



# WHERE IN THE USA is CARMEN SANDIEGO? CD-ROM

The Complete?  
CrimeStopper's Guide

MPC (WINDOWS™) AND MACINTOSH CD-ROM



Brøderbund®

# WHERE IN THE USA IS CARMEN SANDIEGO? CD-ROM



*Where in the USA is Carmen Sandiego?* and Broderbund are registered trademarks of Broderbund Software, Inc. Windows is a trademark of Microsoft Corporation, Inc. MPC is a trademark of the Multimedia PC Marketing Council, Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective holders.

© Copyright 1992-1994 Broderbund Software, Inc. All rights reserved.

# Acknowledgements

## Design Team

Philip Bouchard  
Claire Curtin  
Ken Goldstein  
Lance Groody  
Leila Joslyn  
Hilary Nation  
Rod Nelsen  
Andrew Pedersen  
Tom Rettig  
Kim Walls

## Product Manager

Brian Eheler

## Assistant Product Manager

Sherman Dickman

## Publisher

Ken Goldstein

## MPC Programming

Frankie Ford  
Clifton Caverly

## Macintosh CD Programming

Sean Hill Software  
Development

## Programming Project Lead

Lance Groody

## Art Director

Leila Joslyn

## Senior Artist

Marcela Pesqueira Evans

## MPC & Macintosh

## CD Graphics

Nicole Tostevin  
Stephen Peterson  
Avril Harrison  
Madeline Preisner  
Cheryl Middleman  
David Magliocco

## Original Graphics and Animation

Bo Everson  
Marcela Pesqueira Evans  
Michael Baisuck  
Nicole Tostevin  
Kevin Thompson  
Eben Sorkin  
David Magliocco  
Lydia Haggerty  
Michelle Graham  
Amanda Crispel  
Juliana Wade

## Sound Design

Tom Rettig  
Ralph Marsh  
Jonelle Adkisson

## Additional Sound Editing

Michael Barrett  
Robert Johnson  
Bob Marshall  
Jane Scolieri

## Clues & Location

## Descriptions Written By

Miryam Acevedo-Bouchard  
Philip Bouchard  
Katie Candland  
Rick Goldsmith  
Ken Goldstein  
Courtney Greene  
Michael Halperin  
Ryan Holznagel  
Seth Jacobson  
Jennifer McDonald  
Carolyn Miller  
Valerie Singer

## Music Research

David Roche

## Dialect Coach

Nick Jameson

## Voice Talent

David Barth  
Maria Burton  
Louise Chamis  
Gregory Fleeman  
Nick Jameson  
Phyllis Katz  
Romy C. Lengyel  
Jenean Pearce  
Doug Stone  
Spoonman  
Jessica Switzer

## Quality Assurance

John Crowell  
Craig Riddle and the  
Brøderbund Quality  
Assurance Department

## Senior Marketing Manager

Bruce Friedrichs

## Assistant Marketing Manager

Karin Hohlbein

## Marketing Coordinator

Maia Stangeland

## Manual and Package Design

Nancy Crowe  
Lynn Ross

## Special Thanks To

Doug Carlston  
and Gary Carlston  
Esteban Ahn  
Stewart Apelzin  
Ed Auer  
John Baker  
Judy Barnett  
Valorie Carpenter  
Kent Daniels  
Mike Foulger  
Leo Hourvitz  
David Kessler  
Mickey Mantle  
Tom Marcus  
Nicole Martino  
Bill McDonagh  
Guy Nicholas  
Kermit Stewart  
Peter Van Gorder  
Ginny Walters  
Harry Wilker

## Classic American Music

## Courtesy Of

Arhoolie Productions  
Rounder Records  
Canyon Records Productions  
County Records  
Big Lou  
Chuna McIntyre

## Location Photography

## Courtesy Of

The Image Bank  
FPG International  
Stock South  
SuperStock  
Tony Stone Images  
Foster Travel Publishing  
Photovault  
The Photo File  
AllStock  
The New Image

The state maps in the program were taken from the GeoSafari Electronic Geography Game, Copyright © 1990 Educational Insights.

# Table of Contents



<b>A Note from the Chief</b> .....	5
<i>A personal message from The Big Guy</i>	
<b>Getting Started</b> .....	6
<i>Here's how to install the game</i>	
<b>If You Can't Get Started</b> .....	8
<i>Have a problem or question? Look here!</i>	
<b>You're the Detective</b> .....	10
<i>How to play the game like a pro</i>	
<b>Tools of the Trade</b> .....	13
<i>The Videophone, the Dataminder, and other goodies</i>	
<b>The Good Guys</b> .....	18
<i>ACME personnel and outside informants</i>	
<b>The Bad Guys</b> .....	21
<i>Dossiers and photos of Carmen's gang</i>	
<b>Our Eyes in the USA</b> .....	29
<i>Source information program and where we found the photographs</i>	
<b>Warranty</b> .....	32
<i>We stand behind our products</i>	

# A Note from The Chief



**O**h boy, another rookie. So you think you've got what it takes to track Carmen Sandiego and her gang? Well, we'll see about that. Read the case description below.

Here are the facts: Carmen and her gang are heisting treasures from ALL FIFTY STATES AND WASHINGTON, D.C.!

I've tried, my other agents have tried, but we just can't seem to stop her. We're willing to take a chance on you, though.

In fact, we're pinning all our hopes on your success. My very own promotion is based on your catching Carmen. Got the picture, rookie?

So get the lead out. Here's the quickest way to start your first case:

- Install the game on your computer and start up *Where in the USA is Carmen Sandiego?*

- Sign in with your name or favorite alias.
- Read the details of the case file, then click on the *TRAVEL* button on the Videophone.

- You will be transported to the first stop of your investigation. Start snooping around for clues by choosing the options from the yellow Note Pad.

As you gather information, keep a keen eye out for clues on the personal character traits of the crook. If a witness mentions hair color or a favorite hobby, note it in the *EVIDENCE* Database. When you think you have enough evidence for a warrant, click on the *TRANSMIT* button while in the Evidence Database. If you have enough, Wanda will issue you an arrest warrant.

Remember, the warrant is very important. If you don't have one, you won't be able to nab the thief once you catch up with him. Or her.

- We'll give you a list of possible destinations where the crook might be headed. When you've figured out where the thief is going next, go there!

That's it. Now let's see what you're made of. Go get Carmen Sandiego and bring her to justice. Oh yes, you're going to be on the road for a while. Don't forget your toothbrush.

*The Chief*



# Getting Started



**T**he CDs for *Where in the USA is Carmen Sandiego?* come in two formats — MPC (Windows) and Macintosh. This manual covers both versions, so look below for the section that applies to you.

## MPC (Windows)

Hardware requirements:

- IBM/Tandy or 100% compatible
- 20 MHz 386SX or faster
- 4MB of RAM
- Windows 3.1
- MS-DOS 5.0 or higher
- SuperVGA (640 x 480, 256 colors)
- CD-ROM drive
- MPC-compliant sound device
- Mouse and hard drive

Before playing *Where in the USA is Carmen Sandiego?*, you must first install a small portion of the program onto your hard disk. The installation process requires approximately four megabytes of hard disk space. This operation makes it possible for you to save games in progress, to establish a detective roster, and to enter the Hall of Fame.

To install the game, begin at the Windows Program Manager. If you are not familiar

with the Program Manager, consult your Windows manual. Insert the compact disc (located in the jewel case in your package) into your CD-ROM drive (using a disc caddy if appropriate). Select *Run* from the *File* menu. In the line labeled *Command Line:* type:

D:\INSTALL

or

E:\INSTALL

(depending upon whether your CD-ROM drive is located at D or E) and click on the OK button. The install program will create a default directory, C:\USAMPC (if you wish, you may specify another directory to install to), and will then copy a number of files

from the CD to this directory. The install program will create a program item named *Where in the USA is Carmen? MPC* within a program group named *Brøderbund Software*. To play the game, double-click on the *Where in the USA is Carmen? MPC* icon.

You may also run the program by selecting *Run* from the *File* menu of either the Program Manager or the File Manager. In the line labeled *Command Line:* type:



C:\USAMPC\CARMEN

and click on the *OK* button. (If you installed the game to another directory or drive, modify the path accordingly.)

To access and learn more about the classic American music in the product, double-click on the *USA Source Information* icon located in the *Brøderbund Software* program group. You can listen to and discover information about the music licensed for each state, look at the two location graphics for each, and view the topographical maps. All with a simple point and click interface.

If you would like to switch off the menu bar at the top of the screen while playing the game, pull down the *Options* menu and select *Hide Menu Bar*.

To access and learn more about the classic American music in the product, double-click on the *USA Source Information* icon. You can listen to and discover information about the music licensed for each state, look at the two location graphics for each, and view the topographical maps. All with a simple point and click interface.

## Macintosh

Hardware requirements:

- 8-bit video support (256 colors or shades of gray)
- Color or gray-scale monitor
- 4MB RAM with 2.5MB available
- CD-ROM drive
- System 6.0.7 or higher

Before running *Where in the USA is Carmen Sandiego?*, make sure your monitor is set to display 256 colors. To do this, select *Control Panels* from your Apple menu, double-click on the *Monitors* icon and select 256 colors. If you do not see 256 colors as an option, you may need to install additional VRAM into your Macintosh.

To play the game, simply insert the compact disc (located in the jewel case in your package) into your CD-ROM drive (using a disc caddy if appropriate). Double-click on the *Where in the USA is Carmen?* icon that appears on your desktop.





# If You Can't Get Started



If you have followed the instructions in the previous chapter (“Getting Started”), and are still having problems loading or running the program, refer to this chapter for technical advice. If the advice here does not solve your problems, then see the last section of this chapter, “When All Else Fails,” for information on contacting the Brøderbund Technical Support Department.

## MPC (Windows)

### Not Enough Memory

*Where in the USA is Carmen Sandiego?* requires that Windows have a total of 4,096KB (4MB) of free memory. This amount may be a combination of physical and virtual memory. To check the amount of free memory currently available to Windows, begin at the Windows Program Manager. Select *About Program Manager* from the *Help* menu. At the bottom of the information box will be a line titled *Memory* which will show the amount of free memory (in KB) available to Windows.

If the total memory available to Windows is less than 4,096KB, try shutting down

other applications that may be running, or increasing the size of your Windows Swap File (virtual memory). For additional information on these procedures, please refer to your Windows manual or the MPC Trouble Shooting Guide included with your program.

### Sound Problems

If you are unable to hear music or sound effects from the game, check to see if you have Windows sound drivers installed. To do this, begin at the Windows Program Manager. Double-click on the *Control Panel* icon located in the *Main* program group. Double-click on the icon named *Sound* to open the Sound Control Panel.

- If the items listed in the *Events* or *Files* dialog boxes are black, click on the *Test* button. If you do not hear event sounds, make sure your cables are fastened securely and that the volume controls on your sound device and speakers are set high enough to be audible.
- If the items listed in the *Events* or *Files* dialog boxes are grayed out, then Windows drivers for your sound device have not been properly installed. Please refer to the manual that came with





your sound device for instructions on installing Windows sound drivers.

### Video Display Problems

For the game to display properly, your Windows video driver **MUST** be set to display 256 colors. The game will not function with video drivers set to thousands or millions of colors. For instructions on changing Windows video display drivers, please refer to your Windows manual or the manual that came with your video board.

## Macintosh

### Not Enough Memory

*Where in the USA is Carmen Sandiego?* requires a total of 2,500KB of available memory to run. To check the amount of available memory, go to the Apple menu and select *About This Macintosh* (if you are using System 7), *About the Finder* (if you are using System 6.0.7 or 6.0.8), or *About This Computer* (if you are using a Performa).

You can free up additional memory by quitting other applications that may be running, or by disabling System Extensions. For additional information on disabling System Extensions, please refer to your Macintosh manual.

### Sound Problems

If you are unable to hear music or sound effects from the game, you should check to see that the volume control in your Sound Control Panel is set high enough to be audible. To do this, select *Control Panels* from the Apple menu, double-click on the *Sound* icon, and set the volume to a higher number.

## When All Else Fails

If you have worked through these troubleshooting suggestions and still need assistance, you can contact Brøderbund Technical Support by using the options listed below. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give us a detailed description of what happens when you try to run the program.

You can contact us in any of the following ways:

- Internet - Online support is available through our World Wide Web site at <http://www.broderbund.com/support>
- America Online® - Use the Keyword: BRØDERBUND
- Mail - Send your questions to Brøderbund Technical Correspondence, 9715 Parkside Drive, Knoxville, TN 37922.
- Phone - Call us at (423) 670-2020 from Monday through Friday between the hours of 9:00 a.m. and 9:00 p.m., Eastern Time.



# You're the Detective



**N**ow that you've accepted the challenge of bringing Carmen and her gang to justice, there are a few things you need to know. Here are the basics on how to be an effective detective.

## Object of the Game


A wily crook from V.I.L.E. (Villains International League of Evil) has stolen a valued treasure from one of the 50 states or Washington, D.C. The thief is headed to a hideout somewhere in the USA, zigzagging across the country to try to shake you from the chase. There are 15 crooks in Carmen's gang, and you will pursue just one of them per case.

To win a case you must:

- Identify the thief and obtain an arrest warrant.

AND

- Track the crook to his or her hideout before time runs out.

 **Note:** The case isn't solved when you obtain a warrant. You must follow the villain until you can catch and arrest him or her. If you have a warrant for the correct culprit, then you've got an iron-

clad case. But, if you arrest a criminal without first obtaining a valid warrant, your case will be thrown out of court!

## Signing In

To start your first case, sign in on the Dataminder with your name or favorite alias. You can either type the name or use the mouse to click on the letters to spell the name. Once your name is entered, click on the *TRANSMIT* button on the Dataminder to send your data to ACME Headquarters.

## Your Assignment

After you sign in, The Chief will contact you from ACME Headquarters to brief you on the case. The Case File will slide up with information on the stolen item, your rank, and your deadline for solving the case.

Review the Case File, then click on the *TRAVEL* button on the Videophone to call ACME Travel Service. You will travel to the scene of the crime to begin snooping around.



## Gathering Clues

When you arrive at a new location, the yellow Note Pad will display your options for seeking clues. Click on these options




to obtain the corresponding clues. Some of the clues will point to the crook's next destination, while others will help you identify which member of Carmen's gang you're pursuing.

Investigating a clue or talking to a witness takes up a little of your precious time, so you must decide whether to investigate all sources of information or just some of them. It's a tough call, but that's why you're here.

## Obtaining a Warrant

Getting an arrest warrant is a two-step process. First, collect and record all the available evidence about the crook's identity. To record evidence, click on the *EVIDENCE* button. Second, once you think you have enough evidence to identify a suspect, call in for a warrant using the *TRANSMIT* button. You must have a valid warrant to make an arrest when you finally reach the thief's hideout.

If you do obtain a valid warrant, you're only partway there! You still need to track the crook to his or her hideout. Keep moving, Gumshoe, the trail's getting colder every minute!

 **Note:** When recording evidence, choose the character traits carefully. If you enter wrong information, you will wind up identifying the wrong crook. If you obtain a warrant for the wrong suspect, you'll continue your hunt, but when you finally track down the suspect, he or she will get away since your warrant is not valid.

## Traveling to the Next Location

When you are ready to travel to the next location, click on the *TRAVEL* button on

the Videophone to contact ACME Travel Service. A map of the U.S. will appear, showing all the possible destinations from your current location. The list of destinations will also appear in the Dataminder. Click on your chosen destination (either on the map or in the Dataminder), and you will immediately travel to that destination.



Take note, Rookie. You can use the *TRAVEL* button to preview the list of possible destinations without actually traveling to any of them. You can get back to the Dataminder by clicking on the *CANCEL* button.

Upon your arrival at a location, the Dataminder will give a description of the state to help familiarize you with your new surroundings. Take a minute to read the description; you never know when it might come in handy.

## Catching Up with the Criminal

When you arrive at a new location, one of three things must be true:

- 1) The crook stopped at this place on the way to the hideout. If so, then you'll find clues here, and you'll see one of Carmen's local henchmen.
- 2) The crook did not visit this place. If so, the local witnesses won't know a thing. You need to travel to another location, or return to your last location to re-question witnesses or re-examine the evidence.
- 3) This is the crook's final destination and the hideout is nearby. If so, then instead



of a clue you will get warnings of danger. If you do not have a warrant yet, then you better get one really quick!

### Promotions

You begin your career at the ACME Detective Agency with the rank of Gumshoe. As you capture members of Carmen’s gang and put them behind bars, you’ll be promoted through a series of eight ranks until you reach Super Sleuth. At this level, you’ll get a crack at catching Carmen herself. If you do catch her, then you’ll be inducted into the Hall of Fame. You can continue to play under the same name for as long as you like, but instead of receiving additional promotions you’ll receive a commendation after every ten additional successful cases. Each rank requires you to solve a specific number of cases before you earn your next promotion:

Rank	Cases Solved
Gumshoe	0
Investigator	1
Senior Investigator	5
Inspector	10
Senior Inspector	16
Detective	23
Master Detective	31
Super Sleuth	40

### Rising to the Challenges as You Rise in Rank

As you rise in rank, your cases gradually grow more challenging and your culprits, more elusive. The clues you investigate as a high-level detective will be considerably more demanding than the ones you discovered as a Gumshoe.

Periodically, your efforts to imprison all

of Carmen’s gang will be thwarted by a major jailbreak. When this happens, keep a stiff upper lip and put them all back in the slammer where they belong!

### Ending a Game

When you’re ready to knock off for a while, click on the *POWER* button. A message will appear in the Dataminder telling you to click *TRANSMIT* to stop playing or *CANCEL* to continue playing.

You can also leave the game by holding down the Control key and pressing Q. On the Macintosh, hold down the Command key (⌘) and press Q.

If you leave the game before you’ve nabbed the crook, the case you’ve been working on will automatically be saved under your name or alias.

If you don’t want to leave the game but you do want to sign in as a different detective, just fly back to ACME Headquarters. Once you arrive, click *CANCEL* to assign a new detective.

### Resuming a Saved Game

When you have saved a game, the next time you sign in with your name or alias you’ll be asked if you would like to continue the saved case. If yes, click on the *TRANSMIT* button and pick up where you left off. If no, click on the *CANCEL* button and the saved case will be wiped off the books. Don’t worry, though —the rest of your detective career history will remain in ACME’s records.



# Tools of the Trade



**A**s a vital member of the ACME crime-fighting team, you've been given the most up-to-date sleuthing equipment available. Here's the scoop on how to get the most out of your ACME CrimeStopper Gadget, including the Videophone, the Dataminder, and the Note Pad.

## Videophone

The Videophone is your communications lifeline with ACME. Use this device to arrange travel, to obtain a warrant, and to get tips from other ACME agents.



The key parts of the Videophone are the following:

### Power Button

Your entire ACME CrimeStopper Gadget automatically turns on each time you begin a game session. When you want to stop playing, click on the *POWER* button, or press Control-Q. On the Macintosh, press ⌘-Q. If you quit in the middle of a case, your case will automatically be saved. The next time you sign in under the same name, you will be given the opportunity

to resume the case.

### Mute Button

The *MUTE* button on your Videophone turns all sounds on and off. If you want to turn off the classic American music, but continue to hear all other sounds, click on the *OPTIONS* button in the Dataminder, and select Turn Folk Songs On or Off.

### Digital Clock

The digital clock on the Videophone tells you the current time and the day of the week in the case you're investigating. You have only a matter of days to solve each case, so you need to keep an eye on the clock!

### Travel Button

After The Chief gives you your assignment, click on the *TRAVEL* autodial button to get started on the case. ACME Employee Travel Service will send you to your first destination. Thereafter, click on the *TRAVEL* button to access the USA map or to see a list of the villain's next possible destinations in the Dataminder. While viewing the USA map, you can also access the ACME State-A-Base (see the information below).

If you're ready to travel to one of the destinations, click on the city name —



either in the Dataminder or on the map. If you are not ready, then click on the *CANCEL* button. This is a good way to see a list of possible destinations in order to narrow down your choices.

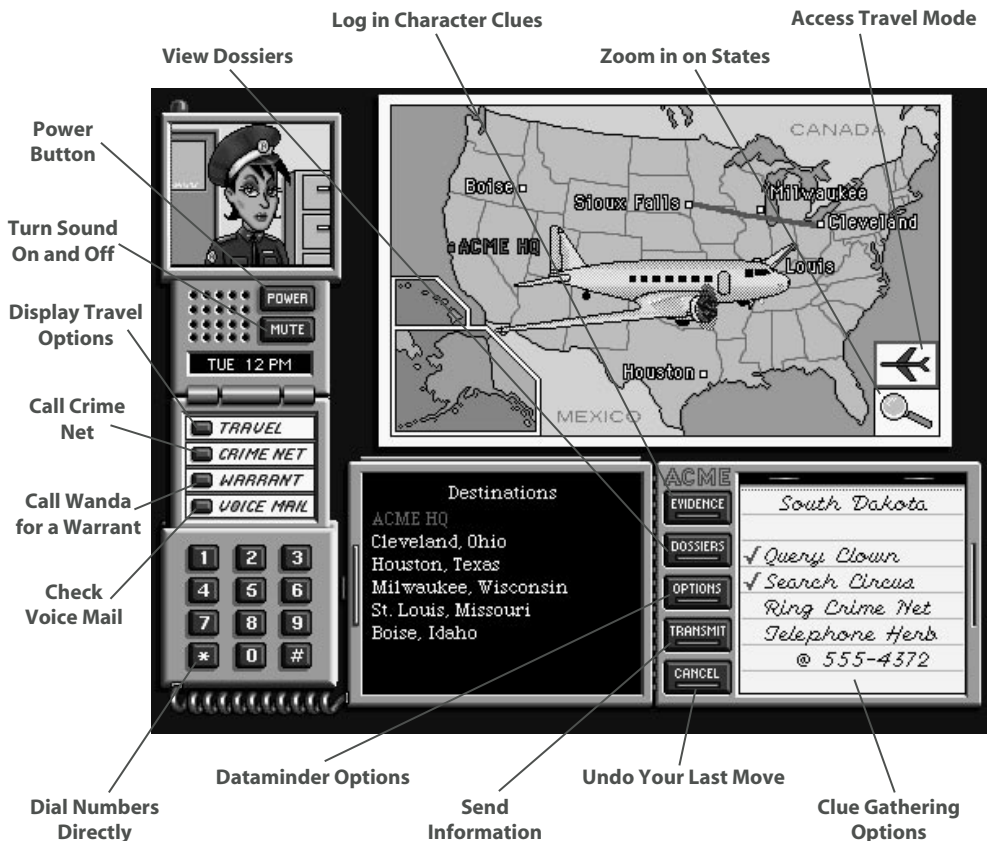
ACME Headquarters is always listed as a possible destination. Travel back to ACME if you want to start a new case or to assign a new detective to a case.

### State-A-Base

To use the ACME State-A-Base, click on the *Magnifying Glass* icon in the bottom right corner of the USA map. The cursor arrow will become a magnifying

glass. Move the magnifying glass to the state you want to view. When the state turns red, click on it, and a map of the state will appear.

Beneath the state map, you will see a screen of information about the state. Click on the *MORE* button to see the next screen of information. If you click the button several times, you will return again to the first screen. To listen to an audio description of the state, click on the *Listening Ear* icon in the bottom right corner of the Dataminder. To return to the USA map, click on the *Map* icon in the lower right corner of the State map.



## Crime Net Button

Call Crime Net to contact other ACME agents who may have unearthed clues pertaining to your case. You can either click on the *CRIME NET* autodial button on the Videophone, or click the Crime Net option on the ACME Note Pad.

## Warrant Button

Clicking the *WARRANT* autodial button connects you with Wanda, ACME's Warrant Supervisor. She will ask you to transmit your evidence by clicking the *TRANSMIT* button on the Dataminder. Before transmitting, you must have recorded your evidence. (See the section on the *EVIDENCE* button below.)

☞ **Note:** You must obtain a warrant before you can arrest a crook. More than once we have seen rookie detectives return disappointed because they nabbed the thief without first obtaining a warrant. If you don't have a valid warrant, the judge will have no choice but to let the criminal go free!



**WASHINGTON D.C.**

## Dialing Pad

The Videophone's dialing pad enables you to directly dial the number of any informant whose name appears on the Note Pad.

## Video Screen

Each time you place or receive a call with your Videophone, a person will appear on the video screen. This person may be an ACME employee, or it may be an ACME informant in the field. In either case, you should receive information that will help you solve your case.

## Voice Mail Button

Call your Voice Mail for messages from snitches who have information about your case. To reach Voice Mail, click on the *VOICE MAIL* button on your Videophone, or click the Voice Mail option on the Note Pad.

## Dataminder

The Dataminder portion of your ACME CrimeStopper Gadget has a multitude of practical uses. For example, you can store and transmit evidence, examine the dossiers of known V.I.L.E. gang members, and tour the ACME Hall of Fame.

The key parts of the Dataminder are the following:

### Evidence Button

You must have a warrant to arrest the crook you are chasing. In order to get a warrant, you must gather enough evidence to identify the thief. The evidence falls into one of seven categories: gender, hair color, eye color, hobby, favorite food, favorite sport, and favorite music. When you find any such evidence, click on the *EVIDENCE* button. Then click the appropriate category name (such as Hair) to cycle through the list of possibilities. You don't have to find evidence for each category before you call in for a warrant — you just need enough to eliminate all the suspects but one.

When you think you have enough evidence to pinpoint a suspect, click on the *WARRANT* button or the *TRANSMIT* button. If you've identified a crook, Wanda will issue a warrant. If she doesn't give you a warrant, then you need to gather more evidence.





## Dossiers Button


Clicking the *DOSSIERS* button lets you see personal information about each member of Carmen's gang. A partial list of the gang appears in the Dataminder. To see the rest of the names, click on the *MORE* button. To see any suspect's picture and modus operandi, click on his or her name.

## Options Button

The *OPTIONS* button activates several options in the Dataminder — Case File, the Detective Roster, Travel Log, and the Hall of Fame. You can also turn the classic American music off or back on.

The Case File enables you to review the basic details of the case, such as your deadline for nabbing the thief.

The Detective Roster lists the detectives currently registered in the Dataminder. If more detectives are registered than will fit on the screen, the *MORE* button will appear. Click on this button to see additional detectives. Click on any name to see a profile of that detective.

 **Note:** When the roster is full, you can add new detectives only if you first delete an old one. To delete a detective from the list, first click on the name to bring up the Profile, then click on the *CANCEL* button.

Click the Hall of Fame option to see the list of all-time top ACME agents. To achieve Hall of Fame status, you must reach the Super Sleuth level and then capture Carmen Sandiego herself.

The Travel Log option enables you to see a list of all the cities you have visited thus far in the current case. Incorrect cities are in red.


## Transmit Button

The *TRANSMIT* button has several roles. Use it to sign in at ACME when you start a new game. Use it again to resume work on a case saved under your name. You may also use the *TRANSMIT* button when you need to send information to Wanda, the Warrant Supervisor.



## Cancel Button

Use *CANCEL* to undo your last action. For example, after clicking the *TRAVEL* button, you may decide you are not ready to travel yet. Just click *CANCEL* to cancel the trip. If you're in one of the Dataminder options (such as Dossiers), clicking *CANCEL* will exit the option and bring back the description of your current location.

 **Note:** To skip an animation sequence, click on the mouse button (right button for the MPC version). This will simply bypass the animation and continue play.

## Transient Buttons

Whenever a *MORE* button appears in your Dataminder, this indicates that further information is available in the Dataminder. Click on the *MORE* button to see the next screen of information. If you click the button several times, you will return again to the first screen of information.

Whenever an *EXIT* button appears in your Dataminder, you may click the button to exit the current option. This will bring back the description of your current location.



## Note Pad

All of your options for digging up clues are found on the Note Pad. By clicking on an option, you can question a witness, call Crime Net or check Voice Mail, search the scene, or speak with an informant.

Clues help you decipher two key pieces of information: 1) the criminal's next destination, and 2) the criminal's identity. Questioning a witness, searching the scene, or dialing Crime Net will unearth clues about the villain's next destination. Sometimes a witness will contribute a second piece of information, providing a hint about the villain's identity. Another way to get clues about the crook's identity is to talk to any informants you find.

Be sure to record all information about the criminal in the Evidence database. You may not need to examine every clue to figure out the crook's next destination. But if you skip a clue, you may miss valuable information about the thief's identity.

## Travel Map

When you click the *TRAVEL* button on the Videophone, a map of the USA appears above the Dataminder. The map shows the individual states, along with the possible destinations of the suspect. To view an individual map of any state, first click on the *Magnifying Glass* icon, then click on the state. Along with a map of the state, you will see a list of basic information about the state. Click on the *MORE* button to view additional information. To return to the USA map, click on the *Map* icon.

## Reference Book

As if all the high-tech gadgets aren't enough, we're also enclosing a reference book to help you in your investigations. This book is a treasure trove of information that'll keep you hot on the crook's trail. The quick reference card enclosed with the software will give you more information about the book and how to use it. You may also want to consult a dictionary or encyclopedia.



# The Good Guys



**Y**ou'll meet lots of people in your pursuit of Carmen's gang. Here are some of the people who will help you.



**THE CHIEF**

The Big Boss. The Man Who Hands Out Promotions. Listen to all he has to say — and he'll say plenty, especially if you do something wrong! Even though you'll be state-hopping, he always knows your precise location.



**WANDA**

Talk to Wanda when you think you have enough evidence to get a warrant. If you do, she'll issue one on the spot. If not, she'll send you away to keep looking. She can be reached by clicking on the *Warrant* button on the Videophone.

## The Informants

Here are the most reliable sources money can buy. They serve as ACME's "eyes and ears" in the field. They'll provide you with essential information on the characteristics of the crook you are chasing. Their communication comes to you via our ACME satellite, orbiting high above the earth.





**WILD WILL**

This bowlegged cowboy may be an old-timer, but if there's one thing Wild Will knows better than cows, it's crooks. Sure, he's seen lots of sunsets over the sagebrush, but his instincts for spotting varmints are still as sharp as ever.



**MICK DONALD**

Mick has inhaled vast amounts of greasy fumes during his career as a short order cook. Maybe that's why he recognizes a slippery character when he sees one. Between frying up burgers and bossing around the busboys, Mick feeds us plenty of hot tips.



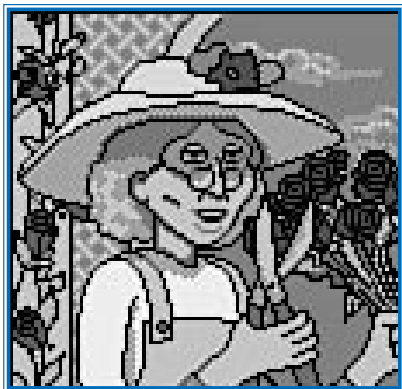
**DUANE BWUANE**

"Party on!" That's Duane's philosophy of life. But when he's not distracted by some totally radical wave, this excellent dude keeps us well supplied with clues he picks up in the most unexpected places.



**TOLLTAKER TINA**

Tina just loves her job collecting tolls on the New Jersey turnpike. What better occupation for a world class busybody? Anyone who passes by her booth is subject to her intense scrutiny, and Tina misses nothing, not even that discarded candy wrapper beneath the steering wheel.



**BELLE GRAHAM**

Beneath her mild exterior, Ms. Graham is a ferocious crimefighter. She turned informant after she plea-bargained her way out of twenty-four consecutive fifteen-year prison terms.



**HERBERT HEEBERG**

Mild-mannered Herb fades into the woodwork in just about any setting, a real plus for an informant. Under his goofy facade is a man with a razor-sharp wit. Or so he says.



**"VALLEY" SALLY**

ACME signed on Sally as an informant, despite her tendency to run off at the slightest hint of a shoe sale. A notorious snoop, she has a spotless record of reporting the fashion and grooming details of the crooks.



**PROFESSOR BOB**

The newest of ACME's undercover informants, the Prof came to us with strong credentials: a Ph.D. in criminology, an M.A. in speleology, and a B.S. in marine biology. And he still finds time to write to his mother.

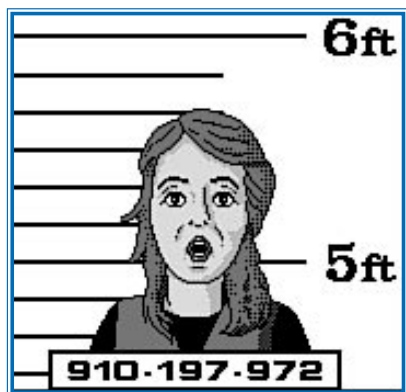


# The Bad Guys



All dossiers found here contain the most up-to-date information we have on Carmen and her gang. Please don't misplace these files — they are the result of many cold and lonely hours of diligent stakeouts.

cautioned against listening to her at all, since she's known to have gotten past dozens of security guards and arresting officers by subjecting them to methods of sentence diagramming. This crafty henchwoman is addicted to any and all card games, particularly those that have high stakes and fixed cards.



**MAE HEMM**

HAIR:	RED
EYES:	GRAY
HOBBY:	CARD GAMES
FOOD:	VEGETARIAN
SPORT:	DANCING
MUSIC:	SALSA

Bunco artist Hemm uses skills honed as an English teacher to confuse victims as to which way is up. ACME agents are



**HAL E. LUYA**

HAIR:	BLOND
EYES:	GREEN
HOBBY:	CARD GAMES
FOOD:	VEGETARIAN
SPORT:	DANCING
MUSIC:	SALSA

Founder of the Church of the Holy Smoke, Reverend Luya spent years perfecting his technique to fleece his



miraculously unsuspecting flock. He fell in with the Sandiego gang after he blew out his loudspeakers during a particularly rousing sermon designed to net him the funds to establish a mission in Monte Carlo. Rev. Luya is a strict vegetarian who periodically breaks into butcher shops to liberate the lamb chops.



**FREDA D. DARKE**

<b>HAIR:</b>	<b>BLACK</b>
<b>EYES:</b>	<b>GREEN</b>
<b>HOBBY:</b>	<b>PAINTING</b>
<b>FOOD:</b>	<b>ITALIAN</b>
<b>SPORT:</b>	<b>SKIING</b>
<b>MUSIC:</b>	<b>CLASSICAL</b>

Kooky, paranoid Freda is easily the most entertaining of the bunch. Her habit of constantly looking over her shoulder to check that no one is following her ensures that she cannot walk more than 5 or 10 feet without bumping into or tripping over something. This has resulted in Freda being fished out of the canals of her home base of Venice, California, on more than a dozen occasions. We know she has green eyes and black hair.



**LIZA LOTSA**

<b>HAIR:</b>	<b>BLACK</b>
<b>EYES:</b>	<b>BROWN</b>
<b>HOBBY:</b>	<b>STARGAZING</b>
<b>FOOD:</b>	<b>FRENCH</b>
<b>SPORT:</b>	<b>SKIING</b>
<b>MUSIC:</b>	<b>CLASSICAL</b>

By displaying good manners and impeccable taste, Ms. Lotsa gained entry into the homes and hearts of America's blueblood families. For years no one seemed to notice that their heirloom silver and Rolls Royces were suspiciously missing after Liza came to dinner. Carmen met her while on a yachting cruise of the Great Lakes and was instantly impressed by Liza's facility for telling tall tales and white lies, not to mention her large collection of "borrowed" emerald earrings. We have learned that Liza Lotsa has mastered the art of French cooking and makes a killer soufflé.







### BEN DERBYFORE

HAIR:	BLACK
EYES:	BLUE
HOBBY:	STARGAZING
FOOD:	VEGETARIAN
SPORT:	GOLFING
MUSIC:	JAZZ

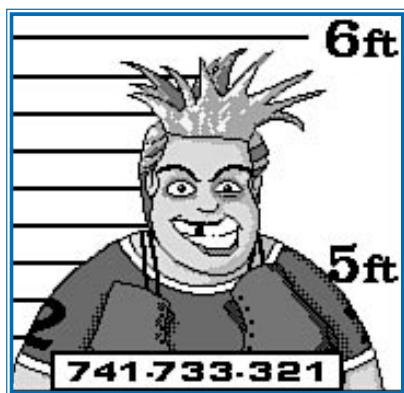
Afflicted with persistent déjà-vu, Ben seldom gets where he's going because of a nagging suspicion that he's just come from there. Before his life of crime, Derbyfore found it impossible to hold a regular job due to his mistaken certainty first thing in the morning that he'd already put in his eight hours and it was time to knock off for the day. When Carmen and the gang recently held their annual award dinner, Ben received the coveted "Villain of the Year" award and a gift certificate to his favorite vegetarian restaurant "Just Beans."



### KAREEM CARMEL

HAIR:	RED
EYES:	GRAY
HOBBY:	GARDENING
FOOD:	ITALIAN
SPORT:	BOWLING
MUSIC:	JAZZ

Incompetent saboteur Carmel worked his way up through the ranks of mischief makers as a scene painter of fake mirages in the Mojave Desert. He was particularly proud of his deployment of 140 fully decorated Christmas trees in the middle of the desert. Kareem honestly thought that they'd be likely to snare unwary travelers and tourists wanting to meet Santa Claus. Ashamed that his reputation for ineptitude is so widely known, he often retreats to the safety of his garden, where he raises prize-winning snapdragons, camellias, and snails.



**DEE MOLISH**

<b>HAIR:</b>	<b>BLOND</b>
<b>EYES:</b>	<b>GRAY</b>
<b>HOBBY:</b>	<b>PAINTING</b>
<b>FOOD:</b>	<b>FRENCH</b>
<b>SPORT:</b>	<b>GOLFING</b>
<b>MUSIC:</b>	<b>SALSA</b>

This rollerderby champ is renowned for her nasty temper and razor sharp elbows. She has been known to immobilize entire regiments of SWAT personnel with her mean left check maneuver. Molish can outpace entire convoys of police vehicles in hot pursuit; no mean feat since she doesn't drive, preferring to travel via roller skates, skateboard, or a combination of the two. (Reminder: DO NOT TRY THIS AT HOME. MS. MOLISH IS A TRAINED PROFESSIONAL.) The walls of her home are plastered with her numerous attempts at paint-by-numbers clown portraits.



**POLLY GRAPH**

<b>HAIR:</b>	<b>RED</b>
<b>EYES:</b>	<b>GREEN</b>
<b>HOBBY:</b>	<b>CARD GAMES</b>
<b>FOOD:</b>	<b>DIETETIC</b>
<b>SPORT:</b>	<b>BOWLING</b>
<b>MUSIC:</b>	<b>CLASSICAL</b>

According to one former colleague, Polly Graph is identifiable by a pronounced lisp caused by a tongue "so forked she could use it to touch the tip of her nose and chin at the same time." Compulsive fibber, Graph is one of the most dangerous members of the Sandiego gang and is known to keep her false teeth in her coat pocket in order to "cut down on the wear and tear caused by lying through them so much." At various times during our surveillance, Graph has been overheard bragging about her 300 score bowling game, her date with Humphrey Bogart, and her winning million-dollar lottery ticket.

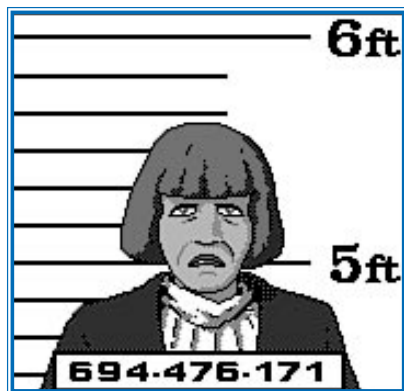




**ARMAND GEDDON**

<b>HAIR:</b>	<b>BLACK</b>
<b>EYES:</b>	<b>GRAY</b>
<b>HOBBY:</b>	<b>GARDENING</b>
<b>FOOD:</b>	<b>FRENCH</b>
<b>SPORT:</b>	<b>GOLFING</b>
<b>MUSIC:</b>	<b>JAZZ</b>

Sideman for the powerful movie moguls of Beverly Hills, Geddon's last job was as butler to the glitterati. He was summarily dismissed for concocting a special treat of crackers festooned with a generous dollop of black buckshot masquerading as caviar. Over three hundred sets of capped teeth were shattered; Geddon left in shame and headed straight for Carmen's Hollywood and Vine recruitment office. He is currently learning to play the baritone sax.



**DONNA FRET**

<b>HAIR:</b>	<b>BROWN</b>
<b>EYES:</b>	<b>BLUE</b>
<b>HOBBY:</b>	<b>PAINTING</b>
<b>FOOD:</b>	<b>VEGETARIAN</b>
<b>SPORT:</b>	<b>DANCING</b>
<b>MUSIC:</b>	<b>BLUEGRASS</b>

Finicky financier Fret, a former board member of the Bank of Malarkey, has been on the lam since the collapse of her twin operations of counterfeiting and embezzlement. As her dealings with the bank were called into question, she learned, along with the prosecutors, that her counterfeit business had been so successful that most of the cash she had taken home from the bank was bogus. Despite her professional exterior, Ms. Fret is known in the dance halls around town as "Twinkle Toes."





### HAMMOND SWISS

HAIR:	BLOND
EYES:	GREEN
HOBBY:	PAINTING
FOOD:	DIETETIC
SPORT:	SKIING
MUSIC:	CLASSICAL

Swiss has emerged as one of V.I.L.E.'s most formidable criminals, and is a source of considerable consternation to Carmen Sandiego herself. The very attributes that make Swiss such an invaluable member of the V.I.L.E. team are the ones that make him so difficult to be around: he is so obnoxious that he can clear a room with his meticulous recountings of every Three Stooges plot. His diet consists of no-salt anchovy, calorie-less garlic, and light onion sandwiches. No prison has been able to hold Ham, since he can melt iron bars by just breathing on them.

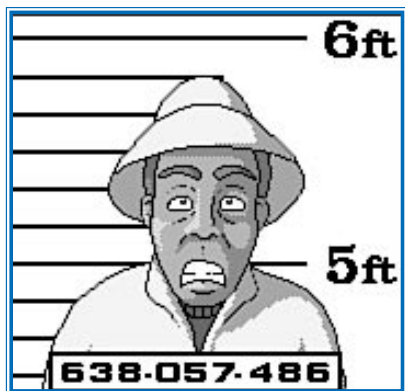


### NELL N. VOID

HAIR:	BLOND
EYES:	BLUE
HOBBY:	CARD GAMES
FOOD:	FRENCH
SPORT:	GOLFING
MUSIC:	BLUEGRASS

Corporate attorney Void earned her stripes on Wall Street by concocting merger and takeover deals so contorted that one observer noted, "the only way to get through one of Nell's contracts from start to finish is to be a snake." The only six-figure lawyer in the world with a law library written entirely in Pig Latin, the incredibly vain Void finally petitioned for membership in V.I.L.E. when she learned that years of packing important information into small print had left her unbearably nearsighted. Rather than switch to eyeglasses, she opted for a life of crime with no small print.





**ED SETTERA**

<b>HAIR:</b>	<b>RED</b>
<b>EYES:</b>	<b>BROWN</b>
<b>HOBBY:</b>	<b>GARDENING</b>
<b>FOOD:</b>	<b>DIETETIC</b>
<b>SPORT:</b>	<b>GOLFING</b>
<b>MUSIC:</b>	<b>CLASSICAL</b>

Last surviving member of the “Codfish 8,” an underground cadre of unscrupulous commodities brokers convicted of blackmail, bribery, and influence peddling, the “Cods” ruthlessly put a lock on the world’s supply of cod liver oil, only to find that the world no longer wanted it. His passion for classical music is unbounded: he recently bought his own orchestra, since he couldn’t face replacing all his old records with CDs. ACME has learned that Settera was able to bribe his way into the Sandiego gang with lucre accrued through his participation in “The Guano Affair.”



**CARMEN SANDIEGO**

<b>HAIR:</b>	<b>BROWN</b>
<b>EYES:</b>	<b>BROWN</b>
<b>HOBBY:</b>	<b>GARDENING</b>
<b>FOOD:</b>	<b>DIETETIC</b>
<b>SPORT:</b>	<b>GOLFING</b>
<b>MUSIC:</b>	<b>CLASSICAL</b>

No personality in the history of crime inspires more awe than the mastermind whose 175 known aliases all boil down to the six dreaded syllables “Carmen Sandiego.” At one time or another, she has borrowed articles ranging from the Golden Gate Bridge to Mount Rushmore. Be sure you don’t get in the way of her red sports car; we know she harbors a healthy grudge against anyone associated with the ACME Detective Agency.





**HUGO YURWAY**

<b>HAIR:</b>	<b>BROWN</b>
<b>EYES:</b>	<b>BROWN</b>
<b>HOBBY:</b>	<b>PAINTING</b>
<b>FOOD:</b>	<b>VEGETARIAN</b>
<b>SPORT:</b>	<b>SKIING</b>
<b>MUSIC:</b>	<b>SALSA</b>

Several years ago, Yurway achieved a degree of renown as a finalist in the Mr. Wonderman Bodybuilding competition where he wowed the crowds with his unique ability to crack walnuts with his eyelids. After failing to take the Mr. Wonderman title (due to his poor showing in the quantum physics competition), Yurway was recruited by V.I.L.E. as a strong-arm man in charge of the transport of national monuments. During the winter months, he tears up the slopes in Sun, Squaw, and Antelope Valleys.



**RAY ZARUMPUS**

<b>HAIR:</b>	<b>BROWN</b>
<b>EYES:</b>	<b>BROWN</b>
<b>HOBBY:</b>	<b>CARD GAMES</b>
<b>FOOD:</b>	<b>FRENCH</b>
<b>SPORT:</b>	<b>DANCING</b>
<b>MUSIC:</b>	<b>SALSA</b>

Zarumpus is probably the craftiest member of the Sandiego gang after Carmen herself, and is suspected of doing a large part of the planning of each job. But Ray has an irresistible urge to “mug” for any surveillance camera, so Carmen requires Ray to stay outside and watch the meter during a heist. A Fred Astaire aficionado, he knows all the dance steps from “Top Hat,” which he performs with his sister, Yolanda, who dances the part of Ginger Rogers.



# Our Eyes in the U.S.A.



## Source Information Program

To access and learn more about the photographs and the classic American music in the product, double-click on the *USA Source Information* icon. When in the USA Source Information program, click on the *Eye* icons to view the photographs or topographical maps from each state. Click on the *Ear* icons to listen to and discover information about the music licensed for each state.

## Our Eyes in the U.S.A.

### Alabama

F. Sieb, Stock South  
G. Ahrens, SuperStock

### Alaska

John Lewis Stage, The Image Bank  
Paul McCormick, The Image Bank

### Arizona

Steve Krongard, The Image Bank  
Robert G. Koropp, The Image Bank

### Arkansas

Robyn Horn, Arkansas Department of  
Parks and Tourism  
Larry Ulrich, Tony Stone Images

### California

Jean Pierre Pieuchot, The Image Bank  
Michael J. Howell, The New Image

### Colorado

Sonja Bullaty, The Image Bank  
G.M. Smith, The Image Bank

### Connecticut

Steven Dunwell, The Image Bank  
Jim Mejuto, FPG International

### Delaware

Michael Melford, The Image Bank  
Lisa J. Goodman, The Image Bank

### Florida

Margarette Mead, The Image Bank  
Marvin E. Newman, The Image Bank

### Georgia

Peter Winkel, Stock South  
Peter Gridley, FPG International

### Hawaii

Klaus Mitteldorf, The Image Bank  
Eric Meola, The Image Bank

### Idaho

Pam Benham, Stock South  
Wernher Krutein, Photovault

### Illinois

John Lewis Stage, The Image Bank  
B. Vogel, SuperStock

### Indiana

Larry Pierce, The Image Bank  
Alexander Hubrich, The Image Bank

### Iowa

P. Michael Whye





## **Kansas**

Sean Smith, The Image Bank  
G. Ahrens, FPG International

## **Kentucky**

Dan Forer, The Image Bank  
W.L. McCoy, Stock South

## **Louisiana**

H. W. Hesselmann, The Image Bank  
Alan Becker, The Image Bank

## **Maine**

John Wagner, The Image Bank  
Peter Fownes, Stock South

## **Maryland**

Leo Mason, The Image Bank  
Andre Jenny, Stock South

## **Massachusetts**

George Obremski, The Image Bank  
David Noble, FPG International

## **Michigan**

Peter Grumann, The Image Bank  
GALA, SuperStock

## **Minnesota**

Gerald Brimacombe, The Image Bank  
Andre Jenny, Stock South

## **Mississippi**

David Muench, The Image Bank  
J.D. Schwalm, Stock South

## **Missouri**

Missouri Division of Tourism,  
Permission granted by the Tourism  
Board  
Thomas England, Stock South

## **Montana**

Grant V. Faint, The Image Bank  
Richard Rowan, FPG International

## **Nebraska**

Grafton M. Smith, The Image Bank  
Travelpix, FPG International

## **Nevada**

David Jeffrey, The Image Bank  
Wernher Krutein, Photovault

## **New Hampshire**

H. Armstrong Roberts, Stock South  
Lee Foster, Foster Travel Publishing

## **New Jersey**

Bill Foley, Stock South  
Joseph Nettis, Tony Stone Images

## **New Mexico**

Sonja Bullaty, The Image Bank  
Michael J. Howell, The New Image

## **New York**

R. Krubner, Stock South  
Jake Rajs, The Image Bank

## **North Carolina**

William Shemmel, Stock South  
Tom Raymond, Tony Stone Images

## **North Dakota**

Brian Milne, The Image Bank  
Carol Havens, All Stock

## **Ohio**

Ed Kreminski, Kreminski Photography  
Cralle, The Image Bank

## **Oklahoma**

Jim Argo, Jim Argo Photography  
S. Vidler, SuperStock

## **Oregon**

Grant V. Faint, The Image Bank  
Ron Thomas, FPG International

## **Pennsylvania**

Alan Becker, The Image Bank  
Michael Melford, Inc., The Image  
Bank

## **Rhode Island**

Nick Nicholson, The Image Bank  
Steve Dunwell, The Image Bank



## **South Carolina**

Hans Wendler, The Image Bank  
Michael Philip Manheim, Stock South

## **South Dakota**

Gerald Brimacombe, The Image Bank  
Tom Algire, FPG International

## **Tennessee**

Chuck Lawliss, The Image Bank  
Willard Clay, FPG International

## **Texas**

Gerhard Gscheidle, The Image Bank  
Chris Springmann, The Photo File

## **Utah**

Sobel/Klonsky, The Image Bank  
S. Richards, SuperStock

## **Vermont**

Peter Miller, The Image Bank  
G. Hampfler, SuperStock

## **Virginia**

George Obremski, The Image Bank  
Diane Beeston, The Photo File

## **Washington**

Steve Satushek, The Image Bank  
Jurgen Vogt, The Image Bank

## **Washington, D.C.**

David W. Hamilton, The Image Bank  
Peter Grindley, FPG International

## **West Virginia**

Anthony Boccaccio, The Image Bank  
J. Jeffers, SuperStock

## **Wisconsin**

Alvis Uptis, The Image Bank  
Daniel J. Cox, AllStock

## **Wyoming**

John Wagner, The Image Bank  
Lee Foster, Foster Travel Publishing

## **Additional photography:**

Prison scene  
Wernher Krutein/PHOTOVAULT©

Paradise scene  
S. Achernar, The Image Bank

San Francisco downtown  
Kevin Candland

ACME building  
Kevin Candland



# Warranty



## 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 the USA 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) 382-4747 between the hours of 6 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 disc.

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

## Disc Replacement Policy

If the disc supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Brøderbund Software-Direct, P.O. Box 6125, Novato, CA 94948-6125, for a free replacement. This policy applies to the original purchaser only.

Brøderbund will replace program discs damaged for any reason, whether during or after the (90) day free replacement period, for a minimal fee. For more information, please contact Brøderbund Customer Service at (415) 382-4600. This policy will be followed as long as the program is still being manufactured by Brøderbund.

## Limitations on Warranty

Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether

made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, Brøderbund makes no other warranty, express or implied, regarding this product. Brøderbund disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

No consequential damages: Brøderbund shall not be liable for special, incidental, consequential or other damages, even if Brøderbund is advised of or aware of the possibility of such damages. This means that Brøderbund shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data or use of the software, or from any other cause except the actual cost of the product. In no event shall Brøderbund's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software or manual to other parties in any way, nor rent or lease the product to others without the prior written permission of Brøderbund. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise use it on more than one computer or computer terminal at the same time.

For technical support, on this or any other Carmen Sandiego product from Brøderbund, call (415) 382-4747.

R044



**PLEASE DO NOT MAKE ILLEGAL COPIES  
OF THIS SOFTWARE**

The software you are using was produced through the efforts of many people: designers, artists, programmers, distributors, retailers and other dedicated professionals.

The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal computer software raises the cost to all legitimate users.

This software is protected by federal copyright law. Copying software for any reason other than to make a backup is a violation of law. Individuals who make unauthorized copies of software may be subject to civil and criminal penalties.

Brøderbund Software, Inc., as a member of the Software Publishers Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software.

**Report copyright violations to:**

SPA  
1730 M Street NW  
Suite 700  
Washington, DC 20036