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We are proud of the special relationship we have with many satisfied parents, teachers, and children. If you have a problem, a question, or a suggestion, please contact us!

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### Customer Service:

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### User's Guide Inside!

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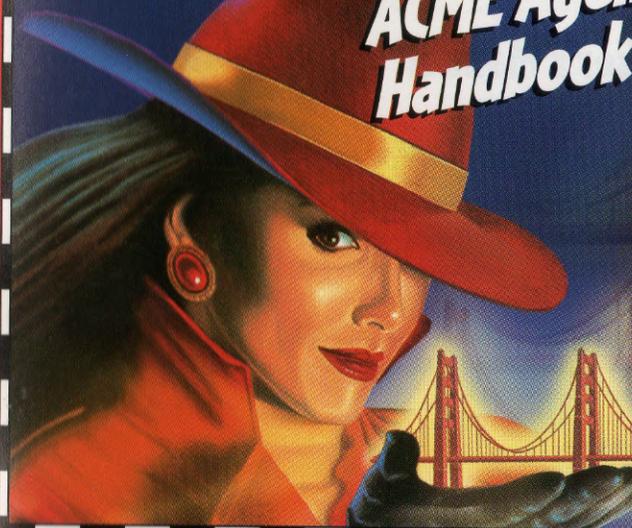
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Brøderbund™

# CARMEN SANDIEGO MATH DETECTIVE™

## ACME Agent Handbook



Windows®/  
Macintosh®  
Ages 8-14

# CARMEN SANDIEGO MATH DETECTIVE™

## User's Manual

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# Top Secret Message from Special Agent Chase Devineaux™

**T**he ACME Detective Agency has just notified me of a mission worthy of only the best detectives. Twelve of the world's wonders have vanished and the word on the street is that Carmen Sandiego is behind this latest crime spree. I suspect that she is using her latest invention – the Quantum Crystallizer – to steal the unstealable and shrink the unshrinkable. If we don't stop her, all the world's treasures will end up in the palms of her hands.

Our mission is to recover the stolen goods and figure out a way to destroy Carmen Sandiego's new device. Together, we'll put an end to Carmen Sandiego's capers once and for all.

Time to get on the case. Let's get to work!



Chase Devineaux



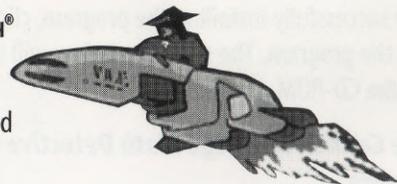
## Getting Started

INSTALLATION INSTRUCTIONS FOR WINDOWS® AND MACINTOSH®

### WINDOWS CD-ROM\*

Windows 95/98 required  
66MHz 486 or faster; Pentium® recommended  
16MB RAM  
Minimum 25MB hard disk space  
4X CD-ROM drive or faster  
640x480 display, 256 colors  
Windows compatible sound device

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



### WINDOWS 95/98

#### To INSTALL

- Begin at the Windows 95 or 98 desktop.
- Insert the CD-ROM into your CD-ROM drive.
- The **Carmen Sandiego Math Detective** startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the **Carmen Sandiego Math Detective** 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:\SETUP.EXE** in the line labeled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install *Carmen Sandiego*

## ***Math Detective.***

### **To PLAY**

After successfully installing the program, click the **Run** button at the startup window to start the program. The startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive.

If the ***Carmen Sandiego Math Detective*** startup window does not appear automatically on screen:

1. Begin at the Windows 95 or 98 desktop.
2. Click the **Start** button, point to **Programs**, and then **Broderbund Software**.
3. Click the ***Carmen Sandiego Math Detective*** menu item to start the program.

## **MACINTOSH CD-ROM\***

System 7.5.1 or higher  
100MHz PowerPC<sup>+</sup> or faster  
16MB RAM  
Minimum 20MB hard disk space  
4X CD-ROM drive or faster  
640x480 display, 256 colors

<sup>+</sup>603e processor or faster

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

Note: Virtual Memory must be turned on in order for ***Carmen Sandiego Math Detective*** to perform properly. To turn Virtual Memory on, click the **Apple** menu and then select **Control Panels**. Double-click **Memory** and then select **On** for Virtual Memory. Restart your Macintosh for this change to take effect.

### **To INSTALL**

Insert the CD-ROM into your CD-ROM drive. Double-click the icon labeled **Carmen Math Detective Installer** and follow the on-screen instructions to install the program.

### **To PLAY**

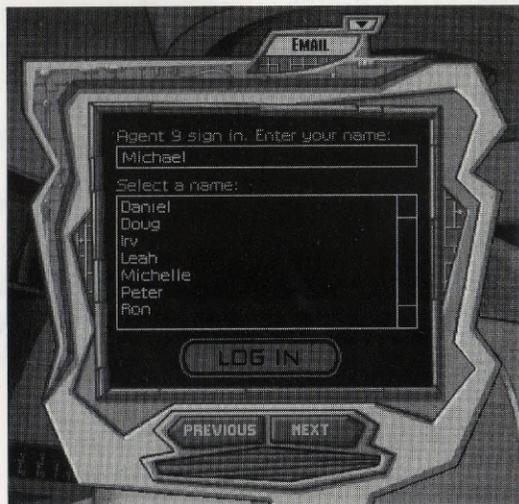
Open the ***Carmen Math Detective*** folder on your hard drive and double-click the **Carmen Sandiego Math Detective** icon to begin playing.

# Becoming a Double Agent

## SIGNING IN

When you first start the game, you will see a **Log In** screen with a flashing cursor. Type in your name or nickname using your computer keyboard. (Note: you can bypass the opening by clicking the mouse or typing any key on your computer's keyboard.)

If this is your first time playing, you need to select one of three difficulty levels for the game. (Note: Once you are playing the game, you can change the difficulty level by using the level buttons on each activity screen.) If you've played before, you'll see a list of previous player names. To play a game that is in progress, select a name from the list and then either click the **Log In** button or press the **Enter** or **Return** key on your keyboard. A message from special agent Chase Devineaux will appear. To close the email, click the close arrow at the top of the panel. You will find yourself in the Power Plex, the center of Carmen Sandiego's new headquarters and home of her latest invention: the Quantum Crystallizer. To begin your first mission, click **Transport**.

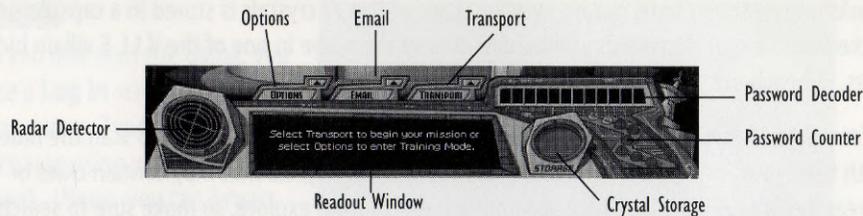


## OBJECT OF EACH MISSION

Your objective in each mission is to find a crystal holding one of the world's shrunken landmarks and restore it to its proper location. Each of the 12 crystals is stored in a capsule locked with secret passwords and hidden around the globe in one of the V.I.L.E villain hideouts. For each mission you will need to do the following:

- **Travel to the villain hideouts and look for clues** - Use your mouse to scan the hideout with the CyberCom 4000's x-ray sensor. It will uncover objects that may contain clues or reveal the Crystal Capsule. There are multiple locations to explore, so make sure to search each location thoroughly.
- **Decode the clues and obtain the passwords by using the Device Panels** - When you click on a clue, one of the five Device Panels will present an activity that, when completed will assist you in decoding the password. When you successfully decode the password it will download into the Password Counter for storage. (Note: For more information on the Device Panels or the Crystal Capsule, see page 14.)
- **Obtain all passwords and open the Crystal Capsule** - Depending on the mission, you will need to obtain between six to eight passwords. You can tell how many passwords you need by looking at the number of red lights available on the Password Counter. Once all the lights are lit, search for the Crystal Capsule. Clicking the Crystal Capsule after you have obtained all the necessary passwords will open the device and give you the crystal containing the shrunken landmark.
- **Restore the landmark** - When you have the crystal, return to the Power Plex at V.I.L.E. Central and click the platform on the Quantum Crystallizer to restore the landmark.

# CyberCom 4000



The CyberCom 4000 is your tool to help you on your mission. With the CyberCom 4000, you can receive videomail and email messages, transport to villain hideouts, hold the crystal containing stolen landmarks, and, ultimately, put an end to Carmen Sandiego's plan. The CyberCom 4000 is located across the lower portion of the screen and contains the following elements:

## OPTIONS PANEL

This panel contains the following options:

**ACME Training Simulator** - allows you to practice the different activities outside of regular gameplay mode. You can choose any device, difficulty level, and lesson you'd like to use to help polish your math skills. For more detailed information about the ACME Training Simulator, see page 19.

**Progress** - takes you into Progress Tracking. This will show you the percentage of questions you have answered correctly for each activity. For more detailed information about the Progress Tracking, see page 20.

**Sound** - allows you to adjust the volume as well as turn off the background music. (Note: Background music is turned off by default on some machines to improve the program's performance.)



**Credits** - lists the names of the people who worked on this program.

**Web Access** - shows the Internet Web address for the **Carmen Sandiego Connection**, an online resource for information, games, and resources to help in the pursuit of Carmen Sandiego and her V.I.L.E gang.

**Quit** - saves your mission in progress and exits the program.

## EMAIL PANEL

This panel provides email and videomail messages to assist you during your mission. The Email Panel contains the following:

**Videomail Window** - this is where you will see video messages from special agent Chase Devineaux, and maybe another familiar face. This window will appear when receiving a videomail message or when pictures are included in an email.

**Stop** - this button allows you to stop a message.

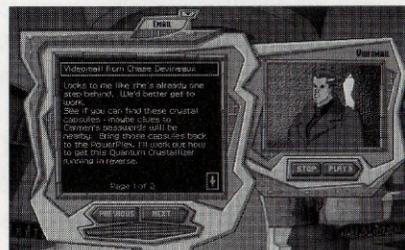
**Play** - allows you to play any of the selected videomail messages.

**Email Window** - you will receive news flashes and email messages from Chase Devineaux and the ACME Detective Agency that may assist you in your adventures.

**Previous** - when clicked, this button allows you to move backward through saved email and video mail messages one at a time.

**Next** - this button allows you to move to the next email or videomail message.

(Note: Not all email or videomail messages are saved.)



After viewing any videomail or email messages, click the close arrow to close the Email Panel.

## TRANSPORT PANEL

This panel allows you to travel to the various villain hideouts, or back to the Power Plex at V.I.L.E. Central. The Transport Panel contains the following options:

**Location Readout Window** - will tell you the name of the location currently showing on the Video Monitor.

**Video Monitor** - shows you a preview of the different locations you can investigate.

**Location Selectors** - click these buttons to see the different V.I.L.E. hideouts you can investigate.

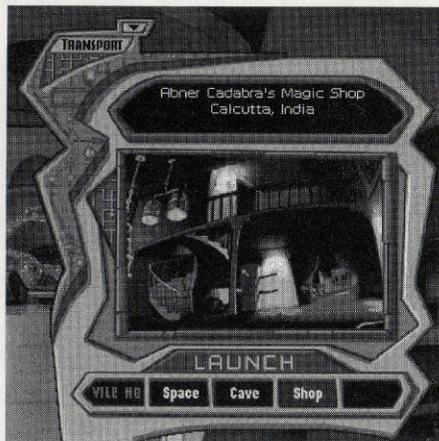
**Launch** - this button will transport you into the villain hideout you see on the video monitor.

## RADAR DETECTOR

This will notify you when Carmen Sandiego or her henchmen are near. When this starts to make noise, you better get a move on to your next location.

## READOUT WINDOW

This area will display instructions or clues to help you further your mission.



## PASSWORD DECODER

When a Device Panel is open, this area will show you a scrambled password you are trying to decode. When the password is complete, it will unscramble and download into the Password Counter to be used to open the Crystal Capsule.

## PASSWORD COUNTER

Displays how many passwords you need in order to open the Crystal Capsule and how many you've obtained already in the mission. When Device Panels are closed, you can click a lit counter light to see the decoded password. The password is a clue that will hint at the identity of the shrunken landmark you're trying to recover on that mission.

## CRYSTAL STORAGE

You can store the crystal here until you return to the Power Plex and restore the shrunken landmark.

# Exploring a Location

When you transport into a villain hideout, you will need to search the location for clues. Scroll left and right to see the entire location. The remote sensor will blink to notify you that you either uncovered a clue or a trigger that will reveal the Crystal Capsule.

## CRYSTAL CAPSULE

The Crystal Capsule is where Carmen Sandiego's villains have hidden the shrunken landmarks. Think of the Crystal Capsule as a type of safe. To open the Crystal Capsule you will need a certain number of passwords, which will range from six to eight. An individual password is obtained by successfully completing an activity using one of the Device Panels. Once you have all the passwords, you should locate the Crystal Capsule to get the crystal. Then, take the crystal back to the Power Plex and restore the landmark using the Quantum Crystallizer.

## DEVICE PANELS

This isn't the first time Carmen Sandiego has tried to foil ACME with a device like the Quantum Crystallizer. Luckily, ACME has gathered enough information to build devices to decode and analyze V.I.L.E.'s best-kept secrets. These devices are known as Atom Smasher, Molecular Scope, CrimeWave Sensor, Microchip Decoder, and Light Spectrometer. Before describing the individual mechanisms and the activities each one represents, there are a few buttons you should be familiar with:



### LEVEL BUTTONS

There are three level buttons: Level 1, Level 2, and Level 3. These buttons are available within each Device Panel. If the activity you are working on is too easy

or too hard, you can switch the level at any time.



### STRATEGIES

Brings you to a list of math and problem-solving strategies which can show you lots of different ways to solve different math problems.



### RULES

Gives you help on how to use a particular device to complete the current activity.



### GLOSSARY

Allows you to look up math terms and words that may help you in the program.



### RESET

Resets the current activity so you can start over.



### LESSON ARROWS (only in the ACME Training Simulator)

These arrows let you move from one lesson to another when in the ACME Training Simulator.

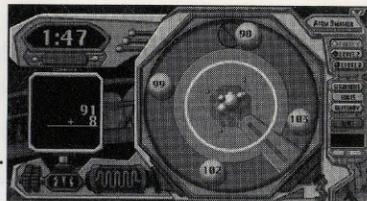


### OPEN/CLOSE ARROWS

These arrows are on the top tab for each panel (Options, Transport, Email, and the Device Panels). The arrow pointing up will open a panel when clicked. When the panel is open, the arrow will change to point down, and will close the panel when clicked.

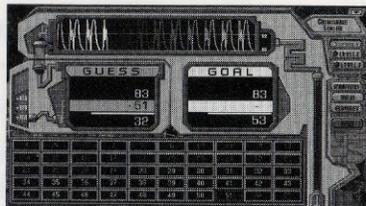
## ATOM SMASHER

The Atom Smasher is designed to destroy atoms and decode clues by correctly answering a series of math equations. You will have 3 minutes to correctly answer 10 problems. Click the circling orb containing the correct answer to gain one letter of the password. Be careful, though, as selecting an incorrect answer subtracts 10 seconds from the clock. Orbs will be removed from the screen until the correct answer is clicked. The danger light will blink as a warning when you have 30 seconds remaining on the clock. Once the atom has been destroyed and the password decoded, the password will be downloaded into the CyberCom 4000's Password Counter.



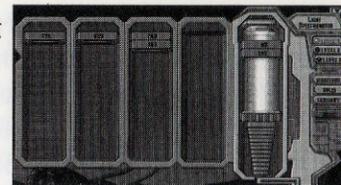
## CRIMEWAVE SENSOR

This ACME invention decodes passwords from sound waves by using estimation to answer math equations. Click on a number in the grid to complete the equation and match the answer to the problem which is displayed in the **Goal** window. Your estimate will be calculated and shown in the **Guess** window. If your estimate is too low, all numbers lower than your guess will be grayed out. Guesses too high will have all numbers above your guess grayed out. Use the Sound Wave Analyzer to see if your estimate is too high or too low compared to the yellow sound line. You have five chances to estimate the correct answer before the sound wave disappears. Once you've analyzed all of the sound waves, the password will be decoded and downloaded into the CyberCom 4000.



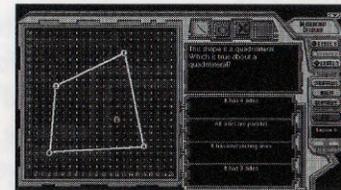
## LIGHT SPECTROMETER

In the Light Spectrometer you need to focus a light beam by ordering the numbered lenses on the far right side of the machine. The object is to order the lenses from the smallest value on top to largest value on the bottom. Lenses can only be taken from the end of the stack (not the middle) and can only be placed from smallest on top to largest on bottom on each stack. If you attempt to place a smaller lens on top of a larger lens, the smaller lens will be sent back to the stack where it was last located. Once all of the lenses have been stacked in the correct order, the Light Spectrometer will focus the light beam correctly and download the completed password. Holding down the **Shift** key while clicking **Reset** and **OK** will start the game over with a different set of numbers. (Hint: The rightmost column can be used to temporarily hold a lens while you rearrange lenses to get to the one you need.)



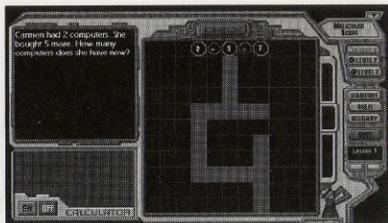
## MICROCHIP DECODER

This gadget decodes information from V.I.L.E. computer chips once you've successfully drawn the correct shape to complete the circuit. Use the **Line**, **Circle**, and **Delete** tools to draw the shape described in the **Microchip Decoder** window. Once the shape is completed, select the correct answer to a question about the shape you've drawn. The CyberCom's readout window will inform you if you've drawn extra lines which must be removed in order to complete the problem. The ACME Training Simulator also provides a **Help** button which will show you the next segment of the shape to be drawn. Use the CyberCom's Glossary to look up any unfamiliar words.



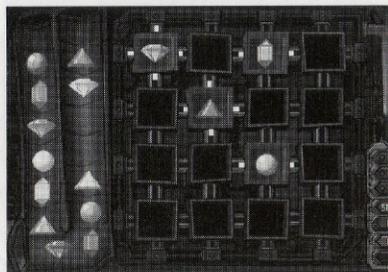
## MOLECULAR SCOPE

The Molecular Scope is where evidence from molecules is gathered by linking together equations in word problems. Use the mouse to highlight and then click a section of the molecule to decode. Read the word problem in the scope's monitor and use the numbers on your keyboard to type in the entire equation (not just the answer). Remember, the symbol / is for division and the symbol \* is for multiplication. If you want to go back and edit any of the cells, click the cell you want to edit and then type over the number. Once you've completed an equation, press **Enter** or **Return** on your keyboard or click the **Check** button to see if you've successfully decoded a piece of the password. If incorrect, re-read the word problem and correct the equation. Once the entire molecule has been decoded, the password will download into the CyberCom 4000.



## POWER GRID

It's up to you, Agent 9, to figure out the pattern that unlocks the Quantum Crystallizer before Carmen's new headquarters is powered up and invincible! (Note: The **Power Grid** button in the Training Simulator becomes active once you've completed all 12 missions.) You can gain access to the Power Grid which is located in the Power Plex by clicking the Quantum Crystallizer's front panel. You will start with two crystals in the holding tray and two crystals already placed on the Grid, although they are moveable like any other crystal.



After the Quantum Crystallizer restores a shrunken object it deposits the crystal in a special tray. After you've restored the twelfth landmark, you will have all of the pieces to complete this puzzle. You must figure out the pattern and place each piece correctly in the grid. Pick up the pieces from the holding tray on the left, and click to drop them in a cell on the Power Grid. If you place a crystal on a cell that already holds a crystal, the two crystals switch places. When a crystal is placed in a valid cell, the yellow lights turn on both horizontally and vertically. The red lights on the outside light up when the entire row or column is correct. Click Rules if you want more help with finding the pattern to the Power Grid. Click the **Exit** button to close the Power Grid door and return to the Power Plex.

## ACME TRAINING SIMULATOR

The ACME Training Simulator allows you to practice any of the activities at any time.

To access the Training Simulator, select the **Options** Panel and then click the **ACME Training Simulator** button. Choose which activity you would like to practice. The Device Panel will appear on the screen and the activity will begin automatically. As in regular gameplay, you can select any level you wish to work with. The Training Simulator also allows you to select which lesson you want to play. Click the right or left arrows below the **Lesson** window to cycle through the various lessons. Check the **Carmen Admin** information on page 21 for more detailed information about lessons and problem types.

When you are finished with a lesson you will be automatically moved to the next lesson. When you're finished playing, click the down arrow on the Device Panel tab to close the activity. To select another activity to play, select one from the Options Panel. To return to a mission, close the Options Panel and you will be returned to the location where you left off.

## PROGRESS TRACKING

Progress Tracking shows you how well you've been doing in each of the activities. The **Progress** window keeps track of the percentage of problems correct at each level of an activity. It displays the percentage correct for a player's total time playing an activity, as well as the percentage correct for the last day of gameplay.

Progress Tracking allows you to export as a tab delimited text file all the tracking information you see on the screen. The exported file can be opened in any spreadsheet program for viewing and printing. You can choose to export only the current player, or, if logged in as Carmen Admin, the entire roster. (Note: For more information on the Carmen Admin feature see page 21.)

The screenshot shows the 'ATOM SMASHER' progress tracking window. At the top, it says 'Mental Calculation'. Below that, there are fields for 'ROSTER' (Default), 'PLAYER NAME' (Doug), 'TOTAL PROBLEMS: 15', 'OVERALL PERFORMANCE: 53%', and 'LAST SESSION: 12/7/1997'. The main area is a table with columns for 'ADDITION', 'SUBTRACTION', 'DIVISION', and 'MULTIPLICATION'. Each column has sub-columns for 'TOTAL SESSIONS' and 'LAST SESSION'. The rows represent 'LEVEL 1', 'LEVEL 2', 'LEVEL 3', and 'CUSTOM' for each operation. The 'CUSTOM' row is highlighted. At the bottom right, there are 'EXPORT' and 'DONE' buttons.

	ADDITION		SUBTRACTION		DIVISION		MULTIPLICATION	
	TOTAL SESSIONS	LAST SESSION						
LEVEL 1	75% of 4	53% of 9	0% of 0	0% of 0	0% of 0	0% of 0	0% of 0	0% of 0
LEVEL 2	83% of 6	83% of 6	0% of 0	0% of 0	0% of 0	0% of 0	0% of 0	0% of 0
LEVEL 3	0% of 0	0% of 0						
CUSTOM	0% of 0	0% of 0						
DECIMALS								
LEVEL 1	0% of 0	0% of 0						
LEVEL 2	0% of 0	0% of 0						
LEVEL 3	0% of 0	0% of 0						
CUSTOM	0% of 0	0% of 0						
FRACTIONS								
LEVEL 1	0% of 0	0% of 0						
LEVEL 2	0% of 0	0% of 0						
LEVEL 3	0% of 0	0% of 0						
CUSTOM	0% of 0	0% of 0						

## Special Options for Teachers & Parents

By typing **Carmen Admin** as the log-in name,



you can access special features for editing player rosters, customizing lessons for Atom Smasher, and viewing players' progress.

Note: For more details on using these special features, refer to the **ReadMe** file located in the **Roster** folder where you installed the program.

### EDITING PLAYER ROSTERS

The **Multiple Rosters** option allows you to add, delete, or rename player names, as well as create, delete, or rename multiple rosters. Clicking the **Edit** button allows you to create a unique roster containing player names. You can then add players to specific rosters, delete them, or rename their log-in name. See the **ReadMe** file in the **Roster** folder where you installed *Carmen San Diego Math Detective* for further details on using the Edit Roster function.

### ATOM SMASHER CUSTOM LESSONS

The Atom Smasher activity has an option for creating custom lessons which allows you to practice selected problems. From the **Administrator Control Menu** screen, select the **Edit** button next to **Atom Smasher Custom Lessons**. Once you've named a unique custom lesson, you can add specific problem types to the lesson you've created. Each custom lesson is comprised of 10 problems. After choosing the type of operation from the pull-down menu, you will be able to choose from the list of available problems. Clicking problem type

will bring up a more detailed description of the problem in the **Problem Type Description** window at the bottom of the screen. See the **ReadMe** file in the **Roster** folder where you installed **Carmen Sandiego Math Detective** for further details on using the Custom Lessons function.

## PROGRESS TRACKING

Logging in using **Carmen Admin** also allows you to view and/or export the Progress Tracking by roster. While players can view their own progress tracking, signing in with this unique Log In name allows you to view any players' progress. See the **ReadMe** file in the **Roster** folder where you installed **Carmen Sandiego Math Detective** for further details on using the Progress Tracking function.

# Troubleshooting

If you are experiencing problems installing or running **Carmen Sandiego Math Detective**, please go to [www.learningco.com](http://www.learningco.com), or contact The Learning Company by phone at 319-247-3333 or via e-mail at [help@tlcsupport.com](mailto:help@tlcsupport.com). Also refer to the **ReadMe** file contained on the CD-ROM, as it may contain last-minute information not included in the *User's Manual*.

# Credits

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Associated Production Music

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# CARMEN SANDIEGO MATH DETECTIVE™

## Installation Instructions for Windows® and Macintosh®

Please refer to the ReadMe file located on the CD-ROM for additional information.

### WINDOWS 95/98

**To Install:** Begin at the Windows 95/98 desktop. Insert the CD-ROM disc into your CD-ROM drive. The **Startup** window should appear. Follow the on-screen instructions.

If the **Startup** window does not appear automatically on-screen, you can install the program manually. Click the **Start** button on the Windows 95/98 taskbar and choose **Run**. Type **D:\SETUP.EXE** in the line labeled **Open** (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**). Click **OK** to begin the installation. Follow the on-screen instructions.

**To Play:** At the Windows 95/98 desktop, click on the **Start** button, move the cursor to **Programs**, then to **Broderbund Software**. Click the **Carmen Sandiego Math Detective** menu item to start the program.

### WINDOWS 3.1x

**To Install:** Begin at the Windows **Program Manager**. Insert the CD-ROM disc into your CD-ROM drive. Pull down the **File** menu and choose **Run**. Type **D:\SETUP.EXE** in the line labeled **Command Line** (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**). Follow the on-screen instructions.

**To Play:** Double-click the **Carmen Sandiego Math Detective** icon within the **Broderbund Software** program group to start the program.

### MACINTOSH OR POWER MACINTOSH

**To Install:** Insert the CD into your CD-ROM drive. When the **Carmen Math Detective** window opens, double-click the **Carmen Math Detective Installer** icon and follow the on-screen instructions.

**To Play:** Double-click the **Carmen Sandiego Math Detective** icon within the **Carmen Math Detective** folder to start the program..

#### SYSTEM REQUIREMENT

Windows® 3.1/95/98:\* 66MHz 486 or faster; Pentium® recommended • 16MB RAM • 25 MB hard disk space • 4X CD-ROM drive • 640x480 display, 256 colors • Windows compatible sound device  
 Macintosh®\*: System 7.5.1 or higher • 100MHz Power PC or faster • 16MB RAM • 20 MB RAM • 4X CD-ROM drive or faster • 640x480 display, 256 colors

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

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