Brøderbund®

WHERE IN TIME IS CARMEN SANDIEGO?®

ACME Agent Handbook

A Brief from The Chief

The first lady of thievery, Carmen Sandiego, has unleashed a new crime wave, and this time her target is Time itself! That mastermind of misdemeanors has stolen the ACME Chronoskimmer – a top-secret time travel device recently perfected by our TimeNet technicians. Using the Chronoskimmer, Carmen has taken her villains back in time to steal priceless historical treasures. If those hoodlums begin pilfering precious prizes of the past, it might change the course of history. Carmen Sandiego must be stopped before she ties the timeline up in knots!

That's where you come in. As a Time Pilot for ACME TimeNet, your job is to travel to the past through a series of Time Tunnels, catch Carmen's crooks – and ultimately, arrest Carmen herself. But that's not all. You've also got to solve any historical problems that Carmen's cronies cause – or else history as we know it could be nothing more than a memory!

In order to give her bumbling burglars a hand, Carmen has given a note to each notorious nabber. Try to pick up pieces of these notes – as they may help you track down each thief. When you find the hiding spot of each historical heister, you'll use the ACME Time Cuffs to make the bust.

Good luck, Time Pilot. If you can put a stop to Carmen's chronological crime caper, you'll make history!

The Chief

Getting Started

The *Where in Time is Carmen Sandiego?* CD comes on three platforms –Windows 95, Windows 3.1, and Power Macintosh. This section covers all three platforms, so look below for the section that applies to you.

System Requirements

WINDOWS® CD-ROM*

Windows 95
66MHz 486DX or faster required
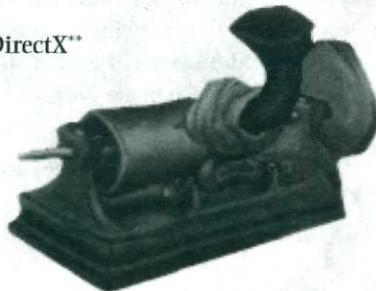8MB RAM; 16MB RAM recommended
Minimum 5MB hard disk space
2X CD-ROM drive or faster
SVGA video card 640 x 480, 256 colors
  (High Color supported on Pentium® with DirectX**)
Windows compatible sound device
Video and sound cards compatible with DirectX**

Windows 3.1
66MHz 486DX or faster required
8MB RAM required; 16MB RAM recommended
Minimum 5MB hard disk space
2X CD-ROM drive or faster
SVGA video card 640 x 480, 256 colors
Windows compatible sound device

MACINTOSH® CD-ROM*

PowerPC required
System 7.1.2 or higher
9.5MB RAM free
Minimum 5MB hard disk space
2X CD-ROM drive or faster
Monitor: 13 inch or larger color, 256 colors

* System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to 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 DirectX. You may also want to check Microsoft's Web page for more information.

Installation

WINDOWS 95

To Install
- Begin at the Windows 95 desktop.
- Insert the *Where in Time is Carmen Sandiego?* disc 1 into your CD-ROM drive.
- The *Where in Time is Carmen Sandiego?* Startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the *Where in Time is Carmen Sandiego?* 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 the game.

To Play

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.

OR

If the **Startup** window does not automatically appear on screen:
- Begin at the Windows 95 desktop.
- Click the **Start** button, point to **Programs**, and then **Broderbund Software.**
- Click the *Where in Time is Carmen Sandiego?* menu item to start the program.

QuickTime™

This product requires QuickTime v2.1.2 (Windows). If you did not install QuickTime during the *Where in Time is Carmen Sandiego?* installation or need to reinstall QuickTime, you can do so separately. Please refer to the ReadMe file on the CD for instructions and additional information.

DirectX

If you are playing this game in Windows 95, we recommend you install DirectX 3.0b (included on the CD) or higher to improve the display and sound performance of the program. If you did not install DirectX during the *Where in Time is Carmen Sandiego?* installation or need to reinstall DirectX, you can install DirectX separately. Please refer to the ReadMe file on the CD for instructions and additional information.

To Remove

If you need to remove *Where in Time is Carmen Sandiego?*, begin at the Windows 95 desktop. Click the **Start** button, point to **Settings**, and then click **Control Panel.** Double-click the **Add/Remove Programs** icon. Close the **Control Panel** window. Click the **Install/Uninstall** tab and select *Where in Time is Carmen*

Sandiego? v3.0 from the list of programs. Click the **Add/Remove…** button and then click the **Yes** button to remove the program. Then click **OK** to clear the screen.

WINDOWS 3.1X

To Install
- Begin at the Windows **Program Manager.**
- Insert the *Where in Time is Carmen Sandiego?* **disc 1** into your CD-ROM drive.
- Pull down the **File** menu and choose **Run.**
- Type **D:\SETUP.EXE** in the line labeled **Command Line.** (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**.)
- 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 **Where in Time is Carmen Sandiego? v3.** Double-click this icon to begin playing the game.

QuickTime

This product requires QuickTime v2.1.2 for Windows. If you did not install QuickTime during the *Where in Time is Carmen Sandiego?* installation or need to reinstall QuickTime, you can do so separately. Please refer to the ReadMe file on the CD for instructions and additional information.

To Remove

If you need to remove *Where in Time is Carmen Sandiego?*, begin at the **Windows Program Manager.** Double-click the **Broderbund Software** program group. Next, double-click the **Uninstall for Where in Time is Carmen?** icon. When prompted, click the **Yes** button to remove the program. Then click **OK** to clear the screen.

POWER MACINTOSH

To Install

Insert the *Where in Time is Carmen Sandiego?* disc 1 into your CD-ROM drive. Double-click the icon labeled **Carmen Time 3.0 Installer** and follow the on-screen instructions to install the program.

To Play

Insert the *Where in Time is Carmen Sandiego?* disc 1 into your CD-ROM drive. Double-click the icon labeled **Where in Time is Carmen?** icon within the **Carmen Time 3.0** folder located on your hard disk to begin the game.

Additional Product Information

For *Where in Time is Carmen Sandiego?* to work properly, your system software must include these extensions: QuickTime 2.5, QuickTime PowerPlug 2.5, and Sound Manager 3.2.1. Recent Macintosh System software may already include these extensions.

To update to the versions included on the CD, insert the *Where in Time is Carmen Sandiego?* disc 1 and double-click the **Carmen Sandiego Time 1** icon. In the window which appears, double-click the folder titled **Multimedia Extensions**. Double-click the **QuickTime 2.5 Installer** (which includes QuickTime 2.5, QuickTime Musical Instruments 2.5, QuickTime PowerPlug 2.5, and Sound Manager 3.2.1 – please see the ReadMe for a complete list of installed components). Follow the on screen instructions for installation.

Users of System 7.1.2 must include Thread Manager. If you need to add Thread Manager, double-click the folder titled **Multimedia Extensions**. Then double-click the folder named **System 7.1.2** and drag the **Thread Manager** extension from the folder on the CD onto the closed **System Folder** of your hard disk. After the system indicates the extension has been moved to your **Extensions** folder, restart your Macintosh by pulling down the **Special** menu and selecting **Restart.**

To Remove

If you need to remove *Where in Time is Carmen Sandiego?*, just drag the **Carmen Time 3.0** folder into the Trash and empty the Trash.

Technical Troubleshooting

If you have followed the instructions in the previous section and you are still having problems, the following technical advice may help. Additional technical advice can be found in the Brøderbund Troubleshooting Guide included in the box and the ReadMe file located on the CD. If you have worked through all these tips and still require assistance, please see the end of this chapter for information on how to contact our technical support department.

WINDOWS

About the AutoPlay Dialog (Windows 95)

The **Startup** window will appear each time the *Where in Time is Carmen Sandiego* disc 1 is inserted into the CD-ROM drive. If you prefer *Where in Time is Carmen Sandiego?* to launch without seeing this screen, click the check box marked "Show this window next time you insert the CD" at the bottom of the **Startup** window so that the check mark is removed. The next time the CD is inserted into the CD-ROM drive, the program will automatically launch. (**Note:** This AutoPlay feature is not available if the *Where in Time is Carmen Sandiego?* Startup window does not automatically appear the first time the CD is inserted.)

To reactivate the **Startup** window, insert the *Where in Time is Carmen Sandiego?* **disc 1** into your CD-ROM drive. When the program begins, immediately press **Alt+F4** to quit. Double-click the **My Computer** icon on the Windows 95 desktop. Click the *Where in Time is Carmen Sandiego?* CD icon once with the right mouse button and select **AutoPlay Dialog.** Click the check box marked "Show this window next time you insert the CD" at the bottom of the **Startup** window so a check mark is placed there. Click **Run** to start the program.

Video Display Problems

For the game to display properly, your Windows video driver must be set to display 256 colors. For Pentium® machines with Windows 95 and DirectX installed, you may also start with your display set to 16-bit color (High Color). For instructions on changing the Windows video display driver, please refer to the manual that came with your video board.

Screen Savers and Energy Saver

This program usually will not have problems running on machines with screen savers or the Energy Saver enabled. However, should you encounter a problem, we recommend that you first disable your screen saver or Energy Saver before running the game. To disable, please refer to the manual that came with your screen saver or monitor.

DirectX drivers

If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturers of your video or sound card for the latest drivers compatible with DirectX. You may also want to check Microsoft's Web page for more information.

QuickTime Movies Not Appearing

If you are experiencing problems running the program in Windows 95, you may need to reinstall DirectX. There are instances where DirectX does not install properly and you need to manually install from the CD. Please refer to the ReadMe file located on the CD for instructions and additional information.

Video Speeding Up and Slowing Down (also known as Rising Pitch of The Chief's Voice) or Choppy Sound During Video

If you notice the QuickTime movie of The Chief speed up and slow down (which causes a rise in The Chief's voice during the movies) or choppy sound during the video, make sure the **Automatic Rate Adjustment** for Audio Sampling is disabled. To do this:

Windows 95
Click the **Start** button, select **Settings**, then **Control Panels**. Double-click the **QuickTime 32** icon to open the **QuickTime 32** control panel. Click **More** and then select the **Audio** tab. Under Sample Rate, uncheck the **Automatic Rate Adjustment** box and then click **Close**.

Windows 3.1
In **Main**, open the **Control Panels**. Double-click the **QuickTime** icon to open the QuickTime control panel. Click **More** and then select the **Audio** tab. Under Sample Rate, uncheck the **Automatic Rate Adjustment** box, and then click **Close**.

QuickTime Display Problems

The digital video relies on QuickTime v2.1.2 to actually draw the graphics to your screen. If you notice digital video display problems within the game, you may need to adjust one or more QuickTime settings.

Windows 95
Click the **Start** button, select **Settings**, then **Control Panels**. Double-click the **QuickTime 32** icon to open the **QuickTime** control panel. Click **More** and then select the **Video** tab. Under Optimization: Draw Method, select **Driver**. Then click **Apply**.

Changing Optimization to Driver may not be effective for all users experiencing QuickTime display problems. If you do not have success with this setting, try Bitmap (BMP).

Windows 3.1
In **Main,** open the **Control Panels**. Double-click on the **QuickTime** icon to open the QuickTime control panel. Click **More** and then select the **Video** tab. Under Optimization: Draw Method, select **Driver** and then click on **Close**.

Changing Optimization to Driver may not be effective for all users experiencing QuickTime display problems. If you do not have success with this setting, try Bitmap (BMP).

POWER MACINTOSH

Checking the Version Number of Extensions

Look in the **Extensions** folder found in the **System** folder on your hard drive. To check the version number of each extension one at a time, click each extension icon once so it is highlighted. Then, pull down the **File** menu and click **Get Info** to check the version number.

Saving Old Extensions

If the version of any of your extensions is earlier than required, we suggest you upgrade to the more recent version included on the *Where in Time is Carmen Sandiego?* disc 1. If you need to update these extensions, we suggest you save a copy of your old extensions. To do this, double-click the hard drive icon on your desktop. In the hard drive window, double-click the **System Folder** icon. When the **System Folder** window opens, pull down the **File** menu and select **New Folder**. Name the new folder **Extensions(Old Versions)**. Double-click the **Extensions** folder to open it. Drag the older version of the extension you need to update from the **Extensions** folder onto the icon for the **Extensions(Old Versions)** folder. Repeat the last step as needed to move any other extensions you may need to update.

Screen Savers

We recommend you disable your screen savers and other unneeded system extensions which may interrupt game play or use needed memory. You should disable these before you play the game.

Running Other Applications at the Same Time

This game performs best when it is the only application running on your system. We suggest that you quit all other applications before playing the game.

How to Contact Technical Support

If you have worked through these troubleshooting suggestions (Remember that there is more troubleshooting information in the ReadMe file located on the CD!) and still need assistance, you can contact Brøderbund Technical Support by using the options listed below. 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.
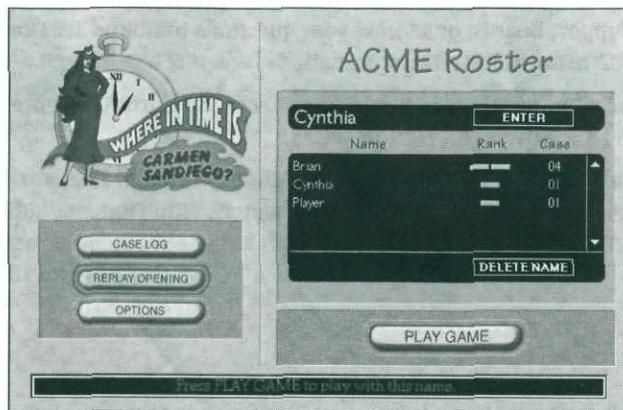
How to Track a Time Thief

Carmen Sandiego has stolen the ACME Chronoskimmer, the world's only time-travel device. With it, she and her horde of hoodlums plan to pillage great treasures of the past. It's your job to track down the V.I.L.E. crooks and restore the course of history.

Here's what you'll need to know:

Signing In at the ACME Roster

When you first start the game, you'll see the ACME Roster and a blinking cursor. If you've played before, you'll see a list of the Player Names you've saved, along with the current ranks and cases. Type in your name or nickname using your computer keyboard and then click on the **ENTER** button. If you don't have a keyboard, simply select **Player** from the Roster and then click the **ENTER** button.

Once you've entered your name, just click the **PLAY GAME** button and the Opening Sequence will begin.

To play a game that is in-progress, select a name and then click on **PLAY GAME**. To erase a name from the Roster, select that name and then click **DELETE NAME**.

Interrupting Dialogue, Animation and Movies

To interrupt most dialogue, animations, and movies, press the SPACE BAR.

Object of Each Case

Within each time period, one of Carmen's cohorts has stolen a loot item. As an ACME Time Pilot, it's up to you to do the following:

- **Identify the theft!** Talk to the historical characters and find out what item has been stolen.
- **Solve the problem!** The V.I.L.E. acts of thievery could change the course of history. It's up to you to search for clues that reveal what problems a theft has caused. Use these clues and your sleuthing skills to solve the problems and put history back on track!
- **Collect the Carmen Notes!** Carmen has given each of her thieves a note telling them where to hide so she can return to pick them up. Be sure to collect any scraps of these notes.
- **Arrest the thief!** Once you've collected all the pieces of the Carmen Note, the Chronopedia will help you decode the note and figure out where the thief is hiding. Use your ACME Time Cuffs to make the bust!
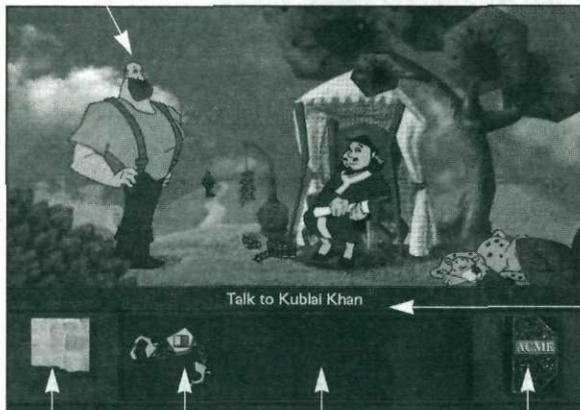
Good Guide
Talk to Kublai Khan ◄———— Rollover Text

Carmen Note   Time Cuffs   Inventory   Chronopedia

ACME Good Guides™

You won't be traveling alone! Within each time period, you will be accompanied by an ACME Good Guide, who will serve as your partner-in-time. Each Good Guide has a particular area of historical knowledge and expertise. Feel free to speak with your Good Guide whenever you get stuck. They may not always know exactly how to solve the problem – but they'll always try to help. For background on each of these experts, please see the Good Guides section of this manual.

Inventory

Within each Case, there may be objects that you can collect and take with you. However, you cannot take a historical item from one time period to another, as this might disrupt the course of history. Sometimes characters may offer you objects (such as tools or gifts). At other times, you may need to search out items that can be taken. Collectable items can be stored in the Inventory box at the bottom of your screen. To take an item into inventory, simply click and hold down the mouse button and drag the object into the Inventory box.

HINT: When you click on objects in the scene, watch for your cursor to flash into an open hand icon. This open hand means the object can be moved or taken into inventory.

Rollover Text

Watch the text that appears in the Rollover Text bar. As you move your mouse around the screen, this text will change to give you helpful informaton about what you are seeing.

Carmen Note

The ACME TimeNet security system recorded Carmen Sandiego telling her thieves about a special note. This Carmen Note describes where each thief will hide until Carmen returns to pick them up. Carmen instructed the thieves to tear these notes into pieces. Be sure to watch out for pieces of Carmen's Notes (C-Notes, for short). As you spot scraps of paper, click on them, and they will automatically be assembled. When you have all the pieces for each C-Note, you will be able to read Carmen's complete message. However, Carmen often writes in riddles, so it may take some detective work to figure out the note and deduce where the crook is hiding.

ACME Chronopedia™

The ACME Chronopedia is a handy historical guide that provides information about each time period – including important people, places, maps, and events. This additional knowledge can prove helpful when you're deciphering Carmen's Note. The Chief will send you a new Chronopedia chapter for each time period you visit.

To open the Chronopedia, simply click it. To turn pages, just click the right or left page. To close, simply click anywhere outside the book. If you want to view information from a previous chapter, just click the year on the timeline at the bottom of the page.

ACME Time Cuffs™

The ACME Time Cuffs were developed in conjunction with the ACME Chronoskimmer. The Time Cuffs are specially tuned to pick up the wavelengths of anyone who has traveled through time using the Chronoskimmer. This makes them perfect for revealing the hiding spot of a time thief.

The Time Cuffs appear within the Inventory box. When the Carmen Note has been completely assembled, your Good Guide will activate the Time Cuffs (they begin to flash). Once activated, the Time Cuffs can be used to make an arrest. Simply drag the Time Cuffs to the area where you think the thief is hiding. If the Time Cuffs pick up temporal traces, you've caught a Time Thief!

Cursor

As you move the cursor across the screen, the cursor will change shape and the Rollover Text will indicate possible actions:

Finger – Default state of cursor.

Open Hand – Appears momentarily if you click a "collectable" item. Clicking and holding down the mouse will turn the cursor into a Fist.

Fist – Indicates you are holding and dragging an item.

Feet – Indicates you can travel to another location.

Triangle – Clicking will display the Menu Bar. This icon only appears when the cursor is located in the top portion of the screen.

Promotions

With each Case you solve, you're one step closer to catching Carmen Sandiego and recovering the Chronoskimmer! As you make progress, The Chief will promote you through the following ranks:

Time Pilot
Time Scout
Time Trooper
Time Detective
Time Inspector
Time Sleuth

Saving a Game

If you are ready to take a break from detective work, there are a number of ways you can end your game.

Quitting While in the Time Tunnel

When The Chief asks if you want to take the next Case, select **NO**. This will save your game progress through the last completed Case.

Quitting While Playing a Case

Anytime you quit in the middle of a Case, your current state of progress will automatically be saved.

There are three ways you can quit during the middle of a Case:

A. MENU BAR
Go to the top-left corner of your screen. Hold down the mouse button and choose **Save** and **Quit** from the **File** menu.

B. KEYBOARD (Windows users)
Press **Alt+F4**.

C. KEYBOARD (Macintosh users)
Press **Command (⌘)+Q**.

The ACME Good Guides™

Ann Tickwittee™

Ann Tickwittee is an expert on ancient empires and civilizations. She studies archaeology because she really digs history, and she graduated from the ACME Institute of Carmenology with a degree in "Ancient Cities and Other Dusty Stuff."

A born adventurer, Ann has journeyed through jungles and crossed burning deserts to study the great civilizations of the past.

Ann will travel with you to the great empires of Egypt, Mali, the Inca, and the Aztecs.

Ivan Idea™

A teenage whiz kid, the mechanically minded Ivan is an incessant tinkerer with an understanding of the space-time continuum. One day he had some extra time on his hands...so he used it to invent the ACME Chronoskimmer! When he is not surfing around the nearest circuit board, Ivan likes to study the great inventors who were responsible for revolutionary ideas and inventions.

Ivan will be your guide to encounters with Julius Caesar, Johann Gutenberg, Thomas Edison, and cosmonaut Yuri Gagarin.

Rock Solid™

As a young man Rock journeyed into an untamed wilderness, where he was bitten by a travel bug. He hasn't stopped exploring since! He's fearless when it comes to venturing into realms of the unknown, and he has an instinctive sense of direction. Rock has always wanted to discover more about the great explorers of the past.

Rock will be your pathfinder when you explore with Leif Eriksson and the Vikings, Christopher Columbus, Marco Polo, and Lewis & Clark.

Renee Santz™

Legend has it that when she was just a baby, Renee picked up a set of crayons and drew a copy of the Mona Lisa. That certainly brought a smile to her parents' faces. Of course, they weren't surprised. Her mother is the world famous architect, Fallan Arches, and her father is the renowned bassoonist, Red Cheeks. The conductor of the ACME orchestra and an accomplished painter, Renee is an expert on art and always makes time to study the great cultural achievements of the past.

Renee will be your cultural liaison when you meet Murasaki Shikibu, Leonardo da Vinci, William Shakespeare, and Ludwig van Beethoven.

Polly Tix™

Although she's the youngest Good Guide, Polly is a know-it-all when it comes to political structures —from monarchies to democracies. You've heard of backroom politics? Polly's got the key to the door! She knows so much about governments that her high school just voted her "Most Likely to Run a Country...Any Country!" But Polly's too busy studying various forms of government to start one of her own. Besides, she's still too young to vote!

Polly's political savvy will help you explore feudal England and the American Revolution.

The V.I.L.E. Thieves

Jacqueline Hyde

Everyone has trouble making up their mind some times...but in Jacqueline Hyde's case, her minds can't make up! She's got a split personality. Jacqueline is sweet and soft-spoken; Hyde's berserk personality loves to cause catastrophes. Jacqueline's dueling dual personalities keep ACME agents on their toes, making her Carmen's ultimate double agent!
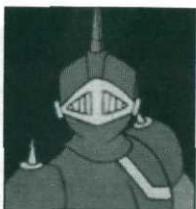
Sir Vile

An evil knight in not-so-shining armor, Sir Vile has been in a bad mood since the Middle Ages, when he failed to corner the market on round tables. When he's not polishing his platemail, this nefarious knight goes on crooked chrono-quests contrived by Carmen Sandiego.

Medeva

Medeva is a sorceress with a history of wreaking havoc. She graduated from a witch's charm school centuries ago, and even her victims say she's enchanting. She likes nothing better than to use her incantations to create chaos for any time-hopping crime-stoppers. You can always bet that Medeva's magical power spells trouble!

Dr. Belljar

Dr. Belljar is an evil genius with a heart of silicone. Using his robotic arm, radar-dish ear, and telescoping eye, Belljar monitors the time stream for any opportunities to pilfer the past. But working as Carmen's computerized scientist-in-residence isn't his only goal: Belljar plans to rewrite history and record himself as the world's greatest scientist.

Baron Grinnit

The barn-storming Baron Grinnit is an aviator extraordinaire who has devoted himself to a life of high-flying crime. For years, this smooth operator has used his million-dollar smile to steal millions. Always ready with his getaway plane, the Baron is Carmen's ace in the hole.

Buggs Zapper

Buggs Zapper is the brawn behind the brains in Carmen Sandiego's criminal organization. With his pin-striped suit and his pin-sized brain, this gangsterish goon is as tough as they come. He's got just one fear – insects. His goal in life is to "rub out" the single invisible fly that endlessly torments him. The fly might just be in his head – there isn't much else up there!

Jane Reaction

Jane was a well-behaved kid from a supportive nuclear family until she had a personal meltdown. Once she was a respected scientist, but now she's an explosive mass of energy, an accident just waiting to happen. Jane likes nothing better than to use her radioactive rage to cause chronological chaos. Be careful not to set her off…

General Mayhem

General Mayhem is a major pain in the neck who marches to his own drummer. But after being drummed out of the Boy Scouts for stealing merit badges, Mayhem formed his own malicious militia and promoted himself to General. He likes to boast that he's the greatest military mind in history. Now he wants to change history to make his bragging lies become the truth!

Dee Cryption

Dee is a computer hacker with a microchip on her shoulder. Ever since she caught a computer virus, Dee has been following a sick and twisted program to take over the world's computer networks. Unfortunately, Dee's fuzzy logic hasn't helped her reach her goals, so she plans to go back in time to recompile her thoughts.

Carmen Sandiego

Carmen Sandiego, time and time again, has proven herself to be the world's greatest thief. She's done everything from stealing a show on Broadway to robbing the banks of the Nile. But now the mistress of mischief has decided to challenge herself. Having proven she can steal anything anywhere, Carmen is now determined to steal anything anytime. It will take ACME's best pilots to track Carmen down her twisting time trail!

Menus and Options

Replaying Cases from the Case Log
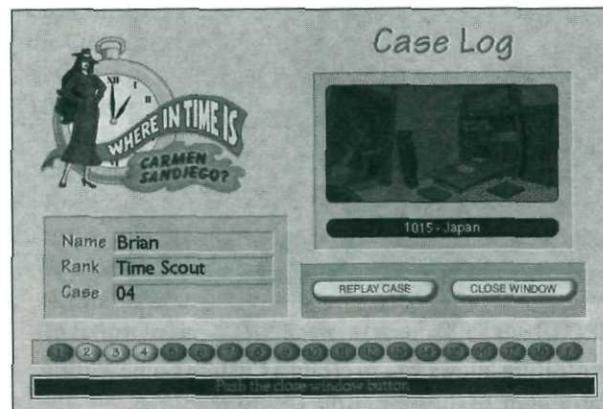
If you are a returning player, the Case Log allows you to check your progress and replay any Cases that you have already solved.

- From the ACME Roster, select a Player Name from the list, then select the **CASE LOG** button. This calls up the Case Log. **Note:** if you are a new Player, the CASE LOG button will be inactive.

- In the Case Log you will see your Name, Current Rank and the number of the last Case solved.

- The buttons for all solved Cases will be highlighted. To replay one of these solved Cases, simply select one of the highlighted numbers and click the **REPLAY CASE** button.

If you wish to return to the ACME Roster without replaying a case, simply select **CLOSE WINDOW**.

The Customizer

A Special Feature for Teachers

The Customizer feature allows you to create a Custom Game – a selection of one or more of the Cases from the overall game.

Any user can create a Custom Game, but this feature is intended primarily for teachers and parents. For example, a teacher might use the Customizer to select only the Cases that take place in the United States: Case 14, Case 15, and Case 17.

A Two-Step Process:

1. Create a Template.

A Template stores a sequence of one or more Cases from the overall game.

2. Create one or more Custom Games, based on the Template.

A Custom Game is created from a Template. Any number of Custom Games can be created from a single Template.

Create a Template

- At the ACME Roster screen, press **CTRL+C** (Windows) or **CONTROL+C** (Macintosh). A sound effect will play, indicating that you have entered Custom Mode.
- Type in the name of your Template – for example, **USA CASES**. An asterisk symbol (*) is automatically added to the beginning of all Template names.
- Click the **ENTER** button. You will be taken to the Customizer screen.
- At the Customizer screen, select 1 through 18 Cases and save your Template.
  - –To select a Case: Click one of the numbered Case buttons.
  - –To deselect a Case: Click the Case button again.
  - –To save the Template: Click the **SAVE GAME** button.
  - –To return to the ACME Roster screen: Click the **CLOSE WINDOW** button.

Note that you can select as few as 1 or as many as 18 Cases. The selected Cases will always play out in chronological order.

The final Carmen chase is not available for Custom Games, and can only be reached by playing through all of the Cases in *Where in Time is Carmen Sandiego?* as a regular player.

Editing a Template

- Select a Template name from the list of names, and click the **CUSTOMIZER** button to the left. All Templates are grouped at the top of the player list.

- At the Customizer screen, modify your selection of Cases, then click **SAVE GAME**, then click **CLOSE WINDOW**.

Create a Custom Game

- From the ACME Roster screen, select a Template from the list of names. All Templates are grouped at the top of the player list.

- Click the **PLAY GAME** button. The program will ask you to enter a name for the Custom Game.

- Type in a name for your Custom Game (for example "Amanda USA") and press the **ENTER** key. All Custom Game names appear in the list with a rank of "Custom."

- To create another Custom Game from the same Template, highlight that Template again, click **PLAY GAME**, and type another name. Repeat as desired. A Teacher can create many Custom Games from a single Template.

Playing a Custom Game

- At the ACME Roster screen, select a Custom Game from the list, and click **PLAY GAME**. The Custom Game will begin with the first Case specified by the Template from which that Custom Game was created.

Example of the Customizer in Action

- A teacher decides to create a custom game for the Cases that take place in Europe. The teacher launches the game, presses **CTRL+C** or **CONTROL+C**, types in "EuropeCases" as a Template name, and clicks **ENTER**.

- At the Customizer screen, the Teacher highlights all the Europe Cases (buttons 3,6,9,11,12,14,17), then clicks **SAVE GAME**, then selects **CLOSE WINDOW**.

- Back at the ACME Roster screen, the Teacher selects the new Template "EuropeCases" from the list, clicks **PLAY GAME**, types "Game for Keli" as the name for a Custom Game, and clicks **ENTER**.

- Teacher reselects the "EuropeCases" Template, clicks **PLAY GAME**, and types "Game for Matt" and clicks **ENTER** to create a second Custom Game.

- The students Keli or Matt later launch *Where in Time is Carmen Sandiego?* and select the Custom Game created for them. Each of these Custom Games feature the same sequence of Cases. However, both Custom Games can be played and saved independently.

Menu Bar
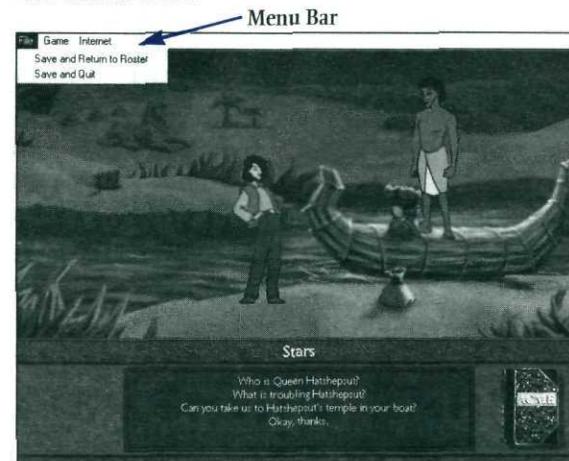
To access the Menu Bar, move the cursor to the top of the screen until it becomes a triangle and click down on the mouse.

File Menu

Go to the **File** menu and pull down to **Save and Quit**. This will exit the game and save your current state of progress.
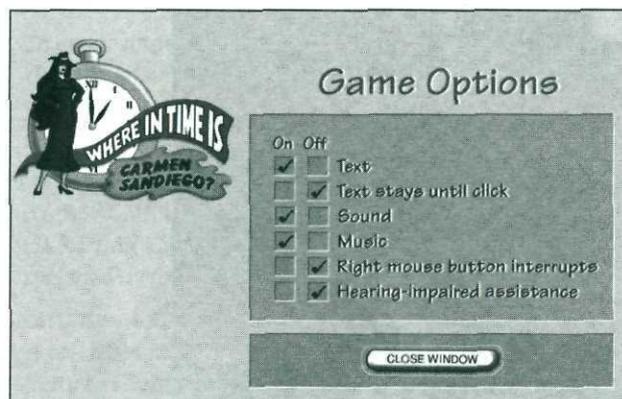
Game Menu

From the **Game** menu select **Options**. This will call up the Game Options screen and allow you to set up the game to suit your preferences (see **Game Options** section).

Internet Menu (Windows 95 only)

From the **Internet** menu select the **Carmen Web Site**. Once you have set up your internet connection, this will take you directly to the *Where in Time is Carmen Sandiego?* World Wide Web site (see **Carmen Sandiego Internet Connection** section).

Game Options

The Game Options screen can be accessed from the Menu Bar (select the **Game** menu) or by clicking the **OPTIONS** button on the ACME Roster. Game Options are choices that allow you to change the way the game behaves.

Text
Selecting **On** causes text to appear on screen as characters speak. Selecting **Off** results in no text.

Text stays until click
Selecting **On** causes dialogue text to linger on screen until you have finished reading the text. Any mouse click will cause the text to disappear. By selecting **Off** , the text will disappear as soon as the dialogue finishes playing.

Sound
Selecting **On** causes speech to play. Selecting **Off** turns off speech in the game (though not sound effects). For dialogue which has accompanying on screen text, the sound will not play. The Chief dialogue in the Time Tunnel does not have on screen text and therefore will continue to play.

Music
Selecting **On** keeps the background music playing in each location. Selecting **Off** turns off all music.

Right mouse button interrupts (Windows only)
Pressing the **Space Bar** allows you to interrupt dialogue and animation.

By selecting **On** for this option, users will also be able to use the right mouse button to interrupt dialogue and animation.

Hearing-impaired assistance
Solving the Beethoven Case (16) depends on the use of sound clues. Selecting **On** enables a special help feature to assist hearing-impaired players in solving this puzzle.

Carmen Sandiego
Internet Connection

http://www.carmensandiego.com/

WINDOWS 95

Where in Time is Carmen Sandiego? offers direct access to the Internet while the game is running (Windows 95 only). The game provides a direct link to Brøderbund's Carmen Sandiego Connection™ – an Internet World Wide Web site full of tools useful to the aspiring Time Detective!

In order to utilize the game's Internet feature, you will need the following:

- An established connection to the Internet (via a dial-up Internet Service Provider like AOL or Compuserve; via a LAN connection; etc.)
- A Browser program for navigating the World Wide Web (such as Netscape Navigator™ or Microsoft Internet Explorer™). The browser must already be installed on your computer.

Setting up your Internet Connection in Windows 95
- Launch *Where in Time is Carmen Sandiego?*.
- Select **Internet**, and **Configure Internet Connection** from the menu bar.

- A configuration screen will appear. Select the options that best match the method by which you connect to the Internet. Click the **Help** button for information on the various options available.
- Follow the prompts and on-screen information until you have established your Internet connection parameters.

Activating your Internet Connection while playing the Game
- Select **Internet**, and **Carmen Web site** from the menu bar.
- Your Internet connection will be established, and most users will automatically be connected to the *Where in Time is Carmen Sandiego?* area, a section of the Carmen Sandiego Connection Web site.

Note: some Internet services, like AOL, may not be able to accept the *Where in Time is Carmen Sandiego?* Web address automatically. Users of these Internet services will need to specify the address during their configuration process:
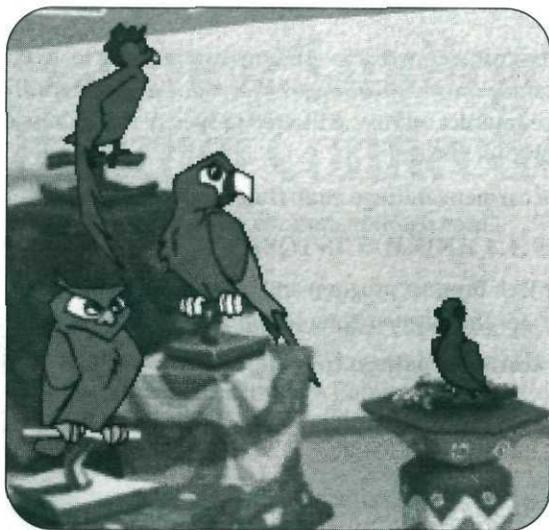
http://www.carmensandiego.com/time/player/

WINDOWS 3.1 AND MACINTOSH

Launch your Web Browser program and type the full URL (Web address) for the Carmen Time section:

http://www.carmensandiego.com/time/player/

Clues and Hints

Welcome to the amazing ACME Hint Section, where you'll find clues to help you sleuth through even the toughest puzzles in the game. Have fun, Time Pilot, and good luck!

The Chief

General Hints

The General Hints below are general tips for playing *Where in Time is Carmen Sandiego?*

If you're having trouble solving a Case, be sure to read through the General Hints that follow **before** you move on to the **Detailed Hints** section.

1. TALK WITH EVERYBODY
Conversation is a key way of gathering valuable clues. Make sure you talk with all the characters in a historical Case, and try asking them every available question. By talking with the people in a Case, you'll be able to find out what sort of history mischief the Thief has caused, and how you can set things straight!

2. EXPLORE FOR CLUES

Clues could be lurking anywhere! Make sure to search each scene carefully for clickable things, and listen closely. The information you gather may help you solve the history mystery.
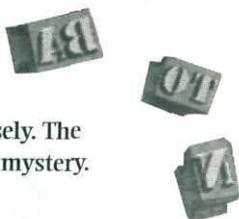
3. LOOK FOR COLLECTABLE THINGS

Some of the items can be taken and used to help solve problems and puzzles. Whenever you click on an item, watch the cursor carefully. If the cursor changes from a pointing FINGER icon to an open HAND icon, then the item can be moved around the scene. To keep the item, click and drag it into your Inventory area, at the bottom of the screen.

4. WATCH FOR CARMEN NOTES

In every Time Period, you'll need to find the scattered pieces of a note written by Carmen Sandiego, telling her Thief where to hide. Keep a sharp eye out for those Carmen Notes! Once you've collected all the pieces of a Carmen Note, your ACME Time Cuffs will activate, in preparation for an arrest!

5. USING THE COMPLETED CARMEN NOTE

The Carmen Note will point you towards the hidden Thief in each Case. You can decode Carmen's cryptic messages using the ACME Chronopedia (the book in the lower right corner of the screen). When you've figured out where the Thief is hiding, use the activated Time Cuffs on the hiding spot. KA-CHING! Your crook is heading for the slammer!

6. MOVING AROUND

Travel is an essential part of any ACME Time Pilot's life. When the Cursor changes into a FEET icon, you are over a hotspot which will take you to another location. A click of the mouse, and you'll be a world traveler. Don't forget your toothbrush!

7. ASKING FOR HELP DURING THE GAME

Don't forget: an ACME Good Guide is with you in every Case, ready to give help if you get stumped, stuck, or plain old baffled. Click on your Good Guide and select a question. As trained professionals, they'll always have some helpful advice.

Detailed Hints

This is it -- the Detailed Hints section! Here you'll find tips and suggestions for the puzzles in the game.

1. DON'T READ THESE HINTS UNLESS YOU'RE REALLY STUCK!

Figuring a puzzle out for yourself is definitely the best way to go. Avoid using the detailed hints that follow below until you are absolutely, positively stuck.

2. USE A PIECE OF PAPER TO REVEAL THE DETAILED HINTS ONE-BY-ONE.

The hints below are progressive, they start out giving only a little bit of advice, and steadily get more specific. Try using a piece of paper to cover up the hints, then slide the paper slowly down the page. This will help you review one hint at a time, without giving away an entire puzzle all at once.

3. WEB SITE

The hints below should help you get through most problems. But for even more detailed hints, visit the *Where in Time is Carmen Sandiego?* Internet Web Site at:

http://www.carmensandiego.com/time/player/

One more time:
Don't use the
hints that follow
unless you're
seriously stuck!

Case 1
Queen Hatshepsut in Egypt (1490 B.C.E.)

Q: STUCK AT THE NILE?

A1: *If you help the Boatman load his boat, he might help you get traveling.*

Q: STRANDED IN THE DARK ROOM?

A1: *Get your torch flaming and it will help light up the Dark Room. Look for a source of fire.*

Q: HAVING TROUBLE FINISHING THE MUMMY?

A1: *The hieroglyphs are the key to the mystery. Compare the hieroglyphs on the Royal Jars with another set of hieroglyphs hidden in the tomb.*

A2: *The hieroglyphs in the Dark Room are a hint about the steps for making a mummy. Compare the hieroglyphs on the wall to the hieroglyphs on the Royal Jars. Use the Royal Jars in the order that matches the hieroglyphs on the wall.*

Q: TROUBLE FINDING THE THIEF?

A1: *Find the final piece of the Carmen Note in the burial chamber. Remember, the most important part of the Carmen Note appears at the end of the riddle. Solve the riddle and use the Time Cuffs where you think the Thief is hiding.*

A2: *The Chronopedia is the key to the Carmen Note riddle. It confirms that Amun-Re was the Egyptian King of the Gods.*

Case 2
Julius Caesar in Rome (50 B.C.E.)

Q: CAN'T FIND THE SEWER?

A1: *Try heading underground. That's generally where a sewer is found.*

Q: TROUBLE FIXING THE SEWER PIPES?

A1: *Fill in all the gaps in the sewer using the pipes on the ground. Then run the pumps. Investigate the results in the fountain, latrine, and bath above ground.*

A2: *After you've put a pipe in place, you can always pull it back out and try another one.*

A3: *Have you tried the curved pipes? They can be as useful as the straight pipes.*

A4: *The one-way pipe is essential for keeping the clean water from mixing with the dirty water. Place it in the gap midway between Ivan and the Plumber.*

Q: WHERE'S THE THIEF?

A1: *Remember, the Carmen Note is your pointer to the Thief. Sometimes the pictures in the Chronopedia can help you unravel the Carmen Note and find the Thief.*

Case 3
Vikings in Vinland (1002 C.E.)

Q: TRYING TO ROUND UP THE VIKINGS?

A1: *The Viking crewmen need help before they'll join Leif Eriksson at the shore. Talk to each Viking crewman, and find out what he needs. Then go find it.*

Q: CAN'T GET IVOR TO THE SHORE?

A1: *Ivor needs something to finish off his new sword. Look for it somewhere outside.*

Q: CAN'T GET TYRKIR TO THE SHORE?

A1: *Here's a tasty thought: try using a snack to lure Tyrkir off his rock.*

A2: *If you can't help Tyrkir, try helping the other Vikings first, and come back to Tyrkir's problem later.*

Q: CAN'T GET OLAF TO THE SHORE?

A1: *Olaf needs to flatten his boulder before he can carve ruins. Find a useful tool in the Sod House, and use it near that boulder.*

A2: *An axe or knife might get the boulder rolling. Try it on something near the boulder.*

Q: THE "THING" NOT YOUR THING?

A1: *The "Thing" puzzle is based on real facts about Norse language and mythology. Check out the necklace in the Sod House for some helpful lore.*

A2: *Some of the English words for the modern days of the week are based on the names of old Norse (Viking) gods. Some of the Viking gods are: Tyr, Wodin, Thor, Frey, and Loki.*

Case 4
Murasaki in Japan (1015)

Q: CAN'T GET PAST A GUARD?

A1: *Those Guards are picky fellows. Talk to them carefully, and figure out why they won't let you in their rooms.*

A2: *In Heian-era Japan, even the Guards have a refined sense of fashion. Only appropriately dressed visitors can enter. For a bit of advice on what to wear, try talking with Murasaki about her poetry.*

A3: *You'll need to wear a Kimono and Lining that match the season of each Guard's room. To choose the correct lining, listen to Murasaki's poems. To choose the correct Kimono, compare the picture on each Kimono with the picture in each Guard's room.*

A4: *To enter the Spring room (the room closest to the moon), choose a Spring kimono with a blue lining. The Spring room contains a painting of cherry blossoms, so the Spring Kimono is the kimono with cherry blossoms on it. Murasaki's Spring Poem mentions the color blue.*

Q: MURASAKI STILL MOONING FOR THE MOON?

A1: *Bounce the moonbeam back to Murasaki, using the mirrors in each Guard's room.*

Q: CAN'T FIND ALL THE CARMEN NOTES?

A1: *Try talking with the Guard in the Winter room.*

Case 5
William the Conqueror in Feudal England (1086)

Q: TRYING TO TRACK DOWN SUPPLIES?

A1: *The peasants working for the Baron and the Lord may be able to help. Remember that in feudal England, a person's last name was often related to their job.*

Q: TROUBLE FINDING BREAD?

A1: *The Baron might have a worker who knows how to make fresh bread.*

A2: *Need some flour? A miller specializes in preparing fresh grains.*

Q: TROUBLE FINDING SWORDS?

A1: *You'll need someone who can make metal swords. What's another name for a metal-worker?*

Q: TROUBLE FINDING ARROWS?

A1: *A fletcher specializes in the production of arrows, using wood and feathers.*

A2: *A hunter's job is to catch animals for their meat, skin, or feathers.*

Case 6
Khan in Mongol China (1271)

Q: CAN'T GET STARTED?

A1: *You'll need permission from the Khan to travel through Mongol China. Talk to him some more.*

Q: TRYING TO HELP THE SILK WEAVER'S WORMS?

A1: *The silk worms are starving! Figure out what type of food they like to eat, and find it. Make sure to look for collectable items in every scene.*

Q: STUMPED BY THE MERCHANT?

A1: *Investigate the merchant's motives, and figure out what he most desires. It will make for a smooth trade.*

Q: GETTING LOST IN THE DESERT?

A1: *You need to find a navigational aid to get through the desert. The Silk Weaver might have something that can help.*

A2: *The Silk Weaver won't give up her bowl and spoon unless you give her a replacement.*

Case 7
Musa and the Mali Empire (1324)

Q: WHERE TO USE THE STAFF?

A1: *The Trader has the salt you need. He'll trade his salt for the gold in Musa's gold staff.*

A2: *Musa's gold staff is too heavy for an even trade. Ask the Goldsmith for advice.*

Q: STUMPED BY THE GOLDSMITH'S QUIZ?

A1: *Listen to the Griot's stories to help answer the Goldsmith's questions.*

Q: CAN'T BALANCE THE SCALE?

A1: *You'll need to separate Musa's gold staff into smaller parts. Give the staff to the Goldsmith, who can melt it into pieces for you.*

A2: *Some well-balanced logic may help you deduce which nuggets of gold to use. Start with just two or three pieces of gold, and figure out which pieces don't belong.*

A3: *Together the two largest gold nuggets weigh more than the whole block of salt. So one of the two largest gold nuggets should definitely not be used.*

All but 2nd-sm'est, -lgest

Case 8
Gutenberg in Germany (1454)

Q: CAN'T FIND ANY LAMPBLACK?

A1: *Lampblack is a dark, sooty substance, perfect for making black ink. Get your hands on something dirty!*

A2: *The black soot of lampblack comes from the smoke of burning oil. Look for a light source that burns oil.*

Q: PROBLEMS MAKING THE POSTER?

A1: *Concentrate on the main goals of the poster. First, warn that a kleptomaniac crook is still at large. In the next line, describe what the crook took.*

Q: CLUES FOR CATCHING THE CROOK

A1: *The Carmen Note refers to the most common substance in Gutenberg's special metal type, which the Chronopedia confirms is a certain heavy metal. Check the Chronopedia chapter for details.*

Case 9
Inca Empire (1466)

Q: COUNTING FRAME GOT YOU IN KNOTS?

A1: *Ask Ann to recount the items in each storeroom. Make sure to indicate the count for a particular storeroom on the counting frame directly outside that storeroom.*

A2: *Try just one piece of corn in the bottom-left corner of a counting frame, and listen for the result.*

A3: *Think of the columns that make up a real number. How many 100s are there in 600?*

Q: CAN'T COUNT THE POTATOES FOR PACHACUTI?

A1: *Ann grabbed 115 potatoes for the starving villagers, from a storeroom containing 3,029 potatoes. Adjust the counting frame to match the new storeroom count.*

A2: *Subtraction Session! Taking 115 potatoes out of a storeroom of 3,029 potatoes leaves 2,914 behind. Mark this new number on the counting frame.*

Case 10
Columbus and the New World (1493)

Q: TROUBLES WITH THE WESTWARD VOYAGE?

A1: *Columbus sailed southwest, and you should too. Always try to head either west or south.*

A2: *Try heading south to catch the easterlies. These steady winds, blowing from the east, will help you sail westward quickly.*

Q: COLUMBUS WON'T TAKE THE CHART?

A1: *Columbus doesn't seem to recognize your Chart. Try putting the Chart somewhere.*

A2: *Put your Chart where Columbus will look for it. Then talk to him again.*

Case 11
da Vinci and the Renaissance (1505)

Q: CAN'T FIND THE RIGHT PARTS?

A1: *The diagrams on the wall will help you look for the right-sized parts.*

A2: *Keep things in perspective in the Parts Room. A large object far away may look the same as a small object close-up.*

Case 12
Aztec Empire (1519)

Q: CAN'T FILL THE HOLES IN THE HEADDRESS?

A1: *All four of the gold discs are present in the Feather Worker's Room.*

A2: *An item missing from the headdress is available at the Marketplace. You'll need to take something from Montezuma's room before you can trade at the Marketplace.*

A3: *The Market woman will gladly trade Cocoa Pots for Quetzal feathers. You'll need a Quetzal feather that has just the right shape.*

Q: CAN'T GET THE FINAL HEADDRESS FEATHER?

A1: *The Blue Cotinga bird might be able to drop a spare feather, if you can get her squawking.*

A2: *Get a reaction out of the Blue Cotinga, using one of Montezuma's whistles.* — Top Right

A3: *To prevent the Blue Cotinga from flying back to its perch, the bird feeder needs to be more appetizing. Try putting a snack on the feeder.*

Case 13
Shakespeare in Elizabethan England (1599)

Q: CAN'T FINISH THE WALL?

A1: *Immerse yourself in verse – Shakespearean, that is. Get Burbage to rehearse his lines. You'll need to listen carefully to the lines from the plays in order to put the Wall Sections in the right spots.*

A2: *Each Wall Section has a line from a play tacked on it. Each of the wall Openings also has an attached line. Match up the Wall Section with the Opening, using the play rehearsals as your guide.*

Case 14
Thirteen American Colonies (1776)

Q: CAN'T FIND PARCHMENT FOR JEFFERSON?
A1: *Jefferson needs more parchment before he can write the Declaration of Independence. Find someone who has some parchment paper.*
A2: *The Minuteman won't give up his parchment paper until you get him some lead musket balls.*

Q: CAN'T FIND LEAD MUSKET BALLS?
A1: *By George, there's only one thing left in the Colonies made of lead!*
A2: *The King George statue seems pretty footloose, but you can't get the lead foot until you get rid of the Redcoats. They want some tea.*
A3: *The last time anyone saw tea was at the Boston Tea Party, when a heap was heaved into the harbor. See if you can reel in any clues.*

Q: STILL CAN'T FIND ANY MUSKET BALLS?
A1: *The lead foot might make a nice pile of musket balls, if you could change it into a different shape.*

Case 15
Lewis & Clark in the Pacific Northwest (1805)

Q: CAN'T GET PAST THE RAM?
A1: *You'll need something to scare off the Ram. Talk with a Shoshoni Indian. Ask him about the Ram, by selecting the Ram sign-language symbol. He'll give you advice.*
A2: *Sacajawea is a Shoshoni Indian sign-language specialist. Watch her hand gestures when she says Ram and other important words.*

Q: CAN'T GET PAST THE GRIZZLY?
A1: *Not much scares a Grizzly bear. But playing dead might do the trick. Use something related to playing dead or faking sleep.*

Case 16
Beethoven in Vienna (1808)

Q: CAN'T GET A SYMPHONY BACK IN ORDER?
A1: *The orchestra's performance of the Symphony must sound just like Beethoven's version. Ask Beethoven to replay a Symphony, then try to mimic the music with the orchestra.*
A2: *Remember each Symphony by concentrating on specific things: for instance, the speed of the music, or moments when the music gets very loud or very soft. These should help you get the sheet music in the correct order.*

OPENING OF
THE FIFTH SYMPONY
L. von Beethoven, Op. 67.
1770 - 1827
Allegro con brio

Case 17
Edison in the Industrial Era (1879)

Q: TROUBLE FINDING THREAD FOR EDISON?
A1: *The cotton factory has the thread you need. But the Guard only takes orders from one man.*
A2: *The Phonograph might help you convince the Guard to hand over some thread, if it had the right voice recorded on it.*
A3: *The Guard only seems to listen to one bossy voice. Capture the Boss's voice on the phonograph. Then play the Phonograph back to the Guard, in a particular order.*

Q: TROUBLE TAKING THE THIEF BY FORCE?
A1: *You'll need to make a clean circuit – a single path of wire that electricity can flow through.*
A2: *If the light bulb burns out, you're on the right track. You'll just need one more bright idea to complete the circuit again.*

Case 18
Yuri Gagarin & the Space Race (1961)

Q: FRAZZLED BY THE FLIGHT SEQUENCE?

A1: *The different rocket parts making up the Vostok rocket are the key to a successful simulation. Have a look behind every hatch!*

A2: *For the first simulation step: Vostok fuel needs a bit of blending before things can really take off.*

Final Chase
Chasing Down Carmen Sandiego (Present Day)

Q: WHERE'S CARMEN?

A1: *You'll have to travel back through all the Time Periods you've visited before you can catch Carmen!*

A2: *Carmen will visit each Time Period only once. So keep a list of all the places where she's left clues. Your next correct location will not be on this list of places Carmen has already visited.*

Still Need a Few More Hints? Browse the Web Site!

Please do not call Broderbund Technical Support for hint help, as they cannot give out Hints over the phone.

For additional Hints, including complete solutions to the puzzles in the game, please jump on over to:

http://www.carmensandiego.com/time/player/

Allison Taylor
Anne Hunter
Scott Fisher
Sabrina Cartwright
John Miller
Todd Cooper

ACME Authors' Notes

Overview

Where in Time is Carmen Sandiego? was carefully constructed to be fun and factual. Every effort was made to convey historically accurate scenarios, based on today's best available evidence. However, history is often not as clear-cut as one might think. Sometimes records of the past are vague; other times, historians may have differing perspectives or interpretations of an event. In situations where the historical record is vague, we were forced to make choices or assumptions in the design of the game. These choices are described below.

Issues Relevant to All Cases

1. REAL VERSUS FICTIONAL CHARACTERS

Where in Time is Carmen Sandiego? uses a simple system for distinguishing real historical figures from fictional characters. When the cursor is placed over a person, descriptive text will appear in the Rollover text area. Characters that have both a first and last name are true historical characters. Those that have only one name, like "Joanna" or "Merchant," are fictional characters. The two exceptions to this rule are the ACME Good Guides and the peasants in Feudal England (Case 5): they have first and last names, but are not actual historical figures.

2. LANGUAGE SPOKEN

For the sake of simplicity, all characters in the game speak the English language, even in situations or time periods where English would not have been the common tongue. There are not many people around today who speak ancient Egyptian!

Issues Relevant to Specific Cases

Case 1 – Egypt

1. THE MUMMY-MAKING PROCESS

The puzzle depicting mummy making is a simplified version of what was a long and complex process. Many steps were omitted – such as the removal of the brain, drying of the body in salty natron, or an important ceremonial step called the "The Opening of the Mouth."

2. HATSHEPSUT – WHEN DID SHE BECAME PHARAOH?

Hatshepsut refers to herself as pharaoh, although she did not actually achieve this title until after Thutmose II's proper mummification. We gave Hatshepsut early billing as pharaoh to reinforce that Hatshepsut was the only Egyptian queen who also declared herself pharaoh.

3. HATSHEPSUT'S FAKE BEARD

Sources are not definite about whether Hatshepsut actually wore a fake beard. However, in statues and hieroglyphs she is often depicted as wearing one, so we chose to include this intriguing, if debatable, element.

4. MUMMIFICATION HIEROGLYPHS

While Egyptian hieroglyphs certainly exist, there may not have been hieroglyphs that specifically depicted the mummy-making process, as we included on the wall of the tomb.

5. EARLY VOYAGE TO PUNT

The Egyptian expedition to Punt, considered the world's first oceanographic mission, did not actually occur until Hatshepsut had been in power for some time. Hatshepsut, however, refers to the voyage as if it has already taken place.

6. HATSHEPSUT'S TEMPLE

Hatshepsut's funerary temple, located at Dayr al-Bahri, was not actually built until after her death.

Case 2 – Rome

1. COLUMN CHAOS

The building in which Caesar stands includes four different types of classic columns – Doric, Tuscan, Corinthian, and Ionic. However, Roman architects probably would not have used all four types of columns on the same structure.

2. COMMUNAL BATHS

The actual latrines (toilets) and bathhouses of ancient Rome were large communal places, usable by many people at once. The Latrine and Bath in the game are therefore a bit small, as they only look big enough for one person at a time. We kept them small, to make the results of poorly placed sewer pipes more visible.

3. BEARDED BEAUTY

Although our Bather wears a full beard, most male Romans of the upper social classes did not wear beards, believing a clean-shaven look was more civilized.
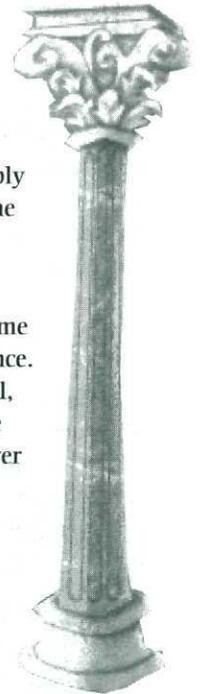
Case 3 – Vikings

1. LEIF'S LANDING SPOT

Most modern historians believe that Leif Eriksson first landed in North America at a region today known as Newfoundland, which the Vikings called "Vinland." However, not all historians agree with this conclusion.

2. A SCANTY CREW

By most historical accounts, Leif Eriksson sailed for North America with a crew of about 30 – 35 Vikings.

However, we decided to include only three Viking crew members in the game, otherwise the "Thing" debate would have become quite crowded! In reality, a large crew of 20 – 40 men was needed to sail a Viking knorr (trade) ship.

3. GRAPES VS. BLACKBERRIES

Sources claim that Leif Eriksson and his men landed in a region abundant with wild grapes growing on vines, and called the region "Vinland" as a result. However, other sources claim that Leif found not grapes, but blackberries.

4. A "THING" IN VINLAND

The "Thing" is a real Norse tradition, but it is doubtful that Leif and his crew actually held a democratic Thing debate while in Vinland. This element was borrowed from Norse culture for the sake of fun gameplay.

Case 4 – Japan

1. POETIC LICENSE

The poems read by Murasaki during the game, which describe the colors and images of the Japanese seasons, are not actual poems written by Murasaki Shikibu. However, these poems do convey real factual information about symbolism of the seasons in Japanese culture.

2. INSPIRATIONAL MOON

The architecture of Heian-era Japan probably did not feature seasonal rooms containing mirrors. However, it is believed that Murasaki Shikibu did indeed use the reflection of the moon in her mirror as inspiration for her writing.

Case 5 – Feudal England

1. LOCATION OF THE BAYEUX TAPESTRY

The Bayeux tapestry was actually hung in the Bayeux Cathedral, not in one of William the Conqueror's castles.

2. CHARACTERS

Both Baron duPont and Lord Maynard are fictional characters. Barons and lords were roles in the feudal political system. The feudal political system was more complicated than presented in the game. It included many roles, such as earls, knights, and more.

3. THOSE REVOLTING SAXONS

By 1086, when this Case takes place, William the Conqueror had subdued all Saxon rebellion against his rule. The siege taking place during the Case, therefore, is not authentic. This fictional siege was instead caused by the crook's theft of the Domesday book.

Case 6 – Khan China

1. AGE OF MARCO POLO

When Marco left Italy with his father and uncle he was about seventeen, but by the time they crossed China and met Kublai Khan, Marco was probably at least twenty-one years old.

2. LOCATION OF KUBLAI KHAN

Marco Polo's original meeting with Kublai Khan took place at the summer home of the Khan – called Shang-tu (the Xanadu of English poet Samuel Taylor Coleridge). However, during the game Kublai sits waiting for Marco Polo outside Khanbalik, his winter home.

Case 7 – Mali Empire

1. THE EXISTENCE OF SCALES

Simple scales, like the one used by the Salt Trader in the game, did exist by the year 1324. It is unclear whether a trader in the Mali Empire would have used a scale to weigh gold and salt. However, salt really was worth its weight in gold in ancient West Africa.

Case 8 – Gutenberg in Germany

1. WANTED POSTERS

Gutenberg did not actually create any warning posters with his printing press. Almost all his initial printing efforts were focused on making many copies of a comprehensive 42-line Bible (today known as the Gutenberg Bible).

2. PRINTING TYPE

The first printing press, built by Johann Gutenberg in Mainz, Germany, would not have printed words in English, as portrayed in the Case, but would have used Latin.

Case 9 – Inca Empire

1. USE OF THE TERM INCA

The Inca people probably did not call themselves "The Inca." During their time, the word Inca referred to the head of the society. The people making up that society were probably known as "The People of the Inca," but over time they became known simply as "The Inca." Modern history books now refer to the people as The Inca and the leader as the Emperor.

2. CRYPTIC COUNTING FRAME

The counting frames depicted in Case 9 are based on a drawing made by one of the original Spanish explorers in Inca lands. However, this drawing did not provide many details – such as why the numbered dots appear in groups of 5,3,2,1 instead of just groups of 4,3,2,1. As a result, historians today are not exactly sure how these counting frames worked.

Case 10 – Columbus

1. COLUMBUS AND THE QUEEN

When Columbus visited the Spanish royal court, asking for funding, he met with both Isabella and Ferdinand of Spain, not just Isabella.

2. COLUMBUS AT THE SPANISH COURT

Columbus met with Ferdinand and Isabella in the Spanish town of Santa Fe, which is an inland city, not a coastal city. However, we portrayed Santa Fe on the coast--with ships seen through the window. This allowed us to introduce the topic of sailing, and discuss notions of a "flat" world.

3. ISABELLA AND THE CHARTS

Isabella probably would have found it beneath her royal dignity to personally work on maps and charts. Map making was a specialty craft, and Isabella probably hired experts to make maps for her.

4. THE RETURN TO EUROPE

Columbus did not sail back from the West Indies in a ship provided by two clever time travelers. Instead, he sailed back with just the Niña – as the Santa Maria had run aground, and the Pinta was carried off by

COLUMBUS' VOYAGE 1492

an officer named Pinzon. During the game we state that Carmen's thief stole the Pinta, but in reality it was Pinzon.

5. NOTE IN A BOTTLE
During the return trip to Europe, Columbus and his crew encountered fierce storms that threatened to sink the Niña. At one point, Columbus thought disaster was imminent, so he quickly wrote down a record of his "China" discovery, and threw it overboard in a bottle. This historical event inspired us to put a Carmen Note in a bottle.

Case 11 – da Vinci in the Renaissance

1. ORIGINS OF THE MONA LISA
In the game, the Mona Lisa is portrayed as a female model, whom Leonardo da Vinci is trying to paint. However, the exact inspiration of the Mona Lisa painting is ambiguous. Historians do not know whether the painting was inspired by a real woman, or was simply made up by Leonardo.

2. THE JESTER MACHINE
The Jester Machine was made up. While some historical accounts suggest that Leonardo hired human jesters to amuse his model, there is no historical record of Leonardo designing a mechanical jester for such a purpose. Within the game, it is the Thief, not Leonardo, who builds the flying Jester Machine.

Case 12 – Aztec Empire

1. REAL BIRD SOUNDS? YOU MAKE THE CALL.
The birds in Montezuma's aviary can be coaxed into whistling their favorite calls. All of these calls are authentic recordings of each bird, except the Blue Cotinga.

Case 13 – Elizabethan England

1. A WALL OF VERSE
The Globe Theater was disassembled in 1599 by the Chamberlain's men, and put back together on the south side of the Thames River. The sections of the Globe were probably not marked with matching lines from Shakespeare's plays. However, actors at that time did often post sections of a play backstage, to help in memorization. We extended this historic fact into a fictional wall puzzle that uses matching verses.
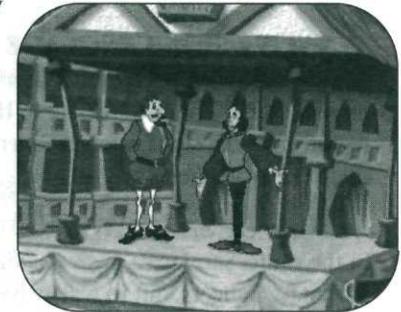
2. A DOG NAMED SPOT
While dogs probably roamed freely through much of London, England, in 1599, this dog named Spot is fictional. His presence is a nod towards the play Macbeth, and a famous line from Lady Macbeth:

"Out, damned spot! out, I say!"

Case 14 – Thirteen American Colonies

1. BOSTON HARBOR TEA
The scene with the Minuteman takes places on July 4, 1776 – almost three years after the Boston Tea Party, which occurred on December 16, 1773. It is unlikely that a crate would have floated around in the harbor for three years without sinking or being scavenged.

2. WIGGED OUT WITH JEFFERSON
During the game, Jefferson has a white powdered wig – typical of the wigs traditionally worn by members of both the British Parliament and the American Continental Congress. Some historians claim that Jefferson may have avoided wearing the traditional white wig.

3. ROLE OF BEN FRANKLIN
Records indicate that John Adams and Thomas Jefferson were the primary creators of the Declaration of Independence, and that Benjamin Franklin actually had little to do with this document. We decided to give Mr. Franklin a prominent position, however, in recognition of his other important contributions to early colonial America.

Case 15 – Lewis and Clark in the Rockies

1. NATIVE SIGN LANGUAGE
The sign language used in this Case derives from actual hand signs used by Native American tribes of the Plains and Rocky Mountain regions. Several signs, such as River, were slightly simplified to make them easier to identify.

2. ROLE OF SACAJAWEA
In the game, Sacajawea gives specific advice about mountain dangers, but in reality her role in the Corps probably centered on her skill as a translator, not as a navigator. Sacajawea's presence was also a powerful symbol of the group's peaceful intentions, and helped ease tensions during several dangerous encounters with Native Americans.

3. RAM TOUGH
The Ram in the second scene of the Case is quite a stubborn fellow. In reality, mountain rams are fairly wary creatures, who tend to avoid human beings.

4. NEZ PERCE BY THE PACIFIC OCEAN
At the end of the Case, a pair of Nez Perce Indians appear, canoeing near the Pacific Ocean. However, the Nez Perce were not a coastal tribe. The journals of Lewis and Clark confirm that the Nez Perce actually lived farther east, in the Rocky Mountains.

Case 16 – Beethoven in Vienna

1. SYMPHONIC DURATIONS
The Fifth and Sixth Symphony scores used during the game represent only part of Beethoven's full versions. An actual Fifth Symphony performance typically lasts 30 minutes; the Sixth Symphony for 40 minutes.

Case 17 – Edison at Menlo Park

1. THE COTTON FACTORY
Joe's Cotton Cornucopia is a fictitious factory. Industrial cotton factories existed in the 1870's, but this particular factory is simply made up.

2. LIQUIDATED LIGHT BULBS
Glass light bulbs, which had to be hand-blown, were far too expensive for Edison to just throw away, as portrayed in the Case. Edison probably reused each glass light bulb by replacing the burned-out filament.

3. FORCE FIELD FICTION
There is no such thing as a force field machine. Such a device is not yet possible given current 20th century technology. If you hear of a working model, let us know!

4. THOMAS vs. ALVA
Today we call him "Thomas," but in 1879 Edison was generally known by his middle name, "Alva."

5. PHONOGRAPH
A real phonograph-recorder probably would not be able to record sounds from a distance, or through a glass window, as occurs during gameplay. But Edison's phonograph did indeed work, and amazed many people.

Case 18 – Yuri Gagarin

1. MISSION CONTROL SIMULATOR
In Case 18, the Player uses a "Rocket Flight Simulator," but such a device did not really exist at that time. In general, computer technology in 1961 was quite primitive by current standards.

2. VOSTOK ROCKET PARTS
All of the rocket parts mentioned in Case 18 were components of the Vostok rocket; however, the Vostok rocket also included hundreds of other complicated parts. We focused on the most essential components involved in a rocket flight.

3. CRAMPED CAPSULE

Yuri's capsule, seen from the interior during the Case, looks rather spacious. In reality, his capsule was hardly big enough for a person to fit inside. Lucky for Yuri it wasn't a long flight.

4. CCCP

This is actually an acronym (in Cyrillic letters) for Union of Soviet Socialist Republics.
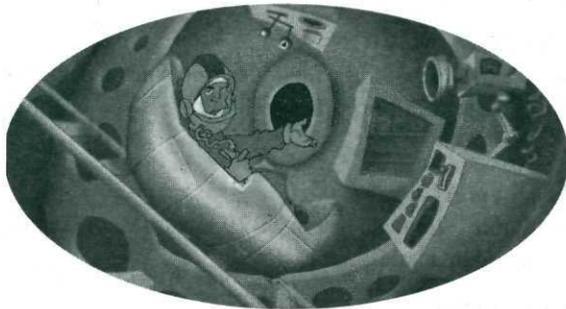
Guarantee and Warranty

Guarantee and Limitations on Warranty

Brøderbund 90 Day Satisfaction Guarantee

If you are not completely satisfied with your purchase, return the product to Brøderbund Software within 90 days of the date of purchase, along with the original sales receipt and the reason for return. Please state whether you would prefer another Brøderbund product of equal or lesser value, or a full refund. Dealers, distributors and their employees are not eligible. Please call Brøderbund Customer Support at (415) 382-4745, or return the merchandise to Brøderbund Software, P.O. Box 6125, Novato, CA 94948-6125. If you wish to return the product via U.P.S., please send it to Brøderbund Software, Attention Customer Support, 755 SouthPoint Boulevard, Petaluma, CA 94954.

The Brøderbund 90 Day Satisfaction Guarantee also warrants for a period of 90 days that this copy of this product 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 90 day period, call the Brøderbund Technical Support Department at (415) 382-4747 from Monday through Friday between the hours of 6:00 a.m. and 5:00 p.m., Pacific Time. Brøderbund Technical Support personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided you may inform Brøderbund that you would prefer another Brøderbund product of equal or lesser value, or a full refund.

Restrictions

The Software contains copyrighted material, trade secrets and other proprietary material. In order to protect them, and except as permitted by applicable legislation, you may not decompile, reverse engineer, disassemble or otherwise reduce the Software to a human-perceivable form. You may not modify, network, rent, lease, loan, distribute or create derivative works based upon the Software in whole or in part. You may not electronically transmit the Software from one computer to another or over a network.

Export Law Assurances

You agree and certify that neither the Software nor any other technical data received from Brøderbund, nor the direct product thereof, will be exported outside the United States except as authorized and as permitted by the laws and regulations of the United States. If the Software has been rightfully obtained by you outside of the United States, you agree that you will not re-export the Software nor any other technical data received from Brøderbund, nor the direct product thereof, except as permitted by the laws and regulations of the United States and the laws and regulations of the jurisdiction in which you obtained the Software.
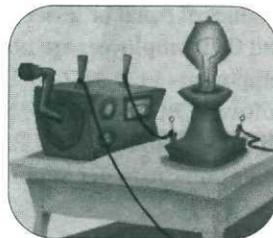
Government End Users

If you are acquiring the Software on behalf of any unit or agency of the United States Government, the following provisions apply. The Government agrees:

(i) if the Software are supplied to the Department of Defense (DoD), the Software are classified as "Commercial Computer Software" and

the Government is acquiring only "restricted rights" in the Software, and its documentation as that term is defined in Clause 252.227-7013(c)(1) of the DFARS; and

(ii) if the Software are supplied to any unit or agency of the United States Government other than DoD, the Government's rights in the Software, and its documentation will be as defined in Clause 52.227-19(c)(2) of the FAR or, in the case of NASA, in Clause 18-52.227-86(d) of the NASA Supplement to the FAR.

Disclaimer Of Warranty

You expressly acknowledge and agree that use of the Software is at your sole risk. The Software, and related documentation are provided "AS IS" and without warranty of any kind. If for any reason you are dissatisfied with the software, return the product with your original sales receipt to Brøderbund within 90 days of the date of purchase for a full refund or a replacement product of equal or lesser value. Brøderbund expressly disclaims all warranties, express or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. Brøderbund does not warrant that the functions contained in the software will meet your requirements, or that the operation of the software will be uninterrupted or error-free, or that defects in the software and the fonts will be corrected. Furthermore, Brøderbund does not warrant or make representations regarding the use or the results of the use of the software or related documentation in terms of their correctness, accuracy, reliability, or otherwise. No oral or written information or advice given by Brøderbund or a Brøderbund authorized representative shall create a warranty or in any way increase the scope of this warranty. Should the software prove defective, you (and not Brøderbund or a Brøderbund authorized representative) assume the entire cost of all necessary servicing, repair or correction. Some jurisdictions do not allow the exclusion of implied warranties, so the above exclusion may not apply to you.

Limitations On Warranty

Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No

other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

No consequential damages: Brøderbund shall not be liable for special, incidental, consequential or other damages, even if Brøderbund is advised of or aware of the possibility of such damages. This means that Brøderbund shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data or use of the software, or from any other cause except the actual cost of the product. In no event shall Brøderbund's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

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

Acknowledgments

Concept Design by
Jim Everson
Ken Goldstein
Lance Groody
Stuart Lowder
Andrew Pedersen
Amanda Silber

Case Designs by
Matt Fishbach
Todd Kerpelman
Jim Everson

Producer
Amanda Silber

Programmed by
Ken Bull
Carol Spelman
Dan Kelmenson

Art & Animation Director
Stuart Lowder

Sound & Voice Director
Michael Barrett

Associate Producer
Keli Wong

Script Editor
Matt Fishbach

Supervising Producer
Andrew Pedersen

Studio Programming Director
Lance Groody

Executive Publisher
Ken Goldstein

Senior Artist
Marcela Evans-Pesqueira

Prototyper
Matt Christmann

Lead Layout Artist
Joel Reid

Lead Animators
Scott Graham
Bob King
Wendy Johnson

Animators
Kevin Dooley
Ted Pratt
Joel Reid
Jason Sadler
William H. Browne

Computer Graphic Artists
Matt Christmann
Michelle Graham
Barbara Lawrence
David Magliocco
David Saccheri
Michelle Shelfer

Sound Design
Haroon Tahir

Additional Sound Design
Tim Larkin
Chris Clanin
Greg Rahn
Gary Schwantes
Catherine Vibert
Brian Walker

Additional Programming
Aaron Miller

Systems Programming
Esteban Ahn
Glenn Axworthy
Fred Campbell
Tom Chipperfield
Kent Daniels
Mike Foulger
Bob Gulian
Scott Henderson
Andrew Kay
Guy Nicholas
Robert Noska

Case Dialogue Writers
John Whitman
Carina Chocano
Lisa Rosenberg

Additional Case Designs by
Susan Greer
Josh Mandel

Chronopedia Writer
Ellen Jackson

Additional Material Written by
Rob Sharenow
Richard Smith
Andrew Todhunter
JoAnne Wetzel
John Whitman

Research Coordinator
Deirdre Quigley

Voice Talent Casting
Jenean Estigoy

Additional Voice Direction by
Jenean Estigoy
Haroon Tahir
Amanda Silber

Sound Editing
Haroon Tahir
Kent Carmichal
Robert Johnson II
Kevin Krejci
Patsy Rahn
Al Sincero
Catherine Vibert

Location Music Provided by
Associated Production Music

Original Compositions by
Michael Barrett
Haroon Tahir

Musicians
Michael Barrett
Tim Larkin
Johnnie Bamont
Gary Schwantes

"The Chief"
Lynne Thigpen

"The Chief" Video Directed by
Jonathan Meath

"The Chief" Dialogue Written by
McPaul Smith

Videotaped at
Sony Music Studios
New York, NY

Video Post-Production
Scott Aronian

Voice of Carmen Sandiego
Brenda Burke

Quality Assurance Lead
Dave Jensen

Quality Assurance Testers
Paul Allen
Margaret Coholan
John Conklin II
Ed Daranciang
Linda Frazier
Gabriel Ramsey
Elizabeth Rippe
Alex Taylor

Manual Writers
Matt Fishbach
John Whitman
Keli Wong

Documentation Review
Anne Sete
Inga Pedersen

MARKETING

Marketing Manager
Jennifer Apy

Assistant Marketing Manager
Heath Ames

Senior Public Relations Specialist
Shannon Jamieson

Marketing Coordinator
Christin Bosque

Licensing
Christine Orlando

Package Design
Nancy Crowe

Design Coordinator
Scott Silverman

Copywriter
Jennifer Omholt

Carmen Sandiego™ Adventures on CD-ROM!

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Explore World Geography
Ages 9 & Up

CARMEN SANDIEGO WORD DETECTIVE™

Complete Grammar,
Spelling, and Vocabulary
Ages 8 - 14

WHERE IN THE U.S.A. IS CARMEN SANDIEGO?

Explore U.S. Geography
Ages 9 & Up

CARMEN SANDIEGO MATH DETECTIVE™

Word Problems and Math Strategies
Ages 8 - 14

Brøderbund®