

TO: ACME Detective Agents
FROM: THE CHIEF, Head of ACME Detective Agency
RE: www.carmensandiego.com

Carmen Sandiego™ has infiltrated the Internet! She and her crooked cronies are spreading a wave of crime throughout cyberspace. Register online at the ACME Detective Agency to enter the mysterious world of Carmen Sandiego and choose from a number of activities:

Where on the Web is Carmen Sandiego?

Travel to kid-safe Internet sites to decode Carmen Sandiego's V.I.L.E. messages and catch her henchmen.

Detective Training Grounds

Brush up your detective skills by playing games including the new multi-player Carmen Sandiego's ThinkQuick Challenge™

Rankings Award System

Show off your sleuthing successes and win points as you climb in rank from Rookie all the way to Super Sleuth!

There's no time to waste. Log on to www.carmensandiego.com to help capture the world's most elusive mastermind, Carmen Sandiego.

Good luck, Rookie!

-The Chief

AGES 8-12

The Learning Company®



CARMEN SANDIEGO'S THINKQUICK CHALLENGE™



Online
FREE TRIAL INSIDE!

Team Up for Daring
Multi-Subject Missions!

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MISSION BRIEFING

from Chase Devineaux, Commander in Chief,
ACME Academy, San Francisco

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BEGIN ENCRYPTION

I'm looking for the few, the proud—the *fastest-thinking* Agents in the world! Yes, that's right. I'm looking for you, Agent, so don't look over your shoulder like that. Only the brightest sleuths are invited to join me here at ACME Academy—headquarters for 21st-century crime-fighting. You've been handpicked for the job ahead, and I'm sure you'll survive it. Well...fairly sure.

Here's the news. Carmen Sandiego has unleashed a new thieving threat so devious that it makes those little hairs on the back of my neck stand up. This time she is targeting *World Knowledge*—fundamental concepts and ideas that are essential to civilization. If she succeeds, Carmen could gain control of the entire modern world!

Your Mission: Stop Carmen Sandiego! To do it, you'll have to defeat her fiendishly clever KnowBots (Knowledge Robots), catch her Master Thieves, and recover lots of stolen knowledge! It won't be easy. To succeed you'll have to out-think those KnowBots and use your wits to infiltrate Master Thief Hideouts. So get out your thinking cap!

Your Motto: *Just Say No to KnowBots!* Keep this in mind and you'll do fine, Agent. Good luck!



END ENCRYPTION

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GETTING STARTED

Carmen Sandiego's ThinkQuick Challenge CD-ROM runs on Windows 95/98 and Macintosh. See below for specific system requirements.

System Requirements

WINDOWS

133 MHz Pentium or faster
Windows 95/98
16 MB RAM; 32 MB RAM recommended
Minimum 25 MB hard disk space
4X CD-ROM drive or faster
256-color SVGA video card 640 x 480
Windows-compatible sound device
Modem and Internet Service Provider
(optional)
Extended keyboard (recommended for
Multiplayer games)

MACINTOSH

100 MHz Power Macintosh or faster
System 7.5.1 or higher
9.5 MB free RAM
Minimum 30 MB hard disk space
4X CD-ROM drive or faster
Color monitor 13 inches or larger
256-color 640 x 480 display
Modem and Internet Service Provider
(optional)
Extended keyboard (recommended for
Multiplayer games)

Windows 95/98 CD-ROM

Before playing *Carmen Sandiego's ThinkQuick Challenge* for the first time, you must install a portion of the program on your hard disk. We also recommend that you exit other Windows programs before installation.

To Install

1. Begin at the Windows 95/98 desktop.
2. Insert the program CD-ROM into your CD-ROM drive. The *Carmen Sandiego's ThinkQuick Challenge* startup window will appear.
3. Click the **Install/Uninstall** button, and follow the onscreen instructions.

If the *Carmen Sandiego's ThinkQuick Challenge* startup window does not appear when you insert the program CD-ROM, follow these instructions to install the program:

1. Click the **Start** button on the taskbar, and choose **Run**.
2. Type **D:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
3. Click the **Install/Uninstall** button, and follow the onscreen instructions.

The setup program may also run a QuickTime® 3.0 installer. Follow its directions to install QuickTime 3.0, which is required to run *Carmen Sandiego's ThinkQuick Challenge*.

Please register your copy of *Carmen Sandiego's ThinkQuick Challenge*. This will qualify you for technical support and notification of future upgrades and special discounts.

To Play

1. Make sure that you have already installed *Carmen Sandiego's ThinkQuick Challenge*.
2. Insert the program CD-ROM into your CD-ROM drive. The *Carmen Sandiego's ThinkQuick Challenge* startup window will appear.
3. Click the **Play Carmen Sandiego's ThinkQuick Challenge** button.

If the *Carmen Sandiego's ThinkQuick Challenge* startup window does not appear when you insert the program CD-ROM, follow these instructions to play the program:

1. Click the **Start** button on the taskbar. Then, choose **Programs, The Learning Company**, and **Carmen Sandiego's ThinkQuick Challenge**.
2. Click the **Carmen Sandiego's ThinkQuick Challenge** menu item.

Note: You can skip through most animations during the introduction and the game by pressing the spacebar.

To Uninstall

1. Insert the program CD-ROM into your CD-ROM drive. The *Carmen Sandiego's ThinkQuick Challenge* startup window will appear.
 2. Click the **Install/Uninstall** button, and follow the onscreen instructions.
-

Power Macintosh CD-ROM

Before playing *Carmen Sandiego's ThinkQuick Challenge* for the first time, you must install a portion of the program on your hard disk.

To Install

1. Insert the program CD-ROM into your CD-ROM drive.
2. Double-click the **Carmen Sandiego ThinkQuick** CD-ROM icon.
3. Double-click the **Carmen Sandiego ThinkQuick** program icon, and follow the onscreen instructions. The setup program will create a *Carmen Sandiego ThinkQuick* folder on your hard drive within a folder called *The Learning Company*. (Do not move the *Carmen Sandiego ThinkQuick* application or any other files from the *Carmen Sandiego ThinkQuick* folder. The program will not function if these files are moved outside the folder.) The setup program may also run a QuickTime 3.0 installer. Follow its directions to install QuickTime 3.0, which is required to run *Carmen Sandiego's ThinkQuick Challenge*.
4. After installation is completed, you may need to restart your computer.

To Play

1. Make sure that you have already installed *Carmen Sandiego's ThinkQuick Challenge*.
2. Insert the program CD-ROM into your CD-ROM drive.
3. Double-click the **Carmen Sandiego ThinkQuick** CD-ROM icon.
4. Double-click the **Carmen Sandiego ThinkQuick** program icon.

Note: You can skip through most animations during the introduction and the game by pressing the spacebar.

To Uninstall

- Drag the *Carmen Sandiego ThinkQuick* folder from *The Learning Company* folder into the Trash.
-

TROUBLESHOOTING

If you have followed the *Getting Started* instructions and are still having problems installing or playing the program, you can find additional technical advice. Look in the electronic **Troubleshooting** file that was installed on your computer along with the program. If the advice in this file does not resolve your problems, see the following section—*When All Else Fails: Contact Information*—to learn how to contact The Learning Company's Technical Support Center.

When All Else Fails: Contact Information

If you have worked through the troubleshooting suggestions in the **Troubleshooting** file and still need assistance, you can contact The Learning Company's Technical Support Center by using one of 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 the sound card that you are using. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give a detailed description of what happens when you try to run the program.

You can contact The Learning Company's Technical Support Center in any of the following ways:

- **Phone:** 319-247-3333; Monday, Tuesday, Thursday, Friday, 8 a.m. to 8 p.m.; Wednesday, 9:30 a.m. to 8 p.m.; Saturday, 9 a.m. to 1 p.m. (Central Standard Time)
- **E-mail:** help@tlcsupport.com
- **World Wide Web:** <http://www.learningco.com>
- **Fax:** 319-395-9600
- **Mail:** The Learning Company, 1700 Progress Drive, P.O. Box 100, Hiawatha, IA 52233-0100, Attn: Technical Support

OBJECT OF THE GAME



Overall Objective

Carmen Sandiego and her sinister Master Thieves are stealing critical types of knowledge from the world by using fiendishly clever KnowBots (Knowledge Robots). As a super-smart representative of ACME Academy, you must stop Carmen Sandiego and her V.I.L.E. organization.

Mission Objective

To stop Carmen Sandiego and recover the stolen knowledge, you'll go on a series of dangerous Missions.

In each Mission, a Master Thief has snatched a crucial type of knowledge. Each Master Thief uses a pack of KnowBot robots to digitize the stolen knowledge and download it to a secret Hideout.

In order to recover the stolen knowledge, you'll have to do the following:

- **Get Started!** Sign in, get your Mission Briefing, and go.
- **Catch the KnowBots!** Track down KnowBots by winning reflex-intensive Sleuth Activities. (These activities can be turned off. See *Customizing Your Mission Options* later in this reference guide.)
- **Defeat the KnowBots!** Engage the KnowBots in the battle of wits known as Question Rounds.
- **Infiltrate the Hideout!** Find a Master Thief's secret Hideout, and sneak inside after solving a Decode Puzzle.
- **Bust the Master Thieves!** Capture a Master Thief, and recover stolen knowledge.



SIGNING IN FOR A MISSION

Before heading into the field, you must first sign in. This is when you'll select all the options and features for your Mission. First, you can choose to play by yourself (*Solo Player game*) or with a team of other ACME Agents (*Multiplayer game*).

Next, choose the difficulty level you wish to play:

- Level 1** *Regular Mission.* Easier questions (fourth-grade curriculum), slower speeds, easier final puzzle.
- Level 2** *Hard Mission.* Medium-tough questions (fifth- to sixth-grade curriculum), average speeds, tricky final puzzle.
- Level 3** *Super-Tough Mission.* Hardest questions (sixth-grade curriculum and higher), fastest speeds, very tricky final puzzle.

To select a Solo Player game:

- Click here to choose one player. It will be just you against the KnowBots!

Click a difficulty level button to choose it.

Click here to return to previous screens.



To select a Multiplayer game:

- Click a button to select the number of Agents (2, 3, or 4) on your team. By joining a multiplayer team of ACME Agents, you may improve your chances of beating the KnowBots.

After choosing the number of players and the difficulty level, click here to continue.

Hint: If you have trouble winning a Mission, try choosing a lower difficulty level. Or gather some friends, and play a Multiplayer game. When you work with a team, you have a better chance for success.

Creating or Selecting Agent Names

In a Solo Player game, you must create or select a *single* Agent Name. In a Multiplayer game, you must create or select an Agent Name for *every player on the team*. If you've played before, the Agent Roster lists the Agent Names that are stored on your computer.

To select a name from the Agent Roster:

- Click the name.
- Then click the **Select Name** button.

To delete a name from the Agent Roster:

- Click the name.
- Then click the **Delete Name** button.



To create a new Agent Name:

- Type the name in the Enter-Name Box.
- Then click the **Create New Name** button.

Note: When you create a new Agent Name, it will not appear on the Agent Roster until your next Mission.

Hint: To create a cool Agent Name, combine your pet's name with the name of your home street—for example, "Yo-Yo Groveland" and "Rover Castro!"

Selecting Avatar Characters

Select one Avatar for each player in the game. Avatars are characters that represent you on screen. Choose from eight Avatars—each with a unique personality and dance style. Win a Question Round, and watch your Avatar bust a dance move!

Click an Avatar multiple times to cycle through its three color variations.



To select an Avatar character:

- Click the picture.
- Then click the **Select** button beneath the picture.
- When you have chosen an Avatar for each player, click the **Next** button.

Reading the Agent Dossier File

The agent dossier file keeps track of your progress over the course of many Missions. Earn promotions from Chase Devineaux by completing more Missions and gaining more points. You can steadily rise in rank from Cadet to Supreme Agent. If you think *really* quickly and keep playing, you may even reach the Mystery Rank!

See your rank.

See your Agent Name.

See the Avatar currently associated with the Agent Name.

See how many Knowledge Points you've earned using this Agent Name.

See how many Missions you've successfully completed.

See how many Master Thieves you've caught.

See how many times you've spotted Carmen Sandiego.



To change the Avatar associated with an Agent Name:

1. Click the **Change Avatar** button.
2. Select a new Avatar.
3. Then click the **Select** or **Next** button.

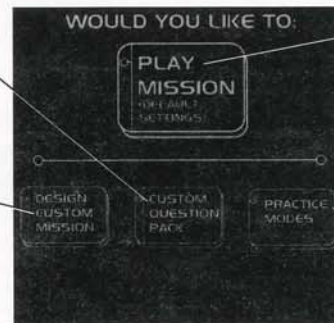
Note: You can change your Avatar an unlimited number of times. Switching Avatars will not reset your scores.

Starting a Standard Mission

Once you've reviewed your Agent Name and Avatar choice in the agent dossier file, you can select your Mission Type.

Click here to see the list of custom-question data sets currently installed on your computer. (See the **GameNotes** file installed on your computer.)

Click here to customize the standard Mission options. (See the *Customizing Your Mission Options* section later in this reference guide.)



Click here to begin a standard Mission. This is recommended for all first-time Agents. Standard Missions let you experience all of the game's challenges.

Click here to practice a game activity. (See the *Playing in Practice Mode* section later in this reference guide.)

Customizing Your Mission Options

You can customize your Mission gameplay experience to suit your investigative interests. To do so, first click the **Design Custom Mission** button when signing in.

Click the **Off** button to turn off the Sleuth Activities—tag and zap. (See the *Sleuth Activities* section later in this reference guide.) You can also click the **On** button to turn the Sleuth Activities back on.



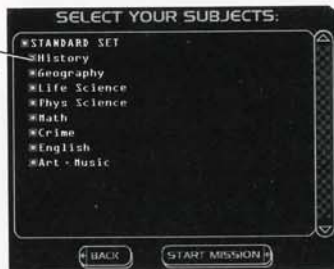
Choose a gameplay mode for your Mission. The default is competitive mode, where each player earns an individual score, separate from the other players on the team. Or click on the **Cooperative** button to play in cooperative mode, where all players share and earn a single team score. (You can also click the **Competitive** button to switch back to competitive mode.)

You can select which subjects you would like to encounter in your Mission. By default, questions about any Standard Subject may appear in the game. However, you can choose to deselect some of the Standard Subjects. You can also add sets of questions to the game by using Add-On Packs. Although no Add-On Packs are included on the program CD-ROM, check the Carmen Sandiego Website for a variety of Add-On Packs that you can download to use with your game.

To deselect a subject:

- Click the box next to the subject to deselect it. (You can also click the box again to reselect the subject.)

Note: You must select a minimum of four subjects to begin a Mission. (Subjects may include either Standard Subjects or Add-On Packs.)



To install an Add-On Pack:

- See the installation instructions provided on the Carmen Sandiego Website at www.carmensandiego.com.

Summary of the Standard Subjects included on the program CD-ROM:

- History:** World and U.S. history—ranging from ancient to modern topics.
- Geography:** World and U.S. geography—including countries, cities/states, bodies of water, culture, and map reading.
- Life Science:** Life sciences—including biology; body & brain; and animals.
- Phys Science:** Physical sciences—including atoms & matter; earth & environment; technology; and astronomy.
- Math:** Mathematics—including addition, subtraction, division, multiplication, fractions, decimals, numeration, and basic geometry.
- Crime:** Crime scene questions—testing visual memory skills by identifying fingerprints in surveillance scenes.
- English:** Language arts—including vocabulary, literature, and grammar.
- Art + Music:** Art and music—a wide variety of interesting questions.

Playing in Practice Mode

If you want to practice the game's core activities without interruptions, try playing in Practice Mode. To do so, click the **Practice Modes** button when signing in. Then select the activity that you wish to practice.

Note: While in Practice Mode, most typical story elements will not appear. Also, to begin a Practice Question Round, you must select *at least one* subject.

TRAVELING THE WORLD

As an ACME Agent, you have the opportunity to travel the world. You can choose to voyage to a variety of exciting, knowledge-oriented locations around the world.

The box at each location indicates whether you have won or lost there. You succeed at a location when you win the Question Round. You fail at a location if the KnowBot escapes during the Sleuth Activity, or if you do not answer enough questions correctly during the Question Round.

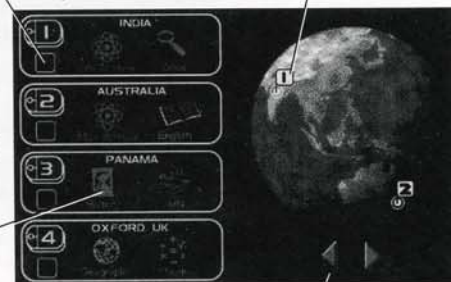
Note: If you lose at three locations, you have lost the Mission. Chase Devineaux will call you back to ACME Academy headquarters to prepare you for your next Mission.

Look at the two subject icons underneath each location to find out the types of KnowBots (and questions) you will encounter there.

To travel to a location:

- Press the number key (1, 2, 3, or 4) that corresponds to your desired location.

Location flags indicate the position of each location on the globe.



Press the left and right arrow keys on your keyboard to rotate the globe.

SLEUTH ACTIVITIES

Before you can start a knowledge battle with the KnowBots, you'll have to catch them during a Sleuth Activity—tag or zap. If you need help, press the **F1** key when the CommBot is flashing its red F1 symbol. (The CommBot is the small gray device in the lower left corner of the screen.)



The CommBot

Tag the KnowBot

Sneak up and tag the KnowBot without it seeing you! Be sure to watch the timer in the upper right corner. When it reaches zero, the KnowBot will escape!

Watch out for the KnowBot's Laser Eyes. They will knock you for a loop if they point at you while you're moving.



Your Shield goes down every time you move forward. So move only when you're sure that the KnowBot's Laser Eyes aren't watching you.

Hint: Be patient—wait for the KnowBot to spin past you!

To move forward:

- Press your Buzz Key (the mouse button, or the **Z**, **B**, or **P** key).

Zap the KnowBot

Zap the KnowBot with ACME Energy Charges, and knock down its defensive shields.

Disable the KnowBot's defensive shields.

Use the Aiming Device to hit the KnowBot.



Watch out for these Energy Reflectors. If you hit one, your Energy Charge will reflect back and freeze your Aiming Device.

To fire the Aiming Device:

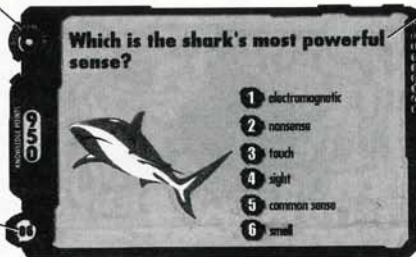
1. Press your Buzz Key (the mouse button, or the **Z**, **B**, or **P** key). This will stop sideways movement and engage the Targeting Circle. A larger circle means that your Energy Charge will travel farther back.
2. When the Targeting Circle is the right size, press your Buzz Key again.

QUESTION ROUNDS

The Question Rounds pit your knowledge against that of the KnowBots! Prove your superior smarts by answering the KnowBots' tricky questions.

Check the Botrometer to see how much energy the KnowBot team has left. The KnowBots lose energy when you answer questions correctly. When the Botrometer is empty, you'll gain a piece of the Hideout Code.

Check the timer to see how much time you have to answer a question. Choose an answer before the timer reaches zero!



Look at the question screen to see the KnowBot's question.

Note: The amount of time you have to answer a question varies by difficulty level. At Level 1, you have more time to think before selecting an answer. At Level 3, time is very short!

Basic Strategy for a Question Round

1. If you think you know the answer, buzz in by pressing your Buzz Key (the mouse button, or the **Z**, **B**, or **P** key).
Note: In a Multiplayer game, you must buzz in *before* your teammate(s) to be able to answer the question first.
2. Press a number key (1–9) to select a correct answer. Remember, some Question Types have only *one* correct answer, while other Question Types have *multiple* correct answers. (See *The Question Types* section later in this reference guide for more details.)

3. Get ready for the next question! (You need to answer about eight questions correctly to win a Question Round.)

The KnowBot may sometimes present one or more Re-Ask questions. In a Re-Ask, the KnowBot retests your knowledge of a question that you recently answered *incorrectly*.

Hint: If you answer a question incorrectly, the KnowBot will tell you the correct answer along with some Fact Followup information. Memorize this information to help you answer the question correctly when it reappears as a Re-Ask.

Scores and Capture Energy

The Power Podium is your companion during a Mission. It keeps track of several scores. It also serves as your Avatar's transportation device and dancing platform.

The Buzz Pad shows your Buzz Key, which you'll use throughout the Mission. In a Solo Player game, your Buzz Key is always the mouse button. In a Multiplayer game, your Buzz Key may be the mouse button, or the Z, B, or P key.

You earn Knowledge Points every time you answer a question correctly.



See how much Capture Energy you have.

You lose Capture Energy each time you answer a question incorrectly.

In a Multiplayer game, the Agent with the most Capture Energy at the end of the Mission captures the Master Thief. So avoid getting too many wrong answers, and make sure to save some Capture Energy for the end of the Mission. If all Agents have zero Capture Energy at the end of the Mission, the ACME Capture Device cannot activate, and the Master Thief will get away.

The Question Types

There are nine Question Types that you can encounter during a Question Round.

- **MultiPick:** A classic brainteaser. Find the correct answer from the list to rack up points!
- **YinYang:** Are you a fan of dark or light? There are no shades of gray in this fast question type.
- **RapidFireSort:** Place items in the correct category. Sound easy? Not when your time is running low!
- **Gridlock:** Multi-part question. Find all of the answers lurking in the grid. This one is fast.
- **ImageLabeler:** Think you can label all the parts of an object or animal? You'll find out.
- **Matchmaker:** Multi-part question. Match up the items from two lists—don't go cross-eyed!

- **Sequencer:** Multi-part question. Put a sequence of items in the correct order. Don't get dizzy!
- **Crime Scene:** Think you have a good visual memory? Think again! Analyze fingerprints and sneaky scenes—don't forget the details!
- **SpeedMatch:** Put your pedal to the metal on this speedy question type!

Special Strategy for Speedmatch: During a Speedmatch question, buzz in *only* when a correct match is visible. Don't buzz in when a fake match is showing. You have many chances to be wrong, but you have only one chance to get it right!

DECODE PUZZLES

By defeating the KnowBots, you'll assemble a Hideout Code leading you to a Master Thief's Hideout. But before you can infiltrate the Hideout, you'll need to tackle security devices known as Decode Puzzles.

Jumbler

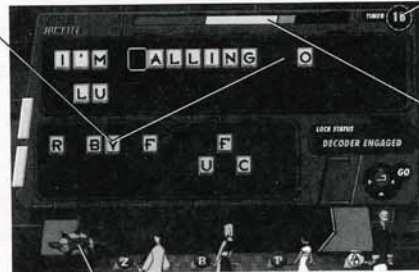
Fill in the blanks of a jumbled message to spell a hidden phrase. When all of the letters are in the correct positions, you'll open the Jumbler lock.

To solve the puzzle:

1. Move letters from the letter pool to the blank boxes by either dragging the letters or by typing on the keyboard.
2. After placing letters, click the **Go** button, or press the **Enter** (Windows) or **return** (Macintosh) key. All correctly placed letters will freeze into position, while the others will fall back into the letter pool.
3. Keep working to find the proper place for each letter in the letter pool.

Hints:

- If you have trouble solving the Jumbler puzzle, try a lower difficulty level. At Levels 1 and 2, some of the letters may already be in place.
- Try to solve the shortest words first. For instance, a three-letter blank might be "the."
- Try to solve the first and last letters in a word before attacking the middle of the word.



Press the **F1** key to get help when the CommBot is flashing its red **F1** symbol.

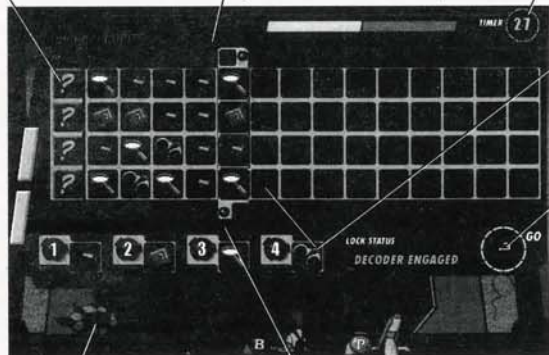
Quadrophobia

Unravel a secret code made up of Clue Symbols. (Secret codes in Level 1 and 2 have three Clue Symbols, while secret codes in Level 3 have four Clue Symbols.) If you can decrypt the secret code, you'll open the Quadrophobia lock.

The question marks cover up the secret code.

The Correct Piece-Correct Position Counter tells how many of your Clue Symbols are in the correct place.

Check the timer to see how many seconds remain for the current turn.



Press the **F1** key to get help when the CommBot is flashing its red **F1** symbol.

The Correct Piece-Incorrect Position Counter tells how many of your Clue Symbols are in the wrong place.

To make a guess:

1. Move some of the Clue Symbols into the blank boxes by either dragging them with the mouse or by pressing the number keys (1, 2, 3, or 4).
2. After making your guess, click the **Go** button, or press the **Enter** (Windows) or **return** (Macintosh) key.
3. Check the counters for feedback about your guess.
4. Use this information to make a new guess about the correct pattern of Clue Symbols in the secret code.

Hints:

- If you have trouble, try a lower difficulty level.
- Try making a guess that consist of only one kind of symbol (such as all Hat symbols). This lets you know how many Hats—if any—are present.
- Try changing just one or two symbols when making new guesses. For instance, try Hat, Hat, Safe, Safe on one guess. Then try Hat, Hat, Cuffs, Cuffs. Use logical thinking to *compare* the results.

THIEF CAPTURE AT THE HIDEOUT

After wrestling with the Decode-Puzzle lock, you'll enter a Master Thief's Hideout. If you solved the Decode Puzzle, you'll sneak into the Hideout quietly—allowing you to surprise and possibly capture the Master Thief. If you didn't solve the Decode Puzzle, your noisy entrance will warn the Master Thief of your arrival.

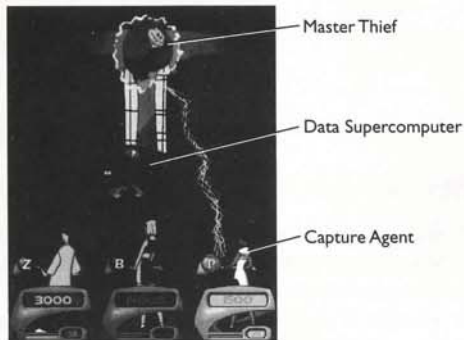
Making the Arrest

The Capture Agent is the one who arrests the Master Thief. In a Solo Player game, you are always the Capture Agent. In a Multiplayer game, the Agent with the *highest* Capture Energy score at the end of a Mission is the Capture Agent.

To capture the Master Thief (Capture Agent only):

- After spotting the Master Thief, press your Buzz Key (the mouse button, or the **Z**, **B**, or **P** key) to activate the Capture Device.

Note: A thief capture is possible only if at least one Agent still possesses Capture Energy at the end of a Mission. (Check your Power Podium to see how much Capture Energy you have left.) If none of the Agents has any Capture Energy, the Capture Device cannot be activated, and the taunting Master Thief will get away.



Recovering the Loot

The loot (stolen knowledge) is stored on a Data Supercomputer. It is always recovered if you or your team of Agents enters a Master Thief's Hideout—even if the Master Thief escapes!

ADVANCED CONTENT FEATURES

Carmen Sandiego's ThinkQuick Challenge includes several advanced content features:



- **Custom Question Packs.** These are questions that you can write *yourself* by using an included software tool. You can then use these questions in the game.
- **Add-On Packs.** These are additional sets of questions that you can add to *Carmen Sandiego's ThinkQuick Challenge* over time. Although no Add-On Packs are installed from the program CD-ROM, you will be able to download a variety of Add-On Packs from the Carmen Sandiego Website. (See the *Carmen Sandiego Internet Connection* section.)
- **Educational Details for Parents & Teachers.** *Carmen Sandiego's ThinkQuick Challenge* includes several pedagogical aspects that distinguish it from other "quiz show"-style programs.

For details on these features, see the **GameNotes** file installed on your computer.

PAUSING, SAVING, & QUITTING THE GAME

- **Pausing the Game:** Pause the game at any time by pressing the **Esc** key.
- **Saving the Game:** Player information—such as rank and number of Knowledge Points—is saved automatically at the end of each Mission.

Note: If you quit a Mission midway, all progress made during that Mission will not be saved.

- **Quitting the Game:** Quit the game at any time by pressing the **Esc** key. Then click the **Quit** button. You can also quit the game by pressing **Ctrl+Q** (Windows) or **⌘+Q** (Macintosh) at any time.

CARMEN SANDIEGO INTERNET CONNECTION

Carmen Sandiego's ThinkQuick Challenge offers direct access to the Carmen Sandiego Website at **www.carmensandiego.com**.



Why visit **www.carmensandiego.com**?

- Investigate the Add-On Packs—new packs of questions about a variety of topics. You can download these Add-On Packs and then use them in your game.
- Learn more about other Carmen Sandiego products, and visit the online store.

Note: In order to utilize the game's Internet feature, you will need an established connection to the Internet (via a dial-up Internet Service Provider such as AOL or Compuserve). You will also need a browser program designed to navigate the World Wide Web (such as Netscape Navigator™ or Microsoft Internet Explorer™). The browser must already be installed on your computer.



Windows 95/98

To set up the Internet connection:

1. Insert the program CD-ROM into your CD-ROM drive. The *Carmen Sandiego's ThinkQuick Challenge* startup window will appear.
2. Click the **Carmen Sandiego Website** button.
3. Follow the onscreen instructions to establish your Internet connection.

Macintosh

To set up the Internet connection:

1. Insert the program CD-ROM into your CD-ROM drive.
2. Double-click the **Carmen Sandiego ThinkQuick** CD-ROM icon.
3. Double-click the **Carmen Web Site Launcher** program icon.
4. Follow the onscreen instructions to establish your Internet connection.

V.I.L.E. DOSSIER FILES



Carmen Sandiego

Queen of Kleptomania, Diva of Deviousness, the Zeitgeist of Uber-Heists. Carmen Sandiego is the founder and leader of the notorious, international V.I.L.E. organization (Villains International League of Evil). She's an elusive master-thief with attitude. She's the brilliant mastermind behind the world's most ingenious thefts. A sharp cookie, a snappy dresser....a shadow haunting the edges of ACME Agency's investigative searchlight. Catch her if you can!



The Master Thieves

Recent additions to V.I.L.E., the Master Thieves use packs of clever KnowBots to steal the world's knowledge.



Gnash. The bruiser with a bookworm soul. His bite is worse than his bark.



Snarla Swing. Tomb-raiding technology-hater—with a penchant for ssssnakes. Step on her, and sssuffer the consequences.



Madame Le Zaarde. Space alien or haughty French scientist? You decide.



Dr. Depth. Egomaniacal master of the underworld. His plans for world domination are as fuzzy as his eyesight.



Count Hypno. Master of hypnotic rhythms and mind-bending fashion apparel. Don't look him in the eye.



Jane Reaction. Chemistry whiz in the high-energy biz. Don't get too close—she might have a meltdown at any moment.

The KnowBots

These fiendishiy clever Knowledge Robots were recently invented by Carmen Sandiego. They specialize in wisecracks and illegal methods of information retrieval. They're stealing the world's knowledge, and they have attitude to spare!



Touchy-Feely Bot.

Touchy-Feely is a robot with dramatic soul. Battling her Music & Arts knowledge can be a real emotional experience.



Dim Bot.

KnowBots gobble information—not food, but poor Dim Bot hasn't a clue. His quest for Language Arts data is matched only by his mania for munchies.



HALie Bot. Watch out for HALie. Her calm Scientific attitude might rattle your composure.



Pure-E Bot. What does the E stand for? You decide. Pure-E is a tyrannical Bot—with ice-cold Geography coursing through her refrigerated circuits.



Synic Bot. Can artificial intelligence be cynical? You'll find out—when you face the withering Historical humor of Synic Bot. He's really groucho...



Bruiser Bot. He has the heart of a pussycat, but the body of a hydraulic car-crusher. You do the Math.

CREDITS

The following is a partial list of the people who helped create *Carmen Sandiego's ThinkQuick Challenge*. To see a complete list of credits, press the **Esc** key while playing the game. Then click the **Credits** button.

Lead Designer

Matt Fishbach

Lead Producer

Carol Spelman

Lead Programmer

Jeff Joseph

Art & Animation Director

Ted Pratt

Lead Sound Designer

Bob Marshall

Lead Artist/Animator

Jason Sadler

Programming Team

Jon Benton

Rob Bell

Robert Hoffman

Fred Campbell

Executive Producer

Bobbi Keene

Design Team

Carol Spelman

Jeff Joseph

Ted Pratt

Dennis Leahy

Michelle Bushneff

Laurie Strand

Marketing Team

Ginny Blissert

Matt Park

Philippa Zuckerman

Content Manager

Matt Fishbach

Graphics Tech/Digital Ink & Paint

Michele Rocksberg

Sound and Dialogue Team

Jane Scolieri

Ned Lott

Jeff Gordon

The talented Fremont Sound Studio

Assistant Production

Diana Saint James

Doug Carhart

Laurel Merlino

Quality Assurance Supervisor

Marcus "Mack Daddy" Duerod

Testers

David "Crazy Legs" Jensen

Cindy "Deadhead" Holden

Chris "Pop" Stickel

Mario "The Merciless"

Magliocco

Karla "Cherry Cola" Simon

Enoch W. "Danger Mouse"

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