

DETECTIVE'S MANUAL



**WHERE IN TIME IS
CARMEN SANDIEGO?™**

DETECTIVE'S MANUAL



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MEMO

To: All Acme Offices
From: The Chief
Re: Sandiego, Carmen

As you all know, Carmen Sandiego is the ringleader of an international band of thieves who have been making life difficult for Acme and police forces throughout the world. They travel from one country to another as easily as you and I go to the supermarket. While we've been able to nab her previous mobs, no prison seems able to hold her.

I need you all to help Acme crack its toughest assignment yet...track Carmen through time! Carmen and her V.I.L.E. henchmen have gained the ability to travel through time. They've broken into a super-secret laboratory and made off with the latest model time machine. Not content with pillaging the present, they are using this technology to loot the most famous treasures of the past 1500 years: Napoleon's hat, Don Quixote's lance, and even Paul Revere's horse. (Fortunately they took Mr. Revere's horse on April 19, 1775, the day after his famous ride so no damage was done.)

You will be issued the latest development in portable time travel devices; the Chronoskimmer 325i. You will use it to travel through 1500 years of time and 48 locations. You can electronically scan the crime scene for clues and translate conversations with witnesses. It also contains a Capture Robot to nab your suspect with a minimum of fuss.

Acme has been granted a Federal Time Travel Commission license allowing us to use the Chronoskimmer with certain time limit restrictions. The attached information will assist you in your tasks.

Best of luck from all of us here at Headquarters. We're counting on you!

The Chief

A C M E
DETECTIVE AGENCY



Acme Detective Agency
Time Crime Division
Acme Bldg.
San Francisco, Calif.

Greetings:

Acme Detective Agency is pleased to offer you the position of Time Cadet in our Time Crimes Division. This letter makes the offer official and outlines the details of your employment.

Please report to the Personnel Department on the 2nd floor of the Acme Building to complete the necessary forms prior to starting work. You will report to a veteran agent during your probation period.

You will be eligible for all Acme employee benefits should you survive your initial period of employment. Promotions are based on merit and the ability to remain alive long enough to earn them.

I have enclosed some background information that you may find helpful. Please review this material before you arrive as it will give you a better chance of surviving your first cases.

We're very pleased to have you join Acme; we look forward to the significant contribution we know you will bring to the position.

Sincerely,

Diane Caldicott

Diane Caldicott
Personnel Manager

Get on the Case Fast!

Load *Where in Time is Carmen Sandiego?* The title sequence can be interrupted by pressing any key. Enter the elevator and select the second floor. On the second floor go directly to the personnel department. Use the cursor keys or mouse to move the select arrow on-screen. The Personnel Manager will assist you in signing the release form. Enter the authorized personnel area and see Agent Brassey who will issue you a Chronoskimmer. The Chief will contact you and fill you in on the details of your first case. Make sure you note the gender of the suspect and your deadline for solving the crime.

Selecting the Search button will allow you to question witnesses or informants or search the scene of the crime to discover clues to the criminal's next destination. Selecting the Travel button lets you check the possible destinations from your current location. To travel to the new location, select a destination with the appropriate button. The Data button allows you to enter clues to the suspect's identity or to check the Dossiers. To enter the clues just make your selections with the arrow keys and select the Compute button. If you have sufficient information to identify the criminal, a warrant will be issued. If not, you will be given a list of suspects.



Roman
Empire
crumbles



6 400

450

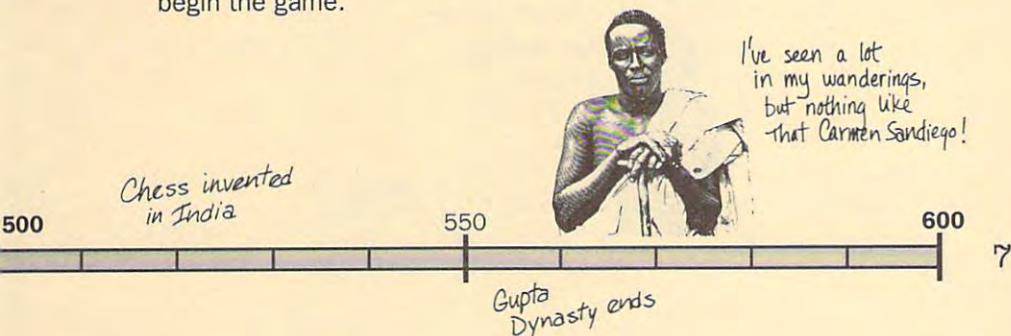
BE SURE TO
READ YOUR DOSSIERS

Getting the Chronoskimmer Installed and Running

Macintosh

Hard Disk Installation: Turn on your computer and (if it is a separate unit) your hard disk. Create a new folder on your hard disk by choosing **New Folder** from the File menu and rename it **Carmen Time**. Insert *Where in Time is Carmen Sandiego?* Disk 1 into your Macintosh. Drag the **Carmen Time** program icon and the **Carmen Color 1** icon from the Carmen Time Disk 1 window to the Carmen Time folder on your hard disk. When it is finished copying, eject Carmen Time Disk 1 by dragging its icon over the Trash icon.

Insert *Where in Time is Carmen Sandiego?* Disk 2 into the drive. Drag the **Carmen B&W** icon and the **Carmen Sounds** folder from the Carmen Time Disk 2 window to the Carmen Time folder on your hard disk. When it is finished copying, eject Carmen Time Disk 2 by dragging its icon over the Trash icon. Now insert *Where in Time is Carmen Sandiego?* Disk 3 into the Macintosh. Drag the **Carmen Color 2** icon from the Carmen Time Disk 3 window to the Carmen Time folder on your hard disk. When it is finished copying, eject the Carmen Time Disk 3 by dragging its icon over the Trash icon. Double-click the **Carmen Time** icon that appears in the Carmen Time window on your hard disk. When the animated title screen appears, click the mouse button to begin the game.



Starting From Floppy Disks: You will need two disk drives to play *Where in Time is Carmen Sandiego?* on your Macintosh. Insert *Where in Time is Carmen Sandiego?* Disk 1 into your first disk drive and *Where in Time is Carmen Sandiego?* Disk 2 into your second disk drive. Double-click the **Carmen Time** icon that appears in the Disk 1 window. When the animated title screen appears, click the mouse button to begin the game.

Commodore

If you are using a joystick with your Commodore, make sure to plug it into Port #2 on your computer. Turn on your monitor, disk drive and then your computer. After the disk drive light goes off, insert *Where in Time is Carmen Sandiego?* Program disk, label side up into the disk drive and close the drive door. If you have a Commodore 128, put the machine into Commodore 64 mode by typing GO 64. To load the program, type LOAD "CSD",8,1 and then press the RETURN key. When the title screen appears, press RETURN or the joystick button to begin the game. After the game has begun, you will be prompted to either flip over the Program disk or insert side C of the Country disk.

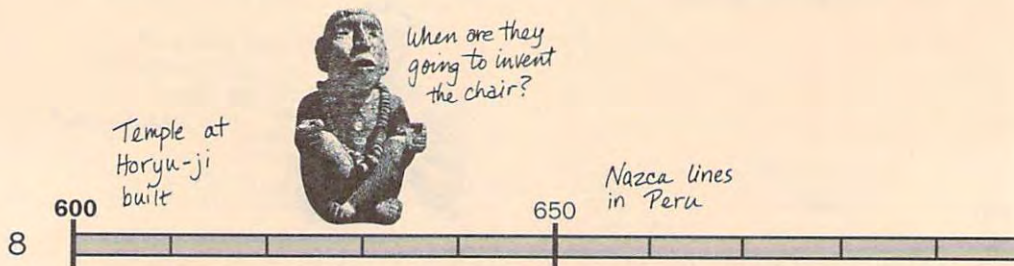
Special Keys: These key combinations can be used to select these special functions:

CTL X Quits the game

CTL E Escape

Amiga

Hard Disk Installation: Turn on your computer and hard disk. For those hard drives that are not auto-booting, use your own **Workbench** boot disk



when starting your machine. Double-click the icon for your hard drive to open the hard disk window. Create a new drawer by single-clicking on the Empty drawer on your hard disk and then choosing **Duplicate** from the Workbench menu. Rename the drawer, which will now be named Copy of Empty, by single-clicking it and selecting **Rename** from the Workbench menu. Rename the drawer **Carmen Time**. Insert *Where in Time is Carmen Sandiego?* Disk 1 into your floppy disk drive and double-click the Carmen Time Disk 1 icon. Drag the **Carmen Time Data 1** drawer icon and the **Carmen Time** program icon from the floppy disk to the new drawer on your hard drive. When the copy is complete, eject Disk 1 by pressing the button on the disk drive. Insert *Where in Time is Carmen Sandiego?* Disk 2 and drag the **Carmen Time Data 2** drawer icon from this floppy disk to the new drawer on your hard drive. Double-click the Carmen Time program icon on your hard disk. The program will load and an animated title screen will appear. Click the left mouse button to stop the animation and begin the game.

Starting From Floppy Disks: You will need two disk drives to play *Where in Time is Carmen Sandiego?* on your Amiga. Turn on your computer. When the Workbench™ disk is requested, insert *Where in Time is Carmen Sandiego?* Disk 1 into drive DF0: and *Where in Time is Carmen Sandiego?* Disk 2 into drive DF1:. Double-click the disk icon named Carmen Time Disk 1 and then double-click the Carmen Time program icon when it appears on the screen. The program will load and an animated title screen will appear. Click the mouse button to stop the animation and begin the game.



Don't forget
Mom's birthday!



I'm going to
get that tailor!

700

750

800

Anasazi
Pueblos

Wang
Wei paintings

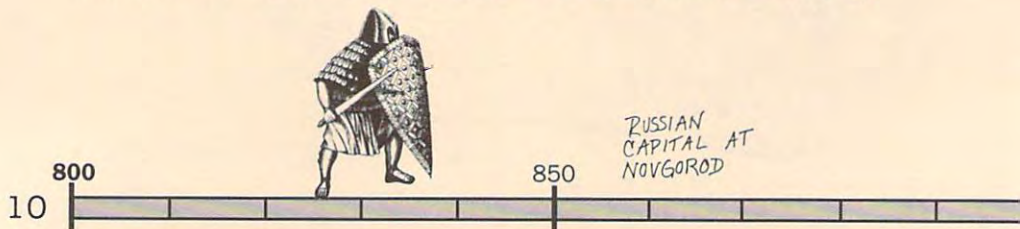
Note to floppy disk users: *Where in Time is Carmen Sandiego?* has off-disk copy protection. It is advisable to make backup copies of the disks. Store the original disks in a safe place and use the duplicates to play the game.

Working at Acme

Signing In

You begin the game in the lobby of the Acme Detective Agency. Enter the elevator and go up to the Personnel office on the second floor. Sign the Acme Detective Agency Liability Release Form. If you make a mistake while signing the Release Form use the Delete key (Backspace on Amiga) to erase your mistake and then retype your name. You will be issued your Chronoskimmer and then go on to get your assignment. If you have already signed the Release Form, you should enter the Authorized Personnel area instead and find your name on the Duty Roster.

The Duty Roster has room for 24 detectives. If a 25th detective attempts to sign in, you will be alerted that there is no room available on the Roster, and you will be given the opportunity to remove some of the names on the Roster. You can also remove names from the Roster by



visiting the records room in the basement.

Resuming a Saved Case

If a case has been previously saved under the name you select from the Duty Roster you will be asked if you want to resume that case. If you do, your Chronoskimmer will refresh your memory as to the state of the case when you left it, and transport you to the location and time you were at when you saved the case in progress. If you don't resume the case in progress, it will be lost when you start a new case. A case in progress can be saved when you select Abort and then select Save Case.

Your assignment

Your Chronoskimmer will run through its on-board diagnostics and then connect you with the Chief who will issue you your assignment. You'll be told what treasure was stolen, where it was stolen from and when, whether the criminal was a man or a woman, and how much time the Federal Time Travel Commission has authorized for the use of your Chronoskimmer.

Object of the Game

The thief is heading for a hideout in one of 48 locations in time and space. There are sixteen possible suspects for the crime. To win the game and advance your career, you must accomplish two tasks before your deadline:

- 1) Track the criminal's movements to his or her final destination. You'll have to use the clues you find in each location to determine where the criminal is going next.
- 2) Identify the criminal and get a warrant for his or her arrest. You'll get



*Suspect has
blue eyes and
black hair*

900

950

1000

clues to the criminal's identity as you interview witnesses and find objects during your pursuit.

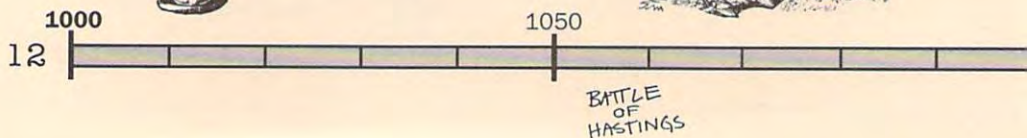
Warrants are issued based on information you've entered in the Evidence Database. Therefore, as you find clues to the criminal's identity, be sure to log them in the Evidence Database. The use of the Chronoskimmer and the Evidence Database will be explained fully in the next section - Chronoskimmer User's Manual.

You must obtain a warrant for the guilty criminal before you catch up with him or her. Otherwise, the criminal will escape and you may want to reconsider your career as a detective.

As you complete cases you will receive promotions. You start as a Time Cadet, and as you move up the ranks you will become a Time Patroller, Time Investigator, Time Inspector, Time Detective, Ace Time Detective, and Super Time Sleuth. At each promotion to the next detective level, you will be asked to look up and type in a word from the *Desk Encyclopedia*. Follow directions onscreen to complete the promotion. You will be given five chances to answer correctly. Completing your course of duty as a Super Time Sleuth will allow you to be inducted into the Hall of Fame. You can view the list of Hall of Famers on the fifth floor. Once you've been inducted into the Hall of Fame and have solved 80 cases, you are retired from active duty. You can continue to serve Acme by signing in under an alias, a good idea as Carmen's gang may be after you.



*Only 37 more hours
to solve the case!*



Chronoskimmer User's Manual

The Buttons

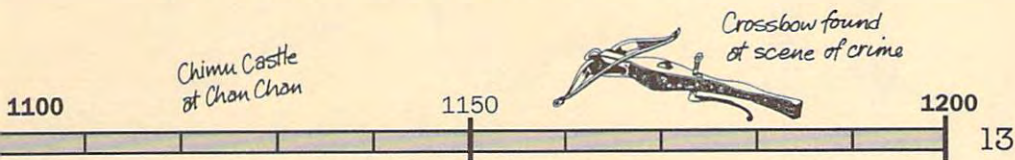
The buttons in the lower right front panel control the Chronoskimmer.

Travel button

When you select the Travel button, the Chronoskimmer displays the destination panel. This contains the locations and eras that you can travel to from your current location. Note that there are four possible destinations, each with its own location and time period. The Chronoskimmer communication window control buttons are labeled with the names of the possible destinations. Selecting one of these control buttons activates the Warp Sequence that transfers you to that destination. You can use the Travel button to check on the possible destinations to assist you in evaluating a clue. If you are not ready to warp out, you can hide the destination panel by selecting Exit, or selecting one of the other Chronoskimmer front panel buttons (joystick or mouse only).

Search button

Selecting the Search button lets you interrogate witnesses or informants and scan the crime scene for clues to the villain's next destination. In addition, they will provide you with information about the villain's appearance and character traits.



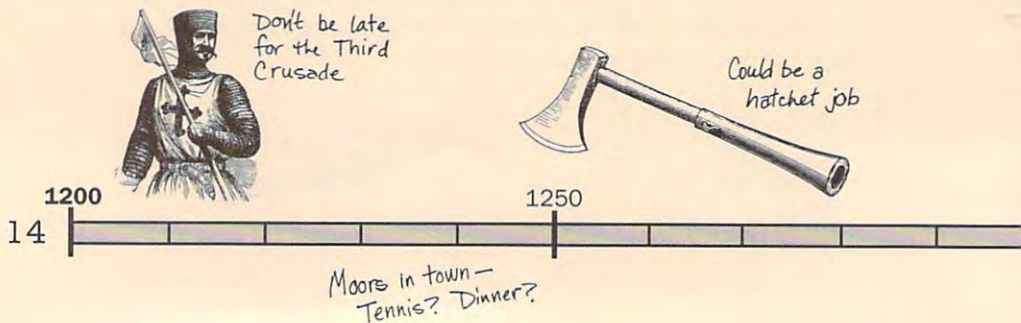
When you click the Search button, three choices appear next to the control buttons. Two of the selections allow you to question witnesses or informants. The third searches the scene for physical clues. Some Scanner button clues contain graphics, some text. Each button will provide you with a different clue. You may not need all of the clues to determine the next location to travel to, but you may miss a character clue if you skip some. Only the top two buttons contain character clues. Checking them all will cost you more time; it's up to you as a detective to decide which is more important. You can leave the Search mode by selecting Exit, or selecting another Chronoskimmer front panel button (joystick or mouse only).

Be sure to log all of the character clues you collect in the Evidence Database. You'll need them to obtain a warrant. For more information on deciphering clues, and suggestions for using *The New American Desk Encyclopedia*, see the section titled From the Desk of the Chief.

Data button

Selecting the Data button lets you use the Chronoskimmer to enter Evidence and view the Dossiers. Each dossier contains a list of the gang member's sex, hair and eye color, and favorite artist and author.

The Chronoskimmer also contains the Evidence Database. You use this to log all of the character clues you uncover during your investigation. Select the character trait you wish to log. Pressing RETURN, the joystick button, or clicking the left mouse button will cycle through the list of character traits contained in the Evidence Database. Stop when the trait you have uncovered is shown.



Once you've collected enough clues you can apply for a warrant by selecting the Compute button in the Evidence Database. This checks your notes in the database against all of the gang's dossiers. If it finds a single match you are issued a warrant. This also activates the Capture Robot. If more than one gang member's dossier matches the clues you've entered, you are given a list of possible suspects. You'll need to collect more clues to get a warrant issued.

Note: Only one warrant can be active at a time. If you modify or add to the Evidence Database and then choose Compute, any existing warrant may be voided even if no new warrant is issued.

You can leave the Evidence Database by selecting Exit, or selecting one of the other Chronoskimmer front panel buttons (joystick or mouse only).

Abort button

Selecting the Abort button lets you Save the current case, or Quit the game without saving the case in progress. If you've selected Abort by mistake you can cancel your selection by selecting Exit, or selecting one of the other Chronoskimmer front panel buttons (joystick or mouse only).



Didn't I see
you last week
in the 9th
century?



YOU ARE HERE

1300

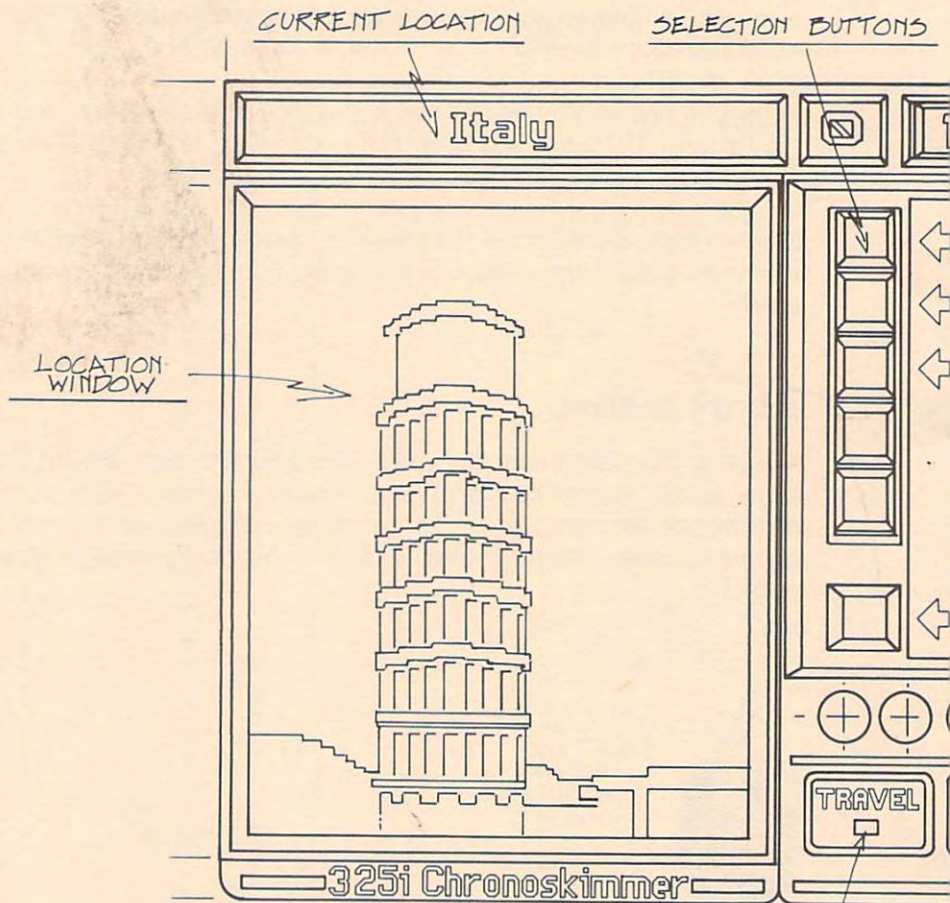
1350

1400

15

TAMERLANE
SACKS DELHI

CHRONOSKIMMER



NOTE:

C-325i MODEL INCLUDES
AEON POWER MODULE AND
FLASHBACK-1 CIRCUITRY.
ALSO INCLUDES SAFE-T-LAND
FEATURE™ AND 911s CAPTURE
ROBOT BY R.R. INC.

TRAVEL/TIME LEAP BUTTON

SEARCH/

MODEL 325i

DATE DISPLAY

3 3 1 A D 0

Witness
Informant
Scanner

COMMUNICATION WINDOW

Exit

TIME REMAINING
46 HRS

TIME REMAINING

SEARCH

DATA

ABORT

DATA BUTTON

CLUE BUTTON ABORT BUTTON

CHRONOSKIMMER 325i

DESIGNED FOR:

ACME DETECTIVE AGENCY

APPROVED BY: *RT*

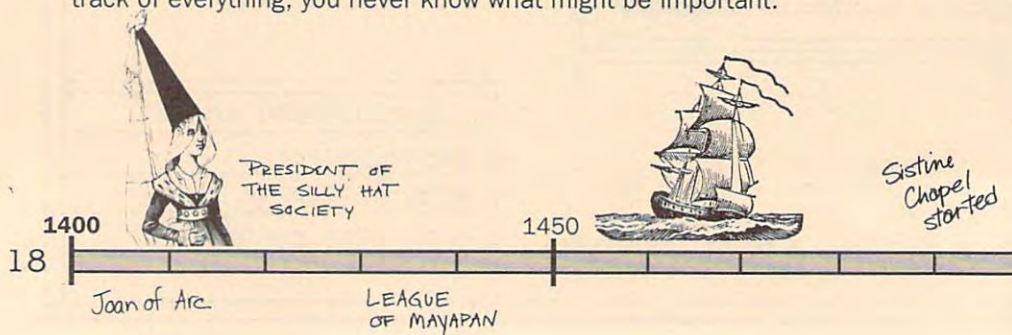
From the Desk of the Chief

Remember to work quickly. Keep track of the time left on the Chronoskimmer control panel. The Federal Time Travel Commission has never granted an extension on authorized hours for solving a crime. Don't waste time traveling to destinations unless you're sure it's the one to which the suspect has fled.

You'll know you are on the right track when you see a suspicious person or occurrence on the location panel. The suspect uses other V.I.L.E. gang members to check you out when you are getting close. If you interrogate a witness and they know nothing, you're probably in the wrong location.

Beware of sneak attacks - they mean you're closing in on your suspect's hideout. Make sure that you've got a warrant before you close in or else the criminal will get away. You may want to return to the previous location to gather more clues or obtain a warrant.

It's a good idea to keep notes on paper as you gather clues. Not all of the clues are contained in *The New American Desk Encyclopedia*. You will find additional location clues in the destination descriptions that appear in the communication window on your Chronoskimmer. Keep track of everything, you never know what might be important.



Don't get discouraged. Even an Ace Detective can't solve every case. The more you play, the better you'll get. Remember that as you rise up in the ranks, the cases become more difficult.

Deciphering Clues

The key to your success in tracking Carmen and her gang is to decipher the clues you find accurately and efficiently. Remember that you may be able to decipher clues with information from both *The New American Desk Encyclopedia* and the on-screen descriptions of each destination.

You'll find it easier to locate the information you need for your investigation if you become familiar with your *The New American Desk Encyclopedia*. Take a moment to look at the section "How to Use" at the beginning of the *Encyclopedia*. When you look up an item, you may want to note those additional items cross-referenced in the entry. Cross-references are in SMALL CAPS.

Although solutions to all clues can be found by using the on-screen descriptions or *The New American Desk Encyclopedia*, you may also want to use other reference books to help in your investigation.

Deciphering A Sample Clue

Here's how I teach my detectives to solve a clue: If your investigations don't lead you to any immediate conclusions, consider checking possible destinations by looking at the destination panel.

For example, let's say you use the Scanner button, and the clue is: "You find a telescope." This doesn't bring a specific destination immediately to mind. To narrow down the possibilities you check the

Tomato native to
South America—
introduced to Europe
16th century



1550



AMATI
WORKSHOP

1600

1500

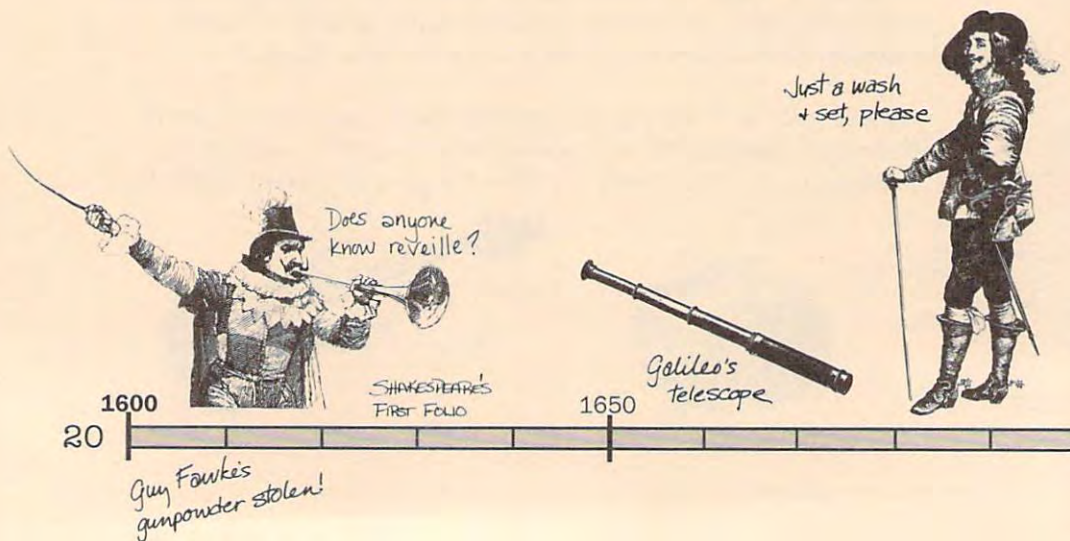
location panel and find four locations/times: India 1700-1899, Spain 1900-1959, Japan 400-1299, and Italy 1300-1699.

With these possible destinations in mind, look up "telescope". Reading through the entry, you find cross-references to "astronomy" and "Galileo", but nothing that helps narrow down the search. Looking up "astronomy", you find several location references: Babylonia, China, and Egypt, all prior to 2000 B.C., too early for your use. Other references include Greece (not in the destination panel list) and a second cross-reference to "Galileo." Time to look him up.

The entry for Galileo shows that he was an Italian who lived from 1564 to 1642, and that he was the first to use the telescope for astronomical observations. Both his location and time match one of the destinations found on the destination panel. Time to take a trip to Italy.

If some clues seem harder than this to solve, you can widen your investigation by either doing a second or third scan of the area, or questioning witnesses. For example, doing a second scan in this case would turn up the clue: "'Galileo Galilei' is scratched on the side of the telescope", and a third scan would get you: "The telescope was manufactured in 1609." Remember, however, that you've got a deadline and investigating takes up valuable time.

The Chief



Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of *Where in Time is Carmen Sandiego?* that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

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).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

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If any disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disk together with a dated proof of purchase to Brøderbund Software Direct®, 17 Paul Drive, San Rafael, CA 94903-2101, for a free replacement. This policy applies to the original purchaser only.

Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$5 per disk plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Brøderbund.



*Carmen is partial
to crown jewels*



*Witness says
suspect has
black hair.*

1700

1750

1800

21

*Mt. Fuji
erupts*

Limitations on Warranty

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1800



1850

22

*3:00 PM
Haircut appointment
with Barber of Seville*

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1950



Strange!
I see a
great past!

2000

23

Horseback
riding with
Pancho Villa



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