

Plot Thickens For TV Fans And Gamers

(NAPSA)—While gamers aren't quite ready to trade in their TV remotes for console controllers, video games have influenced the way many people watch their favorite shows.

According to Nielsen's recently released "The State of the Video Gamer" report, a number of today's most active gamers now play through TV's prime time, and DVR shows for later viewing. But that doesn't necessarily mean they're tuning out TV during the coveted time slot. Instead, many have incorporated their favorite shows into their game-play.

In fact, a number of new games let players assume the role of TV cops, investigators and other heroes as they control their favorite characters, work through plotlines and more.

For instance, in "CSI: Crime Scene Investigation: Deadly Intent," players help solve Las Vegas' most gruesome crimes with the new characters and cast from the latest season of "CSI: Crime Scene Investigation." Designed for the Wii, Xbox 360 and PC, the video game features five shocking cases written by the show's actual writers and uses the voices of the show's actors.



Many of today's top TV shows have inspired new types of video games.

Similarly, "CSI: Deadly Intent—The Hidden Cases" for the Nintendo DS system lets players solve additional bizarre cases through an enhanced questioning system and with unique touch game-play (think dusting for fingerprints, performing dissections and more).

Designers say the idea is to make players feel like real television characters by re-creating heart-pounding interrogations and stylish visuals, while also providing a story structure that unveils the shocking truth only when all the cases are linked together. For many players, it's been an idea worth tuning in to.

For more information, visit www.deadlyintentgame.com.