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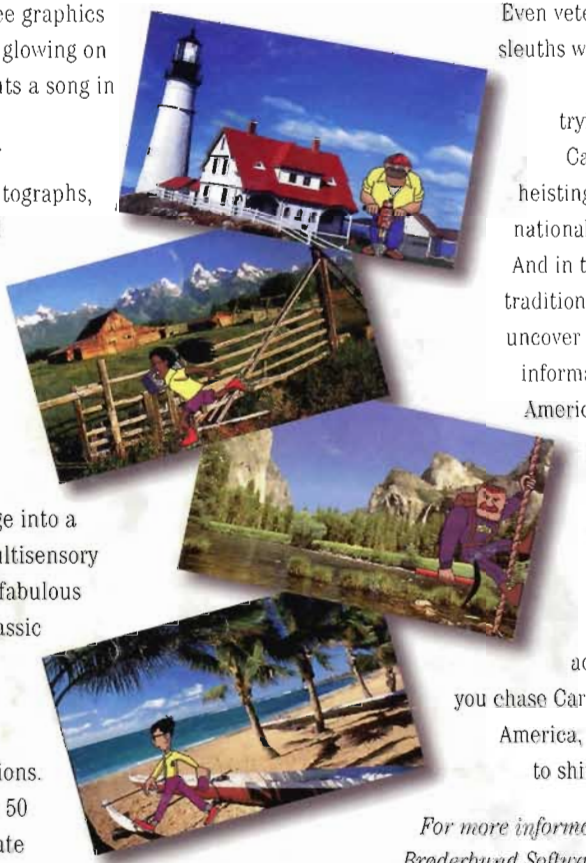

You will plunge into a star-spangled multisensory experience with fabulous sound effects, classic American music from each state, and dozens of hilarious animations. Plus, you'll enjoy 50 topographical state maps and hundreds of entertaining clues spoken in regional dialects.

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!

For more information about Brøderbund Software and our products, call us at (800) 521-6263.

All photos taken from actual screen shots.

Available for MPC (Windows) and Macintosh CD-ROM.

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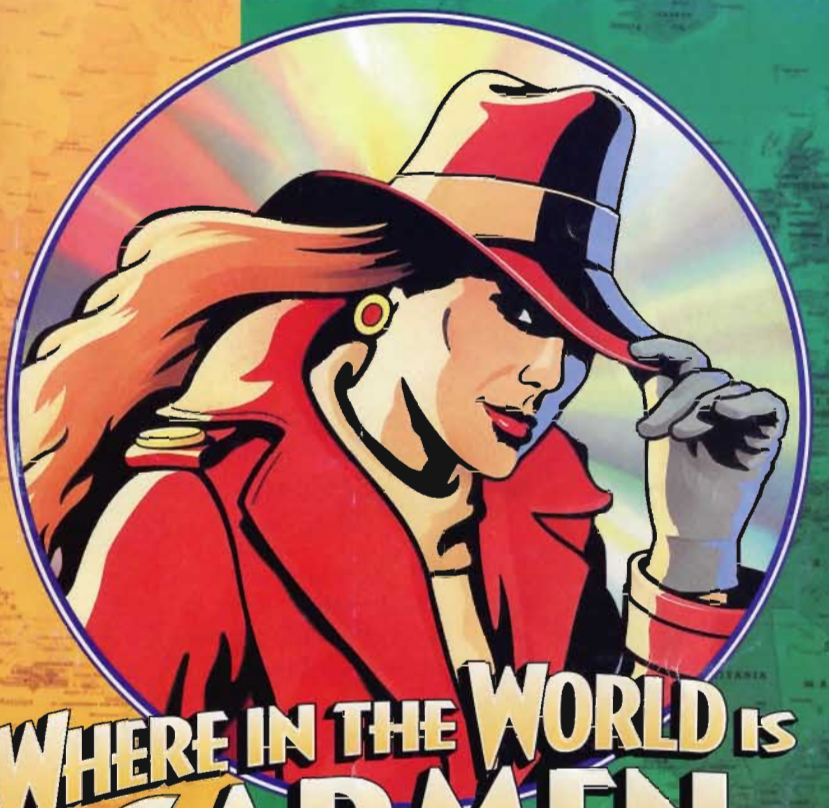

WHERE IN THE WORLD IS CARMEN SANDIEGO? CD-ROM

THE COMPLETE CRIMESTOPPER'S GUIDE

MPC (WINDOWS™) AND MACINTOSH CD-ROM

Brøderbund

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Smithsonian / Folkways Recordings

Location Photography Courtesy Of
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Welcome to ACME

Well kid, you've come out of the Training Academy with flying colors, but this is the real thing. Have you got what it takes to be an ACME field agent? We'll soon find out.

Priceless treasures are disappearing all over the world. We're up against the most devious bunch of thieves we've ever faced. If you can help round up Carmen Sandiego and her gang, we'll both look good, and you'll be promoted fast.

Wondering how things work around here, Rookie? Here's the quick low-down on what's in store for you:

- Install the game on your computer (see page 5) and start up *Where in the World is Carmen Sandiego?* You can interrupt the title sequence at any time by clicking on the mouse button.
- Sign in using your name or alias.
- Read the case file that comes up; then press the TRAVEL autodial button on the Videophone.
- When you reach the scene of the crime, snoop around for clues — follow up on the leads shown on the yellow Note Pad. They're certain to point you in the villain's direction. They'll help you identify the crook, too.
- The Employee Travel Service will give you a list of possible destinations for the crook, but it's up to you to figure out which path to follow.
- As you gather information, keep your eyes peeled for personal details about the suspect. If a witness mentions the villain's hair color or hints at a hobby, enter it in the *EVIDENCE* database. When you think you have enough evidence, press the *WARRANT* or *SEND* button. If you've identified the crook, Warren the Warrant Robot will issue a warrant. If not, go back and snoop around some more!

Remember that a warrant is crucial. Without it, you can't arrest the thief even if you catch up with him or her.

OK, Rookie, coffee break's over. Get out there and go after Carmen Sandiego and her gang. Who knows what kind of trouble they're causing at this very moment!

The Chief

Getting Up and Running

The CD for *Where in the World is Carmen Sandiego?* comes in two formats — MPC (Windows) and Macintosh. This manual covers both versions, so look below for the section that applies to you.

MPC (Windows)

Hardware requirements:

- IBM/Tandy or 100% compatible
- 20 MHz 386SX or faster
- 4MB of RAM
- Windows 3.1
- MS-DOS 5.0 or higher
- SuperVGA (640 x 480, 256 colors)
- CD-ROM drive
- MPC-compliant sound device
- Mouse and hard drive

Before playing *Where in the World is Carmen Sandiego?*, you must first install a small portion of the program onto your hard disk. The installation process requires approximately one megabyte of hard disk space. This operation makes it possible for you to save games in progress, to establish a detective roster, and to enter the Hall of Fame.

To install the game, begin at the Windows Program Manager. If you are not familiar with the Program Manager, consult your Windows manual. Insert the compact disc (located in the jewel case in your package) into your CD-ROM drive (using a disc caddy if appropriate).

Select *Run* under the *File* menu. In the line labeled *Command Line:* type:

D:\INSTALL
or
E:\INSTALL

(depending on whether your CD-ROM drive is located at D or E) and click on the *OK* button.

The install program will create a default directory, C:\WORLDMPC, and will then copy a number of files from the CD to this directory. If you wish, you may specify another directory during the install program. The install program will create a program item called *Where in the World is Carmen? MPC* within a program group named *Brøderbund Software.* To play, double-click on the *Where in the World is Carmen? MPC* icon.

You may also run the program by choosing *Run* from the *File* menu of either the Program Manager or the File Manager. In the line labeled *Command Line:* type:

C:\WORLDMPC\CARMEN

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

To learn more about the world music and photographs in the product, double-click on the *World Source Information* icon located in the *Brøderbund Software* program group. This program allows you to tour through the music and photographs for any country in the game, and to read background information about each song and picture.

Macintosh

Hardware requirements:

- 8-bit video support (256 colors or shades of gray)
- Color or gray-scale monitor
- 4MB RAM with 2.5MB available
- CD-ROM drive
- System 6.0.7 or higher

Before running the program, make sure that your monitor is set to display 256 colors. To do this, select *Control Panels* from your Apple menu, double-click on the *Monitors* icon and select 256 colors. If you do not see 256 colors as an option, you may need to install additional VRAM into your Macintosh.

To play the game, simply insert the compact disc (located in the jewel case in your package) into your CD-ROM drive (using a disc caddy if appropriate). Double-click on the *Where in the World is Carmen?* icon that appears on your desktop.

While playing the game, if you would like to switch off the menu bar at the top of the screen, pull down the *Options* menu and select *Hide Menu Bar.*

To learn more about the world music and photographs in the product, double-click on the *World Source Information* icon. This program allows you to tour through the music and photographs for any country in the game, and to read background information about each song and picture.

If You Can't Get Started

OK, so you followed the instructions in "Getting Up and Running," and you're still having problems installing or running *Where in the World is Carmen Sandiego?* Don't despair. This chapter has advice on how to get the game up and running. Some of the sections refer to MPC (Windows), and others to Macintosh. If the advice here doesn't solve your problem, see the last section of this chapter, "When All Else Fails," to learn how to contact the Brøderbund Technical Support Department.

MPC (Windows)

Not Enough Memory

Where in the World is Carmen Sandiego? requires that Windows has a total of 4,096KB (4MB) of free memory. This amount may be a combination of physical and virtual memory. To check the amount of free memory currently available to Windows, begin at the Windows Program Manager. Select *About Program Manager* from the *Help* menu. At the bottom of the information box will be a line titled *Memory* which will show the amount of free memory (in KB) available to Windows.

If the total memory available to Windows is less than 4,096KB, try either shutting down other applications that may be running or increasing the size of your Windows Swap File (virtual memory). For additional information on these procedures, please refer to your Windows manual or the Carmen MPC Trouble Shooting Guide included with your program.

Sound Problems

- If you are unable to hear music or sound effects from the game, check to see if you have Windows sound drivers installed. To do this, begin at the Windows Program Manager. Double-click on the *Control Panel* icon located in the *Main* program group. Double-click on the *Sound* icon to open the Sound Control Panel.

- If the items listed in the *Events* or *Files* dialog boxes are black, click on the *Test* button. If you do not hear event sounds, make sure your cables are fastened securely and that the volume controls on your sound device and speakers are set high enough to be audible.

• If the items listed in the *Events* or *Files* dialog boxes are grayed out, then Windows drivers for your sound device have not been properly installed. Please refer to the manual that came with your sound device for instructions on installing Windows sound drivers.

Video Display Problems
For the game to display properly, your Windows video driver MUST be set to display 256 colors. The game will not function with video drivers set to thousands or millions of colors. For instructions on changing Windows video display drivers, please refer to your Windows manual or the manual that came with your video board.

Macintosh

Not Enough Memory
The game requires a total of 2,500KB of available memory to run. To check the amount of available memory, go to the Apple menu and select *About This Macintosh* (if you are using System 7), *About the Finder* (if you are using System 6.0.7 or 6.0.8), or *About This Computer* (if you are using a Performa).

You can free up additional memory by quitting other applications that may be running, or by disabling System Extensions. For additional information on disabling System Extensions, please refer to your Macintosh manual.

Sound Problems
If you are unable to hear music or sound effects from the game, you should check to see that the volume control in your Sound Control Panel is set high enough to be audible. To do this, select *Control Panels* from your Apple menu, double-click on the *Sound* icon and set the volume to a higher number.

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) 382-4747 between 7 a.m. and 5 p.m. Pacific Time. We will do our very best to help you solve the problem. If possible, have the computer near your phone and already started up. Be prepared to give us a detailed description of what happens when you try to run the program.

Be an Effective Detective

Before you can round up Carmen and her accomplices, you need to know a few tricks of the detective trade:

Object of the Game

In each of your cases, a wily crook from V.I.L.E. (Villains International League of Evil — a.k.a. Carmen's gang) has stolen a priceless treasure from an exotic location somewhere in the world. The thief is headed to his or her hideout, which could be anywhere in the world. The robber takes evasive action, trying to shake off any pursuers. It takes a clever detective to follow the trail to the thief's hideout. There are 20 crooks in Carmen's gang; you will chase one of them per case.

To solve a case, you must:

• Identify the thief and obtain an arrest warrant.

AND

• Track the crook to his or her hideout before time runs out.

☛ Note: The case isn't solved when you obtain a warrant. You must follow the villain until you can catch and arrest him or her. If you have a warrant for the correct culprit, then you've got an iron-clad case. But, if you arrest a criminal without first obtaining a valid warrant, your case will be thrown out of court!

Signing In

To start your first case, sign in on the Dataminder with your name or a favorite alias. You can either type it out or use the mouse to click on the letters to spell the name. When you're done, click the *SEND* button on the Dataminder to check in at ACME Headquarters.

Your Assignment

After you sign in, The Chief will contact you from ACME Headquarters to brief you on the case. The Case File will slide up with the low-down on the stolen item, your rank, and your deadline for solving the case.

Review the Case File, and then click the *TRAVEL* button on the Videophone to call the Employee Travel Service. You'll be flown to the scene of the crime to begin snooping around.

Gathering Clues

When you reach the crime scene, the yellow Note Pad on the Videophone will display several possible sources of

information. Click these to question a witness, examine a clue, or receive a briefing from ACME's Crime Net.

You'll quickly see that some clues point toward the crook's next destination, while others help you identify which villain committed the theft.

Investigating a clue or talking to a witness takes up a little of your precious time, so you must decide whether to investigate all sources of information or just some of them. It's a tough call, but that's what you're here for.

Obtaining a Warrant

Getting an arrest warrant is a two-step process. First, collect and record all the available evidence about the crook's identity. To record evidence, click the *EVIDENCE* button. Once you think you have enough evidence to identify a suspect, call in for a warrant using the *WARRANT* button. See the section "Your Amazing ACME Equipment" for details on using the Videophone. You must have a valid warrant to make an arrest when you finally reach the thief's hideout.

If you do obtain a valid warrant, you're only partway there! You still need to track the crook to his or her hideout. Keep moving, Gumshoe, the trail's getting colder every minute!

☛ Note: When recording evidence, chose the character traits carefully. If you enter wrong information, you may wind up identifying the wrong crook. If you obtain a warrant for the wrong suspect and then track down the correct villain, he or she will get away since your warrant is not valid.

Traveling to the Next Location

When you're ready to scope out another locale, click the *TRAVEL* button on the Videophone to contact the Employee Travel Service. A map of the world will appear, showing all possible destinations from your current location. The list of cities will also appear in the Dataminder. Click on your chosen destination (either on the map or in the Dataminder), and you'll be quickly winging your way to that city.

Take note, Rookie. You can use the *TRAVEL* button to preview the list of possible destinations without actually traveling to any of them. You can get back to the Dataminder by clicking the *CANCEL* button.

Upon your arrival at a location, the Dataminder will give a description of the country to help you become familiar with your new surroundings. Take a minute to read the description — you never know when it might come in handy.

Tracking Down the Culprit

When you arrive at a new locale, you'll soon discover that it falls into one of three categories:

1) The crook stopped here briefly on the way to his or her hideout. If this is the case, you'll spot one of Carmen's local henchmen. You'll also find clues here, but watch your back!

2) The crook was never here. In this case, the locals will be clueless, and so will you. You'll need to return to your last location or choose another destination and try again.

3) This is the crook's final destination and the hideout is nearby. In this case, make sure you have a valid warrant. If you don't have one, click the *WARRANT* button pronto!

Promotions

You begin your career at ACME Detective Agency with the rank of Gumshoe. As you capture members of Carmen's gang and put them behind bars, you'll be promoted through a series of eight ranks until you reach Super Sleuth. At this level, you'll get a crack at catching Carmen herself. If you *do* catch her, then you'll be inducted into the Hall of Fame. You can continue to play under the same name for as long as you like, but rather than receiving additional promotions, you'll receive a commendation after every ten additional successful cases. Each rank requires that you solve a specific number of cases before you earn your next promotion:

Rank	Minimum Number of Cases Solved
Gumshoe	0
Investigator	1
Senior Investigator	5
Inspector	10
Senior Inspector	16
Detective	23
Master Detective	31
Super Sleuth	40

Rising to the Challenge As You Rise in Rank

As you rise in rank, your cases gradually grow more challenging, and the culprits more elusive. The clues you investigate as a high-level detective will be considerably more demanding than the ones you discovered as a Gumshoe.

Periodically, your efforts to imprison all of Carmen's gang will be set back by a major jailbreak. When this happens, keep a stiff upper lip and put them all back in the slammer where they belong!

Ending A Game

When you're ready to knock off for a while, click the *POWER* button. A message will appear in the Dataminder telling you to click *SEND* to stop playing or *CANCEL* to continue playing.

You can also leave the game by holding down the Control key and pressing Q. On the Macintosh, hold down the Command key (⌘) and press Q. If you leave the game before you've nabbed the crook, the case you have been working on will automatically be saved under your name or alias.

If you don't want to leave the game, but you do want to sign in as a different detective, just fly back to ACME Headquarters. Once you arrive, press *CANCEL* to assign a new detective.

Resuming a Saved Game

When you have saved a game, the next time you sign in with your name or alias, you'll be asked if you want to continue the saved case. If you do, then click the *SEND* button and pick up the saved case where you left off. If you don't want to, then click the *CANCEL* button and the saved case will be wiped off the books. Don't worry, though — the rest of your detective career history will remain in ACME's records.

Your Amazing ACME Equipment

As a vital member of the ACME crime-fighting team, you've been given the most up-to-date sleuthing equipment available. Here's the scoop on how to get the most out of your ACME CrimeStopper Gadget, including the Videophone, the Dataminder, and the Note Pad.

Videophone

The Videophone is your hotline to ACME Headquarters. Use it to make travel arrangements, obtain warrants, and get tips from other ACME agents.

The key parts of the Videophone are the following:

Power Button
Your entire ACME CrimeStopper Gadget automatically turns on each time you begin a game session. When you want to stop playing, click the *POWER* button, or press Control-Q. On the Macintosh, click the *POWER* button or press ⌘-Q. If you quit in the middle of a case, your case will automatically be saved. The next time you sign in under the same name, you will be given the opportunity to resume the case.

Digital Clock
The digital clock on the Videophone tells you the current time and day of the week in the case you are investigating. You have only six days to solve each case, so keep an eye on the clock!

Mute Button
The *MUTE* button on your Videophone turns all the sounds off and on. If you want to shut off the Folk music, but continue to hear all the other sound effects, click on the *OPTIONS* button in the Dataminder.

Travel Button
After you get the low-down on the case from The Chief, click the *TRAVEL* button to get started. The Employee Travel Service will automatically send you to your first destination. From that point on, click the *TRAVEL* button in the Dataminder to see a list of destinations where ACME intelligence reports suggest the villain may have traveled. The same locations will be shown on the map above the Dataminder.

If you're ready to travel to a city, then click on the city name, either in the Dataminder or on the map. If you're not ready to travel, click the *CANCEL* button. This enables you to review the list of possible destinations.

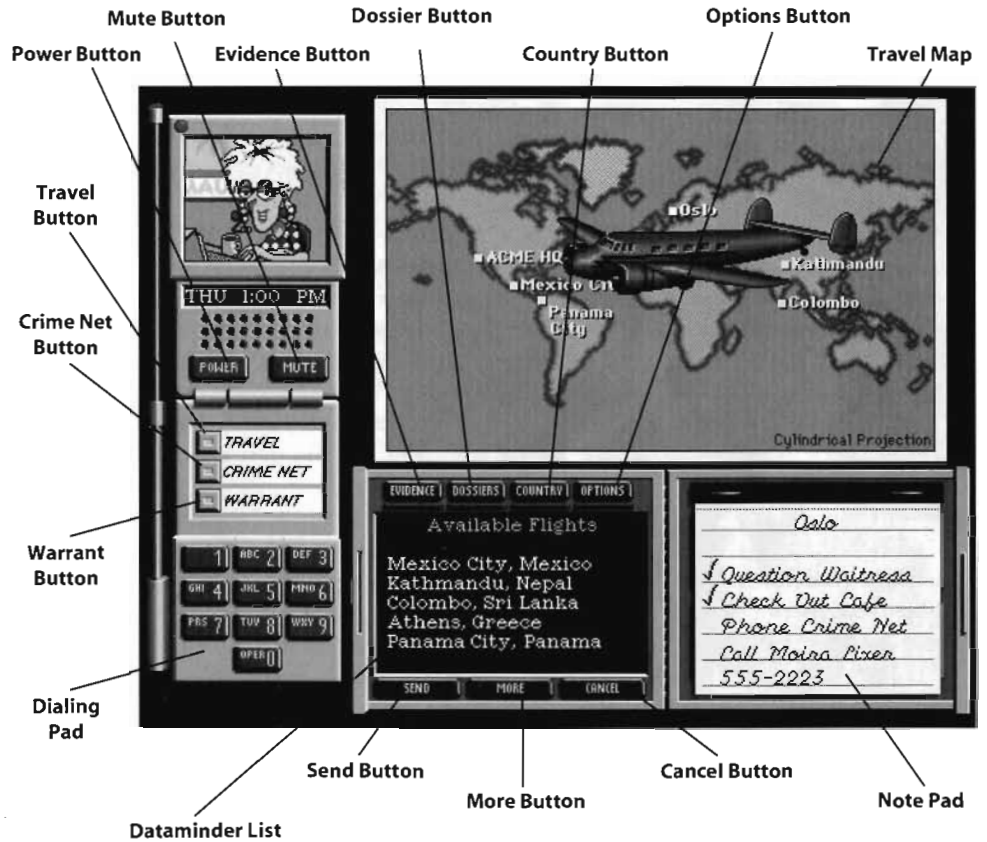
ACME Headquarters is always shown as a possible destination. Travel back to ACME if you want to start a new case or assign a new detective to a case.

Crime Net Button
Call Crime Net to contact other ACME agents who may have unearthed clues that pertain to your case. You can either click the *CRIME NET* autodial button on the Videophone or click the Crime Net option on the ACME Note Pad.

Warrant Button
Clicking the *WARRANT* autodial button connects you with Warren, ACME's Warrant Robot. He'll ask you to transmit your evidence by clicking the *SEND* button on the Dataminder. Before transmitting, you must record your evidence. (See the section on the *EVIDENCE* button below.)

If Warren sends a list of suspects, you will need to dig up more evidence before he'll issue a warrant. If Warren says, "Data eliminates all suspects," then some of your evidence is false. You should backtrack to re-question witnesses and re-examine clues.

Note: You must obtain a warrant before you can arrest a crook. Many



rookie detectives have let culprits slip away because they have forgotten to get warrants. Any judge will tell you, "Without a warrant, you can't get a conviction."

Dialing Pad
The Videophone's dialing pad enables you to directly dial the number of any informant whose name appears on the Note Pad.

Video Screen
Each time you place or receive a call with your Videophone, a person will appear on the video screen. This person may be an ACME employee, or it may be an ACME informant in the field. In either case, you should receive information that will help you solve your case.

Dataminder

The Dataminder component of your ACME CrimeStopper Gadget has many uses. It can help you store and transmit evidence, examine the dossiers of known V.I.L.E. gang members, and tour the ACME Hall of Fame.

The key parts of the Dataminder are the following:

Evidence Button
You must have a warrant to arrest the crook you are chasing. To get this warrant, you must gather enough evidence to identify the thief. The evidence falls into one of seven categories: gender, hair color, eye color, hobby, favorite food, unusual feature, and preferred vehicle. When you learn any such details about the villain, click the *EVIDENCE* button. Then click the appropriate category name (Hair, for example) to cycle through the list of possibilities. You don't have to find evidence for each category before you call in for a warrant — you just need enough to eliminate all the suspects but one.

When you think you have enough evidence to pinpoint a suspect, click the *WARRANT* button or the *SEND* button. If you've identified a crook, Warren will issue a warrant. If he doesn't give you a warrant, then you need to gather more evidence.

Dossiers Button
Clicking the *DOSSIERS* button lets you see personal information about each member of Carmen's gang. A partial list of the gang appears in the Dataminder. To see the rest of the names, click the *MORE* button. To see any suspect's picture and data, click on his or her name.

Country Button
The *COUNTRY* button provides you with additional information about countries that are known to have V.I.L.E. bases. When you click the *COUNTRY* button, a list of countries appears in the Dataminder. Click the flashing *MORE* button to see more country names. When you click on the name of a country, additional information will appear in the Dataminder, along with a map of the surrounding region.

To leave Country mode, click the *CANCEL* button. The description of your current location will reappear in the Dataminder.

Options Button
The *OPTIONS* button activates several features of the Dataminder — *Case Details, Travel Log, Detective Roster, ACME Hall of Fame,* and *About Carmen.* You can also use it to turn the folk music off and on.

Case Details enables you to review the basic details of the case, such as your deadline for nabbing the thief.

The *Travel Log* option enables you to see a list of all the cities you have visited thus far in the current case. Incorrect cities are listed in red.

Detective Roster lists the detectives currently registered on the Dataminder. If more than eight detectives are registered, the *MORE* button light will flash. Click this button to see additional names. Click on any name to see a profile of that detective.

☛ Note: When the roster is full, you can add a new detective only if you first delete an old one. To delete a detective from the list, first click on the name to bring up the profile, then click the *CANCEL* button.

Click the *Hall of Fame* option to see the list of all-time top ACME agents. To get your name in the Hall of Fame, you must reach the Super Sleuth level and then capture Carmen Sandiego herself.

The *About Carmen* option describes what version of the game you are playing.

Send Button
The *SEND* button has several uses. Click it to sign in at ACME Headquarters when you start a game. Click it to resume work on a case saved under your name. You can also click it when you want to transmit evidence to Warren the Warrant Robot.

More Button
Whenever the light on the *MORE* button flashes, this indicates that further information is available in the Dataminder. Click the *MORE* button to see the next screen of information. If you keep clicking the button, you'll eventually return to the first screen of information.

Cancel Button
Use *CANCEL* to undo your last action. For example, after clicking the *TRAVEL* button, you may decide not to travel yet. Just click *CANCEL* to cancel the trip. If you are in one of the Dataminder options (such as Dossiers), clicking *CANCEL* ends the option and brings back the description of your current location.

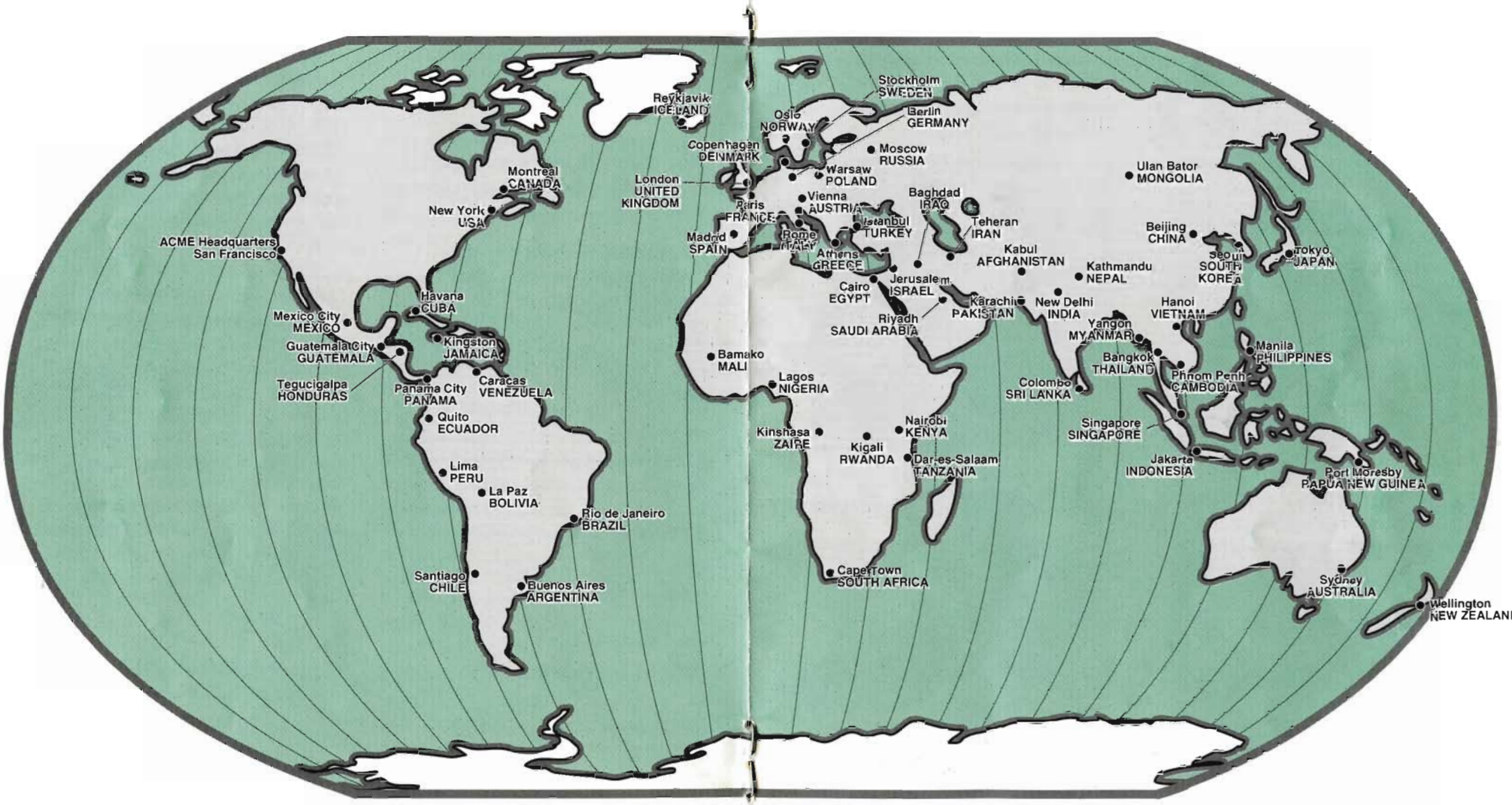
☛ Note: To skip an animation sequence, click on the mouse button (right button in the MPC version). This will simply bypass the animation and continue play.

Note Pad
All your options for digging up clues are found on the Note Pad. By clicking on an option, you can question a witness, call Crime Net, search the scene, or hear what an informant has to say.

Clues help you decipher two key pieces of information: 1) the criminal's next destination, and 2) the criminal's identity. Questioning a witness, searching the

Destinations of Mystery and Intrigue

KNOWN V.I.L.E. OPERATIONAL BASES



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Statute Miles
Kilometers
400 0 400 1200 2000 2800 3600 4400

ROBINSON PROJECTION

More than one hundred world map projections have been invented for drawing a three-dimensional shape onto flat paper, including shapes such as a rectangle, circle, ellipse, star, heart, even a butterfly. The Robinson projection was named after Arthur H. Robinson of the University of Wisconsin at Madison. It provides an uninterrupted projection that displays the features of the earth and their relationships to one another as accurately and with as little distortion as possible.

scene, or dialing Crime Net will unearth clues about the villain's next destination. Sometimes a witness will contribute a second piece of information, providing a hint about the villain's identity. Another way to get clues about the crook's identity is to talk to any informants you find. Be sure to record all information about the criminal in the Evidence database.

You may not need to examine every clue to figure out the crook's next destination. But if you skip a clue, you may miss valuable information about the thief's identity!

Travel Map

When you click on the *TRAVEL* autodial button on the Videophone, a map of the world will appear above the Dataminder. This map shows the suspect's possible destinations. To travel to a city, click on its name, either on the map or in the Dataminder. Shirley Eugeste at the Employee Travel Service will promptly send you to your chosen location.

Three different versions of the Travel Map are included in the game: Robinson's projection, Goode's projection, and Cylindrical projection. Each of these maps depicts the world in a different way. At the beginning of each case, your Crimestopper gadget automatically picks which projection to use for that case.

Reference Book

As if all the high-tech gadgets aren't enough, we're also enclosing a reference book to help you in your investigations. This book is a treasure trove of information that will keep you hot on the trail of the crook. The quick reference card enclosed with the software will give you more information about the book and how to use it. You may also want to consult a dictionary or encyclopedia.

ACME Informants: The Snitch List

Our strategically placed informants keep their ears to the ground for ACME. If an informant picks up a useful tidbit of information, we promptly put a note on your Crimestopper gadget. Then all you have to do is give the informant a call, and you'll get details straight from the source!

KULA KABALA

OCCUPATION: PARK RANGER

SHEIK KAMAL

OCCUPATION: ENTREPRENEUR

ANNA IJO

OCCUPATION: ACTRESS

MOIRA LIXER

OCCUPATION: WAITRESS

BART SAMSON

OCCUPATION:	SHOP OWNER

HECK RYDER

OCCUPATION:	TRUCKER

CONSTANCE COMMENT

OCCUPATION:	ETHNOBOTANIST

VINNY THE SQUEALER

OCCUPATION:	PROFESSIONAL SNITCH

V.I.L.E. Profiles: The Gang's All Here

OK kid, here's all the dirt we could dig up on Carmen Sandiego and her partners in crime. Study these profiles carefully — they'll come in handy as you're solving cases.

FAST EDDIE B.

HAIR COLOR:	BLACK
EYE COLOR:	BROWN
HOBBY:	CROQUET
FEATURE:	JEWELRY
FOOD:	MEXICAN
VEHICLE:	CONVERTIBLE

Fast Eddie is a gentleman thief and society cat burglar. His most infamous crime was stealing a tablecloth from the Ambassador's table during a state dinner. Fast Eddie was so smooth that the tablecloth wasn't even missed until dessert was served. He always carries his custom-made set of croquet mallets in the trunk of his convertible.

ROBIN BANKS

HAIR COLOR:	BROWN
EYE COLOR:	BROWN
HOBBY:	MOUNTAIN CLIMBING
FEATURE:	WIG
FOOD:	SEAFOOD
VEHICLE:	CONVERTIBLE

Robin's big break came when he met Merey LaRoc near the top of Mount Kilimanjaro. Merey brought him into Carmen's gang, where his ace piloting skills have come in handy. Robin is often seen driving his 1964 Mustang convertible through the take-out window of seafood restaurants, with his toupee flapping jauntily in the wind.

NICK BRUNCH

HAIR COLOR:	BLACK
EYE COLOR:	GREEN
HOBBY:	MOUNTAIN CLIMBING
FEATURE:	JEWELRY
FOOD:	MEXICAN
VEHICLE:	MOTORCYCLE

Like a potato salad gone bad, Nick gave up the private eye business to become a criminal. He'll never turn down a heist that enables him to live in the fast lane. An avid mountain climber, he was last seen roaring through an Alpine village on his Kamikaze-1250 motorcycle. Nick wears a snap-brimmed fedora and always drapes a soiled trench coat over his shoulder. Nick shares a love of Mexican food with his close friend Scar Graynolt.

LEN "RED" BULK

HAIR COLOR:	RED
EYE COLOR:	BLUE
HOBBY:	MOUNTAIN CLIMBING
FEATURE:	TATTOO
FOOD:	SEAFOOD
VEHICLE:	CONVERTIBLE

Len is an ex-professional hockey player who blocked a few too many pucks with his head. He was barred from the rink for life when he was caught trying to bribe himself. Bitter and unemployed, Len has turned to a life of crime to support his gambling habit. His numerous head injuries have left him confused. He often thinks he is a Big Horn sheep. At these times he can be seen trying to leap up mountainsides. Len tries to impress strangers with the mermaid tattoo on the thumb of his right hand.

IRMA DILLOW

HAIR COLOR:	BROWN
EYE COLOR:	GREEN
HOBBY:	MOUNTAIN CLIMBING
FEATURE:	WIG
FOOD:	JUNK FOOD
VEHICLE:	SKATEBOARD

Raised by a pack of Irish wolfhounds, Irma entered animal husbandry school but soon found she was repulsed by domesticated animals. An animal liberator extraordinaire, Irma piqued Carmen Sandiego's interest when she raided a Texas cattle ranch and freed 5,000 steers. The delirious animals spent the next week destroying hamburger joints across Texas. An avid mountain climber, Irma lives on processed cheese spread, powdered fruit punch, and candy corn. Her striking chestnut-brown hair is really a wig. She gets around on a skateboard emblazoned with the phrase, "Born to be Wild."

KATHERINE DRIB

HAIR COLOR:	BROWN
EYE COLOR:	BLUE
HOBBY:	MOUNTAIN CLIMBING
FEATURE:	TATTOO
FOOD:	SEAFOOD
VEHICLE:	MOTORCYCLE

Three-time winner of the Trans-Siberian motorcycle race, Katherine enjoys running over her racing opponents when no one's looking. She rides a motorcycle in all of her heists, careening down sidewalks and gleefully scattering pedestrians. Despite her reckless driving habits, Katherine is a health and fitness fanatic. After pulling off a well-planned job, she likes nothing better than to relax with a few days of mountain climbing. She has a tattoo of an eagle on her left bicep.

SANDY DUNES

HAIR COLOR:	BROWN
EYE COLOR:	BLUE
HOBBY:	SKIN DIVING
FEATURE:	WIG
FOOD:	CHINESE
VEHICLE:	SKATEBOARD

It was Sandy who stole the cash from those hapless vacationers in the traveler's check commercials. A clumsy pickpocket, tongue-tied con artist, and acrophobic second-story man, it's a wonder Sandy hasn't starved to death. Carmen uses him on minor jobs, such as stealing candy from small children. Even on these jobs, most of his intended victims snatch the candy back and beat Sandy mercilessly with stuffed animals. Though his fear of heights keeps him from surfing, Sandy is often seen carrying a surfboard.

SCAR GRAYNOLT

HAIR COLOR:	RED
EYE COLOR:	GRAY
HOBBY:	CROQUET
FEATURE:	JEWELRY
FOOD:	MEXICAN
VEHICLE:	LIMOUSINE

Scar plays the part of a mild-mannered folk guitarist, but he's really one of Carmen's meanest thugs. His modus operandi is to lull his listeners to sleep with his incredibly dull songs and then go through the snoring audience to relieve them of their valuables. Sometimes Scar puts himself to sleep as well, foiling his own heist. One of his prize possessions is a five-carat pinky ring he won in a croquet match that lasted three days. He is driven around in a limousine with shaded windows. It is rumored that he can eat his weight in tacos.

IHOR IHOROVITCH

HAIR COLOR:	BLOND
EYE COLOR:	GREEN
HOBBY:	CROQUET
FEATURE:	TATTOO
FOOD:	SEAFOOD
VEHICLE:	LIMOUSINE

Ihor has the uncanny ability to disappear into the woodwork after a heist. The only event sure to bring him out is a world-class croquet tourney. Ihor serves as muscle in many of Carmen's capers. He's as strong as an ox and almost as smart. Ihor has several tattoos, including an unusual Ukrainian pattern on his left arm. He has been known to eat the entire contents of a restaurant lobster tank in one sitting. The Ihorovitch limo has a color TV set so Ihor doesn't miss any Saturday morning cartoons.

MEREY LAROC

HAIR COLOR:	BROWN
EYE COLOR:	GREEN
HOBBY:	MOUNTAIN CLIMBING
FEATURE:	JEWELRY
FOOD:	MEXICAN
VEHICLE:	LIMOUSINE

For the past five years, Merey has traveled the world conducting exercise classes for the extremely wealthy and flabby. Rumor has it that this is merely a cover for Merey's criminal activities. When she isn't pilfering the treasures of the world, Merey enjoys the good life. She collects fancy jewelry and gorges on spicy foods. She supplements her exercise routines with prodigious feats of mountain climbing. She rides in a chauffeured limousine, which enables her to plot upcoming heists as she travels to appointments with rich clients.

LI NON MEE

HAIR COLOR:	BLACK
EYE COLOR:	BROWN
HOBBY:	CROQUET
FEATURE:	WIG
FOOD:	MEXICAN
VEHICLE:	SKATEBOARD

A born entrepreneur, Li made her fortune by founding a dog obedience school, Doggie Do. With hundreds of franchises across the world, Li now concentrates on her clandestine activities. She spends her time between heists zipping through shopping malls on her souped-up skateboard, which is emblazoned with the slogan, "Shoplift Till You Drop." Bewildered shopkeepers often remember nothing more than her black-tressed wig when they later describe her to police. Her large handbag always contains lots of cosmetics, as well as two croquet balls, her custom-made mallet, and a dozen wickets.

BESSIE MAE MUCHO

HAIR COLOR:	BLACK
EYE COLOR:	GRAY
HOBBY:	SKIN DIVING
FEATURE:	JEWELRY
FOOD:	JUNK FOOD
VEHICLE:	CONVERTIBLE

Bessie was once known as "Dr. Science" to millions of children across the world. She lost her weekly TV show when it was discovered that she was actually Dr. Bandit, the criminal mastermind behind dozens of high-tech heists. She vanished without a trace and now is believed to be working for Carmen Sandiego. Bessie packs a laser-powered can opener to slice apart safes. She rigged a miniature electron accelerator to her Cadillac convertible, turning it into an ideal getaway car. She fills the pockets of her white lab coat with pork rinds, jelly beans, and cherry-flavored Pez.

SARAH NADE

HAIR COLOR:	BLOND
EYE COLOR:	GRAY
HOBBY:	SKIN DIVING
FEATURE:	SCAR
FOOD:	CHINESE
VEHICLE:	LIMOUSINE

By day, Sarah teaches music to fifth graders on the Hawaiian island of Kauai. By night, she's the lead singer for The Sarcastic Fringeheads, a punk rock band. Hers is a voice that can shatter glass — very convenient for breaking-and-entering. Sarah loves to skin dive off the Hawaiian Islands. She's now living the good life, thanks to the proceeds from the Fringeheads' latest hit song, "You're My Honey Lamb (Shish-kabob, Shish-kabob)." Sarah is hooked on 70s television reruns. A satellite dish on the roof of her limo ensures that she always receives a clear signal. She has a little scar under her ear in the shape of New Jersey.

DAZZLE ANNIE NONKER

HAIR COLOR:	BLOND
EYE COLOR:	BLUE
HOBBY:	TENNIS
FEATURE:	TATTOO
FOOD:	SEAFOOD
VEHICLE:	LIMOUSINE

An orphan who grew up on the streets, Annie has traveled all over the world honing her larcenous skills. With the loot from an especially lucrative heist, she opened "Chez Acidophilus," the toughest yogurt bar east of Suez and a world headquarters for V.I.L.E. Many a dastardly plot has been cultivated over bowls of Annie's home-brewed yogurt. A health nut, Annie is often late to assignments because she insists on downing dozens of stress-reduction vitamins before heists. She is rumored to have a tattoo and a craving for shellfish.

SAM O'NELLA

HAIR COLOR:	BLOND
EYE COLOR:	GREEN
HOBBY:	SKIN DIVING
FEATURE:	SCAR
FOOD:	CHINESE
VEHICLE:	SKATEBOARD

Sam runs a famous sandwich booth, "Sam O'Nella Heroes," which is a front for his crooked shell game operation. When Sam isn't out to lunch gorging on Chinese food, he's dazzling passers-by. His lightning-fast right hand shifts shells while his left lifts wallets. Once his customers get wind of his light-fingered ways, Sam quickly folds up shop and scoots away from the angry mobs on his skateboard. Sam ties his long, scraggly blond hair back in a ponytail. His chin has a ragged scar where a nervous twitch has made him repeatedly cut himself shaving.

CARMEN SANDIEGO

HAIR COLOR:	BROWN
EYE COLOR:	BROWN
HOBBY:	TENNIS
FEATURE:	JEWELRY
FOOD:	SEAFOOD
VEHICLE:	CONVERTIBLE

The shrewd founder of the Villains International League of Evil (V.I.L.E.), Carmen has recruited a highly unusual band of thieves to assist in her criminal endeavors. It is rare that Carmen gets directly involved in a heist; she prefers that her eager accomplices carry out the capers she masterminds. Once an ACME detective, Carmen baffled the agency's management when she turned to crime. Having studied her subsequent V.I.L.E. activities, ACME psychologists have deduced that Carmen is motivated by the intellectual challenge of her thievery. To gain access to information, she sometimes poses as a tennis pro, travelling between matches in her 1939 Packard convertible. Carmen often sports her famous ruby necklace, "The Moon of Moldavia," and rarely appears in public without her red fedora.

ROSA SARROSAS-ARROZ

HAIR COLOR:	RED
EYE COLOR:	BROWN
HOBBY:	CROQUET
FEATURE:	SCAR
FOOD:	CHINESE
VEHICLE:	MOTORCYCLE

The tenth child in her family, Rosa was sent away from her home in Peru to a Buddhist monastery. There she developed a taste for Chinese food and learned the art of flower arranging. Rosa now operates Lima's most exclusive flower shop, making deliveries to her elite clientele on her rose-colored motorcycle. Rosa is a whiz at bugging bouquets, and she provides V.I.L.E. with priceless information on the whereabouts of her rich clients' jewels and treasures. She also has a reputation as a merciless croquet champion. Rosa has a small scar on her left index finger from carelessly handling roses.

YUL B. SORRY

HAIR COLOR:	BLACK
EYE COLOR:	GRAY
HOBBY:	TENNIS
FEATURE:	SCAR
FOOD:	JUNK FOOD
VEHICLE:	MOTORCYCLE

Dubbed "The Messenger," Yul careens through city streets and the countryside on his motorcycle, delivering Carmen's messages to her operatives. His cover job is delivering singing telegrams in a falsetto voice. He also throws in stand-up comedy routines as a ploy for bigger tips. Yul is an imposing figure with piercing gray eyes and a cross-hatched scar on his left cheek. He enjoys stopping in at local country clubs to play a set or two of tennis. He's always up for a nutritious snack of Twinkies, cherry cola, and onion rings drowned in ketchup.

BJORN TOULOUSE

HAIR COLOR:	BLOND
EYE COLOR:	BLUE
HOBBY:	TENNIS
FEATURE:	TATTOO
FOOD:	JUNK FOOD
VEHICLE:	LIMOUSINE

Bjorn's first entry into the world of crime was in counterfeiting U.S. five-dollar bills. He was caught when treasury agents spotted the diamond-stud earring he had added to Lincoln's portrait. After Carmen sprang him from prison, Bjorn joined the international tennis tour as a cover. He trains for matches by stuffing himself with junk food. He has yet to win a point on the tour, though he did manage to return a serve in the 1983 Djibouti Open. Bjorn's pink rose tattoo has made him a favorite with the ladies. When he arrives at tournaments in his 1948 Packard limo, he's always mobbed by teenagers.

LADY AGATHA WAYLAND

HAIR COLOR:	RED
EYE COLOR:	GREEN
HOBBY:	TENNIS
FEATURE:	JEWELRY
FOOD:	MEXICAN
VEHICLE:	CONVERTIBLE

A colorful character in sensible shoes, Lady Agatha has a yearning for the good life. She wants to amass great wealth without really working for it. Lady Agatha was unhappy with the legitimate avenues revealed during her studies at the Sherlock Holmes' School for Detectives, so she joined Carmen's gang to get in on the real action. She roars everywhere in her convertible, searching for great Mexican restaurants. Lady Agatha gets a kick out of showing up at country clubs and trouncing unsuspecting locals at tennis. She is said to wear a diamond ring the size of a small grapefruit.

Sights and Sounds of the World

Source Information

To learn more about the photographs and music of the countries you visited while playing *Where in the World is Carmen Sandiego?*, double-click on the *Source Information* icon. In the MPC (Windows) version you will find the *Source Information* icon in the *Brøderbund Software* program group in the Program Manager. In the Macintosh version, you will find the *Source Information* icon in the Carmen World CD folder.

In *Source Information* program, click on the city representing the country you would like to examine. You may then review the photographs, indigenous music, and explanatory notes for that country.

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CD-ROM

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