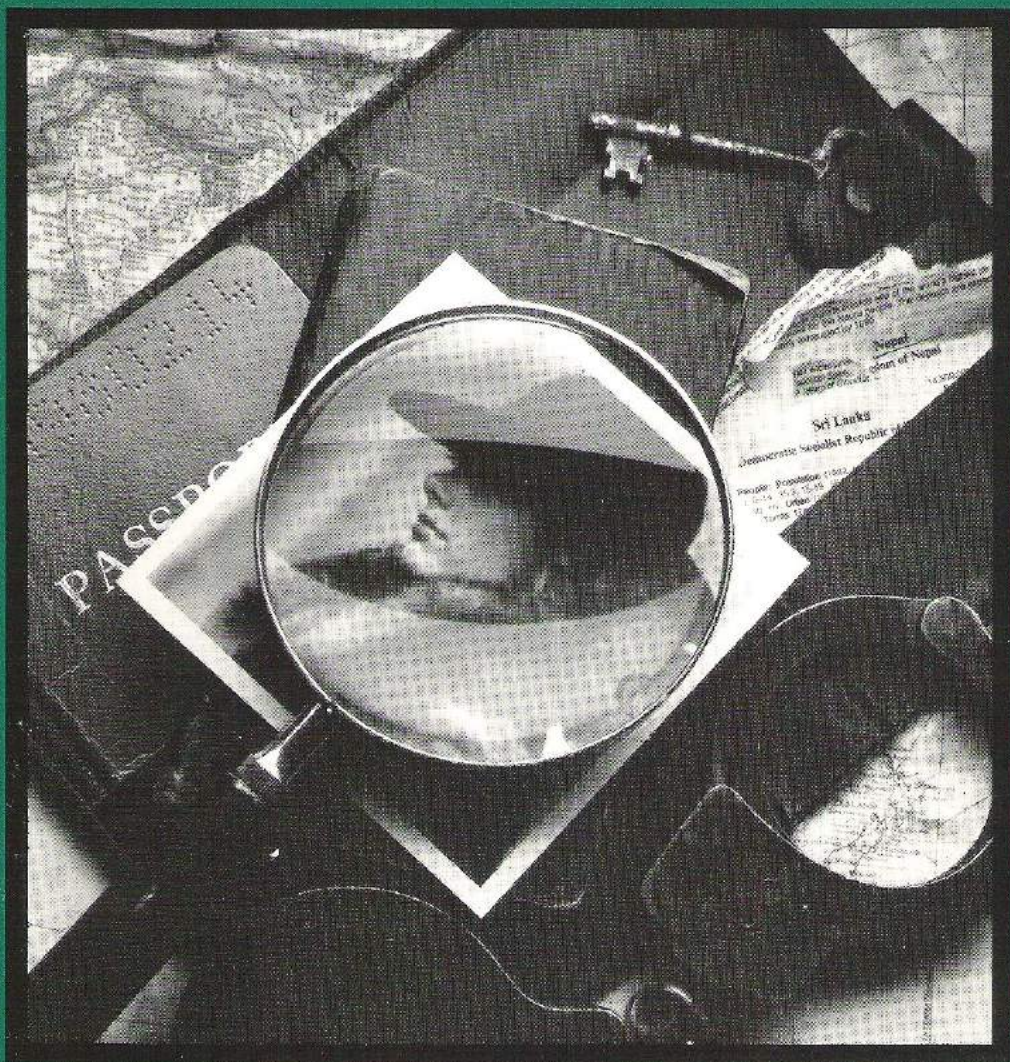


# WHERE IN THE WORLD IS CARMEN SANDIEGO?®

User's Manual for Macintosh®, Apple IIgs®, Amiga®





# WHERE IN THE WORLD IS CARMEN SANDIEGO?®

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## User's Manual

Macintosh®

Apple IIgs®

Amiga®

## A Mystery Exploration Game

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### Acknowledgments:

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

The Macintosh version was programmed by Chris Jochumson.

The Apple IIgs version was programmed by Loring Vogel.

The Amiga version was programmed by Sculptured Software.

Product Managers: Katherine Bird, Janese Swanson and Kim Walls.

Graphics by Leila Bronstein.

Additional graphics by Don Albrecht, Michelle Bushneff and Bevan Wulfenstein.

Theme song: Louis Ewens.

Music and Sound: Tom Rettig.

Special thanks to the Brøderbund Quality Assurance Department, and to Matthew Leeds for technical assistance on the Amiga.

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## THE CHASE IS ON...

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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

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## Loading the Program

### Macintosh:

Turn on your computer. Insert the WHERE IN THE WORLD IS CARMEN SANDIEGO? program disk into your disk drive. Double-click on the icon titled **Carmen World** when it appears on the desktop. The program will load itself into your computer and an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

### Apple IIGs:

#### For two disk drives:

Insert both disks of WHERE IN THE WORLD IS CARMEN SANDIEGO? into their respective disk drives. Turn on your computer. Double-click on the **Carmen World** icon when it appears on the screen. The program will load itself into your computer and an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

#### For one disk drive:

Insert Disk 1 of WHERE IN THE WORLD IS CARMEN SANDIEGO? into your disk drive. Turn on your computer. When the disk icon appears on the desktop, eject Disk 1 by pressing the button on the disk drive. Insert Disk 2. Double-click the **Carmen World** icon when it appears on the screen. At this time you will be prompted to swap disks; follow the instructions on the screen. After the program has loaded itself into the computer, an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

**Note:** The program requires ROM version 1.0 or higher.

### Amiga:

Turn on your computer. Insert the WHERE IN THE WORLD IS CARMEN SANDIEGO? program disk into the disk drive. (Amiga 1000 users will have to insert the **Kickstart**™ disk first.) Double-click on the disk icon, then on the **Carmen World** icon when it appears on the **Workbench**™. The program will load itself into your computer and an animated title sequence will appear. Click the left mouse button to stop the animation and begin the game.

## Installing the Program on a Hard Disk:

### Apple IIGs:

Copy all files (excluding the system folder) from the Carmen Program Disk(s) to a folder on the hard disk. For more information regarding copy procedures please refer to your computer manual.

**Apple IIGs Note:** The 512K Apple IIGs computer with a hard disk drive requires "Carmen World" to run with a 3.2 system disk (system disk is included with the program).

If you are using System 4.0 or later on your Apple IIGs system, you will need to have more than 512K RAM installed.

If you are using System 5.0 or later on your Apple IIGs system, copy Tool 032 from your Apple System Tools disk into the Tools folder in the System folder on your startup disk before running Carmen.

### **Amiga:**

Turn on your computer and hard disk. Double-click the icon for your hard disk to open the hard disk window. Create a new drawer by single-clicking the **Empty** drawer icon on your hard disk and then choosing **Duplicate** from the **Workbench** menu. Rename the new drawer, which will now be named **Copy of Empty**, by single-clicking it and selecting **Rename** from the **Workbench** menu. Rename the drawer **Carmen World**. Insert the **Carmen World** disk into your floppy disk drive.

Double-click the **Carmen World** icon. Drag the drawer icon named **Carmen World Data** and the program icon named **Carmen World** from the floppy disk to the new drawer on your hard drive. Double-click the **Font Mover** icon. Click the gadget that represents the destination to where the **Font Mover** should copy all of the fonts on the **Carmen World** program disk. You should select the font directory on your hard drive or the font directory on the **Workbench** floppy disk that you usually start up your Amiga with.

Hold down the left mouse button and drag the cursor over the fonts that you want to copy to the destination directory. You should select all of the fonts on the **Carmen World** program disk. The fonts highlighted will be copied to the destination directory.

Click the Copy gadget to initiate the copy procedure. After the Font Mover has finished the copy, click the Close gadget in the upper left hand corner of the Font Mover window.

### **USING EXPANDED MEMORY**

#### **Amiga:**

If you have one megabyte or more of memory you can run **WHERE IN THE WORLD IS CARMEN SANDIEGO?** faster by telling the program to use more memory. The program will use about 512K of additional memory. To run the program using additional memory you will need to change the N to a Y in the tool types of the **Carmen World** program icon.

Single-click the **Carmen World** program icon. The icon should now be highlighted.

Go to the menu bar and place the pointer over the word **Workbench**. Press the right mouse button and select **Info** from the pull down menu.

The info window will appear with **Carmen World** in the **Name** box. Toward the bottom of the Info window, a box will say:

```
TOOL TYPES BIGMEM=N
```

Change the N to a Y for Yes.

Click the Save gadget at the bottom of the Info window. The change will be saved, and the Info window will close.

The program will now run with additional data in memory. Should there be too little memory for the program to run with `BIGMEM=Y`, an alert will appear when you try to run the program. If you see the message, "Not enough memory!" go back into the Info window and set `BIGMEM=N`.

#### ONE LAST NOTE!

**Carmen World** is designed to run from your **Workbench**. There are two keyboard commands that you might find valuable. The "A" shown below refers to the Amiga key to the left of the space bar. By holding down the Amiga key and pressing the "n" or "m" you will achieve the following results:

- A+n: bring the Workbench forward
- A+m: send the Workbench to the back

## Using the Program

### Macintosh and Apple IIs:

Except for entering your name into the Acme Crime Computer, your keyboard need not be used at all when playing **WHERE IN THE WORLD IS CARMEN SANDIEGO?** However, if you enjoy using the keyboard, you may press the Return key instead of clicking the mouse whenever you see the prompt, "Please click here to continue." In addition, you may type in **Y** for Yes and **N** for No instead of clicking the mouse on the appropriate button. You may also simply press the Return key to signify a "Yes" response.

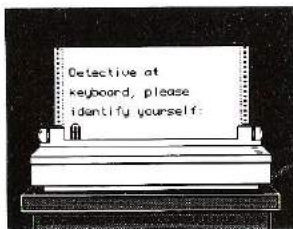
### Amiga:

Whenever you see the prompt, "Please click here to continue," you must click the left mouse button or hit Return. The menu bar is hidden while playing the game. In order to see the menu options and make a selection, click the right mouse button.

## 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 Return. Once you've signed in, the Acme Crime Computer will display your current rank as a detective and give



Macintosh



you the details of your assignment. These include what treasure has been stolen, where it was stolen from, whether the thief is a male or female, and your deadline for arresting the criminal. When you're ready to continue, simply click the mouse or press Return and you're on your way.

## 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 do, the Crime Computer will refresh your memory on the state of the game as you left it. 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 **File** menu, page 10 under "The Menus". To speed the scrolling text, simply press the **⌘** key.

**Note:** To speed the scrolling text, simply press the F1 key.

## YOUR ASSIGNMENT

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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.

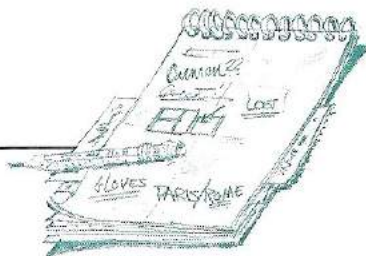
**Obtaining a warrant is very important. If you don't have one, you won't be able to arrest the thief once you catch up with him or her.**

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 **Police 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. As your investigative skills improve, you climb your way up through the ranks—five levels in all—until you reach Ace Detective. The higher your rank, the tougher the case you'll be assigned.

The Crime Computer, THE WORLD ALMANAC® AND BOOK OF FACTS and the Police Dossiers will all 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.

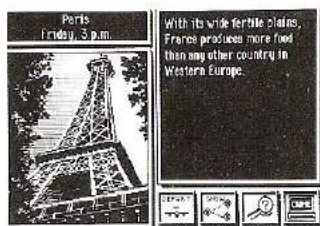


Before being promoted to each new level, you must pass a Qualification Quiz using THE WORLD ALMANAC included in the package. You will have three chances to answer correctly. If you pass, you will be immediately promoted. If you fail, you will need to solve another case before you can retake the quiz.

## BEGINNING THE SEARCH

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 (in this manual, pages 12 and 13) to orient yourself geographically after arriving at this city or any of your subsequent destinations.

The main screen always gives your present location and tells you what time it is and what day of the week it is. As you arrive in each new city, be sure to read the descriptions that appear on the 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.



Apple II/5

## TOOLS OF THE TRADE

The icons in the lower right of the main screens 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



Clicking 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. Clicking the mouse on the icon a second time will hide the list from the screen.

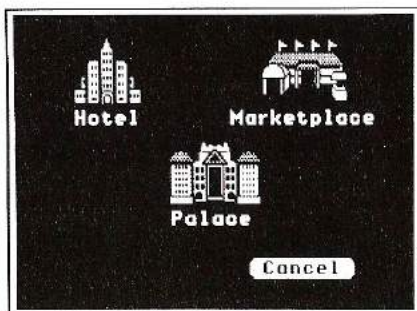


Apple II/5

**Note:** If you double-click on one of the listed destinations you will immediately travel to that location. This provides a shortcut alternative to clicking on the **Depart** icon described below.



Clicking this 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 click the one you desire.

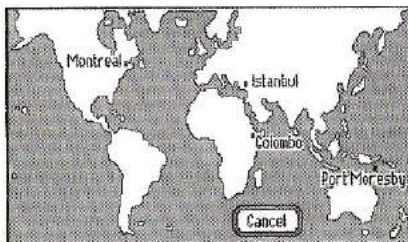


Apple IIcs

Visit as many or as few 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.



Clicking on 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 the screen with a blinking dot at your current location. Simply click on the city to which you want to travel.



Apple IIcs



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



Amiga

When the characteristics you want are displayed, click on **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. To return to the search, click any icon below the Crime Computer.

## The Menus

The **Police 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.

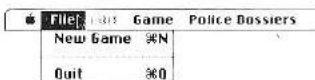


Macintosh

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



The **File** menu allows you to begin a new game by selecting **New Game**. Your old game will be lost when you do this. Selecting **Quit** from the **File** menu lets you leave the program. After selecting **Quit** the current game, if a game is in progress, will automatically be saved.



The **Edit** menu is not used at all in the Macintosh and Apple IIGs versions of **WHERE IN THE WORLD IS CARMEN SANDIEGO**. It is provided only so that you can use it with Desk Accessories.

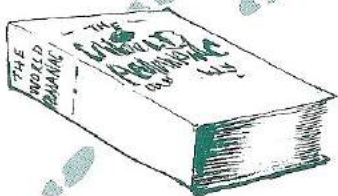
## USING THE WORLD ALMANAC

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 the country or other subject in question. 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

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The thief cleverly stays in hiding, and orders a cony 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 don't waste time playing tourist or aimlessly criss-crossing the globe. Instead, use THE WORLD ALMANAC to decipher clues and keep your investigation time down.

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





## 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:**  
FOR OFFICIAL DETECTIVE  
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:

**Merrey 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, Merrey 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 Meroy 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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We encourage you to make a backup copy of each disk. Store the original disks in a safe place and use the duplicates to play the game.

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Suite 901  
Washington, D.C. 20036

# Warranty

Proof of Purchase  
WHERE IN THE WORLD  
IS CARMEN SANDIEGO?

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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 415/382-4700 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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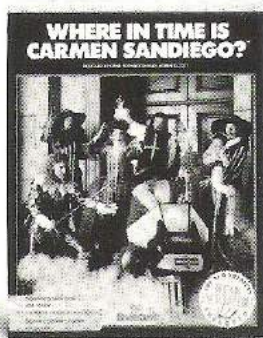








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