in the Serial Crimes Unit of the FBI, Agent Thomas' main objective is to hunt down serial killers. While tracking different serial killers, Agent Thomas will encounter enemies and situations where he has no choice but to defend himself.

Devious and Sneaky

Many of the people Agent Thomas will encounter are everyday people that are missing their inhibitions towards malevolent compulsions, bringing a menagerie of criminal tendencies to the surface of their consciousness. Since these people are not trained fighters, their actions during confrontations are random and unpredictable. More specifically, they are devious and sneaky and would rather stab someone in the back than fight fair.

Group Fighting and Tactics

22 If fighting dirty was not bad enough, multiple enemies will work together against Agent Thomas. They will take out lights, work together to attack you in groups, and run away when they are at a disadvantage. It is important to note that enemy loyalty only goes so far. If a stray swing hits an "ally", it can result in two of Agent Thomas' opponents fighting amongst themselves. If this escalates further, melee mayhem can break out with everyone fighting on their own side. Allowing your opponents to fight each other is a smart tactic that should be employed whenever possible.

Weapons

An enemy can carry, pick up, swap and discard weapons just like Agent Thomas. They also carry only one weapon at a time and they must continuously locate and acquire a suitable weapon for the moment. Since the enemies can use any weapon that Agent Thomas can use, you may be forced to make difficult decisions when encountering multiple weapons. A weapon that is left behind may be acquired by an enemy and used against Agent Thomas. Remember where weapons have been left and don't be surprised if they have been acquired if left unattended.

Berzerker Attacks

When cornered and left without a suitable weapon, an enemy will resort to lunging at Agent Thomas. These attacks are fast and furious, leaving very little chance for Agent Thomas to sidestep. The searing pain from the attack causes a temporary loss of vision and severe damage. The full extent of the attack can be avoided if the player reacts quickly by moving the mouse quickly in multiple directions. Doing this will push the attacker away and help Agent Thomas avoid the rest of the Berzerker attack.

ACHIEVEMENTS

As you play the game, you will have the opportunity to successfully complete tasks to satisfy different preset achievements for the game. If you successfully fulfill all of the requirements for an achievement, you will be rewarded for successfully completing an achievement.

Try different weapons, search for hidden items, and work your way through the game to find as many achievements as possible. The more achievements you complete, the more special items you will unlock.



TROUBLESHOOTING

The following tips have been included to help assist you with any technical challenges:

- If you experience difficulties installing **Condemned: Criminal Origins**
 - Verify that your computer meets or exceeds the minimum system requirements for the game.
 - Confirm that the drive that you have inserted the **Condemned: Criminal Origins** disc is a DVD compatible drive on your computer. A standard CD-ROM drive cannot read DVD discs.
 - Make sure you have enough free hard drive space to install the game.
 - Disable Antivirus software and close any other programs before launching the **Condemned: Criminal Origins** installation program.
 - Log in with a user account that can install programs. Normal users and Administrator accounts can install programs. Guest accounts and restricted users cannot install new programs.
- If you experience any graphical issues or performance problems:
 - Verify that you computer meets or exceeds the minimum system requirements for the game.
 - Make sure you have the latest drivers installed from your graphic card manufacturer's website.
 - Confirm that you have DirectX version 9.0c or later installed on your computer. DirectX 9.0c is included on the **Condemned: Criminal Origins** disc or you can download the latest version of DirectX from Microsoft's website at: <http://www.microsoft.com/directx>.
 - Adjust the game options to improve performance.
 - Close or disable any unnecessary programs before running (**Condemned: Criminal Origins.**)
- If you experience any sound issues:
 - Adjust the windows sound volume and ensure that the sound card has not been set to Mute.
 - Make sure you have the latest drivers installed from your sound card manufacturer's website.
 - Confirm that you have DirectX version 9.0c or later installed on your computer. DirectX 9.0c is included on the **Condemned: Criminal Origins** disc or you can download the latest version of DirectX from Microsoft's website at: <http://www.microsoft.com/directx>.
 - Adjust game options to improve performance.
 - Close or disable any unnecessary programs before running **Condemned: Criminal Origins.**

Please check the readme file on the **Condemned: Criminal Origins** DVD for further advice and game notes. You can load this file from the Condemned DVD or by running the **Condemned: Criminal Origins** Autorun program (the program that appears when you insert your **Condemned: Criminal Origins** DVD into your computer).

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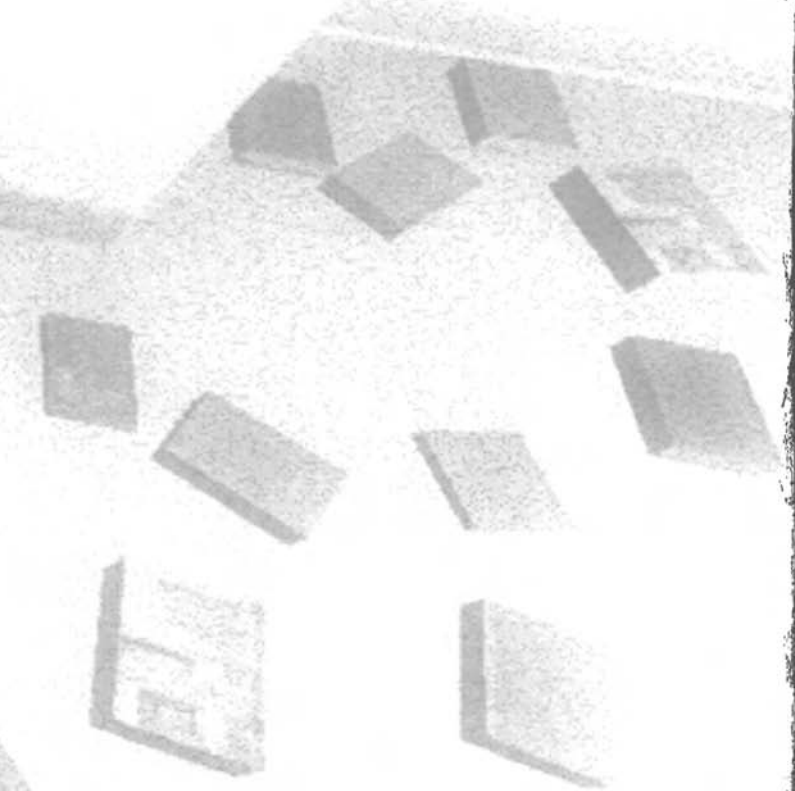
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