

WHERE IN THE WORLD IS CARMEN SANDIEGO?®

User's Manual for IBM®/Tandy® and 100% Compatibles



WHERE IN THE WORLD IS CARMEN SANDIEGO?®

User's Manual

A Mystery Exploration Game

For IBM/Tandy and 100% Compatibles

Acknowledgements:

Where in the World is Carmen Sandiego? was designed by Gene Portwood and Lauren Elliott.

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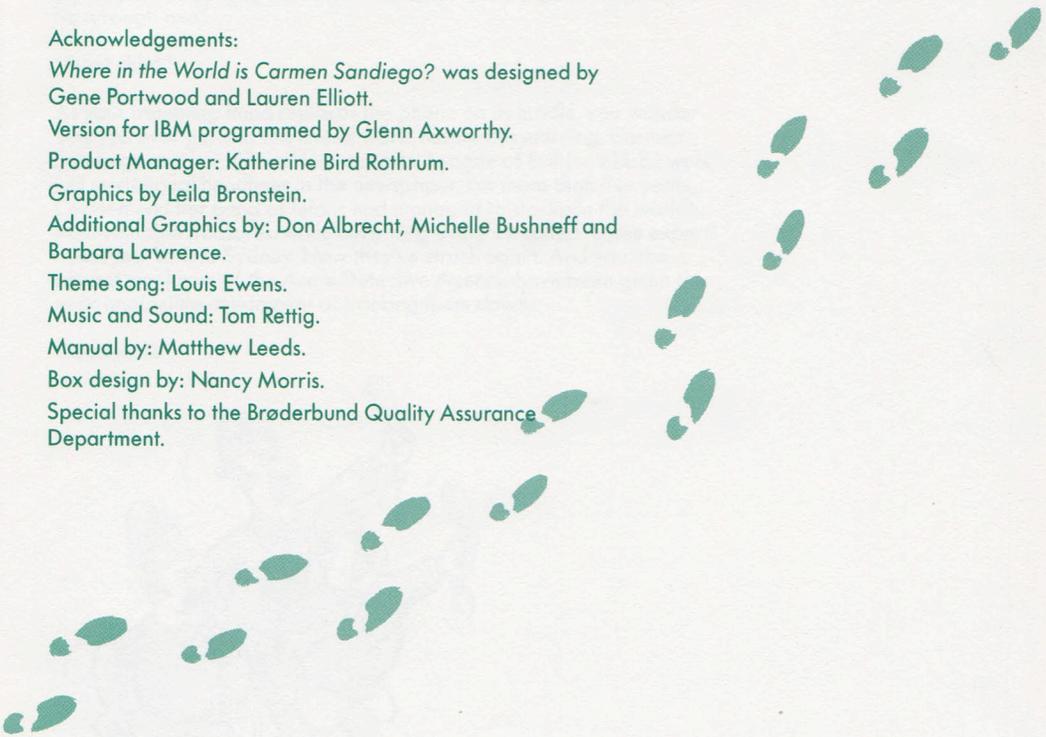
Theme song: Louis Ewens.

Music and Sound: Tom Rettig.

Manual by: Matthew Leeds.

Box design by: Nancy Morris.

Special thanks to the Brøderbund Quality Assurance Department.



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THE CHASE IS ON . . .

Monday, 5 a.m. A ringing sound jars you awake. You grope for the phone and drop the receiver on the floor. Out of the darkness comes the voice of the chief: "Wake up, kid. Got an assignment for you."

You stumble out of bed, turn on the light and grab your brand new detective's notebook.

"Just got a call from Interpol," says the chief. "Looks like Carmen's gang has pulled another caper."

"Any leads?" you ask.

"Not with this bunch. They're too slick. Can't give you any more details on the phone. Better get down to the office double quick. It's going to be a rough one."

"Right chief."

As your trembling hand replaces the phone on its cradle, you wonder why you ever got into this line of work. Before this morning, Carmen Sandiego and her Villains' International League of Evil (or V.I.L.E.) were just sensational headlines in the newspaper. For more than five years, Carmen and her gang of felons had managed to stockpile the world's most valuable treasures, while outwitting every so-called "crime expert" from New York to Sydney. Now they've struck again. And you, the newest employee of the Acme Detective Agency, have been given the near-impossible assignment of tracking them down.

Good luck!



GETTING STARTED

Loading the Program

For 3.5-inch version:

Start up your computer as normal using a DOS disk. At the DOS prompt (A:), insert the Carmen World disk in drive A and type CARMEN, and press Enter. The program will load itself into your computer and an animated title sequence will appear. Press a key on the keyboard or a mouse button to stop the animation and begin the game.

For 5.25-inch version with one disk drive:

Start up your computer as normal using a DOS disk. At the DOS prompt (A:), insert Disk 1 in drive A and type CARMEN, and press Enter. At the prompt, remove Disk 1 and insert Disk 2, select the correct drive letter and press Enter. The program will load itself into your computer and an animated title sequence will appear. Press a key on the keyboard or a mouse button to stop the animation and begin the game.

For 5.25-inch version with two drives:

Start up your computer as normal using a DOS disk. At the DOS prompt (A:), insert Disk 1 in drive A and Disk 2 in drive B. Type CARMEN and press Enter. At the prompt, select the correct drive letter for Disk 2 and press Enter. The program will load itself into your computer and an animated title sequence will appear. Press a key on the keyboard or a mouse button to stop the animation and begin the game.

If you are using a Hercules-type display adapter, type A:CARMEN HERC to start the game.

Installing the Program on a Hard Disk:

To install *Where in the World is Carmen Sandiego?* on a hard disk, create a directory called CARMEN1 and copy all of the files on the Carmen World disks to that directory. When playing *Where in the World is Carmen Sandiego?* from a hard disk, be sure to log into the CARMEN1 subdirectory before starting the game. For more information regarding DOS commands, please refer to your DOS manual.

Where in the World is Carmen Sandiego? uses off disk copy protection. Before being promoted to each new level, you must pass a Qualification Quiz using THE WORLD ALMANAC® AND BOOK OF FACTS included in the package. You will have three chances to answer correctly. If you pass, you will be immediately promoted. If you fail, you will need to solve another case before you can retake the quiz.

Using the Program

Where in the World is Carmen Sandiego? supports using the keyboard, a joystick, or a mouse.

Keyboard—The cursor keys are used to move through either the icons or the menus. Pressing Enter selects the highlighted item. The Esc key acts as a toggle to jump between selecting from the icons or the menus. It is also used to escape from selection options without making a choice. When asked to make a Yes/No choice, you may also press the Y or N keys, or press the Enter key to signify a Yes response.

Joystick—The joystick simulates the keyboard actions. To activate the joystick, press ALT J. Up and down motions are the same as the cursor up/down keys, left and right motions are the same as the cursor left/right keys. The fire button is the same as the Enter key, and on a two-button joystick, the second button acts as an Esc key.

Mouse—Microsoft®-compatible mice are supported. You may directly select items on screen by moving the mouse cursor over them and pressing the left mouse button. Menu items can be selected by positioning the mouse cursor over a menu, holding the left mouse button, and dragging to select the menu item you want. The right mouse button acts as an Esc key.

ALT Commands—You can use all of the menu commands by holding the ALT key and pressing the letter key for that command, for example, ALT-G to access the Game menu. Command letters are underlined for identification.



TO CATCH A THIEF

Signing-in



The investigation begins at the Acme Detective Agency, your home base. Type your name into the Crime Computer and then press Enter. Once you've signed in, the Acme Crime Computer will display your current rank as a detective and give you the details of your assignment. These include what treasure has been stolen, where it was stolen from, whether the thief is male or female, and your deadline for arresting the criminal. When you're ready to begin, simply press Enter or click the mouse or joystick and you're on your way.

GETTING STARTED

Resuming a Saved Game

If a game has been previously saved under the name you type into the Crime Computer, you will be asked if you want to resume that game. If you don't resume the saved game, it will be lost when a new game is begun under the same name. For information on how to save a game see the Game menu under "The Menus." To speed the scrolling text, simply press the Shift key.

THE ASSIGNMENT

The thief is hiding out in one of 30 cities. Your job is to track him or her down, using clues you unearth along the way. **Clues can lead to the city itself or the country in which the city is located.**

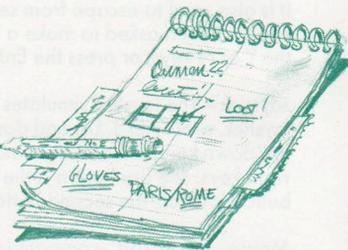
Clues to the identity of the thief will be given to you as you pursue the villain from city to city. You'll log these clues into the Crime Computer. When the identity of the suspect has been established, the Computer will issue an arrest warrant. **Obtaining a warrant is very important. If you don't have one, you won't be able to arrest the thief once you catch up with him or her.**

There are 10 possible suspects, any one of whom could be the thief. Carmen Sandiego is the most elusive of the lot. During your search, the Dossiers menu allows you to select the individual crime file for any of the suspects. The crime files are also available at the end of this manual in a slightly different form.

As a new detective, you begin at the Rookie level. Before being promoted to each new level, you must pass a Qualification Quiz using THE WORLD ALMANAC included in the package. You will have three chances to answer correctly. If you pass, you will be immediately promoted. If you fail, you will need to solve another case before you can retake the quiz.

The Crime Computer, THE WORLD ALMANAC, and the Dossiers will be useful in unraveling clues.

Work quickly. You have only a limited amount of time to solve the case. The Crime Computer will let you know what your deadline is.



BEGINNING THE SEARCH

Game Options Acme Dossiers



Your starting point is the scene of the crime—the city where the thief swiped the treasure. You should refer to your Official Interpol Map to orient yourself geographically in arriving at this city or any of your subsequent destinations.

The main screen always gives your present location and tells you the time and day of week. As you arrive in each new city, be sure to read the descriptions that appear on screen. The descriptions contain information that will be useful in pursuing Carmen and her gang. The pictures themselves—notable landmarks or typical scenes from that country—may also come in handy.

TOOLS OF THE TRADE

The icons at the lower right of the main screen provide the means to locate and arrest your suspect.

The menus across the top of the screen provide useful information about both gang members and crimefighters.

The Icons



Selecting this icon will show a list of all the possible destinations reached by connecting flights from your present location.

It's a good idea to do this first to see where the thief might have gone. Selecting the icon a second time will remove the list from the screen.

Kathmandu
London
Bamako



Selecting this Investigate icon lets you unearth clues within each city so you can track the suspect to the next destination.

A window will be displayed containing three specific locations for you to investigate. Simply select the one you desire.



Visit as many or as few clue locations as you wish, but remember that the more investigating you do, the more valuable time you lose. Use THE WORLD ALMANAC to help unravel the clues you dig up.



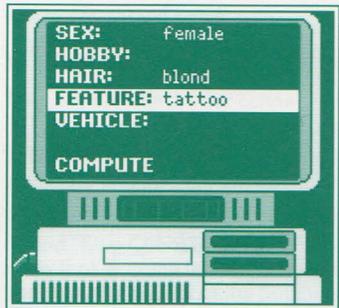
Selecting this icon lets you depart for the city of your choice once you're ready to take off after the suspect. A map will be displayed on screen with a blinking square being your currently selected destination. Simply select the city to which you want to travel.

Kathmandu
London
Bamako





When you think you've gathered enough clues to identify the criminal, select this icon and the Interpol Crime Computer will be displayed. The Crime Computer lists various identifying characteristics on its screen. Select each characteristic repeatedly to cycle through the available choices.



When the characteristics you want are displayed, select "Compute" and the Crime Computer will search through all known facts about each possible suspect. A warrant will be issued if the characteristics you entered into the Crime Computer fit the profile of only one suspect. If the characteristics fit more than one suspect, the names of all possible suspects will be displayed. In this case you'll have to gather more clues before a warrant will be issued.

The Menus

The **Game** menu contains the New and Save Game options that let you start a new game, or save a game in progress. It also contains the About Carmen credits, and the Quit option. After selecting Quit, if a game is in progress, you will have the option to save the game.

Game Options About Carmen... Quit

About Carmen... Q
New
Save
Quit

The **Options** menu allows you to toggle the Sound on or off, and to enable/disable a Joystick.

Game Options About Carmen... Quit

Sound
 Joystick

The **Acme** menu contains the Acme Detective Roster which provides a list of all crimefighters and their current rank. The menu also contains the Hall of Fame which lists all the crimefighters who have managed to capture Carmen Sandiego herself.

Game Options **Acme** **Dossiers**
Detective Roster
Hall of Fame

The **Dossiers** menu contains a crime file on each of the members of the Carmen Sandiego gang. Each file contains the identifying characteristics of a particular criminal.

Game Options **Acme** **Dossiers**
Carmen Sandiego
Merey LaRoc
Dazzle Annie
Lady Agatha
Len Bulk
Scar Graynolt
Nick Brunch
Fast Eddie B
Ihor Ihorovich
Katherine Drib

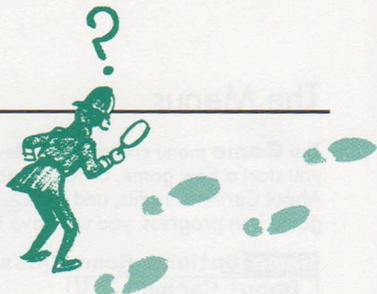


CARMEN SANDIEGO

Name: Carmen Sandiego
Sex: Female
Occupation: Former spy for the Intelligence Service of Monaco
Hobby: Tennis
Hair Color: Reddish-brown
Auto: 1939 Packard convertible
Feature: Never appears in public without her ruby necklace.
Other: Great fondness for tacos.

USING THE WORLD ALMANAC

Your most important investigative tool is THE WORLD ALMANAC. Here you'll find information about nations of the world plus other facts you'll need to catch your suspect. Start at the index, located in the front (not the back) of the book to find a country or subject for which you have been given a clue. Remember: Clues may point to either the connecting cities or other locations within those countries.



Examples for using The World Almanac

What country uses kroner as its currency?

1. Check your connections to find out which cities the thief might have fled to. The possible connections could be Montreal, London, and Oslo.
2. Check your OFFICIAL INTERPOL MAP to identify the countries where each city is located. You'll find Montreal in Canada, London in the United Kingdom, and Oslo in Norway.



3. Locate these countries in the index and turn to the appropriate pages.

4. By looking under "Finance: Currency" in the section describing each country, you'll discover that the kroner is used in Norway, the dollar in Canada, and the pound in the United Kingdom. Looks like Norway is where you should head!

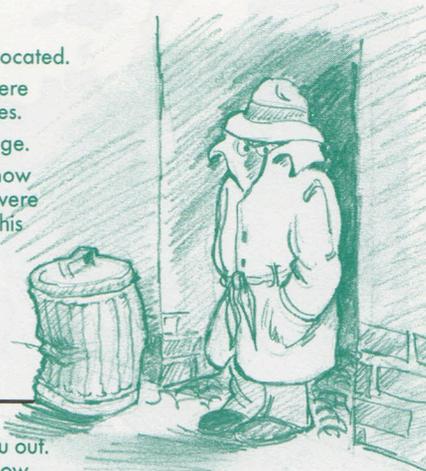
Where does the king cobra live?

1. Again, first check your connections, then use your OFFICIAL INTERPOL MAP to identify the countries where these cities are located.

2. Think of the general category in THE WORLD ALMANAC where you might find information about king cobras—in this case, snakes.

3. Look up "Snakes" in the index, and turn to the appropriate page.

4. Find "King Cobra" under "Snakes." From the description, you now know that its home is South Asia. If one of the connecting cities were Bangkok, the capital of the Southeast Asian nation of Thailand, this city would be a good place to go!



SLEUTHFUL HINTS

The thief cleverly stays in hiding, and orders a crony to check you out. When you see a suspicious person run across the screen, you know you're on the right track.

No thief worth his or her salt gives up without a fight. The closer you get, the more dangerous your situation becomes.

Use the Crime Computer sparingly or you'll use up valuable hours and may miss your deadline. And don't waste time playing tourist or aimlessly crisscrossing the globe. Instead, use THE WORLD ALMANAC to decipher clues.

Be sure you've been issued an arrest warrant by the Crime Computer before you catch up with the thief. If you don't have a warrant, issued for the correct suspect, you can't make an arrest and the thief will slip through your fingers.

Every case is different. Whenever you begin a new assignment, you start at a new city. You'll be looking for a new stolen treasure, and a new suspect.

If you've reached the top of the detective ranks and have been retired, you can get back on the job by picking an assumed name. Your real name could be on a hit list!

CURRENTLY KNOWN V.I.L.E. OPERATIONAL BASES



OFFICIAL INTERPOL MAP
#GXY-1743.7 Rev 3.2

POLICE DOSSIERS

The following information has been gleaned from Interpol's files and our field agents. While brief, these descriptions may contain valuable clues to be used in tracking down and identifying members of the V.I.L.E. organization.

CLASSIFIED:
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AND POLICE USE ONLY.

NAME:

Carmen Sandiego

OCCUPATION: A former spy for the Intelligence Service of Monaco.



MISCELLANEOUS: Carmen Sandiego (known to the inner circle as "Buffy") is reported to be an agent, double agent, triple agent and quadruple agent for so many countries that even she has forgotten which one she is working for. The brown-haired founder of the Villains' International Legion of Evil (V.I.L.E.) has recruited the most cunning and resourceful band of thieves in history. During her years as a Monacan secret agent, she generally posed as a tennis pro and always traveled to and from the matches in her 1939 Packard convertible. Carmen has a fondness for tacos and never appears in public without her famous ruby necklace "The Moon of Moldavia."

NAME:

Merely LaRoc

OCCUPATION: Ms. LaRoc is a freelance aerobic dancer.



MISCELLANEOUS: For the past five years, this brunette beauty has been traveling around the world with a mobile health spa to conduct exercise classes for the extremely wealthy. Rumor has it that this is merely a cover for her criminal activities. When she isn't pilfering the treasures of the world, Merely can usually be found participating in the good life. A world class mountain climber, she has a mania for fancy jewelry and spicy foods. Her favorite mode of travel is in the back of a fancy limousine where she can relax and plot her next job.

NAME:

Dazzle Annie Nonker

OCCUPATION: Proprietress of the toughest yogurt bar east of Suez.



MISCELLANEOUS: Born sole heir to the fortune of the shoelace king, Baron Franz von Nonker, Annie was quickly disinherited when she ran off with a Croatian tennis pro. Cast adrift when she failed to make the cut for the Davis Cup mixed doubles, she was forced to live only by her wits and the paltry \$3,000,000 she had been able to save out of her allowance. With this modest windfall and her innate grit, the blond bombshell was able to open Chez Acidophilus. Frequented by the dregs of humanity, Chez Acidophilus has become the headquarters for V.I.L.E. Annie is rumored to have a tattoo and craving for shellfish. She is known to drive a Bugatti limousine.

POLICE DOSSIERS

NAME:

Lady Agatha Wayland

OCCUPATION: A colorful character with a predilection for sensible shoes, Lady Agatha is a reader of mystery stories set in upper-class English drawing rooms.



MISCELLANEOUS: Lady Agatha has no ability at solving murder cases but is very interested in amassing great wealth. A compulsive lawbreaker, she loves to exceed the speed limit in her Dengeby super-chauvinist speedster. Red tresses streaming in the open air, she drives through the countryside looking for great Mexican restaurants. An avid sportswoman, Lady Agatha has been known to pick up a few extra dollars on weekends trouncing unsuspecting locals at the local tennis courts. She is reported to have a diamond ring the size of a small grapefruit stolen from the Royal Treasury of Graustark.

NAME:

Len "Red" Bulk

OCCUPATION: Ex-professional hockey player and compulsive gambler, Len was barred for life from playing when he was caught trying to bribe himself.

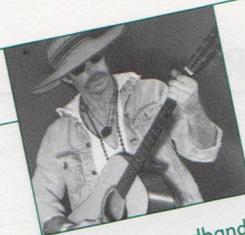


MISCELLANEOUS: Bitter and unemployed, Bulk was forced to turn to crime in order to support his gambling habit. He swears he will quit just as soon as he "wins the big one." Because of an unfortunate habit of blocking too many shots with his head, Len will occasionally think he is a Big Horn sheep and begin climbing the nearest peak. Cannot fit into any car that has a top, loves seafood and tries to impress strangers by showing them the tattoo of a mermaid on the thumb of his right hand.

NAME:

Scar Graynolt

OCCUPATION: Scar plays the role of a mild-mannered folk guitarist, while in reality, he is a complete plug-ugly.



MISCELLANEOUS: Graynolt made a fortune selling reflective headbands to Scandinavian basketball teams to allow them to play outdoor games for the first time during the winter months. A super athlete, Scar plays killer croquet for money. One of his prize possessions is a five-carat pinky ring he won from Ihor Ihorovitch in a marathon match that lasted three days. Rarely seen in public, he rides around in a limousine with shaded windows with his trusted man-servant, a 6'8" sherpa, as his only companion. He is said to have red hair.

NAME:

Nick Brunch

OCCUPATION: Hard-boiled ex-private eye, ear, nose and throat.



MISCELLANEOUS: The only things that interest Nick are fast cars and faster women. He'll never turn down a caper that permits him to live in the fast lane. An avid mountain climber, Brunch was last seen roaring through an Alpine village on his Kamikaze-1250 motorcycle. He generally wears a soiled trenchcoat, snap-brimmed fedora and sports a Dick Tracy Crimefighter's ring on his left hand. A close friend of Scar Graynolt, they share a common interest in Mexican food. Brunch has black hair, brown eyes and a seedy mustache.

POLICE DOSSIERS

NAME:

Fast Eddie B.

OCCUPATION: A world class croquet player, he always carries his custom-made set of mallets in the trunk of his convertible.



MISCELLANEOUS: Gentleman thief and society cat burglar, Fast Eddie mixes easily with the jet set and can usually be found at one of PEOPLE Magazine's top 10 playgrounds for the rich. Impeccably groomed at all times, he once fought a duel with a waiter in his favorite Mexican restaurant who spilled a drop of hot sauce on his white linen suit. His most famous crime was the theft of a damask tablecloth. Posing as a waiter, Fast Eddie removed it from the table during a state dinner for the Ambassador without spilling a drop or breaking a plate. In fact, the theft wasn't even noticed until dessert was served. This raven-haired criminal mastermind always leaves a diamond stickpin at the scene of the crime as his trademark.

NAME:

Ihor Ihorovitch

OCCUPATION: Pretender to the Czarist throne and a lot of other things, too, Ihorovitch has an amazing ability to disappear from sight for varying amounts of time.



MISCELLANEOUS: He seems to have a great fascination for very large marsupials. A likeable brute, Ihorovitch provides an additional hand for the mob's nefarious activities. Blond and sporting a strange Ukrainian tattoo, he has been known to eat the contents of an entire lobster tank by himself. Ihorovitch has a color television set installed in his limousine so he doesn't have to miss the Saturday morning cartoon shows.

NAME:

Katherine "Boom-Boom" Drib

OCCUPATION: Three-time winner of the Trans-Siberian motorcycle race, Drib is the official hostess for V.I.L.E.



MISCELLANEOUS: The brunette beauty — a one-time centerfold for Popular Mechanics magazine — is a fanatic about health and fitness. Although she has never actually attended a meeting, she is a charter member of Merrey LaRoc's aerobic class. A gourmet cook specializing in seafood dishes, she is also fascinated with the concept of mountain climbing. She has a tattoo of an eagle on her left bicep.



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If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department at 415/492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

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Backup Disk Information

Where in the World is Carmen Sandiego? does not have disk-based copy protection. It is advisable to make a backup copy of the disks. Store the original disks in a safe place and use the duplicates to play the game.

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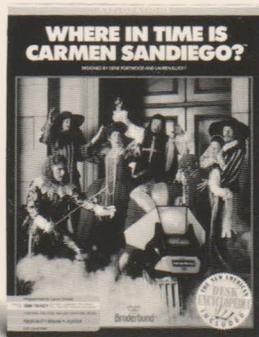
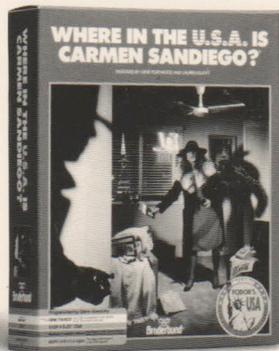
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WHERE ON EARTH WILL CARMEN SHOW UP NEXT?



Congratulations on joining the Acme Detective Agency!

You're about to discover how much fun it is to track down Carmen Sandiego and her gang of master thieves!

And when you've mastered "Where in the World . . ." there's still more adventure waiting for you: Three other great Carmen Sandiego games are available.

WHERE IN TIME IS CARMEN SANDIEGO?™

Chase Carmen through the ages! Investigate 1500 years of historical events, famous people and important inventions. Includes the *New American Library® Desk Encyclopedia*.

WHERE IN THE USA IS CARMEN SANDIEGO?®

The whole USA is your beat! Carmen and her gang are stealing America's national treasures, and you're on their trail. Includes *Fodor's® USA Travel Guide* to help you decipher clues.

WHERE IN EUROPE IS CARMEN SANDIEGO?®

Carmen strikes again! This time you'll pursue Carmen through the 34 nations of Europe. For vital information, you'll have an on-screen data-base and the *Rand McNally® Concise Atlas of Europe*.

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