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User's Guide Inside!

Technical Support:
Phone: 423-670-2020
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Website: www.learningco.com

The Learning Company
For Greater Knowledge
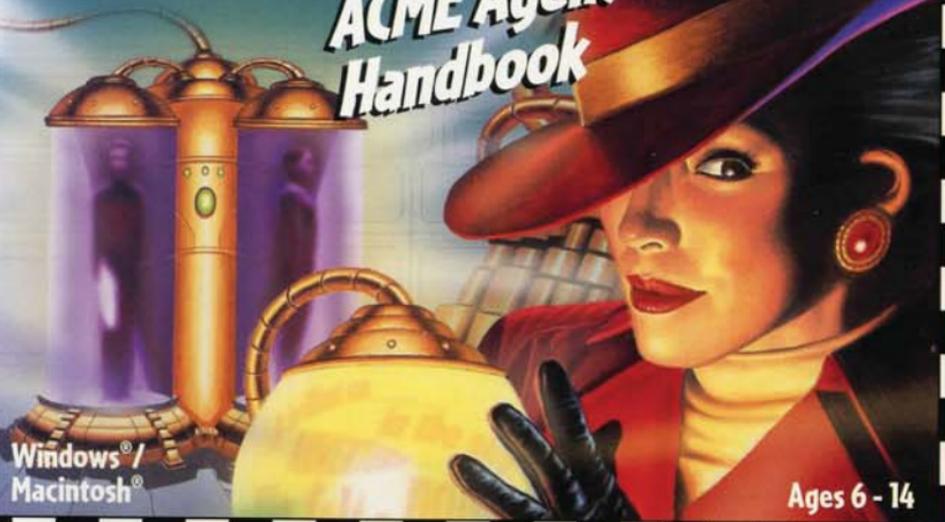**One Athenaeum Street**
Cambridge, MA 02142
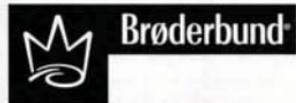
SJS7AE-FI

CARMEN SANDIEGO WORD DETECTIVE

User's Manual

Brøderbund

QuickTime

1

Table of Contents

Greetings from Carmen Sandiego

Welcome to my latest caper into the world of crime and crookedness. This time, I've come up with the perfect invention: the Babble-On Machine! This machine turns words into gibberish. Your nouns and pronouns will be history! You'll have no way to communicate and organize a way to stop me.

Twelve of your fellow agents have already attempted to stop me and destroy the Babble-On Machine, but they were all unsuccessful. They are now serving as my test subjects to see how the Babble-On laser beam is working. Too bad they can't help you on your mission, since all they can do now is babble! Once my test is complete, I will beam the Babble-On laser all around the globe and steal the power of speech from every person on Earth.

Good luck trying to stop me, Agent! You're going to need it.

Carmen Sandiego

Carmen Sandiego

Getting Started

WINDOWS CD-ROM*

Windows 95 or 98
66MHz 486DX or faster required
16MB RAM
Minimum 20MB hard disk space
2X CD-ROM drive or faster required
SVGA video card 640x480, 256 colors; High and True Color supported
Windows compatible sound device
Video and sound cards compatible with DirectX for Windows 95**
*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.
**If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirextX. Check Microsoft's Web page for more information.

WINDOWS 95 or 98

To Install

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

If the *Carmen Sandiego Word 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 Word 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 disc is inserted into the CD-ROM drive.

If the *Carmen Sandiego Word Detective* **Startup** window does not appear automatically on screen:
1. Begin at the Windows 95 desktop.
2. Click the **Start** button, point to **Programs**, and then **Broderbund Software**.
3. Click the *Carmen Sandiego Word 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 click **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**.)
○ Click the **OK** button and follow the on-screen instructions to install the program.

To Play

After successfully installing the program, a program group titled **Broderbund Software** will be created in the Windows Program Manager. It will contain an icon labeled *Carmen Sandiego Word Detective*. Double-click this icon to begin playing.

MACINTOSH CD-ROM*

Macintosh and PowerPC
System 7.1 or higher
20MHz 68040 processor or faster; PowerPC
68040 Macintosh: 6MB RAM free
PowerPC: 7MB RAM free
Minimum 10MB hard disk space
2X CD-ROM drive or faster required
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.

To Install

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

To Play

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

Additional Product Information

For *Carmen Word Detective* to work properly, your system software must include these extensions: QuickTime™ 2.5, QuickTime™ PowerPlug 2.5, QuickTime™ Musical Instruments v2.5, and Sound Manager v3.2.1. Recent Macintosh System software may already include these extensions.

To update your extensions to the versions included on the CD, insert the *Carmen Word Detective* CD into your CD-ROM drive. When the **Carmen Word Detective** window appears, double-click the **Multimedia Extensions** folder to open it. Next, double-click the **QuickTime™ Installer** folder and then the **QuickTime™ Install Disk 1** folder. Finally, double-click the **Installer** icon, which will install all four necessary extensions. Follow the on-screen instructions for installation.

Users of PowerPC Macintosh computers running System 7.1.2 must include the **Thread Manager** extension. If you need to add **Thread Manager**, double-click the **Multimedia Extensions** folder, and then double-click the **System 7.1.2 Users** folder. Drag the **Thread Manager** extension from the folder on the CD onto the closed **System Folder** located on your hard disk. When the system asks you if you want to move the extension into the Extensions folder, click **OK**. Finally, you will need to restart your Macintosh by pulling down the **Special** menu and selecting **Restart**.

Getting on the Grammar Trail

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. If you've played before, you'll see a list of the 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 Tower of Babble, the secret location of Carmen's latest V.I.L.E. invention: The Babble-On Machine! To begin your first mission, click Transport.

OBJECT OF EACH MISSION

Your objective is to find a key and free one of your fellow ACME agents. There are 12 agents being held captive, so there are 12 missions to the game. For each mission, you will need to do the following:

⭕ Travel to the villain hideouts and look for clues - the clues in each hideout will bring you to either a Device Panel or the Key Stasher. The Device Panels will assist you in unscrambling grammar and language. Additionally, there is one Key Stasher per mission located in any of the available hideouts. You will have multiple locations to explore, so make sure to search each location thoroughly. (Note: For more information on the Device Panels or the Key Stasher, see p. 13.)

⭕ Solve the activities using the Device Panels and obtain a password - for each activity you play, you will be decoding a password. When the password is successfully unscrambled, it will download into the Password Decoder for storage.

⭕ Obtain all passwords and open the Key Stasher - each mission will require you to obtain four to six passwords. Once you have all the passwords, search for the Key Stasher. Clicking on the Key Stasher after you have obtained all necessary passwords will open it, giving you the key to free one of the agents.

⭕ Free one of the ACME Agents - when you have the key, return to the Tower of Babble and unlock one of your fellow agents. Hopefully, when the agents are free and can speak again, they will have some important information for you to help you on your next assignment.

CyberCom 2000

The CyberCom 2000 is your tool to help you on your mission. Within the CyberCom 2000, you can receive video-mail and email messages, transport to

villain hideouts, store decoded passwords, hold the keys to free your fellow agents, and, ultimately, put an end to Carmen Sandiego's mischief. The CyberCom 2000 is located across the lower portion of the screen and contains the following elements:

OPTIONS

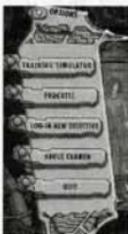This panel contains the following options:

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 grammar skills. For more detailed information about the Training Simulator, see p. 20.

Progress - takes you into Progress Tracking. This will show you the percentage of correct answers you gave out of the total words played for each activity. This will also display the words you had difficulty with during an activity. For more detailed information about the Progress Tracking, see p. 21.

Log-in New Detective - click this button if you want to log-in a new player. This will save the current mission in progress and take you to the log-in screen so you can log-in a new detective.

About Carmen - lists copyright information and the names of all the *cool* people who worked on this program.

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

TRANSPORT

This panel allows you to travel to the various villain hideouts, or back to the Tower of Babble. 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. The latitude and longitude of the henchmen hideouts appear on the selectors.

Launch - this button will transport you into the villain hideout you see on the Video Monitor.
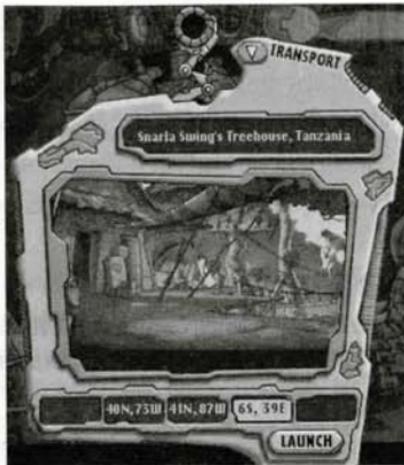
EMAIL

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 only appear when receiving a video mail message.
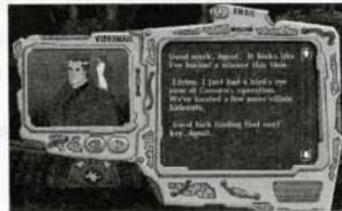
Stop/Rewind - this button will stop and rewind the last video message you received. These buttons only appear when the VideoMail Window is shown.

Play - will play the last video message you received.

Email Window - you will receive email messages from Chase Devineaux that may assist you in your adventures.

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

RADAR DETECTOR

This will notify you when Carmen or her villains 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 CODE DISPLAY

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 download into the Password Decoder.

PASSWORD DECODER

Displays how many passwords you've already obtained in the mission.

KEY CONTAINER

You can store the key here until you return to the Tower of Babble and free one of your fellow agents.

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. You will find *hotspots* that will highlight as you move your mouse pointer over them. These hotspots will either hold the Key Stasher, or they will launch a Device Panel.

KEY STASHER

The Key Stasher is where Carmen's villains have stored the keys to free the agents. Think of it as a type of safe. To open the Key Stasher you will need a certain number of passwords, which will range from four to six. An individual password is obtained by successfully completing an activity using one of the Device Panels. Once you have all the passwords for that mission, you should locate the Key Stasher to get the key. Then, take that key back to the Tower of Babble and free one of the agents from the Babble-On Machine.

DEVICE PANELS

Before Carmen Sandiego began development of the Babble-On Machine, she ran a few experiments on scrambling grammar and language. The ACME Detective Agency was on to her tricks and developed five devices to help repair words and phrases. These devices are known as Code Breaker, Fusion Chamber, MicroPix, Power Pack, and Spellanyzer. 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.

DICTIONARY
This button will take you to the online dictionary. Here you can look up words used in the program.

RULES
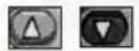Gives you help on how to use the device you are currently working with.

RESET
Resets the current activity so you can start over.

UNDO
This will undo the last thing you did in the activity.

OPEN/CLOSE ARROWS
These arrows are on the top tab for each panel (Options, Transport, Email, and the Device Panels). The green 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.

CODE BREAKER

In the Code Breaker, you need to find hidden words by selecting adjacent letter tiles that spell out words. You will have two different forms of encryption in Code Breaker: Searcher and Builder.

Searcher

Searcher will display a list of words you need to find in the encryption tiles. If you see a word in the Word List that is spelled out in the tiles, click the tiles next to each other to spell the word. Make sure to scroll to the end of the Word List to view all of the words. As you select the letters on the tiles, the word will begin to show in the Word Window. Once the word is spelled out completely, click the **Check** button. This will check to see if the word is in the Word List. If so, the Tile Lasers will zap the letter tiles away, revealing new tiles and letters beneath the other tiles. Repeat this until all the words in the list have been found.

What if you get stuck? If you get to a point in the game where you can't find any more words or where the tiles are not next to each other, you can either undo or reset. When you click the **Undo** button, you will undo the last word that was zapped. See if you can undo a few words and then try spelling words a different way. If you want to start over again, click the **Reset** button.

Builder

Builder works similarly to Searcher except you are not given a list of words to search for. You must find your own words in the encryption tiles. These words will be checked against our online dictionary.

What if you get stuck? In Searcher, you can use the **Undo** or **Reset** buttons to help you.
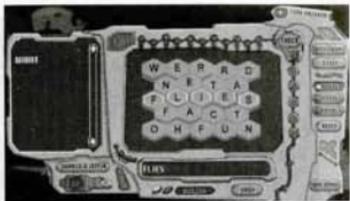
In Builder, you have another option to help you - the **Change a Letter** button. If you want to change a letter on a tile so you can spell a word, click the **Change a Letter** button. When you do this, your cursor will change to look like a tile. Click the cursor on top of the tile whose letter you want to change. The tile will then have a **?** on it. Type the letter you want on the keyboard to switch letters on the tile. Once you've done that, you can select the letters of the word you were trying to spell and zap the letter tiles out of there. Be careful with the amount of times you use the **Change a Letter** button. You only have a limited number of tiles to change per activity.

FUSION CHAMBER

The Fusion Chamber is where pieces of words are fused back together. When you begin the activity, you will see a definition of a word or part of word in the Definition Window above the Particle Tubes. Select the Tube that contains the correct word or part of word. That word will be burned onto the

media fragment in the Media Window below. The fragments will be fused together as you select the correct answers. If you select an incorrect answer, the Error Meter will light up. If you answer three incorrectly in a row, you will receive a new word. The word you were working on will cycle through the program and return later for you to complete. Once you fuse all the words together in the activity, the password will download into the Password Decoder.
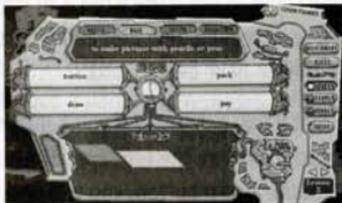
MICROPIX

The MicroPix is designed to repair damaged microfilm containing stories and images. The microfilm is repaired by placing words and punctuation back into their correct locations within the story. As the story is repaired, the Image Filter will clarify the image and restore it to its original state.
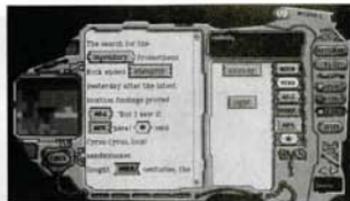
The MicroPix has organized the words that have been removed from the stories by the parts of speech they represent in the story. Select one of the Speech Parts to see all the words in that category. Then, click and drag the word to the correct location in the story. Make sure to click the Up and Down arrows to scroll through the entire story. Click the **Check** button to see if the words are in the correct location. If so, the words will become part of the story again. If a word is in the incorrect place, it will be moved back into the Word Window. When the story is repaired, the image in the Image Filter will be restored to its original state and the password will download into the Password Decoder. When you have finished reading the repaired story, click the close arrow to continue your mission.

POWER PACK

In the Power Pack, you need to charge up the machine by assembling the word blocks on the far right tower. However, the only way the word blocks will stack on the tower is alphabetically. To complete the activity, move the word blocks onto different towers. If they are not in alphabetical

order, the word blocks will be sent back to the tower where they were last located. Once all the blocks have been stacked alphabetically on the right tower, the Power Pack will charge up, and the password will download to the Password Decoder.

SPELLANYZER

In the Spellanyzer, you need to repair corrupted audio files. These files will come in three forms of corruption: Missing Link, Sequencer, and Omission Control. Your goal is to type in all the letters that spell the word you hear through the audio clue. If you're not sure of the word,

click the **Hear It** button (it looks like an ear) to have the word spoken again, or look at how it is used in the sample sentence, which appears below the Letter Boxes. If you need additional help in spelling the word, click on the red Rule Lever to the right of the sample sentence. This will display the spelling rule associated with the word you are trying to spell.* If you pull the Rule Lever again, the sample sentence will reappear.

(*Note: The spelling rules may contain abbreviations such as CVC or CVCC. The C stands for *consonant* and the V means *vowel*.)

After typing all the letters of the word, either click the **Check** button, or press the **Enter** key on the keyboard. Each letter will be verified against the complete word. As each letter is checked, the Wave Analyzer will check the letter against the Sample Wave. If the letter is correct, you will see a green light appear above it. A red light appears above an incorrect letter.

The Error Meter shows you how many errors you are allowed to make on a word. If a letter is incorrect when checked, the Error Meter will reduce by the number of incorrect letters. After you deplete all the available errors, you will be given a new word. The word you were working on will cycle through at the end of the current lesson.

You will notice different forms of corruption for the audio files. For the files played in the Missing Link activities, the word will be missing some of the letters. The Sequencer activities show all the letters, but they've been mixed up. You need to put them back in the correct order. In Omission Control, all the letters of the word are missing.

The Spellanyzer also has an option for creating and working with Custom Spelling Lists. With this, you can input your own words and sentences to work with in the Spellanyzer. For more information on Custom Spelling Lists, see p. 21.

Babble-On Control Panel

You may have noticed during your missions that the agents you have freed from the

Babble-On Machine have given you a clue or piece of information they found before they were caught. These clues, when put together, have the ability to stop Carmen from stealing language once and for all! You see, each agent was able to obtain one piece of a phrase that will launch a self-destruct mode on the Babble-
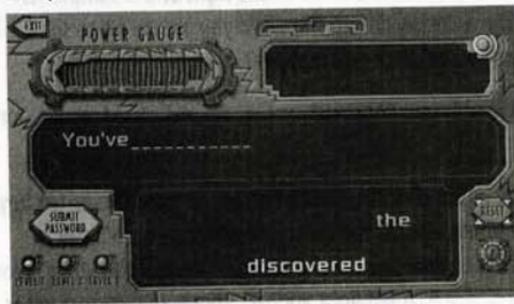
On Machine. Carmen designed this phrase just in case of an emergency, and she never wanted anyone to have access to it besides herself. Well, lucky Agent, it is now your job to use this to stop Carmen before she has a chance to beam the Babble-On laser all across the globe. So, here's what you need to do...

To access the Babble-On Control Panel, click the control panel hotspot in the Tower of Babble. Then arrange the pieces of the phrase to form a sentence or sentences. Make sure to include spaces between words and to add punctuation where necessary. When you have arranged the pieces into what you think the phrase is, click the **Submit Password** button. The computer will check to see if the pieces are arranged correctly. If there is a mistake, the computer will stop on the problem. Rearrange the phrase, or click the **Reset** button to start over, until the pieces are arranged correctly. Click the **?** button for help. Try not to take too long, though. You don't want the Power Gauge to charge all the way up, or it will be too late!!

Training Simulator

The Training Simulator permits you to practice with any of the devices used to repair words and phrases without having Carmen Sandiego or one of her villains on your trail. This will allow you increase your proficiency with the activities and expand your knowledge of grammar and spelling.

To enter the Training Simulator, select the Options Panel and click the **Training Simulator** button. Choose which device you would like to practice. The Device Panel will appear on screen and the activity will begin automatically. As in regular gameplay mode, you can select any level you wish to work with. However, only in the Training Simulator can you select which lesson you want to play. The lesson will appear in the Lesson Window on the Device Panel (except for Code Breaker). Click the right or left arrows below the Lesson Window to cycle through the various lessons.

When you're finished with an activity, you can either move on to the next lesson, select a new device to practice, or return to gameplay mode. To move on to the next lesson, click the arrow next to the Lesson Window. (If you have just completed a lesson, the program will advance you to the next lesson automatically.) To select a new device, close the current device panel and select a new device from the **Options** Panel. To return to gameplay mode, close the Options Panel and select the Transport Panel.

Progress Tracking

Progress Tracking shows you how well you've done in each device activity. You can view the percentage of correct answers you gave out of the total words played during each activity, as well as display a list of Problem Words which you got wrong during the activity.

Progress Tracking allows you to export as a tab delimited text file all the tracking information you see on 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 the entire roster. You can also export the current activity being viewed on screen, or all activities.

Custom Spelling Lists

The Spellanyzer activity has an option for creating and working with Custom Spelling Lists. This allows you to practice selected words from the Spellanyzer activity lessons. You can also enter words that are not already in the Spellanyzer lessons, as well as sample sentences to accompany the words. Then, within the Training Simulator, you can select which word lists you wish to practice.

To create Custom Spelling Lists, click the **Custom List** button located on the Spellanyzer device panel while in the Training Simulator. This will take you to the **Select Custom Spelling Lists** screen. If you have already set up custom lists, their names will appear in the **Custom List** box. Either select a list and click the **Edit** button, or click **New** to create a new list. After entering the name of your custom list, click the **Save** button and you will be taken to the **Create Custom Spelling Lists** screen.

Once at the **Create Custom Spelling List** screen, you can add or delete words from your custom list. Select the **Lesson** drop-down list to select which lesson you want to work with. Then, click on the word you are interested in, and click the **Add** button. This will add that word to your custom list. If you add a word by mistake, or you no longer want it in your list, click the **Delete** button. Don't worry, though. The **Delete** button only deletes the word from the list, not from the program. When you've finished with your list, click the **Save** button. If you want to save your list under a new name, click the **Save As** button. When you're all finished, click the **Done** button.

Custom Spelling Lists allow you to enter words and sentences that are not already used in the Spellanyzer lessons. To do this, from the **Create Custom Spelling Lists** screen, click

the **Edit Spelling Word Database** button. This will take you to the edit screen. Type the word you want to add in the **Spelling Word** field. Then, in the **Sample Sentence** field, type a sentence that uses that word in it. You must enter a sample sentence in order to use this word in the Spellanyzer. When you've finished with the word and sentence, click the **Add** button to add it to your custom list. When you're finished adding custom words, click the **Done** button.

The last step is to select which Custom List you would like to practice. On the **Select Custom Spelling Lists** screen, choose the list you wish to practice and click the **OK** button. This will return you to Spellanyzer using the lesson you just selected.

Special Options for Teachers & Parents

Our Administrator Control allows teachers and parents fast access to Custom Spelling Lists and performing roster maintenance within **Carmen Sandiego Word Detective**. To access the Administrator Control, at the log-in screen, type **Carmen Admin*** and press **Enter** or click the **Log-In** button. This will display the different options for Administrator Control. You can edit Custom Spelling lists, set custom lists for play, or edit the roster, which allows you to add or delete player names. Click the **Done** button if you want to exit Administrator Control and return to the log-in screen.

(*Note: be sure to type **Carmen Admin** exactly as it appears here, because this special log-in is case sensitive.)

Trouble-shooting

If you are experiencing problems installing or running **Carmen Sandiego Word Detective**, please refer to the Troubleshooting Guide included with this product, or the ReadMe file contained on the CD-ROM disc. If you are still having problems, please see the information below on How to Contact Technical Support.

How to Contact Technical Support

If you have worked through these troubleshooting suggestions, and have read through the Troubleshooting Guide included with this program, and you still need assistance, you can contact The Learning Company Technical Support by using the options listed on the back cover. 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
○ CompuServe - Type GO BRODERBUND at any prompt to access Brøderbund's area in CompuServe, or send your questions to support@broderbund.com
○ America Online - Use the Keyword: BRODERBUND to find our Product Support Boards, or address your

questions to BBund Tec1 or BBund Tec2 using AOL's electronic mail

⊙ Mail - Send your questions to Brøderbund 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

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Karen Bushkov
Carol Oppenheimer

Associate Producer
Kathleen McKinley

Programming Project Lead
Guy Nicholas

Programmers
Mark Hanson
Rod Nelsen

Art & Animation Director
Ted Pratt

Lead Artist & Animator
Jason Sadler

Animators
Kevin Dooley
Tara Donovan
Paul Boyd
Joel Reid
Scott Graham
Bob King
Animotion, Inc.

Lead Sound Designer
Jane Scolieri

Sound Effects
Al Sinerco
Chris Clanin

Graphics Technician
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Production Coordinator
Lea Whitten

Casting & Dialog Producer
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Hilary Nation

Programming Director
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Art Director
Michelle Bushneff

Sound Director
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