DETECTIVE'S MANUAL

ACME DETECTIVE

CLASSIFIED

AGENCY

WHERE IN TIME IS
CARMEN SANDIEGO? ™

DETECTIVE'S
MANUAL

ACME DETECTIVE

CLASSIFIED

AGENCY

Acknowledgements

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R100

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MEMO

To: All Acme Offices
From: The Chief
Re: Sandiego, Carmen

As you all know, Carmen Sandiego is the ringleader of an interna-
tional band of thieves who have been making life difficult for
Acme and police forces throughout the world. They travel from
one country to another as easily as you and I go to the supermar-
ket. While we've been able to nab her previous mobs, no prison
seems able to hold her.

I need you all to help Acme crack its toughest assignment
yet...track Carmen through time! Carmen and her V.I.L.E. hench-
men have gained the ability to travel through time. They've
broken into a super-secret laboratory and made off with the latest
model time machine. Not content with pillaging the present, they
are using this technology to loot the most famous treasures of the
past 1500 years: Napoleon's hat, Don Quixote's lance, and even
Paul Revere's horse. (Fortunately they took Mr. Revere's horse
on April 19, 1775, the day after his famous ride so no damage
was done.)

 You will be issued the latest development in portable time travel
devices; the Chronoskimmer 325i. You will use it to travel
through 1500 years of time and 48 locations. You can electroni-
cally scan the crime scene for clues and translate conversations
with witnesses. It also contains a Capture Robot to nab your sus-
pect with a minimum of fuss.

Acme has been granted a Federal Time Travel Commission license
allowing us to use the Chronoskimmer with certain time limit re-
strictions. The attached information will assist you in your tasks.

Best of luck from all of us here at Headquarters. We're counting
on you!

The Chief

4

A C M E
DETECTIVE AGENCY

Acme Detective Agency
Time Crime Division
Acme Bldg.
San Francisco, Calif.

Greetings:

Acme Detective Agency is pleased to offer you the position of
Time Cadet in our Time Crimes Division. This letter makes the
offer official and outlines the details of your employment.

Please report to the Personnel Department on the 2nd floor of the
Acme Building to complete the necessary forms prior to starting
work. You will report to a veteran agent during your probation
period.

You will be eligible for all Acme employee benefits should you
survive your initial period of employment. Promotions are based
on merit and the ability to remain alive long enough to earn
them.

I have enclosed some background information that you may find
helpful. Please review this material before you arrive as it will
give you a better chance of surviving your first cases.

We're very pleased to have you join Acme; we look forward to the
significant contribution we know you will bring to the position.

Sincerely,

Diane Caldicott

Diane Caldicott
Personnel Manager

Get on the Case Fast!

Load *Where in Time is Carmen Sandiego?* The title sequence can be interrupted by pressing any key. Enter the elevator and select the second floor. On the second floor go directly to the personnel department. Use the cursor keys or mouse to move the select arrow on-screen. The Personnel Manager will assist you in signing the release form. Enter the authorized personnel area and see Agent Brassey who will issue you a Chronoskimmer. The Chief will contact you and fill you in on the details of your first case. Make sure you note the gender of the suspect and your deadline for solving the crime.

Selecting the Search button will allow you to question witnesses or informants or search the scene of the crime to discover clues to the criminal's next destination. Selecting the Travel button lets you check the possible destinations from your current location. To travel to the new location, select a destination with the appropriate button. The Data button allows you to enter clues to the suspect's identity or to check the Dossiers. To enter the clues just make your selections with the arrow keys and select the Compute button. If you have sufficient information to identify the criminal, a warrant will be issued. If not, you will be given a list of suspects.

Roman
Empire
crumbles

400   450

6
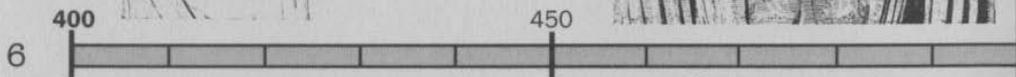
BE SURE TO
READ YOUR DOSSIERS

Getting the Chronoskimmer Installed and Running

Where in Time is Carmen Sandiego? does not have disk-based copy protection. It is advisable to make one backup copy of the disks. Store the original disks in a safe place and use the duplicates to play the game.

At each promotion to the next detective level, you will be asked to look up and type in a word from the *Desk Encyclopedia*. Follow directions onscreen to complete the promotion.

IBM/Tandy

For two disk drives: Start up your computer using your DOS disk. When you see the A> prompt, remove the DOS disk and insert the Program Disk of *Where in Time is Carmen Sandiego?* in Drive A and a Country Disk in Drive B. Type CARMEN and then press ENTER or <–I. The program will load and then begin an animated introduction. When you are ready to play, press any key to begin. After each case you may be prompted to exchange one Country Disk for the other Country Disk at the appropriate times. If you are using the 3.5 inch version of *Where in Time is Carmen Sandiego?* you will only have a single Country Disk.

Hard disk installation: You can install *Where in Time is Carmen Sandiego?* on your hard disk by following the steps outlined below:

I've seen a lot in my wanderings, but nothing like that Carmen Sandiego!

Chess invented in India

Gupta Dynasty ends

Set the current drive and directory to the location where you want to install the Carmen program. You may want to create a sub-directory specifically for this purpose (for example, C:\CARMEN). If you need more information on creating and using directories, please see your DOS manual.

Insert the *Where in Time is Carmen Sandiego?* Program Disk into Drive A. Type A:INSTALL and then press ENTER or <–|. This will start the install process and copy all of the files on the Program Disk onto your hard disk. At the prompt, remove the Program Disk, replace it with Country Disk 1, and press ENTER. After the Country Disk 1 files have been copied to your hard disk, remove Country Disk 1 at the prompt, replace it with Country Disk 2 and press ENTER. If you are using the 3.5 inch version of *Where in Time is Carmen Sandiego?* you will only have a single Country Disk. You may need to use a drive other than Drive A.
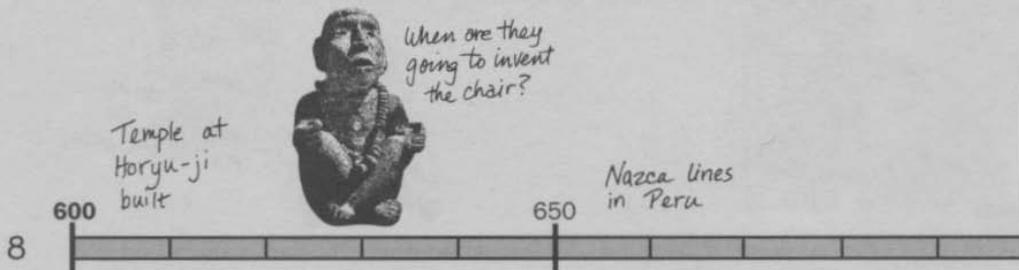
Special Keys
These key combinations can be used to select these special functions:
      CTRL+S Toggles sound on/off
      CTRL+Q Ends the current game and returns you to DOS

Apple

For two disk drives: Insert the Program Disk of *Where in Time is Carmen Sandiego?* in Drive 1 and the Country Disk in Drive 2. Reboot your system by pressing, Control, Reset or by turning the power off and back on. The program will load into memory and run through a title sequence. Press any key to continue. You will be prompted to turn the disk over. Press any key to continue. If you are using the 3.5 inch version of *Where in Time is Carmen Sandiego?* you will only have a single disk.

When are they going to invent the chair?

Temple at Horyu-ji built

600

Nazca lines in Peru

650

For one disk drive: Insert Program Disk, Side A of *Where in Time is Carmen Sandiego?* Reboot your system by pressing , Reset or by turning the power off and back on. The program will load into memory and run through a title sequence. Press any key to continue. You will be prompted to turn the disk over. If you are using the 3.5 inch version of *Where in Time is Carmen Sandiego?* you will only have a single disk. During the game you will be prompted to exchange the Program Disk for the Country Disk at theappropriate times. If you are using the 3.5 inch version of *Where in Time is Carmen Sandiego?* you will only have a single disk.

Special Keys
These key combinations can be used to select these special functions:

   - S   Toggles sound on/off
   - Q   Quits the game
   - K   Selects keyboard

Using The Program

To select an on-screen item use either the cursor keys or the spacebar on the keyboard, a joystick, or a mouse. When the on-screen arrow is over your selection, press ENTER or <–I, button #1 on your joystick, or click your mouse.

Don't forget Mom's birthday!

I'm going to get that tailor!

700

750

800

9

Anasazi Pueblos

Wang Wei paintings

Working at Acme

Signing In

You begin the game in the lobby of the Acme Detective Agency. Enter the elevator and go up to the Personnel office on the second floor. Sign the Acme Detective Agency Liability Release Form. If you make a mistake while signing the Release Form use the Delete key (Backspace on IBM) to erase your mistake and then retype your name. You will be issued your Chronoskimmer and then go on to get your assignment. If you have already signed the Release Form, you should enter the Authorized Personnel area instead and find your name on the Duty Roster.

The Duty Roster has room for 24 detectives. If a 25th detective attempts to sign in, you will be alerted that there is no room available on the Roster, and you will be given the opportunity to remove some of the names on the Roster. You can also remove names from the Roster by visiting the records room in the basement.

Resuming a Saved Case

If a case has been previously saved under the name you select from

RUSSIAN
CAPITAL AT
NOVGOROD

800   850

the Duty Roster you will be asked if you want to resume that case. If you do, your Chronoskimmer will refresh your memory as to the state of the case when you left it, and transport you to the location and time you were at when you saved the case in progress. If you don't resume the case in progress, it will be lost when you start a new case. A case in progress can be saved when you select Abort and then select Save Case.

Your assignment

Your Chronoskimmer will run through its on-board diagnostics and then connect you with the Chief who will issue you your assignment. You'll be told what treasure was stolen, where it was stolen from and when, whether the criminal was a man or a woman, and how much time the Federal Time Travel Commission has authorized for the use of your Chronoskimmer.

Object of the Game

The thief is heading for a hideout in one of 48 locations in time and space. There are sixteen possible suspects for the crime. To win the game and advance your career, you must accomplish two tasks before your deadline:

1) Track the criminal's movements to his or her final destination. You'll have to use the clues you find in each location to determine where the criminal is going next.

2) Identify the criminal and get a warrant for his or her arrest. You'll get clues to the criminal's identity as you interview witnesses and find objects during your pursuit.

Warrants are issued based on information you've entered in the Evidence

Suspect has
blue eyes and
black hair

Chronoskimmer User's Manual

The Buttons

The buttons in the lower right front panel control the Chronoskimmer.

Travel button (Time Leap in Apple version)

When you select the Travel button, the Chronoskimmer displays the destination panel. This contains the locations and eras that you can travel to from your current location. Note that there are four possible destinations, each with its own location and time period. The Chronoskimmer communication window control buttons are labeled with the names of the possible destinations. Selecting one of these control buttons activates the Warp Sequence that transfers you to that destination. You can use the Travel button to check on the possible destinations to assist you in evaluating a clue. If you are not ready to warp out, you can hide the destination panel by pressing Escape, selecting Exit, clicking the right mouse button, or selecting one of the other Chronoskimmer front panel buttons (joystick or mouse only).

Search button (Clue in Apple version)

Selecting the Search button lets you interrogate witnesses or informants and scan the crime scene for clues to the villain's next destination. In addition, they will provide you with information about the villain's appearance and character traits.

Chimu Castle
at Chan Chan

Crossbow found
at scene of crime

1100   1150   1200

Database. Therefore, as you find clues to the criminal's identity, be sure to log them in the Evidence Database. The use of the Chronoskimmer and the Evidence Database will be explained fully in the next section - Chronoskimmer User's Manual.

You must obtain a warrant for the guilty criminal before you catch up with him or her. Otherwise, the criminal will escape and you may want to reconsider your career as a detective.

As you complete cases you will receive promotions. You start as a Time Cadet, and as you move up the ranks you will become a Time Patroller, Time Investigator, Time Inspector, Time Detective, Ace Time Detective, and Super Time Sleuth. If you have installed the program on a hard disk, at each promotion you will need to insert the Program Disk. Completing your course of duty as a Super Time Sleuth will allow you to be inducted into the Hall of Fame. You can view the list of Hall of Famers on the fifth floor. Once you've been inducted into the Hall of Fame and have solved 80 cases, you are retired from active duty. You can continue to serve Acme by signing in under an alias, a good idea as Carmen's gang may be after you.

Only 37 more hours to solve the case!

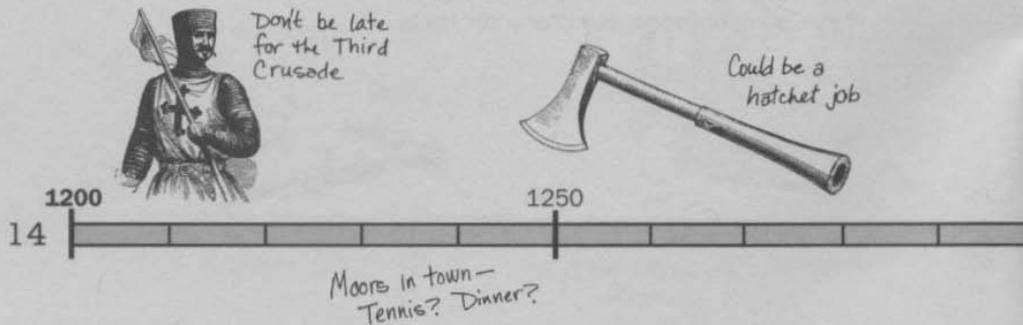**1000**   **1050**

BATTLE
OF
HASTINGS
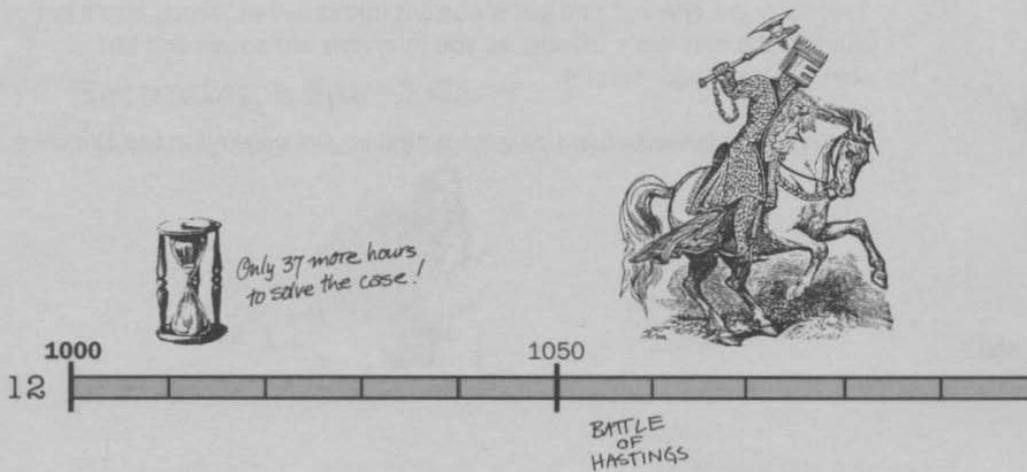
When you click the Search button, three choices appear next to the control buttons. Two of the selections allow you to question witnesses or informants. The third searches the scene for physical clues. Some Scanner button clues contain graphics, some text. Each button will provide you with a different clue. You may not need all of the clues to determine the next location to travel to, but you may miss a character clue if you skip some. Only the top two buttons contain character clues. Checking them all will cost you more time; it's up to you as a detective to decide which is more important. You can leave the Search mode by pressing Escape, selecting Exit, clicking the right mouse button, or selecting another Chronoskimmer front panel button (joystick or mouse only).

Be sure to log all of the character clues you collect in the Evidence Database. You'll need them to obtain a warrant. For more information on deciphering clues, and suggestions for using *The New American Desk Encyclopedia*, see the section titled From the Desk of the Chief.

Data button

Selecting the Data button lets you use the Chronoskimmer to enter Evidence and view the Dossiers. Each dossier contains a list of the gang member's sex, hair and eye color, and favorite artist and author.

The Chronoskimmer also contains the Evidence Database. You use this to log all of the character clues you uncover during your investigation. Select the character trait you wish to log. Pressing ENTER, the joystick button, or clicking the left mouse button will cycle through the list of character traits contained in the Evidence Database. Stop when the trait you have uncovered is shown.

Don't be late for the Third Crusade

Could be a hatchet job

1200

1250

Moors in town —
Tennis? Dinner?

Once you've collected enough clues you can apply for a warrant by selecting the Compute button in the Evidence Database. This checks your notes in the database against all of the gang's dossiers. If it finds a single match you are issued a warrant. This also activates the Capture Robot. If more than one gang member's dossier matches the clues you've entered, you are given a list of possible suspects. You'll need to collect more clues to get a warrant issued.

Note: Only one warrant can be active at a time. If you modify or add to the Evidence Database and then choose Compute, any existing warrant may be voided even if no new warrant is issued.

You can leave the Evidence Database by pressing Escape, selecting Exit, clicking the right mouse button, or selecting one of the other Chronoskimmer front panel buttons (joystick or mouse only).

Abort button

Selecting the Abort button lets you Save the current case, or Quit the game without saving the case in progress. If you've selected Abort by mistake you can cancel your selection by pressing Escape, selecting Exit, clicking the right mouse button, or selecting one of the other Chronoskimmer front panel buttons (joystick or mouse only).

Didn't I see you last week in the 9th century?

YOU ARE HERE

1300

1350

1400

15

TAMERLANE
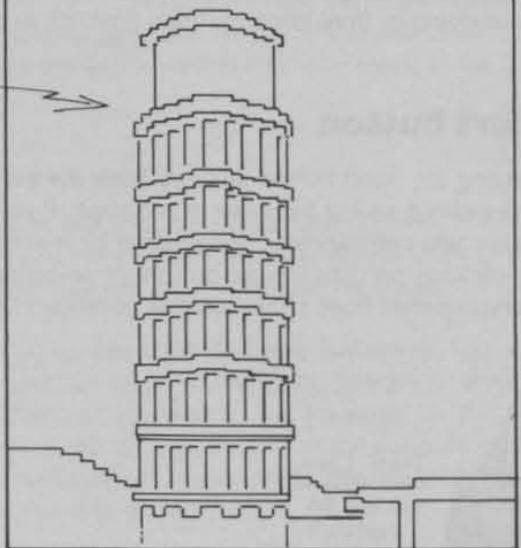SACKS DELHI

CHRONOSKIMMER MODEL 325i

CURRENT LOCATION

SELECTION BUTTONS

DATE DISPLAY

Italy

0 1 3 3 1 A D 0

LOCATION
WINDOW

← Witness
← Informant
← Scanner

COMMUNICATION WINDOW

← Exit

325i Chronoskimmer

TIME REMAINING
46 HRS

TIME REMAINING

TRAVEL SEARCH DATA ABORT

NOTE:

C-325i MODEL INCLUDES
AEON POWER MODULE AND
FLASHBACK-1 CIRCUITRY.
ALSO INCLUDES SAFE-T-LAND
FEATURE™ AND 911s CAPTURE
ROBOT BY RR INC.

TRAVEL/TIME LEAP BUTTON

DATA BUTTON
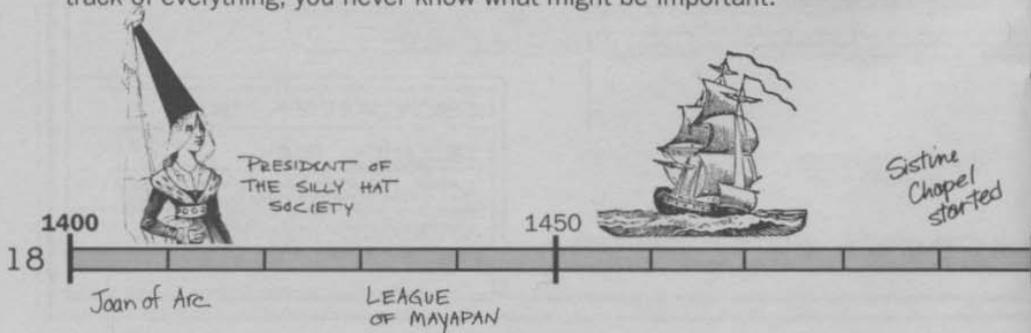
SEARCH/CLUE BUTTON   ABORT BUTTON

From the Desk
of the Chief

Remember to work quickly. Keep track of the time left on the Chronoskimmer control panel. The Federal Time Travel Commission has never granted an extension on authorized hours for solving a crime. Don't waste time traveling to destinations unless you're sure it's the one to which the suspect has fled.

You'll know you are on the right track when you see a suspicious person or occurrence on the location panel. The suspect uses other V.I.L.E. gang members to check you out when you are getting close. If you interrogate a witness and they know nothing, you're probably in the wrong location.

Beware of sneak attacks - they mean you're closing in on your suspect's hideout. Make sure that you've got a warrant before you close in or else the criminal will get away. You may want to return to the previous location to gather more clues or obtain a warrant.

It's a good idea to keep notes on paper as you gather clues. Not all of the clues are contained in *The New American Desk Encyclopedia*. You will find additional location clues in the destination descriptions that appear in the communication window on your Chronoskimmer. Keep track of everything, you never know what might be important.

PRESIDENT OF
THE SILLY HAT
SOCIETY

Sistine
Chapel
started

1400

1450

Joan of Arc

LEAGUE
OF MAYAPAN

Don't get discouraged. Even an Ace Detective can't solve every case. The more you play, the better you'll get. Remember that as you rise up in the ranks, the cases become more difficult.

Deciphering Clues

The key to your success in tracking Carmen and her gang is to decipher the clues you find accurately and efficiently. Remember that you may be able to decipher clues with information from both *The New American Desk Encyclopedia* and the on-screen descriptions of each destination.

You'll find it easier to locate the information you need for your investigation if you become familiar with your *The New American Desk Encyclopedia.* Take a moment to look at the section "How to Use" at the beginning of the *Encyclopedia.* When you look up an item, you may want to note those additional items cross-referenced in the entry. Cross-references are in SMALL CAPS.

Although solutions to all clues can be found by using the on-screen descriptions or *The New American Desk Encyclopedia,* you may also want to use other reference books to help in your investigation.

Deciphering A Sample Clue

Here's how I teach my detectives to solve a clue: If your investigations don't lead you to any immediate conclusions, consider checking possible destinations by looking at the destination panel.

For example, let's say you use the Scanner button, and the clue is: "You find a telescope." This doesn't bring a specific destination immediately to mind. To narrow down the possibilities you check the

Tomato native to South America— introduced to Europe 16th century
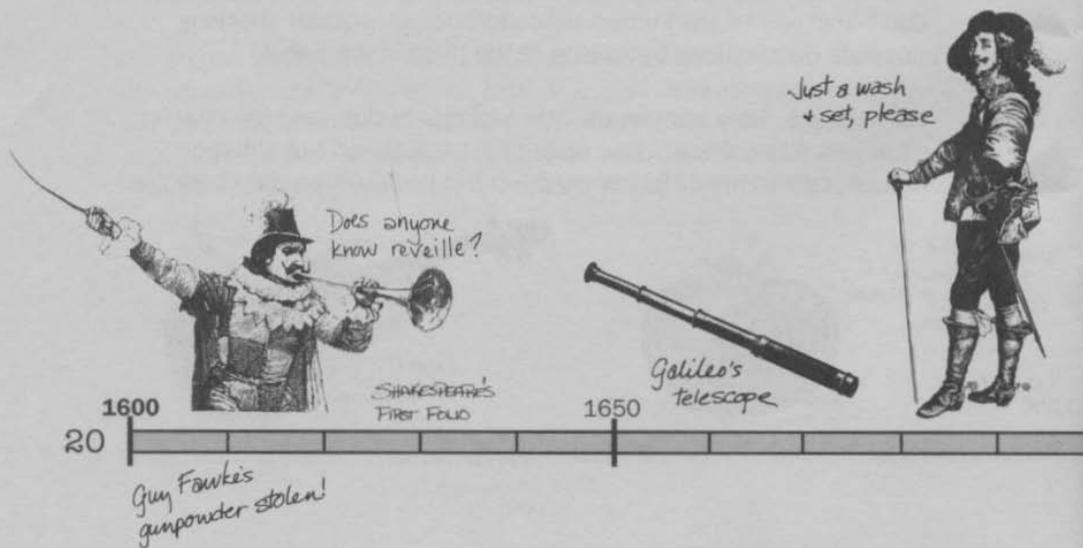
AMATI WORKSHOP

1500

1550

1600

19

location panel and find four locations/times: India 1700-1899, Spain 1900-1959, Japan 400-1299, and Italy 1300-1699.

With these possible destinations in mind, look up "telescope". Reading through the entry, you find cross-references to "astronomy" and "Galileo", but nothing that helps narrow down the search. Looking up "astronomy", you find several location references: Babylonia, China, and Egypt, all prior to 2000 B.C., too early for your use. Other references include Greece (not in the destination panel list) and a second cross-reference to "Galileo." Time to look him up.

The entry for Galileo shows that he was an Italian who lived from 1564 to 1642, and that he was the first to use the telescope for astronomical observations. Both his location and time match one of the destinations found on the destination panel. Time to take a trip to Italy.

If some clues seem harder than this to solve, you can widen your investigation by either doing a second or third scan of the area, or questioning witnesses. For example, doing a second scan in this case would turn up the clue: " 'Galileo Galilei' is scratched on the side of the telescope", and a third scan would get you: "The telescope was manufactured in 1609." Remember, however, that you've got a deadline and investigating takes up valuable time.

The Chief

Just a wash + set, please

Does anyone know reveille?

1600

SHAKESPEARE'S FIRST FOLIO

1650 *Galileo's telescope*

20

Guy Fawkes gunpowder stolen!

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Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of *Where in Time is Carmen Sandiego?* 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 415/492-3500 between the hours of 8 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).

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Carmen is partial
to crown jewels

Witness says
suspect has
black hair.

1700   1750   1800

21

Mt. Fuji
erupts

Limitations on Warranty

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Get fitted
for Obi

Need
coach
schedule

1800

1850
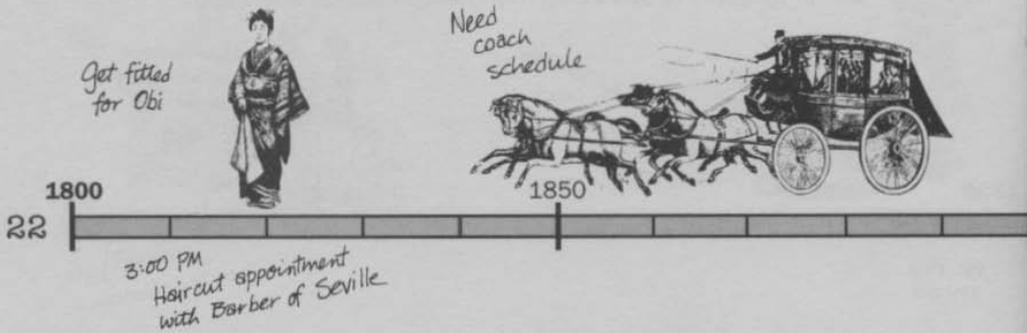
3:00 PM
Haircut appointment
with Barber of Seville

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Strange!
I see a
great past!

1900   1950   2000

23

Horseback
riding with
Pancho Villa

WHERE IN TIME IS CARMEN SANDIEGO?™

"Auntie" Bellum
Inmate Number: 5150502
Occupation: Professional Southerner—won't even walk on the north side of the street.
Hair: Blond
Eyes: Hazel

Earl E. Bird
Inmate Number: 0090012
Occupation: Uses his worm ranch as a cover for his illegal activities.
Hair: Red
Eyes: Brown

Justin Case
Inmate Number: 0000002
Occupation: Flamboyant lawyer specializing in pre-need lawsuits for accident cases.
Hair: Black
Eyes: Blue

Molly Coddle
Inmate Number: 6723492
Occupation: A sinister nanny—the hoodlum version of Mary Poppins.
Hair: Brown
Eyes: Blue

Lee and Bill Ding
Inmate Number: 7341267 (Lee), 7341268 (Bill)
Occupation: Identical twins; Lee Ding is an authority on crime and "Big" Bill Ding is in construction.
Hair: Red
Eyes: Gray

Ernest Endeavor
Inmate Number: 4923000 + 1
Occupation: Door-to-door cello salesman.
Hair: Blond
Eyes: Blue

Lynn Gweeny
Inmate Number: 8008008
Occupation: Owner of Lot O' Bologna Delicatessen, a well-known hoodlum hangout.
Hair: Black
Eyes: Gray

Russ T. Hinge
Inmate Number: 1231235
Occupation: Handyman and safecracker. A bad egg, so crooked he once picked his own pocket.
Hair: Blond
Eyes: Hazel

Nosmo King
Inmate Number: 9432417
Occupation: Sells fake Mood rings and Polyester toupees by mail.
Hair: Brown
Eyes: Hazel

Rudy LePay
Inmate Number: 76378224
Occupation: Ex-Parisian Cab Driver. His driving scares his victims into emptying their wallets.
Hair: Brown
Eyes: Gray

Kari Meback
Inmate Number: 3924671
Occupation: Also known as "The Virginia Creeper." A cat burglaress who is unable to sell the kitties after she's stolen them.
Hair: Brown
Eyes: Brown

Minnie Series
Inmate Number: 1000000
Occupation: Fading movie star appears in the soap opera "As All My Children Turn on Me, I'm Entering General Hospital."
Hair: Blond
Eyes: Blue

Sybil Servant
Inmate Number: 1472944
Occupation: Former Bureau of Standards employee. Created the wrapper that makes candy bars appear twice as big as they really are.
Hair: Red
Eyes: Gray

Sharon Sharalike
Inmate Number: 6836821 × 1243731
Occupation: Drives the "Howdy Harley" welcoming newcomers to the neighborhood. Tacky!!
Hair: Red
Eyes: Hazel

Gene Yuss
Inmate Number: 0021793
Occupation: Sells dehydrated water and liquid ice to campers.
Hair: Black
Eyes: Brown

Carmen Sandiego
Inmate Number: 94327007
Occupation: Professional Ringleader.
Hair: Black
Eyes: Brown

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