

EXPLORATIONS

WHERE IN THE WORLD IS CARMEN SANDIEGO?™

User's Manual



 **Broderbund®**

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WHERE IN THE WORLD IS CARMEN SANDIEGO?™

By Dane Bigham, Gene Portwood and Lauren Elliott

A Mystery Exploration Game

For Apple II, Commodore and IBM PC

Version for Commodore programmed by: Scott Shumway

Version for IBM PC programmed by: Glenn Axworthy

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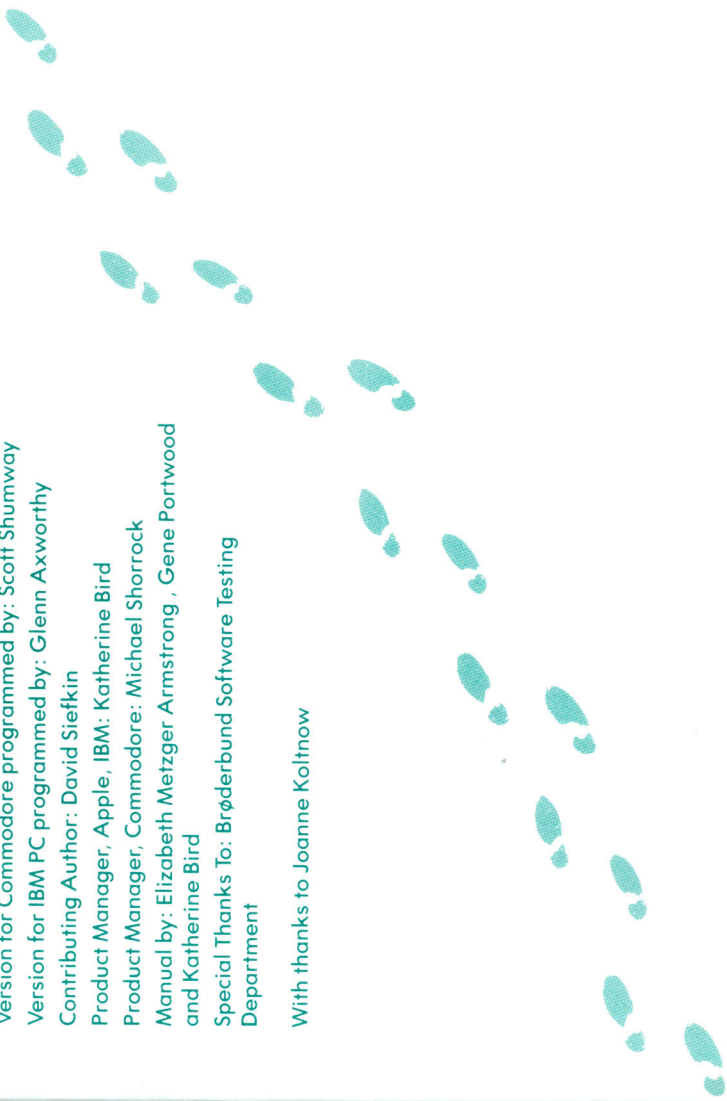
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Department

With thanks to Joanne Koltnow



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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 your boss. "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.

"Ready, chief," you answer, your voice thick with sleep.

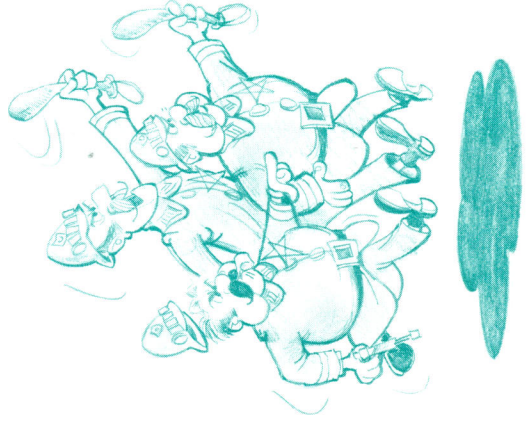
"Just got a call from Interpol. Looks like Carmen's gang's pulled another caper."

"Any leads?"

"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.



GETTING STARTED (Apple)

Insert the WHERE IN THE WORLD IS CARMEN SANDIEGO™ disk, label side up (Side A), into the disk drive and close the drive door. Turn on your computer and monitor. The program will load into memory and begin an animated introduction. After you've watched the introduction (or anytime after the disk drive light goes off), remove the disk from the drive, turn it over to Side B, put it back in the drive, and close the disk drive door. When you're ready, press any key or button #0 on your joystick to begin the game.

GETTING STARTED (Commodore)

Turn on your monitor, your disk drive and then your computer. After the disk drive light goes off, insert the WHERE IN THE WORLD IS CARMEN SANDIEGO™ disk, label side up (Side A), into the disk drive and close the drive door. If you have a Commodore 28, put the machine into the Commodore 64 mode by typing `PO64`. Then press the RETURN key. To load the program, type `OAD "CSD",8,1` and then press the RETURN key. The program will load into memory and begin an animated introduction. After you've watched the introduction (or anytime after the disk drive light goes off), press RETURN, remove the disk from the drive, turn it over to Side B, put it back in the drive, and close the disk drive door. When you're ready to begin, press RETURN or the button on your joystick to begin the game.

GETTING STARTED (IBM)

USE PC-DOS 2.1 mode

Start up your computer using your DOS disk. (See Note 1.) When you see the `A>` prompt, remove the DOS disk and replace it with the WHERE IN THE WORLD IS CARMEN SANDIEGO™ disk. Type **Carmen** and then press ENTER or `←`. (See Note 2.) The program will load into memory and begin an animated introduction. When you are ready to play the game, press any key to start. (If you want to use a joystick, see the instructions under Controls for switching to joystick mode.)

Note 1: If your computer has 128K of memory, you can use DOS 2.0 series; DOS 3.0 and later cannot be used unless your computer has more than 128K of memory.

Note 2: If you are using a Hercules monochrome graphics adapter or Hercules-compatible monochrome graphics adapter, type **Carmen Herc** when you see the `A>` prompt, then press ENTER or `←`.

INSTALLING DOS: You can install PC DOS (versions 2.0 to 3.1) on our WHERE IN THE WORLD IS CARMEN SANDIEGO program

disk. (Only DOS 2.0 series can be used with 128K machines.) If you do this, you won't need to use your DOS disk each time you start the program. To install DOS, follow the instructions below:

Two-drive system:

1) Insert your DOS disk in Drive A and the WHERE IN THE WORLD IS CARMEN SANDIEGO disk in Drive B. Start your computer as usual.

2) When you see the `A>` prompt, type **SYS B:** and press ENTER.

3) When you see the `A>` prompt again, type

COPY COMMAND.COM B: and press ENTER.

One-drive system:

1) Start your computer using your DOS disk.

2) When you see the `A>` prompt, type **SYS B:** and press ENTER.

3) When you are prompted for the diskette for Drive B, insert the WHERE IN THE WORLD IS CARMEN SANDIEGO disk.

4) When you are prompted for the diskette for Drive A, insert your DOS disk.

5) You will swap disks twice, ending up with your DOS disk in Drive A. When you see the `A>` prompt, type **COPY COMMAND.COM B:** and press ENTER.

6) When you are prompted for the diskette for Drive B, insert the WHERE IN THE WORLD IS CARMEN SANDIEGO disk.

7) When you are prompted for the diskette for Drive A, insert your DOS disk.

Note: If error messages appear, DOS has not been installed properly. Repeat the installation procedure, making sure that each disk is in the correct drive. Check to see that the disks have been inserted properly and the drive doors are closed.

TO CATCH A THIEF (Apple, Commodore and IBM)



Signing In

The investigation begins at the Acme Detective Agency, your home base. Type your name into the Crime Computer using no more than 14 letters and spaces, and then press RETURN, ENTER or `←`. If you make a mistake, and you have an **APPLE** or **IBM**, use the `←` key to erase, then retype. If you make a mistake, and you have a **COMMODORE**, use the DEL key to erase, then retype. Once you've signed in, the computer will give you the details of your assignment and send you on your way.

Good luck!

TO CATCH A THIEF (cont'd.)

Controls

This program may be used with either the keyboard or a joystick. (See Note.) The options on the Main Menu at the bottom right-hand corner of the screen help you track down and identify the suspect.

Note: If you are using a joystick with your **COMMODORE**, make sure to plug it into PORT #2 on your computer. If you are using a joystick with your **IBM**, make sure to plug your joystick into PORT A of your game controller adapter.

If you have an **APPLE**, use the arrow keys or push the joystick up and down until the option you want is highlighted. To select the option, press RETURN or button #0. Press ESC or button #1 to return to this menu if you accidentally make the wrong selection and want to choose another option.

If you have a **COMMODORE**, use the CRSR keys or push the joystick up and down until the option you want is highlighted. To select the highlighted option, press RETURN or the button on your joystick. Press the ← key (located at the top left of your keyboard) to return to this menu if you accidentally make the wrong selection and want to choose another option.

If you have an **IBM**, use the cursor keys or push the joystick up and down until the option you want is highlighted. (If you are using a joystick, you must first center the joystick and press CONTROL-I to activate the joystick mode.) To select the highlighted option, press ENTER or button #1 on your joystick. Press ESC or button #2 to return to this menu if you accidentally make the wrong selection and want to choose another option.

Apply these instructions to all other menus in the program.

Special Keys

- CONTROL-L lists your current rank at the Acme Detective Agency
- CONTROL-D permits you to delete a detective's name from Interpol's files
- CONTROL-R ends current game and starts a new one
- CONTROL-F permits you to view the Detective Hall of Fame
- *CONTROL-I toggles joystick/keyboard control
- *CONTROL-S toggles sound on/off
- **CONTROL-Y flips y-axis on joystick
- ***CONTROL-Q ends current game and returns you to DOS



* These functions are not needed for the **COMMODORE** version.

** This function is not needed in the versions for **COMMODORE** and **IBM**.

*** This function works for the version for **IBM** only.

YOUR 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 point to the city itself or the country in which the city is located.

There are 10 possible suspects, any one of whom could be the thief. Carmen Sandiego is the most elusive of the lot.

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 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. (The higher you rank, the tougher the case.)

BEGINNING THE SEARCH

Your starting point is the scene of the crime—the city where the thief swiped the treasure. Refer to your **OFFICIAL INTERPOL MAP** to check your exact location by city and country.

The main screen always gives your present location, the day and the time. As you arrive in each new city, be sure to read the descriptions that appear on the screen. They contain information that could be useful in solving future cases. The pictures themselves— notable landmarks or typical scenes from that country— may also come in handy.

The four options on the Main Menu help you track down the suspect. The options are:

See Connections lists all possible destinations reached by connecting flights from your present location. Check these first to see where the thief might have gone. When you've seen the connecting cities, clear them from the screen with the **Hide Connections** option.

BEGINNING THE SEARCH (cont'd)

Depart by Plane lets you depart for the city of your choice once you're ready to take off after the suspect. A schematic map on the bottom left-hand corner of the screen shows your travel options. Select your destination and your travel route will be displayed.

Investigate lets you unearth clues in each city so you can track the suspect to the next destination. Every city has three locations, which change case by case. 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.

Visit Interpol helps you narrow down your list of suspects. Using Interpol's Crime Computer, you'll pin down the identity of the thief. Here's how:

Select **Visit Interpol** from the Main Menu. On the right side of the screen you'll see a list of characteristics. As you pick up clues about the suspect, enter information about these characteristics into the Crime Computer in the following way: Highlight a characteristic that you know—for example, hair. Then press RETURN or ENTER or the joystick button (button #0 on the **APPLE** joystick; button #1 on the **IBM** joystick) to cycle through all possible hair color choices. For any category in which you don't know an identifying characteristic, just leave the space blank. Select **COMPUTE** when you've finished entering all the information you know. The Crime Computer will give you a list of all suspects who have these characteristics. When you've narrowed down the list to one suspect, the Crime Computer will issue you an arrest warrant. Now you're ready to make an arrest as soon as you catch up with the suspect. (If you need to change the warrant because new clues point to a different suspect, simply enter the correct characteristics in the Crime Computer and a new warrant will be issued.)

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 kroners 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 Presence** run across the screen, you know you're on the right track.

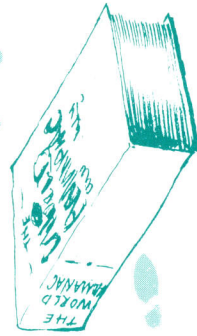
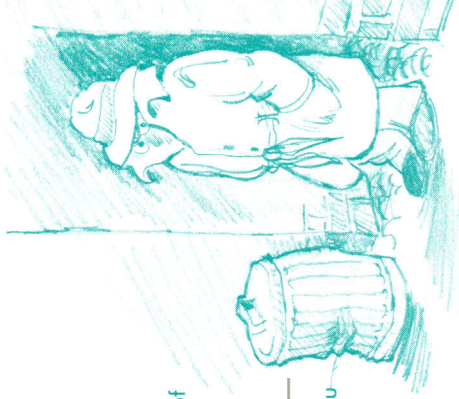
No thief worth his or her salt gives up without a fight. The closer you get, the more dangerous your situation becomes.

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.

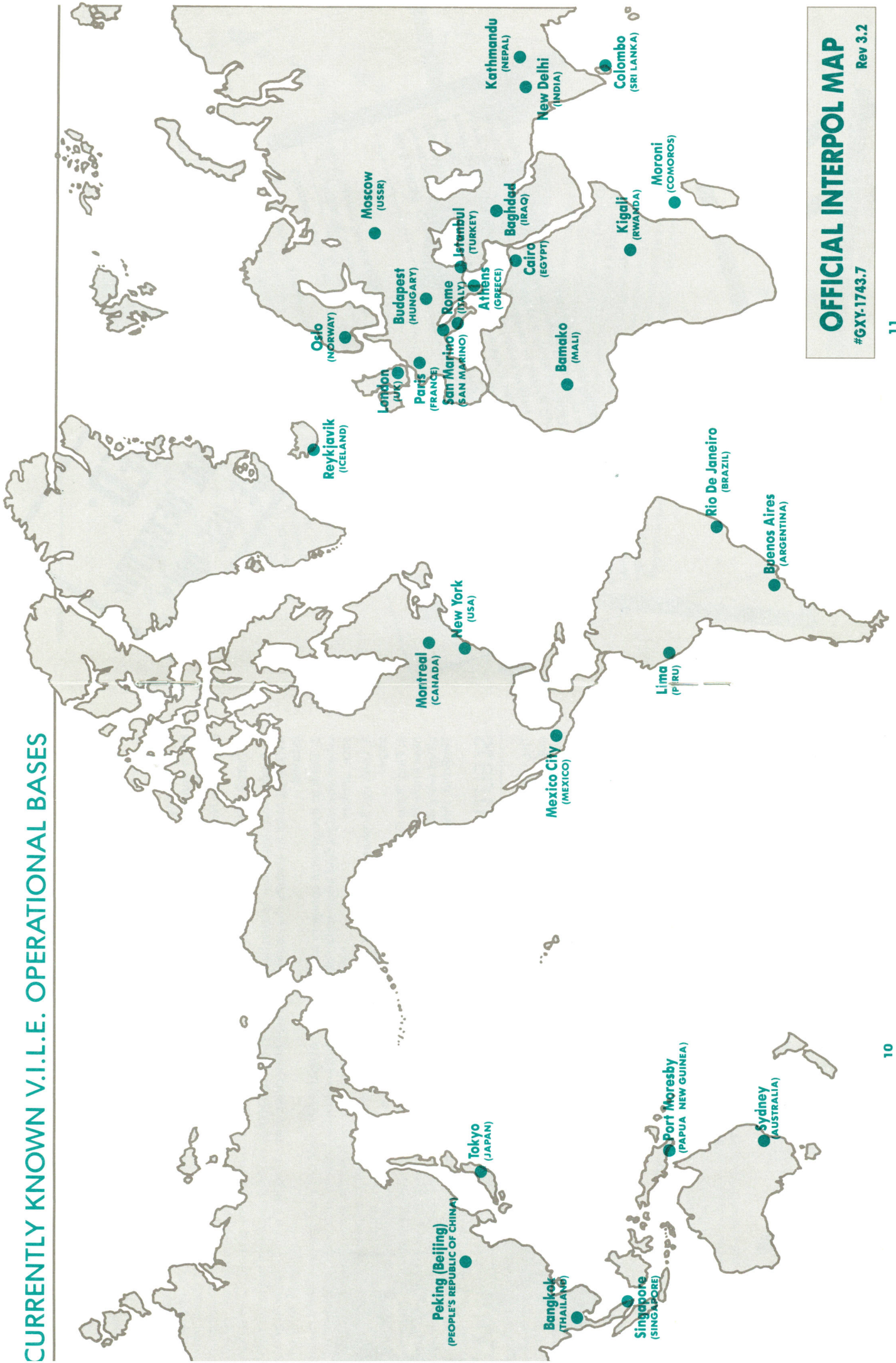
Be sure you've been issued an arrest warrant by the **Crime Computer** before you catch up with the thief. If you don't have a warrant, you can't make an arrest, and the thief will slip through your fingers. And be sure your warrant is for the correct suspect. Because if it's not, you'll be thrown off the case!

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 auburn-haired founder of the Villains' International Legion of Evil (V.I.L.E.) has recruited the 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 and her innate grit, the 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 Dennyby 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 Ihorovich 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 Crimewriter'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 grounds 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:

Katherine "Boom-Boom" Drib

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



NAME:

Ihor Ihorovich

OCCUPATION: Pretender to the Czarist throne and a lot of other things, too, Ihorovich 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, Ihorovich 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. Ihorovich has a color television set installed in his limousine so he doesn't have to miss the Saturday morning cartoon shows.



Limited Warranty Information

isk Replacement Policy

This disk should fail within 90 days of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 90 days from date of purchase, please include \$5 for replacement, plus \$2.50 for postage and handling.

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Please mail the original coupon, not a copy, along with a check or money order for \$10.00 (in U.S. funds) to:

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