

Case Three: Burning Star - Walkthrough

New to CSI: The Experience? Confused about a particular topic? Or just plain stuck? This short walkthrough explains the basics on how to play the game. You can read it through without spoiling the story, but if you just can't crack the case, click on the hint buttons to get help.

Getting to Know the Game

- In each room, you can talk with a character by clicking on him or her.
- Explore a room by moving the mouse around and finding interactive objects to click on.
- Before leaving a location, click on the CSI agent again to check if you are finished there.
- Access to the Lab and the Morgue is different in CSI 3. You need to use the CSI Headquarter Hallway (Click on Headquarters under LOCATIONS or click on Exit to Hallway).

Grissom's Office

- Click on Grissom to have a conversation with him.
- Remember to pick up the field kit and PDA.

Crime Scene

- Talk to Nick.
- There are three pieces of evidence to be collected.
- Find keys from the front seat in the car.
- Use the keys to open the trunk and collect the Empty Liquor Bottle.
- Use Casting Mix (under TOOLS) to collect shoeprint on the sand.

The Morgue (first visit)

- Talk to Dr. Robbins. At the end of the dialogues, you'll get the Victim's Blood as one piece of evidence.
- Use the Impression Gel to collect the Stab Wound Impression from the victim.

The Lab (first visit)

- You need to analyze two pieces of evidence during this visit in the Lab. Click and then drag the evidence to an appropriate station (when the evidence glows yellow, it means you can analyze that evidence there) and follow the instructions to complete the analysis.
- Liquor Bottle - fingerprint station.
- Victim's DNA - DNA station.

The Morgue (second visit)

- Talk to Dr. Robbins first.

- Click on Wilkinson to start dialogues and facial reconstruction activity.

Agent's office (first visit)

- Talk to Wan. The agent is not cooperative this time, but dialogues with him will trigger the message from Grissom to unlock another location.

Reynold's House (first visit)

- There is a truck with a broken window outside the house.
- Click on the broken window and then collect the Hunting Knife (evidence).
- There are two characters you can interact with to find out clues.
- Talk to Mrs. Reynolds, show her the photo of the reconstructed face and then use the swabs to take a DNA sample from her (evidence).
- Talk to Freebird's boyfriend and show him the photo of the reconstructed face.
- Besides the characters, there are 3 interactive objects inside the house.
- Click on the computer (evidence).
- Click on the diary on the table.
- Click on the trash can and read through the four pieces of paper.

The Lab (second visit)

- You need to analyze four pieces of evidence during this visit in the Lab.
- Hunting Knife - fingerprint station.
- Victim's Wound Impression AND Hunting Knife - comparison microscope (drag in the wound impression first)
- Mrs. Reynold's DNA - DNA station (trigger message from Brass).

DNA Family Comparison:

1st father/mother/son example: the son has inherited marker 14 from the mother and marker 17 from the father. Click on those numbers on the mother's and fathers boxes, respectively.

2nd father/mother/son example: the son has inherited marker 9 from both of his parents. Click on 9 on both the mother's and father's markers.

Victim's and mother's DNA profiles: Compare each marker and click on the numbers that match. For example, the first marker has 15 and 16 for Victim's bone DNA, and 15 and 17 for Sallie's DNA, therefore you should click 15 on both boxes ([click here to see image](#)).

Once you have completed this for each marker, click submit. If the submit doesn't work, it's because you probably missed one or more markers, check them carefully again, and resend them when they are fixed.

- Victim's Computer - digital forensic station.

Agent's office (second visit)

- Ask Maury Wan's permission to search the room and collect his shoes (evidence).
- There are two interactive objects to click on.
- Click on Freebird's poster on the wall.

- Click on the desk to look into the drawer.

Reynold's House (second visit)

- Talk to Freebird's boyfriend. Ask his permission to provide evidence (boyfriend's shoes & boyfriend's fingerprints) and ask him about the hunting knife (trigger message from Brass about NO.1 fan).

Tam's Apartment

- Talk to Tam.
- There are three pieces of evidence to be collected.
- Click on the computer on the sofa.
- Click on the shoes on the sofa.
- Click on the sword on the wall.

The Lab (third visit)

- Finish analyzing evidence and then get a message from Grissom.
- Process Tam's shoes at the light table
- Process Tam's fingerprints at the Fingerprint station.
- Process Tam's computer at the Digital forensic station.
- Click on the PDA and then click on the attachment to start the ending report. After submitting correct responses for the report, automatically go to the interrogation room.
- Drag "Suspect: Gabriel Tam" to the first question.
- Drag "Gabriel Tam was at the Crime Scene" to the second question.
- Drag "Hunting Knife is the Murder Weapon" to the third question.
- Drag "Gabriel Tam's Prints on Hunting Knife" to the last question.

Interrogation Room

- Click on Gabriel Tam and finish the dialogues. Case solved.