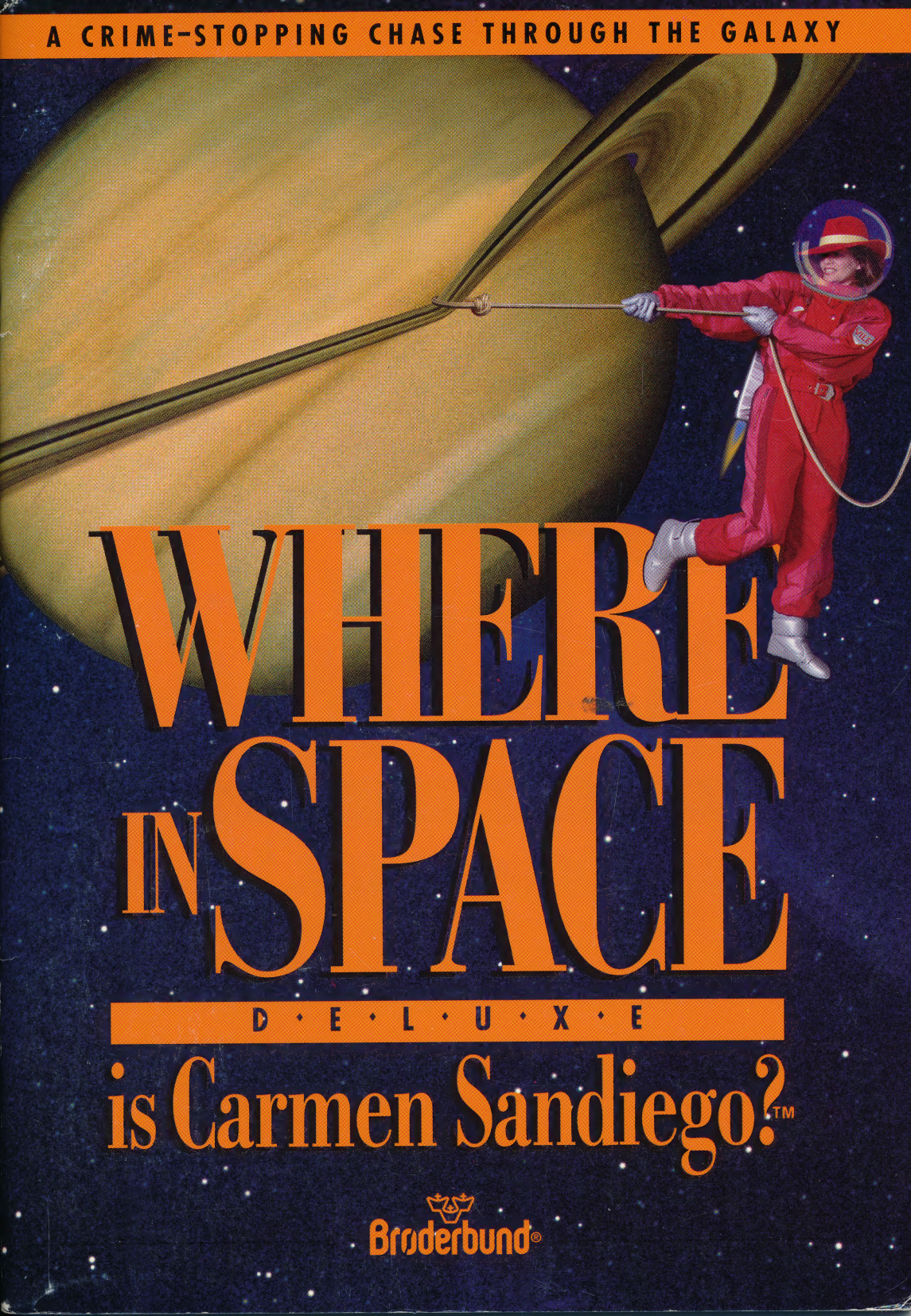


A CRIME-STOPPING CHASE THROUGH THE GALAXY



WHERE IN SPACE

D • E • L • U • X • E

is Carmen Sandiego?™


Broderbund®



WHERE IN SPACE

D • E • L • U • X • E

is Carmen Sandiego?™


Broderbund®

PLEASE DO NOT MAKE ILLEGAL COPIES OF THIS SOFTWARE

The software you are using was produced through the efforts of many people: designers, artists, programmers, distributors, retailers, and other dedicated professionals. The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal computer software raises the cost to all legitimate users.

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

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

Report copyright violations to:

SPA
1730 M St. NW
Suite 700
Washington, DC 20036

Acknowledgements

Design Team

Original DOS Product Managers

Original DOS Programming

Macintosh Product Manager

Macintosh Programming

Programming Project Lead

Design Lead

Art Director

Assistant Art Director

Sound Director

Original Music and Sound Effects

Additional Sound Effects

Graphics and Animation

Publisher

Electronic Database Written by

Clues & Descriptions Written by

Additional Writing

Quality Assurance

Senior Marketing Manager

Marketing Coordinator

Package and Manual Design

Manual Cover

Special Thanks to

Bob Arient, John Baker, Michael Barrett,
Christa Beeson, Michelle Bushneff,
Jim Everson, Ken Goldstein, Lance Groody,
Tom Rettig, David Ross

Christa Beeson & David Ross

Bob Arient

Todd Arnold

Sean Hill Software Development

Gary Poon

Lance Groody

Kim Walls

Michelle Bushneff

Jim Everson

Tom Rettig

Michael Barrett

Ralph Marsh

Michael Baisuck, Michelle Bushneff,
Shirley Cochran, Amanda Crispel,
Jim Everson, Julie Glavin, Daniel Goodwin,
Michelle Graham, David Magliocco,
Cheryl Middleman, Nicole Tostevin

Ken Goldstein

Jim Killus

Katherine Bird, Michael Halperin,
Jim Killus, Valerie Singer

Christa Beeson, Rick Goldsmith

John Crowell, Kirk Roulston, and the
Brøderbund Quality Assurance Department

Bruce Friedrichs

Maia Stangeland

Ronni Valenti

John Lund

Doug Carlston and Gary Carlston,
Stewart Apelzin, Ed Auer, Sandra Ball,
Judy Barnett, Nancy Bulette, Russ Best,
Valorie Carpenter, Diane Cerrata,
Michael Collins, Deann Cox, David Kessler,
Mickey Mantle, Larry McDermott,
Julianna Wade, Ginny Walters,
Richard Whitaker, Harry Wilker

Table of Contents

| | |
|--|----|
| Note From the Chief | |
| Top Secret... Words From Another World | 6 |
| Getting Started | |
| Backup Floppy Disks | 7 |
| IBM Hardware Requirements..... | 7 |
| IBM Hard Disk Installation..... | 7 |
| Running Under Windows 3.1 | 8 |
| Changing Your Setup Configuration | 8 |
| Macintosh Hardware Requirements..... | 8 |
| Macintosh Hard Disk Installation | 9 |
| Using the Program | 9 |
| Troubleshooting: If you need additional help | 10 |
| To Get Hot on The Case! | |
| Object of Game | 13 |
| Sign In | 13 |
| Your Assignment | 13 |
| Promotions | 13 |
| Resuming a Saved Case | 14 |
| The Cosmohopper 911 Turbo: Buttons, Gauges and Other Gadgets | |
| Viewport..... | 14 |
| Location View | 14 |
| Location Description..... | 15 |
| Viewport Options | |
| VAL 9000..... | 15 |
| Travel Map..... | 15 |
| Orbital View | 15 |
| Star Map..... | 16 |
| Polar Bearings | 16 |
| Longitude/Latitude..... | 16 |
| Rotate | 16 |
| Clue Options | |
| Question Witness | 17 |
| Tap V.I.L.E. Encrypted Frequencies | 17 |
| Star Search..... | 17 |

| | |
|-------------------------|----|
| Contact Informant | 17 |
| Launch Probe..... | 17 |
| Probe Indicator | 17 |
| Star Date | 17 |
| Fuel Gauge | 17 |

The VAL 9000 Computer

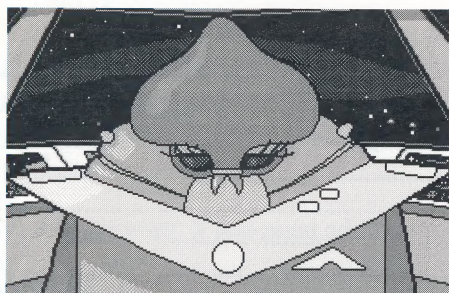
| | |
|-----------------------------|----|
| Database Menu..... | 18 |
| Database | 18 |
| Warrant/Dossiers | 18 |
| Travel Log | 19 |
| Options..... | 19 |
| Text Entry Area | 19 |
| Exit Indicator | 20 |
| Page Number Indicator | 20 |

Dossiers: Recent Photos of Carmen and Her Spaced Out Recruits

| | |
|-------------------------------|----|
| Astro Fizzix..... | 22 |
| Avery Littlebit Phelps..... | 22 |
| Bea Miupscotti..... | 23 |
| Carmen Sandiego | 23 |
| Enzo Di Galaxi | 24 |
| G. "Whiz" Bang..... | 24 |
| Hanover Fist..... | 25 |
| Infinity McMath..... | 25 |
| Kit Incaboodle | 26 |
| Liebsen Bounz | 26 |
| Marcy Bo Koo | 27 |
| Morton U. Bargandfore..... | 27 |
| Nebulus Doolittle..... | 28 |
| Rita Laboudit..... | 28 |
| Verna-Lee Kwinox..... | 29 |
| Photo Attributions List..... | 30 |
| List of Works Consulted | 31 |
| Warranty | 35 |

ACME DETECTIVE AGENCY

TOP SECRET



THE CHIEF

It was inevitable, sleuths—the crooks have managed to keep up with the latest technology! Now that we have chased them throughout the USA and the world, tracked them through time and history, outfoxed them in foreign languages, and eaves-

dropped on them in exotic terrains...it is time to clean-up the final frontier. Carmen Sandiego has surfaced once again—this time in outer space!

Keep your eyes on the skies. She's recruited a gang of off-beat extraterrestrials from every galaxy and they're purloining planetary plunder. However, it's not all one-sided. Our usual geniuses-in-residence have built the radical, new Cosmohopper 911 Turbo. Your Cosmohopper is equipped with the amazing VAL 9000 Electronic Computer. Among VAL's advanced features, is an enormous electronic database designed to help you decipher clues in this latest wave of state of the art crime-fighting.

As usual, that's one small step for Carmen and her gang, one giant leap for Acme!

*Good Luck,
THE CHIEF*

Getting Started

Backup Floppy Disks

You are allowed to make one back-up copy of each floppy disk. After you have successfully installed the program on your hard disk, store the original and backup disks in a safe place.

IBM Hardware Requirements

- 16 MHz 386 or faster machine
- 640K RAM and hard disk with 8MB free space
- MS/PC-DOS 3.1 or higher
- VGA monitor card, VGA monitor
- Mouse, keyboard
- 1.44MB 3.5" disk drive

To play the digitized voices and sound effects you will need a Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, Disney Sound Source, or PS/1 or Tandy computer equipped with support for digitized sound. If you do not have the hardware to support the digitized sounds of the characters, you will be able to read most of the dialog in the viewport as it is translated. The musical scores are heard best with the Sound Blaster, Sound Blaster Pro, Roland MT-32/CM-32L/LAPC-1, AdLib or General MIDI sound devices. Without one of these devices, you will hear a reduced version of the musical scores. Additional sound devices may be supported. See the install program for the latest list of supported hardware.

IBM Hard Disk Installation

Turn on your computer. Insert DISK 1 of *Where in Space is Carmen Sandiego? Deluxe* into your floppy disk drive. Change the DOS prompt to your floppy disk drive (e.g. by typing a: or b:) and type INSTALL. Specify the source drive or press the Enter key if the default is correct. The program will create a directory called SPACE as a default destination. Your hard disk will then be checked to ensure enough space is available. If there is not enough space on your hard disk, you must escape to DOS and make room for the program. After the installation is complete, you will see a menu that allows you to select the hardware configuration of your computer. After you have selected each feature to match your computer, you may either run the program from DOS or Windows. If you choose to run the program from DOS, select *Save Configuration and Exit* and press the Enter key. Type CARMEN from within the SPACE directory and press the Enter key to begin the program. If you choose to run the program from Windows, follow the directions in "Running under Windows 3.1".

The next time you boot up your computer to play *Where in Space is Carmen Sandiego? Deluxe*, you must first change the subdirectory where the program is installed. For example, at the DOS prompt, type CD SPACE. Once inside the SPACE subdirectory, type CARMEN to run the program.

Running under Windows 3.1

To run *Where in Space is Carmen Sandiego? Deluxe* under Windows 3.1 or higher as a non-Windows application, you will need to have Windows installed on your computer (consult your Windows manual for instructions).

Install *Where in Space is Carmen Sandiego? Deluxe* on your hard disk (see IBM Hard Disk Installation). Select *Make Program Accessible Under Windows* from within the SETUP main menu. The SETUP program will then search your hard disk drive for Windows.

Because the WIN.INI and SYSTEM.INI files in your Windows directory will need to be modified, SETUP will give you the choice of modifying these Windows files yourself or having the SETUP program do it for you. Unless you have previous experience editing either of these files, it is recommended that you allow the SETUP program to perform the modifications for you.

When the modifications are complete, choose *Save Configuration and Exit*, and you will return to DOS. At this point, you must start Windows to create the Carmen program group.

After starting Windows you will be asked if you would like to create the Program Group for the Brøderbund product. Select *Okay* and you will find the icon for *Where in Space is Carmen?* in a program group labelled "Brøderbund Software." To run the product from within the Windows environment, simply double-click on this icon.



Saturn, the sixth planet from the sun, was considered the most distant planet before the invention of the telescope.

Changing Your Setup Configuration

If you need to change any information in your setup configuration, type SETUP from within the SPACE directory. After you have changed the configuration, choose *Save Configuration and Exit*, to save your configuration choices.

Macintosh Hardware Requirements

- 8-bit color capability (256 colors or shades of gray)
- color or gray-scale monitor
- hard disk with 11MB free space
- 4MB RAM, with 2.5MB available
- 1.44MB ("high density") 3.5" floppy disk drive
- System 6.0.7 or higher

Macintosh Hard Disk Installation

Before installing *Where in Space is Carmen Sandiego? Deluxe*, turn off any virus detection software, and make sure that your system meets the hardware requirements listed above. The Installer also checks your system for most of these requirements, and will warn you if a problem is detected. Insert DISK 1 into a disk drive, then double-click on the icon *Install "Where in Space..."* When a message about virus detection appears, click OK.

The Installer screen will then appear. This screen has 3 areas:

- A scrolling window containing Help Information. Use the scroll bar to see the full text.
- A box showing the current disk (your hard drive, if one was found), the space available on that disk, and how much space is needed to install the software. Check that the proper disk is selected.
- A set of buttons. Click the *Drive* button if you want to install the software on a different drive than the one shown.

Click the *Install* button when you are ready to begin. A progress bar shows the progress of the installation. The Installer will eject each Carmen disk as it finishes installing it, and will prompt you to insert the next disk. You can cancel the installation at any time by clicking the *Stop* button.

When the installation has finished,

you will find a new folder on your desktop named *Where in Space is Carmen?* Open the folder and double-click on the *Where in Space is Carmen?* icon to begin the game.

Before running the program, make sure your monitor is set for 256 colors. To do this, pull down the Apple (🍏) menu, select *Control Panels*, then select *Monitors* and highlight *256-color mode*.

While playing the game, you can switch off the menu bar at the top of the screen by selecting *Hide and Peek Menus* from the Options menu. To restore the menu bar, select *Hide and Peek Menus* again.

Using the Program

To move the on-screen arrow, you must use a mouse. The keyboard is only active for signing in, using the "Find" feature of the electronic database in the VAL 9000, or for interrupting any of the animations opening sequence, scrolling text, travel sequence, VAL, clue givers, etc. To interrupt any of these animations, simply press any key on the keyboard or click a mouse button.

You can also use the program as a reference tool without having to play the game. DOS users can type CARMEN VAL from within the Space directory to gain access to the VAL 9000 Database. Macintosh users can press and hold down the V key while the program is loading to access this feature.

Troubleshooting Information

If you have problems loading or running *Where in Space is Carmen Sandiego? Deluxe*, here are some extra technical tips that might help. For additional help, call our Technical Support Department at (415) 382-4700 between 6 a.m. and 5 p.m. Pacific Time.

MS-DOS

Insufficient or Out of Far Memory

If you get an “insufficient memory” or “out of far memory” error message while loading *Where in Space is Carmen Sandiego? Deluxe*, you may want to restart your system “clean”—that is, without any memory resident (TSR) software starting up. This will free up as much conventional memory as possible, allowing you to run the program.

To format a “clean” DOS disk, you will need a blank floppy disk for Drive A:. You may not be able to use Drive B: for this procedure.

Note: The following instructions should not be used for computers that boot from ROM, such as the IBM PS/1 and some TANDY models. Please check your user’s manual or call IBM or TANDY Technical Support for assistance.

To format a clean DOS disk:

1. Put the blank floppy in Drive A:.
2. At the C:\> prompt, type `FORMAT A:/S` and press ENTER.
3. Follow the on-screen prompts.
4. On completion, you will receive a message, “System Transferred” and then a message asking you if you would like to format another disk. Answer “N” and you’ll be returned to your C:\> prompt.
5. With the floppy still in A:, switch back to the A: drive by typing A: and pressing ENTER. You will now create a `CONFIG.SYS` file on your floppy disk.
6. At the A:> prompt, type `COPY CON CONFIG.SYS` and press ENTER.
7. The cursor will drop to the next line and wait for your command.
8. At the blinking cursor, type `FILES=30` and press ENTER. Next, type `BUFFERS=30` and press ENTER.
9. Press the F6 function key and then ENTER. The message “one file copied” will appear.
10. Reboot your computer with this minimal system disk in your A: drive. **Note:** There will be prompts for date and time when you boot from floppy disk.
11. At the A:\> prompt, switch to C:\> by typing C: and pressing ENTER, then type `CD SPACE` and press ENTER to switch to the Carmen subdirectory, and finally type `CARMEN` and press ENTER to load the program.

12. When booting from the clean disk, no mouse driver will load. See Mouse Problems for instructions.

Note: Media Vision's Pro Audio Spectrum series sound cards require a device driver in order to function properly. See your sound card manual for instructions.

Mouse Problems

If your mouse is not working when you try to play *Where in Space is Carmen Sandiego? Deluxe*, you will want to locate the mouse driver on your hard disk and type MOUSE to load it before switching to your Carmen subdirectory to load Carmen. Please check the documentation that came with your mouse for loading instructions. If you need assistance loading your mouse driver, we suggest you contact the mouse manufacturer.

Stacking Utility Problems

If you use a stacking utility you will need to add additional line(s) to the CONFIG.SYS file that activates your stacking utility. See your stacking utility user's manual for instructions. If it still doesn't work, try putting the program on an unstacked partition of the drive.

Sound Problems

If you are using a sound card such as Sound Blaster and are getting screen freezes or erratic sound, it may be an IRQ (interrupt request) conflict. Please check your sound card manual for instructions or contact your sound card manufacturer on how to resolve IRQ conflicts. If you are not sure what the IRQ and I/O Port Address settings are on your sound card, try selecting 220h for Address Port and AUTODETECT for IRQ in Brøderbund's SETUP program. If you have checked the IRQ and you feel it is not the problem, follow the instructions for booting your system "clean."

Display Problems

If you can't get the program to display on screen, check to see if you have a VGA or SVGA card installed in your computer.

When All Else Fails

If you've booted the system "clean" or had trouble with any of the above instructions, and you're still having problems, call (415) 382-4700 for Brøderbund's Technical Support and we will do our best to resolve the problem. If possible, have the phone near your computer, have the computer booted up and at the C:\> prompt, and be ready to give us a detailed description of what happens when you try to run the program.

MACINTOSH

Read this section if you have trouble getting started with the Macintosh version of the game or if you receive error messages. Four of the most likely situations are explained below.

Not Enough Memory

Your Macintosh must have at least 4MB of RAM, and at least 2500K (approximately 2.5MB) of this memory must be available. If you do have 4MB, and you receive an error for not enough memory, try turning off some system extensions (see the next section below).

Conflict With System Extensions

Sometimes a system extension will conflict with other software. Before calling Brøderbund Technical Support, test the program with all system extensions disabled by doing the following: while holding down the shift key on the keyboard, pull down the Special menu and select Restart. Release the shift key only after you see the message, "Welcome to Macintosh. Extensions off."

Not Set To Display 256 Colors

Your Macintosh must support 256 colors or shades of gray (8-bit color), and you must have the system set to 256-color mode. To check or change this video setting, pull down the Apple (🍏) menu and select *Control Panels*. Next locate and double-click on *Monitors*. A small window will display your video options: Black & White, 4, 16, and 256. If 256 is not listed, or is shaded gray, then you may need to add more video memory (VRAM) to your computer. (See your local Apple dealer for advice.) Finally close the Monitors window and the Control Panels window.

Note: The above instructions are for computers running System 7. Older systems use slightly different wording, but the instructions should still work.

Sound Problems and Virtual Memory

Although *Where in Space is Carmen Sandiego?* is compatible with Virtual Memory, it is not recommended that you use it. If you're experiencing "choppy" sound or the music seems to "skip," make sure that Virtual Memory is not in use by your computer. To do this, pull down the Apple (🍏) menu, select *Control Panels*, then select *Memory*, turn off Virtual Memory, and restart your computer for the change to take effect.

When All Else Fails

If you have problems following the above instructions, or you followed the instructions and still have problems, then give Brøderbund Technical Support a call at (415) 382-4700. We will do our very best to help you solve the problem. If possible, have the computer near your phone and already started up.

To Get Hot on the Case!

It's up to you to stop Carmen and her intergalactic ring of thieves! Not satisfied with only heisting treasures from Earth, Carmen has recruited a gang of 14 aliens to help her steal loot from space!

Object of the Game

The thief is headed for a hideout in one of 32 locations in the solar system. There are 15 suspects for the crime and it's up to you to figure out "who dunnit?" To win the game and advance your career, you must accomplish two things before you run out of fuel and time:

- Track the thief to his, her, or its final destination. By using the Question Witness, Tap V.I.L.E. Encrypted Frequencies, Star Search and Launch Probe options, you will receive valuable clues and information as to the suspect's whereabouts.
- Identify the criminal and get a warrant for the arrest. You will get clues to the criminal's identity when you Contact Informants during your search. Remember, you **MUST** have the right warrant to successfully nab the thief!

When you gather enough personal clues to determine the suspect's identity, you will be able to obtain a warrant from VAL, the on-board electronic computer.

Sign in

To start your first case, sign in at the GROK (Galactic Research Operating Kernel) prompt, with your name or favorite alias and press the Enter key. (GROK is VAL's Operating System). If the Detective Roster is full, you will be

prompted to either sign in as an existing detective or to delete a name from the list.

Your Assignment

After signing in, the Chief will contact you for a briefing of your next case. You will be given your current rank, information on the stolen item, the location from which it was stolen, and the Star Date deadline for capturing the thief. After receiving the details, you'll automatically blast off to the location where you'll begin your investigation.

Upon arriving at a new destination, you'll find helpful information about your location displayed in the viewport window.

Promotions

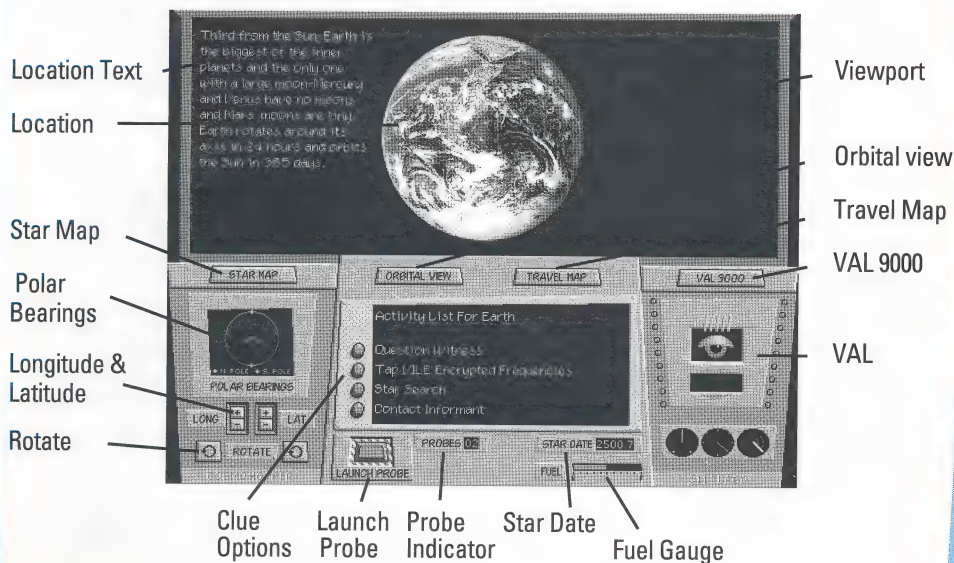
As you continue to crack cases and catch Carmen's gang, you will be promoted through the Acme Detective Agency ranks. You begin as a Space Cadet and as you advance through all seven levels and catch up with Carmen, you will ultimately become a Sun Admiral. Once you have achieved this status, you will be inducted into the Hall of Fame and receive special commendations for a job well done. You may continue playing at the most difficult game level as Sun Admiral, if you wish, and attempt to catch Carmen again.

Resuming a Saved Case

If you do not finish a case, it is automatically saved under your name when you quit the game. The next time you sign in with that name, you will be asked if you would like to continue with your old mission. If you wish to

continue that game, type Y and press the Enter key. The saved case will resume with the facts displayed in the viewport to refresh your memory. If you choose not to finish the saved game, type N and press the Enter key. The saved game will be deleted.

COSMOHOPPER 911 TURBO



To aid you in your search, the Acme Detective Agency has equipped you with the Cosmohopper 911 Turbo. The latest and greatest vehicle used for space travel, the Cosmohopper 911 Turbo comes with Acme's latest in crime-stopping gadgetry, the VAL 9000 on-board computer. VAL offers a database of information and functions that should be all you'll need to stay one step ahead of Carmen and her gang.

Viewport

The viewport of the Cosmohopper 911 Turbo enables you to view the worlds you are visiting. The viewport will toggle among views of locations, an interactive Star Map, database information, and alien clue-givers depending on the current viewport mode.

Location View

When the viewport is in the Orbital View mode, your location and

location description are displayed as well as the Activity List with your investigative options.

Location Description

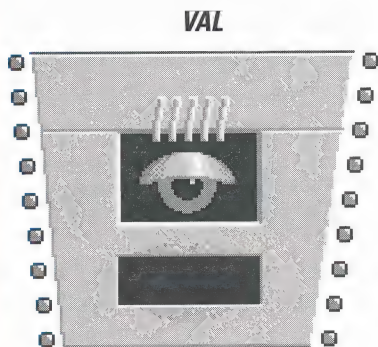
Each time you arrive at a new destination, location text will be displayed. This is helpful background information about the location you are visiting.

Hint: By reading this text, you will learn information to help you decipher clues as you continue to play the game.

Viewport Options

VAL 9000

Selecting this button will activate the VAL 9000 Computer, the latest in crime-solving gadgetry from the Acme Detective Agency. VAL provides you with a wealth of information that will aid you in your search (see The VAL 9000 Computer).



Not only is VAL a computer, she's your only company on your lonely voyage through the solar system. If you have a sound card that supports

digitized sound (see IBM Hardware Requirements), VAL will verbally instruct you as you get the feel of the Cosmohopper 911 Turbo. However, be warned that she possesses an unusual sense of humor.

TRAVEL MAP

In the Travel Map mode, the viewport displays a map of all your possible destinations. As you move the cursor over each planet, its moons will be displayed. Simply move the cursor over a planet, moon or other location (Halley's Comet, the Sun or the Asteroid Belt) and click either mouse button to select that destination. This option also tells the Cosmohopper to scan the cosmos for ion trails. Once completed, you will be given a list of four possible locations, one of which is the suspect's hideout! You may travel to one of these locations by clicking on it or by selecting a planet from the Travel Map as described above. Please note, this map is merely a representation of our solar system and is not drawn to scale.

ORBITAL VIEW

The Orbital View displays your current location along with descriptive text. It also restores the Activity List for that location.

STAR MAP

Select the Star Map button to change the viewport from its current display to a map of 88 constellations. You will need to choose this option if you want to receive an incoming clue transmission. Move the cursor to the center of the viewport window and depress either mouse button. The crosshairs will follow the direction of the cursor as long as you continue to hold down the mouse button. You may also navigate through the constellations by using the longitude and latitude buttons (see LONG/ LAT) below. You'll need to navigate the crosshairs to the correct constellation and select the Receive Transmission button to obtain the incoming clue transmission. In the early levels of the game, the required longitude and latitude are always provided. However, as you advance in rank, the cases become more challenging. Consequently, you may be told the name of the constellation, but not the location.

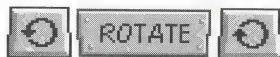
Note: If you prefer not to see the constellation lines and names on the Star Map, you may turn them off from the Options menu (see pg. 19).



In the Star Map mode, this window helps you orient yourself to the Northern and Southern Celestial poles. When the North Pole indicator in the Polar Bearings window is at the top of the sphere, the Cosmohopper is in an upright position. The celestial equator is represented by a dotted green line.



Use these buttons to navigate through the Star Map in addition to the viewport navigation. Press the + or - buttons until the constellation from which you hope to receive a clue lines up in the crosshairs. Select the Receive Transmission button to obtain the incoming clue transmission.



Use this option to adjust the perspective of the constellations in the Star Map.

Clue Options

Question Witness

Select this option to question alien characters that are located in, on, or around a space station near your current location.

Tap VILE Encrypted Frequencies

This option will tune in on active V.I.L.E. frequencies when you're on the right track. There is always a conversation to eavesdrop on and you're sure to find a clue here.

Star Search

Choose this option to scan the cosmos for incoming messages from other Acme operatives. These messages will supply you with clues from the constellations. To locate a specific constellation, activate the Star Map by selecting the Star Map button. Maneuver the constellation into the crosshairs by depressing the longitude and latitude buttons until the approximate values are displayed. Once the constellation is within the crosshair, select the Receive Transmission button to display the incoming clue.

Contact Informant

Your informants hang out at the V.I.L.E. Club and are privy to a lot of information about the character you're tracking. This option will allow you to find out facts about the villain's

identity. Remember to enter this information into the Warrant Database.



This button enables you to launch probes and find additional clues as to the whereabouts of the suspect's next location. However, you have a limited number of probes available, so use them wisely. You may need them in the later levels of the game when the clues you receive become more difficult.

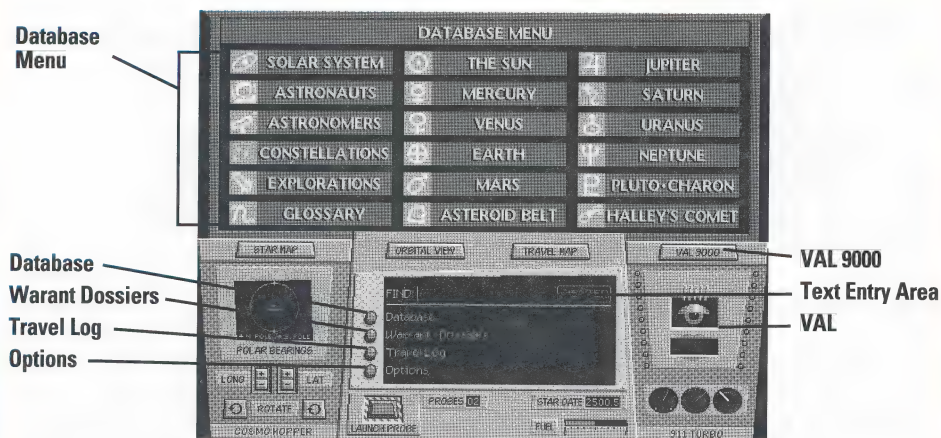


The Probe Indicator tells you the number of available probes. You start the game with two probes. As you continue to play and advance through the ranks, the number of available probes increases from time to time.



Keep an eye on these gauges. You need to apprehend the suspect by the required Star Date and have enough fuel to return to Jailhouse Rock with the captured criminal. If not, it's likely that the villain will get away! Be advised that using the clue options and the VAL 9000 database deduct the time and fuel that you have available. Please use them wisely!

The VAL 9000 Computer



Database Menu

The VAL 9000 Database provides information about the history, science, and mythology of space. To select an item from the database menu, simply click on the desired subject. Planetary information is broken up into main heading and subheading titles. Selecting one of these titles will immediately bring up the portion of the database pertaining to the selected topic. Also included in the database menu are biographies of astronauts and astronomers, as well as information about the constellations. These subjects can be further explored by clicking on their pictorial icons.

There is also a glossary of astronomical terms in the database menu.

Choosing the Explorations menu item provides you with options for viewing either manned or unmanned mission charts. Selecting the desired icon displays the charted missions.

Selecting the mission name highlights the pertinent information of the mission and charts its motion from Earth to its final destination. Included in the Unmanned missions explorations charts are planetary fly-by movies indicated by the "eye" icon. Clicking on this icon displays the fly-by screen with a "clapboard icon". Clicking on the "clapboard" icon begins the fly-by movie.

☐ Database

Selecting this button will return you to the Database Menu and Find Feature.

☐ Warrant/Dossiers

This button takes you to the Warrant Database, where you can enter the clues you have gathered about the villain. Your goal is to eliminate all but one suspect. As you enter the clues, the pictures of eliminated suspects are greyed out. Once you have narrowed the list to one villain,

click on the warrant icon located at the bottom left portion of the viewport window to have VAL issue the warrant.. *Be careful to enter the correct information or else you may receive a warrant for the wrong villain!* Remember, in order to arrest the suspect, you MUST have the correct warrant before you catch up with the suspect.

You can also use this option to view the dossiers of all the possible suspects in the game. In this mode, select any of the 15 squares located at the right of the viewport screen to zoom in on a particular dossier. Please note that the **ONLY** way to receive clues about the identity of the suspect is to "Contact Informant."

Travel Log

This option allows you to view the list of locations to which you have already travelled. An asterisk in front of the location indicates a correct destination.

Options

Detective Roster - allows you to view the list of detectives still on active duty and delete those who are not.

Hall of Fame - allows you to view the list of detectives in the Hall of Fame.

Abort Mission - enables you to start a "New Mission" or begin again as a "New Player." Starting a new mission gives you a new case

without requiring you to sign in again. However, if "New Player" is selected, you will be returned to the opening sequence animation and GROK, where you'll need to sign in again.

Quit Game - enables you to:

(1) quit out of the game and return to DOS; (2) not save the game and return to DOS. If you are a Macintosh user and choose either of these options, you will return to the Finder. Don't worry if you choose this option by mistake, as you'll be given a chance to cancel the request.

Sound On/Off - allows you to toggle all sound on or off.

Ambient Music On/Off - allows you to toggle only the background music on or off.

Star Map Options - allows you to turn the constellation lines, names and the equator line in the Star Map on or off.

Text Entry Area

| | |
|-------|--|
| FIND: |  |
|-------|--|

This is the area to type in the key word you wish to locate in the database or glossary. To initiate the search, simply type in the desired word and either click on the word Enter or press the Enter key on your keyboard. After the search is complete, you will be taken to the first page of the database in which the word appears and told how many occurrences of that word there are

("1 of 4," etc.) throughout the entire database. To find the next occurrence, simply select Enter again (as above). Please note: The "Find" feature will only find words that are typed the way in which they appear in the database. For instance, the database will not find "Con Crater" since "Con" appears in the database a subheading titled "Craters." Since the two words do not appear together, the database will say "none found." However, the database will find "Con" since that is how it appears in the database text.



Exit Indicator

Clicking this symbol will return you to the indexed pages of the topic area you are in. Clicking it again will return you to the Database Menu.

Page Number Indicator



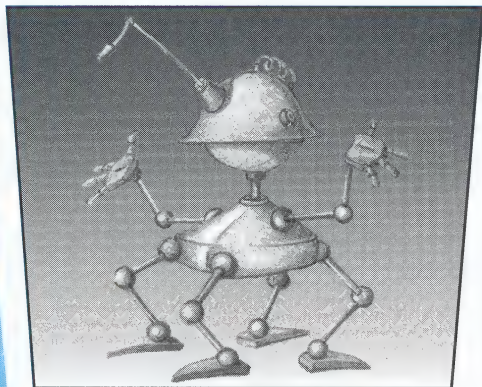
This tells you how many pages are available under a given heading. The arrows on either side can be used to page ahead or back when browsing through the database.



Named for English astronomer Edmund Halley, Halley's Comet is among the brightest and best-known comets believed to exist in the solar system.



OFFICIAL



Astro Fizzix

Occupation:

Mad Scientist Robot

Description:

Possessed of the most devious mind of the 21st Century, Astro is a brilliant, conscience-less, criminal-minded robot that invented itself. Designed to be a smarter, cheaper thief, willing to work endless overtime for minimum wage, Astro still has a few bugs in its system. Like its all-too-human heart. On a recent caper Astro fell head-over-heels in love with an automated teller machine.

Gender: Androgynous

Number of Eyes: Zero

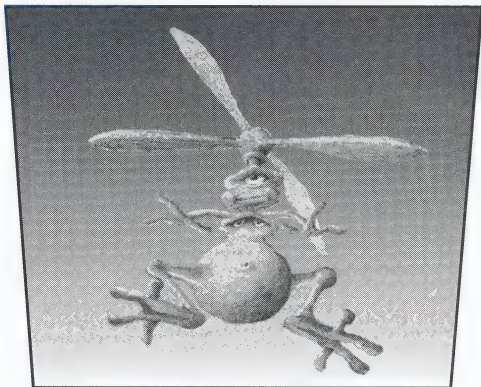
Feature: Antennae

Locomotion: Walk

Favorite Writer: Arthur C. Clarke

Favorite Astronomer: Maria Mitchell

Favorite Food: Liquid Hydrogen



Avery Littlebit Phelps

Occupation: *Mascot and apprentice pickpocket*

Description:

Just now learning the tricks of the trade, Avery is the "go-fer" for Carmen and her gang. He runs errands (or flies them), and takes everything Carmen says literally. When Carmen asks for the time, Avery steals a half-dozen wristwatches. When she asks him to call her a taxi, he shouts out, "Hey, boss, you're a taxi!" Like many youngsters, Avery has a sweet tooth. He is especially fond of ice cream bathed in a toxic mercury syrup and dusted lightly with pesticide.

Gender: Male

Number of Eyes: Many

Feature: Scales

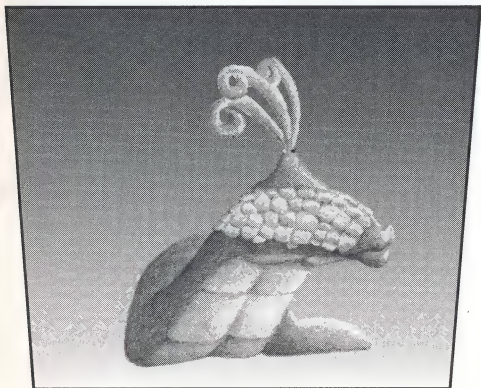
Locomotion: Fly

Favorite Writer: Arthur C. Clarke

Favorite Astronomer: Maria Mitchell

Favorite Food: Toxic Waste

DOSSIERS



Bea Miupscotti

Occupation:

Nightclub Entertainer

Description:

Even criminals need relaxation, so Carmen hired this so-called "lounge lizard" who puts on song-and-dance shows. Bea's repertoire now includes songs in twenty-one languages from seven planets, sixteen moons and two asteroids. Unfortunately, when it was discovered during a recent concert on Venus that Bea wasn't really singing—only lip-synching to an off-stage cassette tape—Bea barely escaped with her life.

Gender: Female

Number of Eyes: Zero

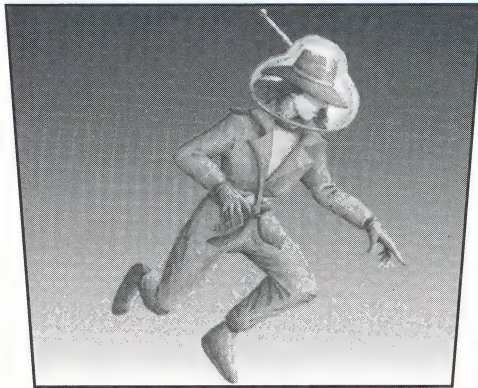
Feature: Scales

Locomotion: Slither

Favorite Writer: Ursula Le Guin

Favorite Astronomer: Edwin Hubble

Favorite Food: Earth Cuisine



Carmen Sandiego

Occupation:

Inter-galactic Crime Overlord

Description:

No longer satisfied with the riches on Earth, Carmen has fashioned her empire into a network of criminal franchises on nine planets, twenty moons, and the outer ring of Saturn. Her gang members now come from the four corners of the universe, but unfortunately, no two of them speak the same language, so heist coordination has become a real pain in the neck lately.

Gender: Female

Number of Eyes: Two

Feature: Hair

Locomotion: Walk

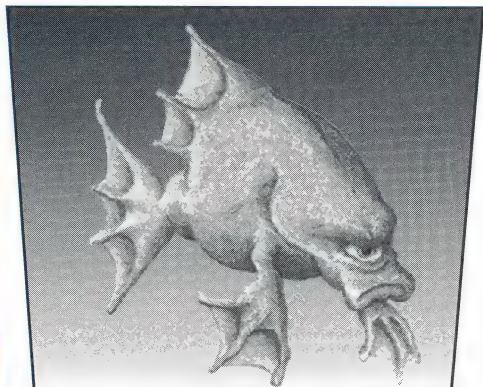
Favorite Writer: Ursula Le Guin

Favorite Astronomer: Nicholas

Copernicus

Favorite Food: Earth Cuisine

OFFICIAL



Enzo di Galaxi

Occupation:

Aquatic show-off

Description:

A native of Red Spot Hollow, Jupiter, Enzo once signed up for a summer job as lifeguard at the Sea of Tranquility, where he hoped to impress the babes on Earth's moon. Since the Sea of Tranquility is nothing but rocks and craters, Enzo was literally a fish out of water. Enzo now mostly hangs out in shallow coastal waters where he terrorizes windsurfers, hijacks catamarans and hustles unsuspecting college students in water polo.

Gender: Male

Number of Eyes: One

Feature: Gills

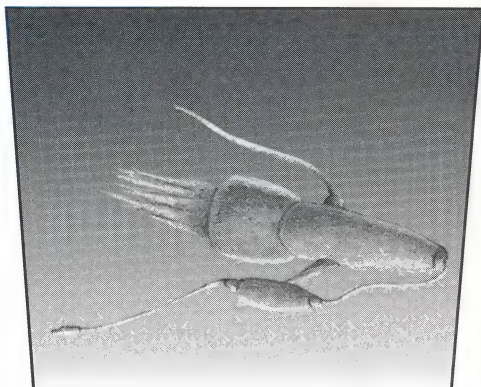
Locomotion: Swim

Favorite Writer: Arthur C. Clarke

Favorite Astronomer:

Galileo Galilei

Favorite Food: Earth Cuisine



G. "Whiz" Bang

Occupation:

Electronic Messenger and Part-time Computer Virus

Description:

Whiz is the speediest transporter of communications known to human-kind. Whiz attaches itself to radio waves, quantum particles and other real or theoretical bundles of energy, then uses its tail to inch forward, thereby actually traveling faster than the speed of light. Carmen uses Whiz's unique talents for intergalactic communication, always keeping one step ahead of the space police.

Gender: Androgynous

Number of Eyes: Zero

Feature: Tail

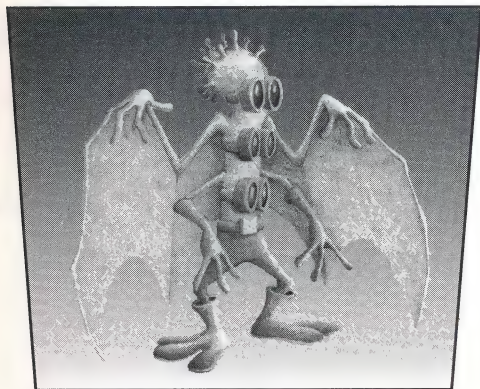
Locomotion: Fly

Favorite Writer: Jules Verne

Favorite Astronomer: Percival Lowell

Favorite Food: Radiation

DOSSIERS



Hanover Fist

Occupation:

Spaceship poacher and crackerjack mechanic

Description:

Hanover was born with a socket wrench in one hand and a screwdriver in the other. And a soldering iron in the other and wire-cutters in the other. A child prodigy, Hanover was hot-wiring DC-10s at 13, and joy-riding Supersonic Transports before graduating high school. Hanover now steals shuttles and spaceships, strips them for parts, and builds customized getaway rockets for Carmen and the gang.

Gender: Male

Number of Eyes: Many

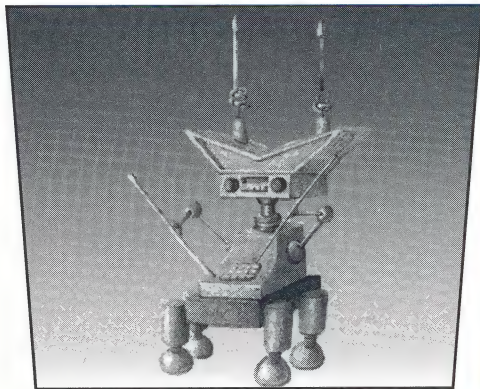
Feature: Hair

Locomotion: Fly

Favorite Writer: H. G. Wells

Favorite Astronomer: Galileo Galilei

Favorite Food: Toxic Waste



Infinity McMath

Occupation:

Certified Cosmic Accountant

Description:

At the speed of light, Infinity calculates the risk factor, projected profits and likely-goof-ups-due-to-the-stupidity-of-gang-members of Carmen's inter-stellar capers. It also divvies up the take afterwards, making sure Carmen gets at least twice her fair share. Clearly the "brains" of Carmen's outfit, Infinity has led a sheltered life. Physically uncoordinated, it is left behind on all heist jobs.

Gender: Androgynous

Number of Eyes: One

Feature: Antennae

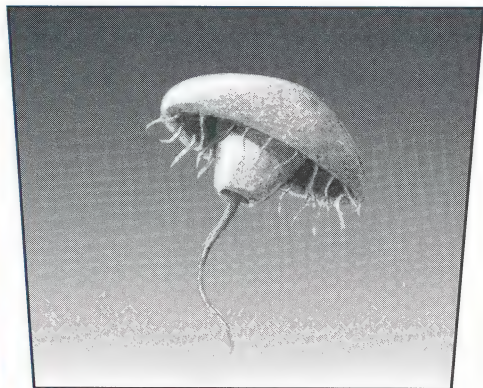
Locomotion: Bounce

Favorite Writer: H. G. Wells

Favorite Astronomer: Maria Mitchell

Favorite Food: Toxic Waste

OFFICIAL



Kit Incaboodle

Occupation:

Hospitality way-station and loot sanctum

Description:

Possessed of an inviting mound-shaped head, lethargic disposition and complete lack of brains or talent, Kit serves as a safe and comfortable rest stop for travel-weary inter-planetary crooks.

Once described as "half-life-raft, half-whoopie-cushion, half-mush-room and half-witted," Kit feels quite at home in and around the nothingness of space.

Gender: Androgynous

Number of Eyes: Zero

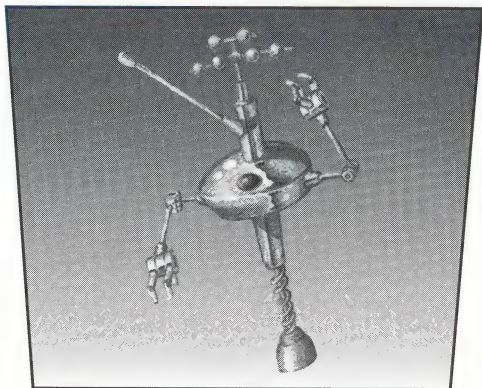
Feature: Tail

Locomotion: Swim

Favorite Writer: H. G. Wells

Favorite Astronomer: Maria Mitchell

Favorite Food: Liquid Hydrogen



Liebsen Bounz

Occupation:

Ex-basketball star; current kangaroo burglar

Description:

Kicked out of basketball for shattering too many backboards, the embittered former "Doctor Dunk" turned to a life of crime. Used by Carmen as a getaway vehicle, Liebsen not only leaps tall buildings, but also cities, forests, and even mountain ranges in a single bound. Liebsen recently escaped Earth's gravity with one jump and spent it's vacation in orbit.

Gender: Androgynous

Number of Eyes: Many

Feature: Antennae

Locomotion: Bounce

Favorite Writer: Jules Verne

Favorite Astronomer: Percival Lowell

Favorite Food: Radiation

DOSSIERS



Marcy Bo Koo

Occupation:

Spaceship flight attendant extraordinaire

Description:

Ever since Marcy saw a video of Man landing on Earth's moon, she dreamt of a life in the service of the space program. Recruited by Carmen from one of Saturn's moons, Marcy comes from a civilization centered around the virtues of hospitality—where “having people over for dinner” is considered the highest form of social engagement. Marcy's “Earthlings in Black Bean Sauce” is a four-star treat. Try it—you'll like it!

Gender: Female

Number of Eyes: Two

Feature: Tail

Locomotion: Walk

Favorite Writer: Jules Verne

Favorite Astronomer: Percival Lowell

Favorite Food: Space Cadets



Morton U. Bargandfore

Occupation:

Silver-tongued salesman

Description:

Wanted posters throughout the solar system display Mort's likeness—handsome as the day is long with a personal magnetism to match. Formerly a televangelist and then an ad executive, Mort has fraudulently sweet-talked beings from numerous places to give up hard-earned money in exchange for dreck—like moon rocks, out-of-orbit satellites and first-generation computers.

Gender: Male

Number of Eyes: One

Feature: Hair

Locomotion: Slither

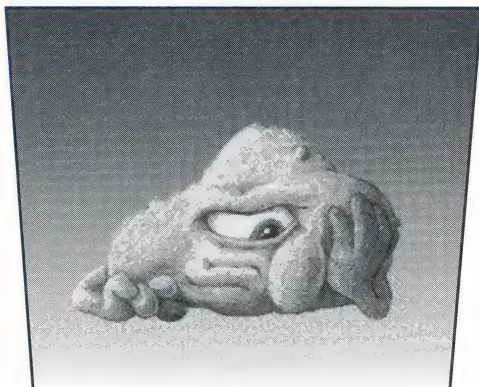
Favorite Writer: H. G. Wells

Favorite Astronomer: Galileo

Galilei

Favorite Food: Earth Cuisine

OFFICIAL



Nebulus Doolittle

Occupation:

Professional obstacle

Description:

He has been described as woefully inert, pathetically sluglike, the-next-thing-to-comatose, and just plain lazy. Indeed, Nebulus's inactivity makes your average couch potato seem like a hyper-active whirling dervish. Hired by Carmen to be a lookout, Nebulus is good at keeping his one eye peeled for "the fuzz." Unfortunately, he rarely summons up enough energy to warn the gang.

Gender: Male

Number of Eyes: One

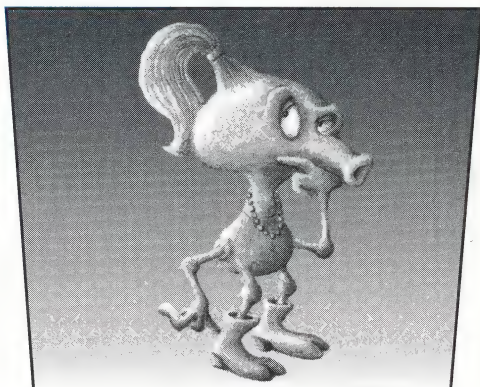
Feature: Gills

Locomotion: Slither

Favorite Writer: H. G. Wells

Favorite Astronomer: Maria Mitchell

Favorite Food: Toxic Waste



Rita Laboudit

Occupation:

Ace investigative reporter for the Mercury Mercury

Description:

Rita is relentless in her crusade to debunk popular myths. Famous for her scoop that the moon was not, in fact, made of green cheese ("mozzarella is more likely," she wrote), Rita has since discovered that Mars' "canals" do not have locks (nor bagels), and Saturn's rings did not come about as a result of a wedding proposal ("perhaps a Super Bowl victory," Rita theorized.)

Gender: Female

Number of Eyes: Two

Feature: Hair

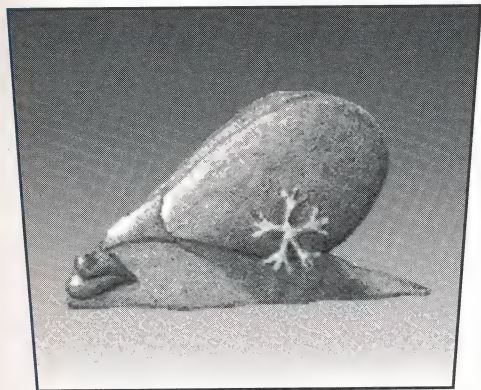
Locomotion: Walk

Favorite Writer: H.G. Wells

Favorite Astronomer: Edwin Hubble

Favorite Food: Space Cadets

DOSSIERS



Verna-Lee Kwinox

Occupation:

Macrobiotic microbiologist

Description:

Verna-Lee's credo: "Life is more endearing through genetic engineering." Verna-Lee can be seen slithering hither and yon in her laboratory, trying to concoct a vaccine against bad karma, the market for which she has virtually cornered. A strict vegetarian with bland taste, Verna-Lee's favorite dishes are "prairie grass and weeds," and "mesquite-broiled wheat straw."

Gender: Female

Number of Eyes: Zero

Feature: Hair

Locomotion: Slither

Favorite Writer: H. G. Wells

Favorite Astronomer: Nicholas
Copernicus

Favorite Food: Earth Cuisine

Photo Attributions

Brøderbund Software, Inc. wishes to extend its appreciation to the following sources for providing scientific and historically accurate source material:

NASA

Venus (L), Jupiter,
Deimos, Europa, Ganymede,
Callisto, Io, Dione, Enceladus,
Iapetus, Mimas, Rhea, Titan,
Ariel, Oberon, Titania, Neptune,
Triton, Earth's Moon (L), Glenn,
Sullivan, Ham

Newell Color Labs

Asteroid Belt

Stock South, Inc.

Earth, Mars (L), Uranus (L),
Mercury, Earth's Moon (OLR),
Sun, Mitchell, Armstrong

The Bettmann Archive

Saturn, Umbriel, Mars (OLR),
Uranus (OLR), Adams, Hubble,
Lowell, Brahe, Copernicus,
Galileo, Halley, Kepler, Ptolemy,
Herschel, Leonov, Tereshkova,
Gagarin, Savitskaya, McCandless
Aldrin, Buzz

Buzz Aldrin

The Planetary Society

Tethys, Venus (OLR)

Eugene M. & Carolyn Shoemaker

Halley's Comet

Los Compañes Observatory

George Hale

(L) Location

(OLR) Online reference

List of Works Consulted

[a] Peterson First Guide to Astronomy (1988) — Jay M. Pasachoff; Houghton Mifflin Co., Boston ISBN 0-395-4670-X

[b] New Larousse Encyclopedia of Mythology (1968 edition) — Translated by Richard Aldinton and Delano Ames and revised, from the Larousse Mythologie Generale edited by Felix Guirand; The Hamlyn Publishing Group Ltd. ISBN 0 600 02420 2

[c] The New Solar System (1981) — J. K. Beatty, B. O'Leary, and A. Chaikin; Sky Publishing Corp., & Cambridge University Press ISBN 0933346-26-3

[d] The Inner Planets (1977) — C. R. Chapman; Charles Scribner's Sons, New York; ISBN 0-684-14898-6

[e] The Planet Saturn (1962) — A. F. O'D. Alexander; Dover Books; ISBN 0-486-23927-6

[f] The Grand Tour (1981) — Ron Miller and William K. Hartman; Workman Publishing Co., New York; ISBN 0-89480-147-3

[g] Bullfinch's Mythology - The Age of Fable - The Age of Chivalry - Legends of Charlemagne (1855 - 1858 - 1863) — Thomas Bullfinch; 1978 edition by Avenal Books; ISBN 0-517-27415-9

[h] Atlas of Uranus (1989) — Gary Hunt and Patrick Moore; Cambridge University Press; ISBN 0 521 34323 2

[i] Distant Encounters (1983) — Mark Washburn; Harcourt Brace Jovanovich; ISBN 0-15-626108-1

[j] 1992 World Almanac (1991) — Edited by Mark S. Hoffman; ISBN 0-88687-642-7

[k] Physics 1960 edition (1966), — Resnick and Halliday; John Wiley & Sons; Library of Congress Catalog Card Number 66-11527

[l] Atlas of the Planets (1980) — Paul Dougherty; Hamlyn Publishing Group Ltd., published in U.S. by McGraw-Hill Book Co.; ISBN 0-07-017341-9

[m] Solar System Log (1987) — Andrew Wilson; Jane's Publishing Co.; ISBN 0 7106 0444 0

List of Works Consulted

- [n]** The Surface of Mars (1981) — Michael H. Carr; Yale University Press; ISBN 0-300-03242-0
- [o]** The Planet Venus (1982) — G. E. Hunt and P. Moore; Faber and Faber Ltd, London; ISBN 0-571-09050-8
- [p]** Pictorial Atlas of the Universe (1989) — Kevin Krisciunas and Bill Yenne; Brompton Books Corporation; ISBN 0-792-45200-3
- [q]** Planetary Landscapes (1985) — R. Greeley; George Allen and Unwin (Publishers) Ltd., London; ISBN 0-04-551080-6
- [r]** Jupiter (1981) — Garry Hunt and Patrick Moore; Mitchell Beazley Publishers, London; ISBN 528-81542-3
- [s]** The Atlas of the Solar System (1990) — Garry Hunt and Patrick Moore Mitchell Beazley Publishers, London; ISBN 0-517-00192-6
- [t]** The Complete Works of William Shakespeare — Avenal Books, 1975; ISBN 0-517-263297
- [u]** Orbiting the Sun (1981 edition) — Fred L. Whipple; Harvard University Press; ISBN 0-674-64126-4
- [v]** A Guide to the Gods (1981) — Richard Carlyon; William Heinemann Ltd., London; SBN 434 98005 6
- [w]** Comet Halley (1985) — Mark Littmann and Donald K. Yeomans; American Chemical Society; ISBN 0-8412-0911-1
- [x]** "Voyager at Neptune and Triton," — Sky and Telescope, February 1990
- [y]** Comet Fever (1985) — Donald Gropman; Simon and Shuster, New York; ISBN 0-671-60307-8

List of Works Consulted

On-line Database:

A Short History of Astronomy (1898) — Arthur Berry; Published by Dover Books, 1961; Library of congress Catalog Card Number: 61-3503

Primal Myths (1979) — Barbara Sproul; Harper and Row, New York; ISBN 0-06-067501-2

The Mystery of Comets (1985) — Fred L. Whipple; Smithsonian Institution Press, Washington, D.c. ISBN 0-87474-971-9

Patrick Moore's A-Z of Astronomy (1986) — Patrick Moore; W. W. Norton & Company, New York and London; ISBN 0-393-30505-8

The Book of the Moon (1986) — Thomas A. Hockey; Prentice-Hall, Inc., New York; ISBN 0-13-079963-7

Planetary Exploration (1988) — Arthur E. Smith; Patrick Stephens Ltd., Wellingborough, Northamptonshire, England; ISBN 0-85059-915-6

Mercury, the Elusive Planet (1987) — Robert G. Strom; Smithsonian Institution Press, Washington, D.c. ISBN 0-87474-892-5

Dictionary of Astronomical Names (1988) — Adrian Room; Routledge, London and Routledge, Chapman and Hall, New York; ISBN 0-415-01298-8

Moons of the Solar System (1991) — John Stewart; MacFarland and Co., Inc., Jefferson, North Carolina; ISBN 0-88950-568-6

Dictionary of Space (1986) — Malcolm Plant; Longman Group, Ltd.; ISBN 0-582-89295-3

Rings (1987) — James Ellior and Richard Kerr; The MIT Press, Cambridge, Mass.; ISBN 0-262-55013-X

Astronomer (The Biographical Dictionary of Scientists) — edited by David Abbott; Fredrick Muller Ltd, London; ISBN 0-584-70002-

The International Encyclopedia of Astronomy (1987) — edited by Patrick Moore; Mitchell Beazley Publishers, London; ISBN 0-517-56179-4

The Cambridge Encyclopedia of Astronomy (1977) — edited by Ann Hill; Crown Publishers, Inc., New York; ISBN 0-517-52806

List of Works Consulted

The Cambridge Photographis Atlas of the Planets (1982) — Geoffrey Briggs and Fredric Taylor; Cambridge University Press; ISBN 0 521 31058 X

Cosmic Debris (1986) — John G. Burke; University of California Press, Berkeley and Los Angeles, California; ISBN 0-520-05651-5

"Report from Neptune," Sky and Telescope, October 1989

"Neptune's Mysterious Moon" Sky and Telescope, February 1989

"Tiniest Planet Shines in its Best Portrait Ever," Science, 19 June 1992

"From Mercury to Pluto, Chaos Pervades the Solar System," Science, 3 July 1992

"A Global Traveling Wave on Venus," Smith, et al., Science, 1 May 1992

Mars and its Satellites (1977) — Jurgen Blunck; Exposition Press, Hicksville, New York; ISBN 0-682-48676-0

Chambers Biographical Dictionary (1984) — edited by J. O. Thorne and T. C. Collocott; W & R Chambers Ltd. Edinburgh; ISBN 0 550 16010 8

The People's Almanac #2 (1978) — Wallechinsky and Wallace; William Morrow and Co., Inc., New York; ISBN 0-688-03372-5

"The Effect of Surface Roughness on Triton's Volatile Distribution," - R. V. Yelle; Science, 20 March 1992

Special issue on Venus planetary probe information, Science, 6 July 1979

Warranty

Brøderbund's Limited Ninety-Day Warranty

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

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department at 415/382-4700 between the hours of 7 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

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

Disk Replacement Policy

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

Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for a minimal fee. This policy will be followed as long as the program is still being manufactured by Brøderbund.

Limitations on Warranty

Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

IMPLIED WARRANTIES LIMITED: EXCEPT AS STATED ABOVE, BRØDERBUND MAKES NO OTHER WARRANTY, EXPRESS OR IMPLIED, REGARDING THIS PRODUCT. BRØDERBUND DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

NO CONSEQUENTIAL DAMAGES: BRØDERBUND SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF BRØDERBUND IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. THIS MEANS THAT BRØDERBUND SHALL NOT BE RESPONSIBLE OR LIABLE FOR LOST PROFITS OR REVENUES, OR FOR DAMAGES OR COSTS INCURRED AS A RESULT OF LOSS OF TIME, DATA OR USE OF THE SOFTWARE, OR FROM ANY OTHER CAUSE EXCEPT THE ACTUAL COST OF THE PRODUCT. IN NO EVENT SHALL BRØDERBUND'S LIABILITY EXCEED THE PURCHASE PRICE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

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

For technical support, on this or any other Brøderbund product, call 415/382-4700.

Where in Space is Carmen Sandiego Deluxe? is a trademark of Brøderbund Software, Inc. Peterson First Guides are registered trademarks of Houghton Mifflin Company. IBM and PS/1 are registered trademarks of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corp. MS-DOS is a registered trademark of Microsoft Corp. AdLib is a registered trademark of AdLib, Inc. Sound Blaster and Sound Blaster Pro are trademarks of Creative Labs, Inc. Pro Audio Spectrum is a registered trademark of Media Vision, Roland is a registered trademark of Roland, Corp., Sound Source is a copyright of Walt Disney Company. ©Copyright 1994 Brøderbund Software, Inc. All rights reserved.

R034

WHERE IN THE USA IS CARMEN SANDIEGO? GIVES NEW MEANING TO AMERICA THE BEAUTIFUL.

When you see graphics like these glowing on your screen, it puts a song in your heart.

With scores of breathtaking photographs, *Where in the USA is Carmen Sandiego?*®

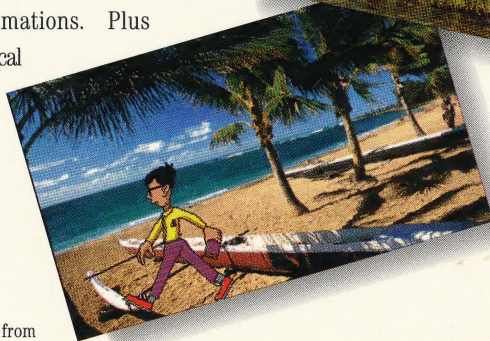
Deluxe Edition makes you part of a coast-to-coast crime chase.

You will plunge into a star-spangled multisensory experience with fabulous sound effects, a movie-like music score, and dozens of hilarious animations. Plus 50 topographical state maps and hundreds of challenging new cases.

All photos taken from actual screen shots.

Version for IBM® PC/Tandy® or 100% compatible requires VGA, 640K, 10 MHz 286, and hard disk with 8MB free space. Sound card recommended. Macintosh version requires 8-bit 256 color or gray-scale monitor, 4MB RAM, and hard disk with 13MB free space.

Where in the U.S.A. is Carmen Sandiego? is a registered trademark of Broderbund Software, Inc. All other brand names and trademarks are the property of their respective owners. © Copyright 1992, 1994 Broderbund Software, Inc. All rights reserved.



Even veteran Acme sleuths will discover new thrills trying to keep Carmen from heisting America's national treasures. And in the Carmen tradition, you'll also uncover fascinating information about America's history, geography and culture. So get ready for hours of adventure as you chase Carmen across America, from scene to shining scene!

**Available for
Macintosh and
DOS.** For more

information about Broderbund Software and our products, call us at (415) 382-4400.

Broderbund

