

WHERE IN THE U.S.A. IS CARMEN SANDIEGO? *ACME Agent Handbook*



**WHERE IN THE
U.S.A.
IS CARMEN
SANDIEGO?**
*Explore Cities & States
to Crack the Case!*



User's Manual



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A Brief from The Chief

The princess of pilfery, the diva of deviousness—Carmen Sandiego™—is at it again. Nothing in the United States of America is safe from the clutches of Carmen and the treacherous thieves under her command. Historical and natural treasures alike are easy prey for these burglarizing bandits!



But that's where you come in. As an agent of the ACME Detective Agency, it will be up to you to catch Carmen's crooks, and ultimately, Carmen herself. Arresting these robbers is more than just a job, it's a personal challenge of the highest order. While technology has changed the way we go after Carmen and her conniving criminals, your success will ultimately depend on plain old-fashioned detective work.

Here's the condensed version of how you'll get on the trail of the robbers:

- You'll install the **Where in the USA is Carmen Sandiego?** game on your computer, start it up, and sign in using your name or an alias.
- I, The Chief, will contact you on the Videophone to give you the details of the upcoming case.
- You'll fly to the scene of the crime and interview witnesses, using our brand-new, state-of-the-art sleuthing device, the ACME Get-A-Clue Case Pad. Its built-in Clue Log can keep a record of clues that will lead you to the suspect.
- You'll use the CompuCrook digital warrant device to keep track of character description clues, which are the physical traits of your suspect, and piece together an image of what he or she looks like.

- Crime Net Travel will give you possible destinations where your suspect may have gone next, but you'll need to decipher a few clues before you're back on the trail of the villain in the multipurpose ACME RV.
- You'll use ACME's information-packed database, the State-A-Base, to learn more about states that your suspect may have visited.
- You'll get valuable assistance and information from one of the seven ACME Good Guides™.
- During your investigation, you'll travel from state to state, interviewing witnesses and creating an accurate composite sketch of the suspect. When you've gathered enough character description clues, you'll obtain an arrest warrant by clicking the **Issue Warrant** button on the CompuCrook digital warrant device. When you actually see the suspect, who is about to rendezvous with Carmen, you'll click *Stop Thief! You are under arrest!* to collar the crook.

Remember, you must have a correct warrant to make an arrest, otherwise the crook will be set free.

Well, that's everything in a nutshell. OK? So clean off your magnifying glass, and go out there and make the USA safe from Carmen and her gang.

The Chief

The *Where in the USA is Carmen Sandiego? v3.5* CD-ROM comes in three formats—Windows 95, Windows 3.1, and Macintosh. This section covers all versions, so look below for the section that applies to you.

WINDOWS® CD-ROM*

Windows 95

33MHz 486 or faster; 66 MHz 486 recommended

8MB RAM

Minimum 15MB hard disk space

2X CD-ROM drive

640x480 display, 256 colors; High Color supported

Windows compatible sound device

Modem and Internet Service Provider (optional)**

*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to hardware component drivers.

**User is responsible for all Internet access fees and phone charges.

Before playing the *Where in the USA is Carmen Sandiego? v3.5* game, you must first install a small portion of the program (approximately 3MB) onto your hard disk. This operation makes it possible for you to establish a detective roster and keep track of your rank and merits.

Windows 95

To Install

- Begin at the Windows 95 desktop.
- Insert the CD-ROM into your CD-ROM drive.
- The *Where in the USA is Carmen Sandiego?* startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the *Where in the USA is Carmen Sandiego?* startup window does not appear automatically on screen, you can install the program manually:

- Click the **Start** button on the taskbar and choose **Run...**
- Type **D:\SETUPEXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install *Where in the USA is Carmen Sandiego? v3.5*

We recommend you exit other Windows programs before installation. If you have already quit other Windows programs, click **Next** to continue installing.

Please take a few moments to register the *Where in the USA is Carmen Sandiego? v3.5* game. Registering your product qualifies you for free technical support and notification of future upgrades and special discounts.

To play the *Where in the USA is Carmen Sandiego? v3.5* game:

Click **Start**, move the cursor to **Programs**, then to **Broderbund Software**. Click the *Where in the USA is Carmen Sandiego? v3.5* menu item to begin the game. You may also play the game by clicking **Run** from the Brøderbund startup screen that appears each time you insert the CD-ROM into the CD-ROM drive. If you deactivated the Brøderbund startup screen, the game will automatically run when the CD-ROM is inserted in the CD-ROM drive.

If you want to quit the game or start a new case, you can do so from the **Game Options** menu located in the State-A-Base. You can also quit by pressing **Ctrl+Q**, or **Alt+F4** at any time. Note that if you quit while in the middle of a case, any information you've gathered for that case will be lost and you'll begin a new case the next time you sign in.

Note: You can skip through most animations, during the introduction and during the game, by clicking any mouse button.

Uninstall

After you have successfully installed the *Where in the USA is Carmen Sandiego? v3.5* game, you may remove it from your hard disk using the Uninstall feature in Windows 95. Click the **Start** button, point to **Settings**, and then click **Control Panel**. Double click the **Add/Remove Programs** icon. Click the **Install/Uninstall** tab and select *Where in the USA is Carmen Sandiego? v3.5* from the list of programs. Click the **Add/Remove** button and then click the **Yes** button to remove the program. Click **OK** to clear the screen.

Note: After uninstalling, the *Where in the USA is Carmen Sandiego? v3.5* game icon may still appear in the Start menu. Selecting this icon will not launch the game, since it has been uninstalled. The icon will disappear from the Start menu the next time you restart Windows 95.)

WINDOWS® CD-ROM*

Windows 3.1

33MHz 486 or faster; 66MHz 486 recommended

8MB RAM

Minimum 15MB hard disk space

2X CD-ROM drive or faster

640x480 display, 256 colors; High Color supported

Windows compatible sound device

Modem and Internet Service Provider (optional)**

*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to hardware component drivers.

**User is responsible for all Internet access fees and phone charges.

Before playing the *Where in the USA is Carmen Sandiego? v3.5* game, you must first install a small portion of the program (approximately 3MB) onto your hard disk. This operation makes it possible for you to establish a detective roster and keep track of your rank and merits.

Windows 3.1x

To Install

- Begin at the Windows Program Manager.
- Insert the CD-ROM into your CD-ROM drive.
- Click the **File** menu and select **Run**.
- Type **D:\SETUP.EXE** in the line labeled **Command Line**. (If your CD-ROM uses a letter than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install the program.

The install program will create a default directory, **C:\CSUSA**, and will then copy a number of files from the CD-ROM to this directory. If you wish, you may specify another directory during the installation process. The install program will create a program item called *Where in*

the USA is Carmen Sandiego? v3.5 within a program group named **Broderbund Software**. The setup program may also run a QuickTime™ installer. Please follow its directions for installation.

To play the game after you have completed the installation, double-click the *Where in the USA is Carmen Sandiego? v3.5* icon within the **Broderbund Software** program group. You may also run the game by choosing **Run...** from the **File** menu of the Program Manager. In the line labeled **Command Line**: type:

C:\CSUSA\CUSA.EXE

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

If you want to quit the game or start a new case, you can do so from the **Game Options** menu located in the State-A-Base. You can also quit by pressing **Ctrl+Q** at any time. Note that if you quit while in the middle of a case, any information you've gathered for that case will be lost and you'll begin a new case the next time you sign in.

Note: You can skip through most animations, during the introduction and during the game, by clicking the mouse button.

MACINTOSH® CD-ROM*

Macintosh and PowerPC

System 7.1 or higher

20MHz 68040 or faster; PowerPC

PowerPC: 6.5MB RAM free

Minimum 15MB hard disk space

2X CD-ROM drive or faster

640x480 display, 256 colors; thousands of colors supported on PowerPC

Modem and Internet Service Provider (optional)**

*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to hardware component drivers.

**User is responsible for all Internet access fees and phone charges.

Before playing the *Where in the USA is Carmen Sandiego? v3.5* game for the first time, you must install a small portion of the program to your hard disk and you may need to add items to your Extensions

folder. All extensions required to run this game are included on the CD-ROM. The installation process requires approximately three megabyte (3MB) of hard disk space.

Macintosh or Power Macintosh

To Install

- Insert the CD-ROM into your CD-ROM drive.
- Double-click the **Carmen USA 3.5** CD-ROM icon
- Double-click the icon labeled **Carmen Sandiego USA Installer** and follow the on-screen instructions to install the program.
- The installation program will create a **Carmen USA 3.5** folder on your hard drive.
- After installation is completed, you must **Restart** your computer.

To Run

- To play **Where in the USA is Carmen Sandiego? v3.5**, locate the **Carmen USA 3.5** folder on your hard drive.
- Double-click the folder to open it.
- Then double-click the icon labeled **Where in the USA is Carmen?** to launch the application.

Additional Product Information

For **Where in the USA is Carmen Sandiego? v3.5** to work properly, your system software must include the following components in the **Extensions** folder:

Sound Manager 3.01 or higher (System 7.5.2 and below users only)

QuickTime™ 2.12

QuickTime™ PowerPlug 2.1 or higher (PowerPC users only)

Recent Macintosh System software may already include these extensions. Look in the **Extensions** folder found in the **System** folder on your hard drive to see if these extensions are already installed in your system. If so, check the version number of each extension one at a time. To do this, click each extension icon once so it is highlighted. Then, click the **File** menu and click **Get Info** to check the version number.

If the version of any of these extensions is earlier than required, we suggest you upgrade to the more recent version included on the **Where in the USA is Carmen Sandiego? v3.5** CD-ROM. If you need to update these extensions, double-click the **System Folder** icon. When the

System Folder window opens, click the **File** menu and click **New Folder**. Name the new folder **Extensions(Old Versions)**. Double-click the **Extensions** folder to open it. Drag the older version of the extension you need to update from the **Extensions** folder onto the icon for the **Extensions(Old Versions)** folder. Repeat the last step as needed to move any other extensions you may need to update.

Next, double-click the **Carmen Sandiego USA** icon. In the window which appears, double-click the folder titled *Multimedia Extensions*. Drag the required extension(s) from the folder on the CD-ROM into the *Extensions* folder. After the system indicates the extensions have been moved to the **Extensions** folder, restart your Macintosh by clicking the **Special** menu and clicking **Restart**.

To Remove

If you need to remove **Where in the USA is Carmen Sandiego? v3.5**, just drag the **Carmen USA 3.5** folder into the Trash and empty the Trash.

To play the game, double-click the **Where in the USA is Carmen?** icon within the **Carmen USA 3.5** folder on your hard disk.

If you want to quit the game or start a new case, you can do so from the **Game Options** menu located in the State-A-Base. You can also quit by pressing **Command+Q** at any time.

Note: You can skip through most animations, during the introduction and during the game, by clicking the mouse button.

Troubleshooting

If you have followed the instructions in the previous section ("Getting on the Trail") and you are still having problems loading or running the program, the following technical advice may help. Additional technical advice can be found in the ReadMe file as well as in the Troubleshooting Guide included in the **Where in the USA is Carmen Sandiego? v3.5** game box. If the advice in either of these documents does not solve your problem, then see the end of this section, "When All Else Fails," to learn how to contact the Brøderbund Technical Support Department.

Windows 95

256 Colors or Thousands of Colors

This program will run in both 256 colors (8-bit color) or thousands of colors (16-bit color) modes. The quality of video in the State-A-Base and video of The Chief will be dramatically improved in 16-bit color mode, but the scrolling performance of the game's panoramic backgrounds may degrade at that setting.

Opening Sequence Performance

The opening sequence animation for the *Where in the USA is Carmen Sandiego? v3.5* game performs better in 8-bit color mode, and some 486 users may not be able to achieve acceptable performance in 16-bit color mode. Installing the most up-to-date drivers for your video card will ensure you are seeing the best possible performance your video card can provide. Please contact your video card manufacturer to obtain the latest version of the drivers for your video card.

Choppy Sound or Dropouts During the Travel Sequence

If you're experiencing sound dropouts or "choppy" sound during the program's travel sequence, you should update your CD-ROM device drivers to the most recent 32-bit device drivers that your manufacturer provides for Windows 95. Using out-of-date, 16-bit CD-ROM drivers within Windows 95 makes it impossible for your sound card to continue to play sound smoothly while reading from the CD-ROM (which is particularly important during travel).

Although we highly recommend that you play the *Where in the USA is Carmen Sandiego? v3.5* game with only the most up-to-date device drivers loaded on your system, running the Windows 3.1 version of the game will prevent choppy sound during travel sequences even in the presence of a 16-bit CD-ROM driver. First, uninstall the Windows 95 version of the game using the **Add/Remove Programs** control panel (please see your Windows 95 documentation for more complete information). To install the Windows 3.1 version of the *Where in the USA is Carmen Sandiego? v3.5* game within Windows 95, click **Run...** on the Windows 95 **Start** menu, and type:

D:\SETUP16\SETUP16.EXE

(substitute the appropriate letter if your CD-ROM drive is not **D:**). After running **SETUP16.EXE**, follow the on-screen instructions to complete installation.

Windows 95 and Windows 3.1

Choppy Sound or Dropouts During Normal Gameplay

If you experience "choppy" sound or sound dropouts during normal gameplay, it is an indication that your CD-ROM drive cannot seek quickly enough to keep up with the program's demands. The performance of your CD-ROM drive may be improved by changing its cache settings and making sure that its drivers are up-to-date. Please consult your Windows 3.1, Windows 95, and/or your CD-ROM drive's documentation for further information about your CD-ROM drive's ability to "read ahead" and increase its cache size. Please contact your CD-ROM drive's manufacturer to obtain its most up-to-date drivers.

Video Display Problems

For the game to display properly, your Windows video driver must be set to display 256 colors or High color. The game will not function with video drivers set to millions of colors. To change your Windows video display driver, click the **Start** button, point to **Settings** and select **Control Panel**. Double-click the **Display** icon. Click the **Settings** tab. Find the options for **Color Palette** and change it to **256 Color** or **High Color**. Click the **OK** button to accept any changes you may have made. Windows may ask if you want to restart the system for the changes to take effect. Select **Yes**.

Screen Savers

This program usually will not have problems running on machines using After Dark® or any other screen saver. However, should you encounter a problem, we recommend that you disable your screen saver before running the *Where in the USA is Carmen Sandiego? v3.5* game. To disable, please refer to the manual that came with your screen saver.

Windows 3.1

Not Enough Memory

This program needs a total of 8MB RAM (5MB free) and requires Virtual Memory. If you encounter an insufficient memory error message, try either 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 Troubleshooting Guide included in the box with this product.

No Sound

If you are unable to hear music or sound effects from the game, check to see if you have Windows sound drivers installed. For additional information regarding this issue, please refer to the Troubleshooting Guide included in the box or the manual that came with your sound device for instructions on installing Windows sound drivers.

Adjusting Sound Levels

If you find there is an imbalance between the volume levels of the music and the characters' speech, we suggest you consult your sound system manual to make the appropriate adjustments between the wave and synthesized (MIDI) sounds. If this doesn't work, please contact your sound card manufacturer.

"Wave Sound Device Not Responding"

If you encounter this error message, you may need to update your sound drivers (wave drivers) to the most recent versions provided by your sound device manufacturer.

Macintosh

Memory

This program requires 4,760K (4.6MB) of available memory. To check your available memory, go to the **Apple** (🍏) menu and click **About This Macintosh**. **Total Memory** is the amount of physical RAM installed, **Largest Unused Block** is the amount of available memory.

On a Macintosh with 8MB total memory, you may need to free up additional memory by disabling extensions. For information on how to turn off individual extensions, please consult your Macintosh documentation or documentation accompanying the various extensions you may have installed. (Be sure to keep the Sound Manager and QuickTime extensions active, as you will need them for the game to run! Power Macintosh users must also keep QuickTime PowerPlug active.)

Sound Problems

If you are unable to hear music or sound effects from the game, check to see that the volume control in your **Sound** control panel is set high enough to be audible. To do this, click **Control Panels** on the **Apple** (🍏) menu, click **Sound**, and then set the volume to a higher level.

Video Display

This program requires your Macintosh to be set to display 256 colors. Power Macintosh users can also run this program in thousands of colors. To set your display, click the **Apple** (🍏) menu and select **Control Panels**. Double-click the **Monitors** icon, and then select **256 colors** or **thousands of colors**. If you do not see 256 colors or thousands of colors as an option, you may need to install additional VRAM (video memory) into your Macintosh. Close the **Control Panel** window. Try running the program again.

Virtual Memory

This program requires Virtual Memory to be turned off. To turn this feature off, click **Control Panels** on the **Apple** (🍏) menu, click **Memory**, and then set the **Virtual Memory** option to "Off." Close the **Memory** control panel and restart your computer for this change to take effect.

32-bit addressing

This program requires your Macintosh to operate in 32-bit addressing mode. To turn on 32-bit addressing, click **Control Panels** on the **Apple** (🍏) menu and click **Memory**. You should see a 32-bit addressing option (this option does not appear if your computer only operates in 32-bit mode). Click the **On** button. Close the **Memory** control panel and restart your computer for this change to take effect.

Conflicts with System Extensions or Control Panel Devices

If this program appears to be running slowly, you might want to try turning off any unneeded extensions that may be running. If you have any system extensions which may interrupt gameplay or use needed memory (screen savers, for example) you may want to turn them off before you begin play. Please consult your Macintosh documentation or documentation accompanying the various extensions you may have installed for information on how to turn off individual extensions.

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: BRODERBUND
- Mail—Send your questions to Broderbund Technical Correspondence, P.O. Box 6125, Novato, CA 94948-6125.
- Phone—Call us at (415) 382-4747 from Monday through Friday between the hours of 6:00 a.m. and 5:00 p.m., Pacific Time.

How to Hook a Crook

To clamp the cuffs on the wrists of Carmen Sandiego and her fellow V.I.L.E. (Villains International League of Evil) members, it takes dogged determination, persistent questioning, and the ability to stomach airline food. Here's what you'll need to know to start putting these twisted thieves behind bars.

Object of the Game

Somewhere in the USA a theft has been committed by Carmen or one of the members of her V.I.L.E. gang. The perpetrator is currently hopping from state to state in an attempt to shake off would-be pursuers like yourself. In one of the 50 states or the District of Columbia, they will be making a rendezvous with Carmen to pass the stolen item on to her.

To solve a case, you must:

- Figure out what the suspect looks like (using character description clues), and obtain a warrant for his or her arrest
AND
- Track the crook to his or her hideout to make the arrest before your ACME Get-A-Clue Case Pad runs out of battery power

Note: Remember, you'll need that warrant! If you make an arrest without a warrant, or with the wrong warrant, the court will throw out your case and release the suspect. Also, the process of obtaining a warrant helps you determine what the suspect looks like, so you don't end up arresting an innocent person.

Signing In

When you first start up the game, you'll see the opening sequence, followed by a sign-in ledger, which is a component of the ACME Get-A-Clue Case Pad. At the insertion point, type in your name or favorite alias using your computer keyboard, click on the arrow, or press the **Enter** key, then click *Play using this name*, or press the **Enter** key.

If you've already played the game, you'll see a list of one or more of the names or aliases you've created, along with their rank and number of cases solved, under the heading "WELCOME TO ACME." To select a name or alias, click it, then either press the **Enter** key or click either *Play using this name* or on the arrow. To erase a name or alias, click it, click *Delete*

selected name, and then click **Yes** at the "Are you sure you want to delete this name?" prompt.

Click **Always skip opening** or the box next to it if you'd like to bypass the opening animation and credits in the future.

Your Assignment

Once you've signed in, the Videophone component of your ACME Get-A-Clue Case Pad will be activated (see page 23 for more information). You'll get a welcoming call from The Chief at the ACME Detective Agency headquarters. When The Chief asks you if you're ready to take on a case, three choices will appear below the screen. Clicking *Yes, I want a new case* allows you to get on the trail of one of Carmen's crooks. Clicking *No, I want to explore now* will send you to Explore Mode™, where you can travel around the USA without the pressure of solving a case (for more information about Explore Mode, see page 31). Clicking on *No, I want to quit the game* will then prompt you, "Are you sure you want to quit the game?" Clicking **Yes** will send you back to your computer's operating system. Clicking **No** will return you to the original three choices.

When you click *Yes, I want a new case*, The Chief will assign you a case and brief you on the details. The **Crime Net Travel** screen will appear (for more information, see page 30), and you'll be flying off to the scene of the crime.

To close the Videophone, click the arrow button on the top left side of the **Videophone** screen, or click on the **Videophone** button.

Gathering Clues

After your plane has landed, you'll be treated to the sights and sounds of one of the 50 states or the District of Columbia. You can look to the left or right of the location by moving the pointer to the far left or right side of the screen. As you scroll farther left or right, eventually, you'll be able to view all of the location — a full 360 degrees.

Soon, you'll see various tourists of all sizes, shapes, sexes, ages, and nationalities walking by. Since you've come here to find out more about your suspect, click one of the tourists, then click any of the three statements which appear in the center of your ACME Get-A-Clue Case Pad (for more information about using this sleuthing device, see page 23).

A tourist's reply to the first question, *Where did the suspect go?*, will give you a location clue, indicating which state the suspect has fled to. Their reply to the second question, *Tell me about the suspect*, will give you a character description clue, telling you what the suspect looks like. Character description clues are needed to obtain a warrant (see the next section, "Obtaining a Warrant," below). These questions can be asked in any order; in fact, you're not required to ask both questions.

To keep track of your clues, you can save the text of a tourist's answer by clicking it and then dragging it and then clicking again to release it onto the yellow Clue Log, which appears to the left of the list of statements (for more information, see page 24). To conclude your interview in a courteous manner, click *Thank you, goodbye*.

As you explore a particular city, you may also find various scraps of paper lying about, which could be clues left behind by your suspect. Click one of these scraps to read the text printed or written on it. To save this text, click it, then drag it to the Clue Log.

Since your ACME Get-A-Clue Case Pad only has a limited amount of battery power, you should keep a close watch on how you expend this precious resource. You may not want to question every single tourist that passes by, especially if you've already figured out which state the suspect has traveled to or if you've already determined what your suspect looks like. Since it's your case, it's your call.

Obtaining a Warrant

As you question the witnesses in different states, you'll begin to piece together a physical description of the culprit. You'll use the CompuCrook digital warrant device to keep track of these character description clues and to obtain an arrest warrant. To open the CompuCrook digital warrant device, click the **Magnifying Glass** button on the right side of the Case Pad (for more information, see page 29).

On the left side of the CompuCrook digital warrant device, you'll see a list of categories under the heading "SUSPECT PROFILE." These categories describe different physical traits of the suspect, such as height, weight, and what they're wearing. Click any of these categories to cycle through all the possible traits, until you come to the one that best matches the suspect. When you have completed all of these categories,

click on **Issue Warrant** at the bottom to obtain that all-important legal document. The word *Issued* will be stamped over the list of traits you've chosen.

When you click on **Issue Warrant**, this button will be replaced by the **Change Warrant** button. Later, if you discover that you've made a mistake in entering a character description clue, and need to correct your warrant, click **Change Warrant**, click the trait you want to change, and then request a warrant for this new suspect by clicking *Issue Warrant*.

To close the CompuCrook digital warrant device, click the arrow tab on the top-left side of CompuCrook digital warrant device, or click the **Magnifying Glass** button.

Remember The Chief's favorite saying: "You can't arrest a crook without a warrant." If you fail to obtain a warrant, the criminal will be set free. Also, be sure to enter your character description clues in the CompuCrook digital warrant device accurately. If the traits you've chosen don't match the actual traits of the suspect you arrest, he or she will go scot-free!

Traveling to the Next Location

After you've spent some time in a state questioning tourists, you may start to see the same tourists walking about. Your detective's intuition may tell you that you're not going to get any new information at this location. When that happens, you should think about heading to the state toward which all the clues point. Click the **USA** button on the right side of the Case Pad to contact Crime Net Travel.

On the **Crime Net Travel** screen, you'll see a large map of the United States, with several states highlighted in blue. The names of these states will be displayed under the heading "DEPART." These are the states where V.I.L.E. criminal activity has recently been detected. You'll also see one state highlighted in orange, which is the one you're about to leave. This state will also be listed under "DEPART." To fly to your next destination, click one of the blue highlighted states on the map or click the name of the corresponding state under "DEPART."

To close Crime Net Travel, click the arrow button on the top left side of the **Crime Net Travel** screen or click the **USA** button.

Nabbing the Hooligan

After you've arrived at a new location, you'll immediately know if you are on the right trail:

- If you see two bumbling janitors, this means that the criminal you're chasing passed through this state on their way to another locale. These janitors, the ICK Brothers Rick and Nick, have been sent by Carmen to clean up the trail of the suspect, which, as you'll see, is far above the abilities of this inept duo! When Carmen's diabolical feline, Carmine, hisses at you it also means that you're on the right track and getting closer to the crook.
- If you don't see the janitors, or Carmen's Cat Carmine, and the tourists don't give you any information about a suspect, you've flown to the wrong state. You should either return to the previous state, or fly to a new state, because the suspect's trail is getting cold.
- If you see the words *Stop, Thief! You are under arrest!* appear on the bar in the upper-middle section of the Case Pad, you've arrived at the state where the criminal is about to rendezvous with Carmen Sandiego. (Now is the time to make sure you have a valid arrest warrant that matches the description of the suspect. If you haven't obtained one yet, click the **Magnifying Glass** button. For more information, see the previous section, "Obtaining a Warrant," on page 19.) One of the tourists that passes by will be your suspect. When a person matching the description of your suspect appears, click that person, then click *Stop, Thief! You are under arrest!* The crook will then be apprehended.

Moving Up In Rank

When you first join the ACME Detective Agency, you'll be given the rank of Rookie. As you successfully solve cases and arrest different members of Carmen's gang, you'll move up the ACME ladder and will be promoted to a higher rank. The Chief will announce your promotion to you over the Videophone after you've solved the required number of cases.

When you reach the rank of Super Sleuth, you'll get a chance to go after the head honcho herself, Carmen Sandiego. If you catch her, your

name will be entered into the Hall of Fame. You can view this by opening the State-A-Base in the Case Pad, and clicking the **Hall of Fame** button. To close State-A-Base Hall of Fame, click the arrow button on the top-left side of the **State-A-Base** screen. Once you catch that master thief, Carmen Sandiego, the game is over. If you want to play again, you'll need to sign in again under a different name or alias.

Rank	Minimum Number of Cases Solved
Rookie	0
Investigator	2
Senior Investigator	4
Inspector	9
Senior Inspector	15
Detective	22
Master Detective	30
Super Sleuth	39

The More Collars, the More Challenges

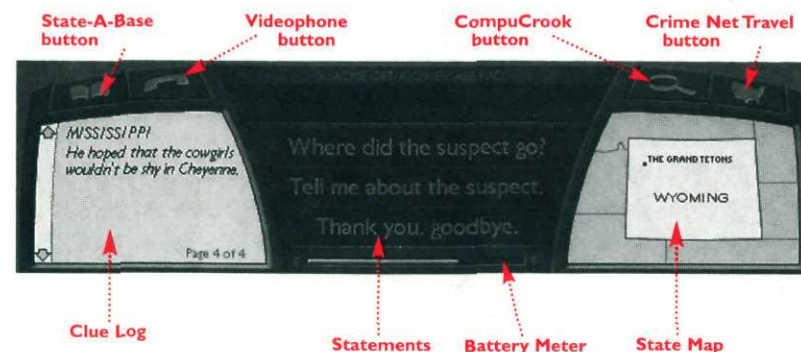
When you're a Rookie or an Investigator, you may find that your first few cases are fairly easy to solve. But as you move up in rank, the crooks will become more and more sophisticated, and hence, more difficult to catch. However, with practice, your skills as a gumshoe will improve, and hopefully, you'll be able to keep up with—and capture—these increasingly devious criminals.

Ending a Game

When you're ready to take a break from crime-solving, hold down the **Ctrl** key and press **Q**. If you use Windows 95 or Windows 3.1, you can also hold down the **ALT** key and press **F4**. If you're a Macintosh user, hold down the **Command** (⌘) button and press **Q**. You can also end a game by opening the State-A-Base and clicking **Game Options**. Click **Quit** and then click the **Yes** button.

When you end a game, your current rank and the number of cases you've solved will be saved. However, if you quit while you're in the middle of a case, any information you've gathered for that case will be lost, and you'll have to start a new case the next time you sign in.

Your Technologically Astounding ACME Get-A-Clue Case Pad

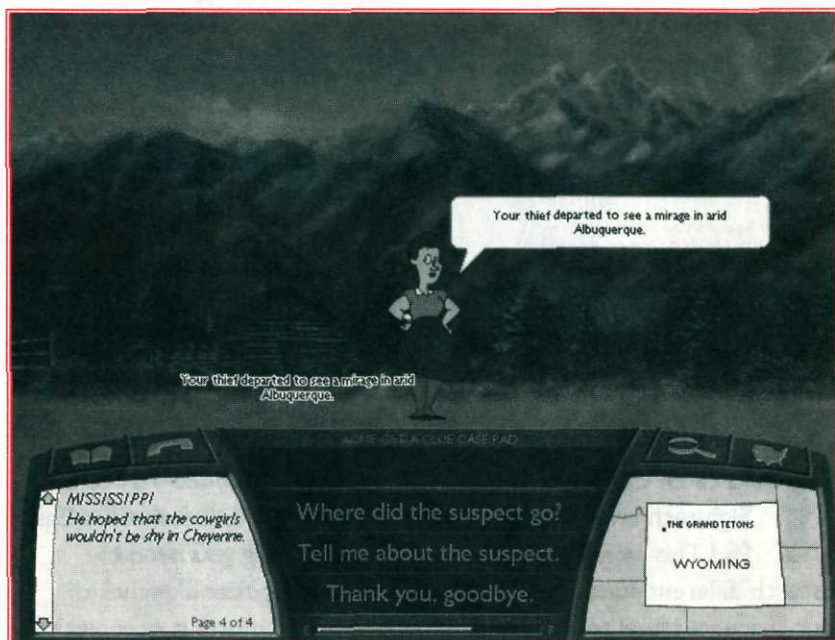


To catch Carmen and her V.I.L.E. gang, you'll use the very latest in high-tech crimestopping equipment, the ACME Get-A-Clue Case Pad. This amazing device gives you everything you need to research different states, call The Chief, create composite sketches of your suspects, travel to cities all over the USA, and more! It occupies the lower half of the screen, and displays a map of the state you're currently visiting in its lower-right corner.

The Case Pad has a limited amount of battery power, which puts a limit on your ability to catch the suspect. The red Battery Meter bar at the bottom shows just how much energy is remaining in the batteries. As you conduct your investigation and fly to other states, this bar will gradually shrink. When there is no more red in the bar, your batteries are drained, and your case is finished. Each time you begin a new case, the Case Pad's batteries will be recharged. (Note: accessing the State-A-Base does not drain any battery power, unless you use the Find feature; see page 27 for more information.)

Questioning Witnesses

In the center of the Case Pad's screen, you'll find a list of three statements you can make to any tourists in a particular state. To speak with a tourist, click on him or her as he or she walk by. Once he or she has stopped and greeted you, click one of the statements on the list. You'll then see and hear the tourist's response.

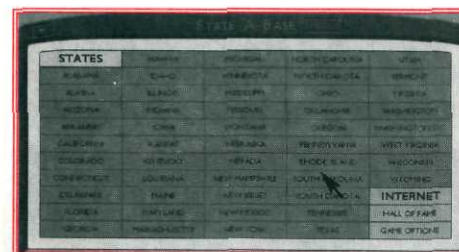


Using the Clue Log

On the left side of the Case Pad's screen, you'll see a blank yellow pad. This is the Clue Log, which you can use to record the character description clues and location clues you gather. The Clue Log stamps your notes with the name of the state where you conducted interviews, helping you remember where you received various clues. This travel log can help you avoid any needless back-tracking during the case.

To use the Clue Log, click a tourist's spoken text or the printed text on a scrap of paper, then drag it onto the Clue Log and click again. You'll now see the text displayed on the Clue Log, along with the name of the state. The up and down arrows at the edge of the Clue Log allow you to turn all its pages and read all the clues you've recorded.

State-A-Base



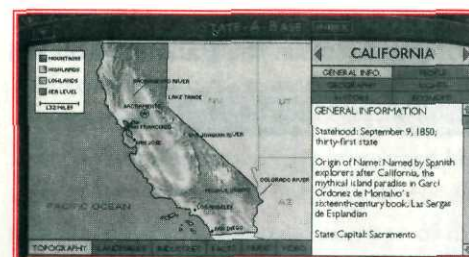
Clicking the **Open Book** button on the far left side of the Case Pad will bring up the State-A-Base. By using this valuable information resource, you can learn more about any state where Carmen and her gang may have fled. Using the

State-A-Base does not drain any of the Case Pad's battery power, so you can do as much research as you like; however, the Find feature (see page 27) will sap some of your battery energy.

In the first screen of the State-A-Base, you'll be looking at a list of all 50 states, plus the District of Columbia, under the heading "STATES." To see which detectives have nabbed Carmen herself, click the **Hall of Fame** button. Click on the **Game Options** button to learn about which game version you're playing, to change the background music and character speed settings, to start a new case, to sign in as a new detective, or to end the game.

To get information about any of the states in the State-A-Base, click on the name of the state on the list.

Map Controls



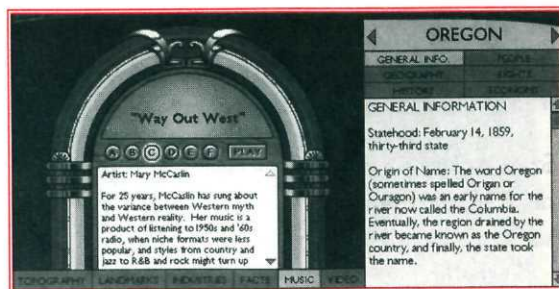
Once you've clicked a state in the State-A-Base index, you'll see a map with a list of buttons underneath it. The first three buttons change the appearance of the map. The **Topography** button will be illuminated, and you'll be

looking at the geographical features and major cities of a particular state. Click the **Landmarks** button to display a map with small pictures of the natural and historical wonders of the state, and arrows pointing to their location. And click the **Industries** button to see a map with icons representing the state's main areas of economic activity.

When you click the **Facts** button, the map of the state will be replaced by an image of that state's flag. Below the flag, you'll also see a list of fun facts about the state.

Juke Box

Clicking the **Music** button will display a juke box of songs from a particular state, plus a text description of these songs and their artists. On this juke box, you'll see a row of buttons, labeled **A**, **B**, **C**, **D**, **E**, or **F**, and the **A** button will be selected. The title of the selected song will be displayed above the row of buttons. To scroll through the text, click the up or down arrows on the right side of the Jukebox. To select a song, click any of the buttons labeled **A**, **B**, **C**, **D**, **E**, or **F**, then press the **Play** button.



Viewing Videos

To see a video from a particular state, click the **Video** button. This will bring up a slider bar and playback controls, located below the video screen. The video will begin playing automatically. To stop the video, click the **Pause** button at the left side of the slider bar. The **Pause** button will



then turn into a triangular **Play** button. When you're ready to watch the video again, click this **Play** button. To step forward one frame, click and hold the right-pointing button; to step back one frame, click and hold the left-pointing button. Clicking the small **Speaker** button at the far-left side of the scroll bar displays the volume control for that video. To turn the sound up or down, slide the volume control bar up and down.

Text Information

To the right of the state map, you'll see an essay about that state, with six buttons above it (see graphic under "Map Controls," page 26). The button labelled **General Info** will be illuminated. These six buttons represent the six chapters of the essay. Click on any of these buttons to change the chapter. To scroll through each chapter, either click the up or down arrows to the right of the text or move the slider bar up or down.

Note: you can only scroll through one chapter at a time; you cannot scroll through the entire essay at once.

To return to the State-A-Base Index, click the **Index** button in the upper screen. You can also move to the preceding state on the index list in alphabetical order by clicking the left arrow adjacent to the State name above the essay. To move to the following state on the index list in alphabetical order, click the right arrow.

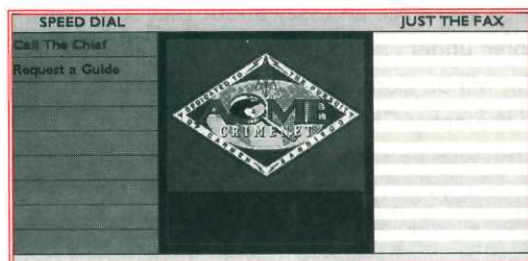
Using the Find Feature

The State-A-Base is extremely useful if the witnesses are describing locales unfamiliar to you. Every city, geographical feature, or anything else you've never heard of can be located with the help of the Find feature.

When you open the State-A-Base, you'll see the word *Find* in the lower part of the screen, with a blinking insertion point next to it. Using your computer keyboard, type in the word you want to look up, then either click the right arrow, or press the **Enter** key on your computer keyboard (You can use uppercase or lowercase letters, or both.) If the word is found, the State-A-Base will go to the state section where the word is used. You'll also see the word highlighted in the text area, under one of the six chapter headings. If the word appears more than once in the State-A-Base, the total number of matches will be displayed, bracketed by left- and right-pointing arrow. To cycle through these matches, click either the left or right arrow. The Find feature depletes the Case Pad's batteries each time it's used, so use it wisely.

To leave the State-A-Base, click the arrow button on the top-left side of the State-A-Base or click the **State-A-Base** button.

Videophone



Sometimes, following the elusive trail of a suspect can be a lonely job. For those times when you need some outside information or help, there's the Videophone. You can use it to call

The Chief, to call one of the ACME Good Guides for help with your suspect, and to request a tour of a state from one of the Good Guides.

To bring up the Videophone, click the **Videophone** button on the upper-left side of the Case Pad. When the Videophone opens, you'll see the heading "SPEED DIAL" in the upper-left corner. Click *Call The Chief* under this heading to put in a call to headquarters. An image of The Chief will appear on the **Videophone** screen, and you'll get one of her helpful hints on how to go after a suspect. (For information about calling up one of the ACME Good Guides and getting a tour, see below.)

Just the Fax

Once you've arrested a criminal, they will be interrogated, and sometimes, they may reveal information about what Carmen Sandiego looks like or her master plan. Several lines of this information will be saved, and will be displayed on the ledger at the right on the Videophone, under the heading "JUST THE FAX." As you arrest more crooks, additional lines will accumulate, until you have a complete description of Carmen.

Getting a Guided Tour

If you'd like some first-hand information about any state where you're conducting an investigation, click *Request a Guide* under the "SPEED DIAL" heading on the Videophone. One of the seven ACME Good Guides will immediately appear at your current location. The ACME Good Guides will give you some historical and cultural insights into the state you're visiting, and may even point out some of the nearby attractions. (For a description of each of the individual ACME Good Guides, see "The ACME Good Guides" section on page 34.)

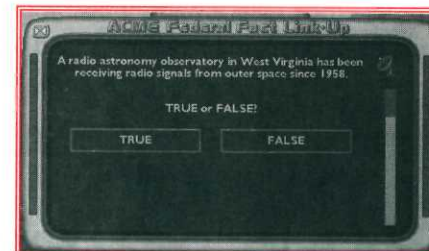
During a tour, if a Good Guide pauses, click *Tell me more...* on the bar in the upper-middle section of the Case Pad and they will continue showing you around. Click *Thank you, goodbye*, when you've finished your tour and are ready to resume your chase. The Good Guide will continue to look for clues in that state for you. Later, if you'd like to re-contact a Good Guide and see what they've uncovered about your suspect, click the **Videophone** button. You'll now see a list of any and all ACME Good Guides you've taken a tour from during a particular case. Click any of these ACME Good Guides to see them on the **Videophone** screen and hear their nuggets of information.

To close the Videophone, click the **Videophone** button, or the down arrow in the upper-left corner.

The Satellite Kiosk and the ACME Federal Fact Link-Up

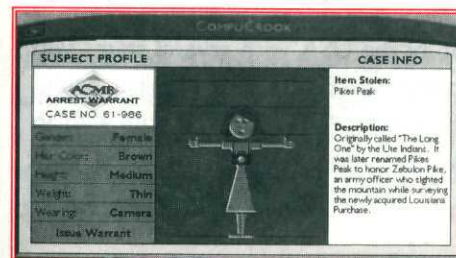
In some states that you visit, you'll see a cool Satellite kiosk somewhere in the landscape.

Click the item and you can test your territorial trivia! Read a fact about the state that you're currently in, and guess whether it's true or false. If you correctly guess several answers, you'll receive energy in your Ultrabar to help you uncover any extra V.I.L.E. thieves hidden in the area.



The CompuCrook Digital Warrant Device

As you question witnesses, they'll give you various clues describing the suspect you're after. To keep track of these character description clues, as well as to obtain a warrant, you'll need to use the CompuCrook digital warrant device. You access this state-of-the-art pad by clicking the **Magnifying Glass** button on the right side of the Case Pad.



When you open the CompuCrook digital warrant device, you'll see a description of the crime the suspect has been charged with on the right side of the screen, under the heading "CASE INFO." You'll also see a description of the item that was pilfered by this dastardly deviant. On the left side of the screen, under the heading "SUSPECT PROFILE," you'll see a list of categories of physical traits, including gender, hair color, height, and weight. Click any of these categories to cycle through the possible physical traits of your suspect. A physical image will appear, and will change with every click of your mouse button. Stop when you come to the trait that best matches the description given to you by witnesses.

When all of the categories have been completed, click the **Issue Warrant** button to obtain this vital legal document. The word *Issued* will now be stamped on your warrant, along with all the traits you've selected.

If you find out later that you've entered the wrong trait, and need to correct it, click **Change Warrant**, then click the trait. Remember that if you arrest a crook using a warrant that doesn't match his or her actual physical appearance, that warrant is invalid, and the suspect will be set free. However, changing a warrant and issuing another one uses up battery power, so it's a

good idea to make sure you've entered the correct traits the first time.

To close the CompuCrook digital warrant device, click the **Magnifying Glass** button or the down arrow in the upper-left corner.



Crime Net Travel

When you're ready to travel to another state, click the **USA** button at the far-right side of the Case Pad. This will bring up the **Crime Net Travel** screen. You'll see a large map of the USA, with several states with a blue highlight, indicating those locations where V.I.L.E. activity has been detected. These states will also be listed under "DEPART." The state with an orange highlight indicates your present location, which is also listed immediately below "DEPART."

To choose a location, click either a blue highlighted state on the map or the name of the state on the list. You'll then be on your way to your destination. The ACME RV will morph into a helicopter or dragster, and a travel line will now appear on the large USA map, indicating the progress of your travel.

If you've traveled to a state that has not been visited by Carmen's criminals, a circle-slash will appear alongside that state's name the next time you see it on the **Crime Net Travel** screen. You'll also see a check mark next to a state's name if you've already visited it and obtained some valuable information there.

To close the **Crime Net Travel** screen, click the arrow button on the left side of the **Crime Net Travel** screen, or click the **USA** button.

Exploring the USA

Once in a while, you may feel like you need to recharge your own batteries, and get away from the world of crime. For those times, there's Explore Mode™. Here, you can use the Crime Net Travel service to fly to all 50 states plus the District of Columbia. You can also look at the State-A-Base, and view videos about any state in the game. You can even call up one of the ACME Good Guides, who will give you a complete, uninterrupted tour of any state. In the Explore Mode, there are no cases to solve, no tourists to question, and no worries about losing battery power.

To access Explore Mode, start the game over, and sign in. When the Videophone is activated, and The Chief asks if you're ready for your next case, click *No, I want to explore now*. The Videophone will remain open and the ACME Get-A-Clue Case Pad and its features will still be available. Click the **Open Book** button to access the State-A-Base, click the **Videophone** button to request an ACME Good Guide, and click the **USA** button to travel to a particular state.

When you use the Crime Net Travel service in Explore Mode, all the states that appear in the game will be listed in alphabetical order, with only six displayed at a time. Click the up or down arrows on the slider

bar to the right to scroll up and down the list of states. When you move the pointer over any one of the states on the list, it will change color on the USA map. When you move the pointer over the USA map, each state will change color, and its name will be displayed at the center of the ACME Get-A-Clue Case Pad. To book a flight, click either a state on the list, or the corresponding state image on the map.

When you're ready to go back to solving cases, click on the **Videophone** button, then click *Call The Chief*. You will then be offered a new case; click *Yes, I want a new case*, to accept it. You can also return to your gumshoe life from the State-A-Base by clicking **Game Options**, and then clicking *Start a New Case*.

Carmen Sandiego Internet Connection

<http://www.carmensandiego.com/>

WINDOWS 95

Where in the USA is Carmen Sandiego? 3.5 offers direct access to the Internet while the game is running (Windows 95 & Macintosh). The game provides a direct link to Brøderbund's Carmen Sandiego Connection™ — an Internet World Wide Web site full of tools useful to the aspiring USA Detective!

In order to utilize the game's Internet feature, you will need the following:

- An established connection to the Internet (via a dial-up Internet Service Provider like AOL or Compuserve; via a LAN connection; etc.)
- A Browser program for navigating the World Wide Web (such as Netscape Navigator™ or Microsoft Internet Explorer™). The browser must already be installed on your computer.

Setting up your Internet Connection in Windows 95 & Macintosh

- Launch *Where in the USA is Carmen Sandiego? v3.5*.
- Open the State-A-Base database by clicking on the **Open Book** button on the far left side of the Case Pad interface.
- Click on the **Internet** button in the bottom-right corner of the database Index screen.
- A configuration screen will appear. Select the options that best match the method by which you connect to the Internet. Click the **Help** button for information on the various options available.
- Follow the prompts and on-screen information until you have established your Internet connection.

Activating your Internet Connection During Gameplay (Win95 & Mac)

- Open the State-A-Base database by clicking on the **Open Book** button on the far left side of the Case Pad interface.
- Click on the **Internet** button in the bottom-right corner of the database Index screen.
- Your web browser program will launch automatically and take you to the **Carmen Sandiego Connection** web site.
- If your browser fails to load, the most likely reason is lack of free memory. Try quitting all unnecessary programs before clicking the **Internet** button. See the ReadMe file for details.

Note: some Internet services, like AOL, may not be able to accept the Internet address which will take you directly to the Carmen Sandiego Connection web site. Users of these Internet services will need to specify the address directly:

<http://www.carmensandiego.com/products/productsworldplayermain.html>

Internet Connection in Windows 3.1

- Launch your Web browser manually and type the following Internet address:
<http://www.carmensandiego.com/products/productsworldplayermain.html>

Whenever you need first-hand information about the state where you're conducting your investigation, or if you need a little help with your search, the ACME Good Guides™ are at your command. To reach them, click on the **Videophone** button on the Case Pad, then click *Request a Guide*. One of the seven Good Guides will soon appear to show you around "his or her state," and give you some fascinating facts about its past, its present, and its people. Each of these Good Guides has a different area of expertise, which they're only too happy to share with you.



Ivan Idea

A teenage prodigy, the mechanically minded Ivan is an incessant tinkerer, who used his knowledge of robotics to invent the ACME Get-A-Clue Case Pad and other ACME crime-fighting tools. Ivan's hobby is conducting block-by-block investigations of the Great Wall of China, the Pyramids of Egypt, and other past feats of engineering excellence.

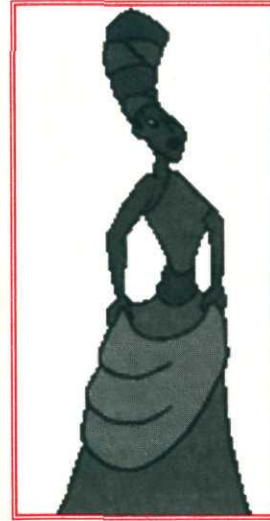
Ivan will be your guide in Alaska, Florida, Indiana, Maine, Michigan, Nebraska, New Jersey, and South Dakota.



Herman Nootix

A professor of philosophy at the ACME Institute of Carmenology (ACME's School of Good Guides), Herman's nose can usually be found buried in a stack of research books. Herman is a serious, hard-working scholar who takes every opportunity to bring Carmen and her gang a little closer to great literature, even if it means literally "throwing the book" at them!

Herman will show you around Louisiana, Massachusetts, New Hampshire, North Carolina, North Dakota, Ohio, and South Carolina.



Dee Plomassy

Dee's career as a diplomat began in early childhood, when she convinced a classmate who had successfully stolen third base to return it. Aided by her ability to speak 17 languages fluently, Dee is frequently called upon by U.S. leaders for her expertise in political systems and economics. She has pursued peace throughout the world, impressing people with her grace, her elegance, and her very tall turban.

Dee is the local expert in Alabama, Iowa, Maryland, Virginia, Washington, D.C., and West Virginia.



Renee Santz

Renee's interest in the arts began at birth, since her mother is the world-famous architect, Fallan Arches, and her father is the renowned bassoonist, Red Cheeks. The conductor of the ACME orchestra, Renee is also an accomplished artist whose paintings and sculptures can be found in museums all over the USA. Renee enjoys thwarting the efforts of Carmen's gang, because she doesn't believe that these "rip-off artists" deserve to be called artists!

Renee will show agents around Arkansas, Connecticut, Illinois, Minnesota, Mississippi, Missouri, Rhode Island, and Tennessee.



Rock Solid

A geologist, forester, and a natural force in his own right, Rock helps ACME agents learn more about the world's natural forces. Although he is as big and as tough as a Rocky Mountain boulder, Rock has a soft heart when it comes to the well-being of animals. He enjoys giving his massive neck muscles a good stretch by staring up at the heights of the Sierra Nevadas or pondering the depths of the Grand Canyon.

Rock will give you a tour of Arizona, California, Idaho, Kansas, Montana, Oregon, Utah, Wisconsin, and Wyoming.



Ann Tikwittee

Ann has been interested in archaeology ever since she read about the "lost city" of Troy, and wondered how it was ever possible to lose an entire city! She graduated from the ACME Institute of Carmenology, with a degree in "Ancient Cities and Other Dusty Stuff." Ann safeguards the USA's historical treasures, because she wants to make sure that "the past is always present."

Ann will provide a wealth of information about Hawaii, New Mexico, Oklahoma, Pennsylvania, and Texas.



Kim Yoonity

Kim is a firm believer that the world is just one big global village. After earning a Ph.D. in cultural anthropology, she became ACME's expert on the world's diverse social systems. Kim is one of the most well-connected people on the planet, and has the phone bill to prove it.

Kim will give you the facts about Colorado, Delaware, Georgia, Kentucky, Nevada, New York, Vermont, and Washington.

Carmen Sandiego

A onetime ace detective for the ACME Detective Agency, Carmen turned to a life of thievery to give herself intellectual challenges that went beyond detective work. After leaving ACME, Carmen founded V.I.L.E., the Villains International League of Evil. Since she has a soft spot for those people who are less capable than herself, Carmen stocked the ranks of her new organization with some of the most inept incompetents in criminaldom. When she's not donning one of her numerous disguises, Carmen can be identified by her long brown hair, and will be wearing a red trench coat and a fedora.



Carmen's Cat Carmine



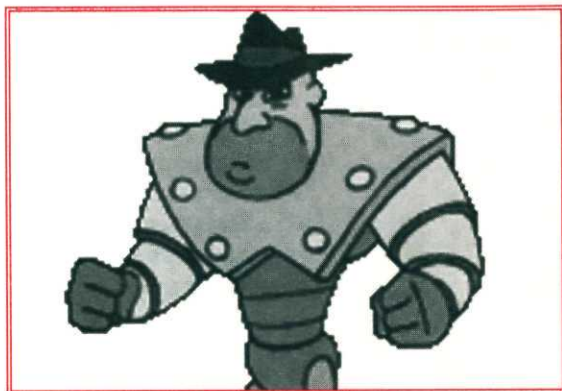
This purloining pussycat is Carmen's most notorious accomplice. An unfortunate incident involving an economy-sized sack of kitty litter has left Carmine with the warped mind of a criminal. Since many of the member of the V.I.L.E. gang are stumblebums, Carmen has trained Carmine to follow them, so that her hissing can scare off any pursuing gumshoes.

More Sketchy Characters



The ICK Brothers™

These two jellybrained janitors, Rick and Nick ICK, originally got into their chosen profession because they heard that if they could "clean up," they'd be rich. This dirty duo has been fired from every cleaning job they ever held, which gave them the ideal qualifications to join Carmen's gang. They attempt to clean up the tracks left behind by Carmen's henchpeople. If you run into Rick and Nick, it means you're on the right track and are closing in on your suspect.



RoboCrook

RoboCrook is Carmen's right hand man...um... robot. RoboCrook's history is a mystery but one thing is for sure, he will do anything Carmen asks him to. RoboCrook is committed to helping out fellow V.I.L.E. cohorts, by scaring off any ACME agents that get too close to a villain on the run.

The Members of Carmen's V.I.L.E. Gang

As you play the game, you'll be given the opportunity to capture every one of the purloining pilferers who are under the command of Carmen Sandiego. Here's a handy check list so you can keep track of which ones you've arrested.

- | | |
|--|--|
| ☐ Barney Cull | ☐ Ann Arky |
| ☐ Beau Zoe | ☐ Bee Smirch |
| ☐ Ben E. Ficiary | ☐ Belle Igerent |
| ☐ Billy Flop | ☐ Carmen Sandiego |
| ☐ Bob Sled | ☐ Carrie Kature |
| ☐ Boone Doggle | ☐ Cassie Nova |
| ☐ Buck Aneer | ☐ Cora Spondent |
| ☐ Buzz Word | ☐ Deb O'Nare |
| ☐ Charlie Horse | ☐ Dee Linquent |
| ☐ Clement See | ☐ Diane Toshop |
| ☐ Cliff Hanger | ☐ Emma Welsher |
| ☐ Dan Gerous | ☐ Hope Less |
| ☐ Gil Tee | ☐ Ivana B. Rich |
| ☐ Les Ismore | ☐ Joy Ryder |
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The 360-degree scrolling environments illustrated in *Where in the USA is Carmen Sandiego?* were based upon photographs of actual locations. For each of the states, on-site photographs were taken expressly for this purpose. Please note that minor artistic liberties were taken to account for elevation, trees, and distance.

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