WHERE IN THE WORLD IS CARMEN SANDIEGO?

The Detective Chase that Shows You the World

User's Manual

👑 Brøderbund

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The princess of pilfery, the diva of deviousness—Carmen Sandiego™ —is at it again. No borders or boundaries can contain Carmen and the treacherous thieves under her command. And nothing in the world is safe from these burglarizing bandits!

But that's where you come in. As an agent of the ACME Detective Agency, it will be up to you to catch Carmen's crooks and, ultimately, Carmen herself. Arresting these robbers is more than just a job, it's a personal challenge of the highest order. While technology has changed the way we go after Carmen and her conniving criminals, your success will ultimately depend on plain old-fashioned detective work.

Here's the condensed version of how you'll get on the trail of the robbers:

- You'll install the *Where in the World is Carmen Sandiego?* game on your computer, start it up, and sign in using your name or an alias.

- I, The Chief, will contact you on the Videophone to give you the details of the upcoming case.

- You'll fly to the scene of the crime and interview witnesses, using our brand-new, state-of-the-art sleuthing device, the ACME Babel-Link Translator. Its built-in Notepad can keep a record of clues that could lead to your suspect.
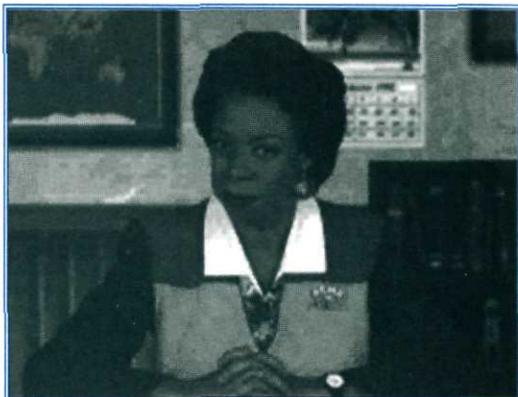
- You'll use the Digisketch to piece together a composite image of your suspect, as you unveil clues describing his or her appearance. Get a complete image and you can issue an official arrest warrant.

- Fly by Night Travel will help you jet from place to place, but you'll need to decipher a few clues before you book your next flight.

- You'll use the World Wiz Database to learn more about countries that your suspect may have visited.

- You'll get valuable assistance and information from the ACME Good Guides™ as you visit locations around the world.

- During your investigation, you'll travel from country to country, interviewing witnesses and creating an accurate composite sketch of the suspect. When you've gathered enough character description clues, you'll obtain an arrest warrant by clicking the **Issue Warrant** button on the Digisketch. When you actually see the suspect, who is about to rendezvous with Carmen, you'll click *Stop Thief! You are under arrest!* to collar the crook.

Remember, you must have a warrant to make an arrest, otherwise the crook will be set free.

Well, that's everything in a nutshell. OK? So grab your passport, clean off your magnifying glass, and go out there and make the world safe from Carmen and her gang.

The Chief

The ***Where in the World is Carmen Sandiego? v3.5*** CD-ROM comes in three formats—Windows 95, Windows 3.1, and Macintosh. This section covers all versions, so look below for the section that applies to you.

WINDOWS® CD-ROM*

Windows 95

33MHz 486 or faster; 66MHz 486 recommended

8MB RAM

Minimum 15MB hard disk space

2X CD-ROM drive or faster

640x480 display, 256 colors; High Color supported

Windows compatible sound device

Modem and Internet Service Provider (optional)**

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

**User is responsible for all Internet access fees and phone charges.

Before playing the ***Where in the World is Carmen Sandiego? v3.5*** game, you must first install a small portion of the program (approximately 3MB) onto your hard disk. This operation makes it possible for you to establish a detective roster and keep track of your rank and merits.

Windows 95

To Install

• Begin at the Windows 95 desktop.

• Insert the CD-ROM into your CD-ROM drive.

• The **Carmen World** startup window will appear.

• Click the **Install** button and follow the on-screen instructions to install the program.

If the **Carmen World** 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 uses a letter than **D**, substitute that letter for **D**.)

• Click the **OK** button and follow the on-screen instructions to install ***Where in the World is Carmen Sandiego? v3.5***

We recommend you exit other Windows programs before installation. If you have already quit other Windows programs, click **Next** to continue installing.

Please take a few moments to register the ***Where in the World is Carmen Sandiego? v3.5*** game. Registering your product qualifies you for free technical support and notification of future upgrades and special discounts.

To play the ***Where in the World is Carmen Sandiego? v3.5*** game:

Click **Start**, point to **Programs**, then to **Broderbund Software**. Click the ***Where in the World is Carmen Sandiego? v3.5*** menu item to begin the game. You may also play the game by clicking **Run** from the Brøderbund startup screen that appears each time you insert the CD-ROM into the CD-ROM drive. If you deactivated the Brøderbund startup screen, the game will automatically run when the CD-ROM is inserted in the CD-ROM drive.

If you want to quit the game or start a new case, you can do so from the **Game Options** menu located in the World Wiz Database. You can also quit by pressing **Ctrl+Q** at any time. Note that if you quit while in the middle of a case, any information you've gathered for that case will be lost and you'll begin a new case the next time you sign in.

Note: You can skip through most animations, during the introduction and during the game, by clicking any mouse button.

Uninstall

After you have successfully installed the ***Where in the World is Carmen Sandiego? v3.5*** game, you may remove it from your hard disk using the Uninstall feature in Windows 95. Click the **Start** button, point to **Settings**, and then click **Control Panel**. Double-click the **Add/Remove Programs** icon. Click the **Install/Uninstall** button and select ***Where in the World is Carmen Sandiego? v3.5*** from the list of programs. Click the **Yes** button to remove the program. Click **OK** to clear the screen.

Note: After uninstalling, the *Where in the World is Carmen Sandiego? v3.5* game icon may still appear in the Start menu. Selecting this icon will not launch the game, since it has been uninstalled. The icon will disappear from the Start menu the next time you restart Windows 95.

WINDOWS® CD-ROM*

Windows 3.1
33MHz 486 or faster; 66MHz 486 recommended
8MB RAM
Minimum 15MB hard disk space
2X CD-ROM drive or faster
640x480 display, 256 colors; High Color supported
Modem and Internet Service Provider (optional)**

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

**User is responsible for all Internet access fees and phone charges.

Before playing the *Where in the World is Carmen Sandiego? v3.5* game, you must first install a small portion of the program (approximately 3MB) onto your hard disk. This operation makes it possible for you to establish a detective roster and keep track of your rank and merits.

Windows 3.1x

To Install

- Begin at the Windows Program Manager.
- Insert the CD-ROM into your CD-ROM drive.
- Click the **File** menu and select **Run**.
- Type **D:\SETUP.EXE** in the line labeled **Command Line**. (If your CD-ROM uses a letter than **D**, substitiute that letter for **D**.)
- Click the **OK** button and follow the on-screen instructions to install the program.

The install program will create a default directory, **C:\CSWORLD**, and will then copy a number of files from the CD-ROM to this directory. If you wish, you may specify another directory during the installation process. The install program will create a program item called *Where in the World is Carmen Sandiego? v3.5* within a program group named **Broderbund Software**. The setup program may also run a QuickTime™ installer. Please follow its directions for installation.

To play the game after you have completed the installation, double-click the *Where in the World is Carmen Sandiego? v3.5* icon within the **Broderbund Software** program group. You may also run the game

by choosing **Run…** from the **File** menu of the Program Manager. In the line labeled **Command Line:** type:

C:\CSWORLD\CSWORLD.EXE

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

If you want to quit the game or start a new case, you can do so from the **Game Options** menu located in the World Wiz Database. You can also quit by pressing **Ctrl+Q** at any time. Note that if you quit while in the middle of a case, any information you've gathered for that case will be lost and you'll begin a new case the next time you sign in.

Note: You can skip through most animations, during the introduction and during the game, by clicking the mouse button.

MACINTOSH® CD-ROM*

Macintosh and PowerPC
System 7.1 or higher
20MHz 68040 or faster; PowerPC
68040 Macintosh: 4.5MB RAM free
PowerPC: 6.5MB RAM free
Minimum 15MB hard disk space
2X CD-ROM drive or faster
640x480 display, 256 colors; thousands of colors supported on PowerPC
Modem and Internet Service Provider (optional)**

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

**User is responsible for all Internet access fees and phone charges.

Before playing the *Where in the World is Carmen Sandiego? v3.5* game for the first time, you must install a small portion of the program to your hard disk and you may need to add items to your Extensions folder. All extensions required to run this game are included on the CD. The installation process requires approximately three megabytes (3MB) of hard disk space.

Macintosh or Power Macintosh

To Install

- Insert the CD-ROM into your CD-ROM drive.
- Double-click the **Carmen World 3.5** CD-ROM icon
- Double-click the icon labeled **Carmen Sandiego World Installer** and follow the on-screen instructions to install the program.
- The installation program will create a **Carmen World 3.5** folder on your hard drive.
- After installation is completed, you must **Restart** your computer.

To Run

- To play *Where in the World is Carmen Sandiego? v3.5*, locate the **Carmen World 3.5** folder on your hard drive.
- Double-click the folder to open it.
- Then double-click the icon labeled **Where in the World is Carmen?** to launch the application.

Additional Product Information

For *Where in the World is Carmen Sandiego? v3.5* to work properly, your system software must include the following components in the **Extensions** folder:

Sound Manager 3.01 or higher (System 7.5.2 and below users only)

QuickTime™ 2.12

QuickTime™ PowerPlug 2.1 or higher (PowerPC users only)

Recent Macintosh System software may already include these extensions. Look in the **Extensions** folder found in the **System** folder on your hard drive to see if these extensions are already installed in your system. If so, check the version number of each extension one at a time. To do this, click each extension icon so it is highlighted. Then, click the **File** menu and select **Get Info** to check the version number.

If the version of any of these extensions is earlier than required, we suggest you upgrade to the more recent version included on the *Where in the World is Carmen Sandiego? v3.5* CD-ROM. If you need to update these extensions, double-click the **System Folder** icon. When the **System Folder** window opens, click 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.

Next, double-click the **Carmen Sandiego World** icon. In the window which appears, double-click the folder titled **Multimedia Extensions**. Drag the required extension(s) from the folder on the CD-ROM into the **Extensions** folder. After the system indicates the extensions have been moved to the **Extensions** folder, restart your Macintosh by clicking the **Special** menu and selecting **Restart**.

If you need to remove *Where in the World is Carmen Sandiego? v3.5*, just drag the **Carmen World 3.5** folder into the Trash and empty the Trash.

To play the game, double-click the **Where in the World is Carmen?** icon within the **Carmen World 3.5** folder on your hard disk.

If you want to quit the game or start a new case, you can do so from the **Game Options** menu located in the World Wiz Database. You can also quit by pressing **Command+Q** at any time.

Note: You can skip through most animations, during the introduction and during the game, by clicking the mouse button.

Troubleshooting

If you have followed the instructions in the previous section ("Getting on the Trail") and you are still having problems loading or running the program, the following technical advice may help. Additional technical advice can be found in the ReadMe file, as well as in the Troubleshooting Guide included in the *Where in the World is Carmen Sandiego? v3.5* game box. If the advice in either of these documents does not solve your problem, then see the end of this section, "When All Else Fails," to learn how to contact the Brøderbund Technical Support Department.

Windows 95

256 Colors or Thousands of Colors

This program will run in both 256 colors (8-bit color) or thousands of colors (16-bit color) modes. The quality of video in the World Wiz Database and the video of The Chief will be dramatically improved in 16-bit color mode, but the scrolling performance of the game's panoramic backgrounds may degrade at that setting.

Opening Sequence Performance

The opening sequence animation for the *Where in the World is Carmen Sandiego? v3.5* game performs better in 8-bit color mode, and some 486 users may not be able to achieve acceptable performance in 16-bit color mode. Installing the most up-to-date drivers for your video card will ensure that you are seeing the best possible performance your video card can provide. Please contact your video card manufacturer to obtain the latest version of the drivers for your video card.

Choppy Sound or Dropouts During the Travel Sequence

If you're experiencing sound dropouts or "choppy" sound during the program's travel sequence, you should update your CD-ROM device drivers to the most recent, 32-bit device drivers that your manufacturer provides for Windows 95. Using out-of-date, 16-bit CD-ROM drivers within Windows 95 makes it impossible for your sound card to continue to play sound smoothly while reading from the CD-ROM (which is particularly important during travel).

Although we highly recommend that you play the *Where in the World is Carmen Sandiego? v3.5* game with only the most up-to-date device drivers loaded on your system, running the Windows 3.1 version of the game will prevent choppy sound during travel sequences even in the presence of a 16-bit CD-ROM driver. First, uninstall the Windows 95 version of the game using the **Add/Remove Programs** Control Panel (please see your Windows 95 documentation for more complete information). To install the Windows 3.1 version of the *Where in the World is Carmen Sandiego? v3.5* game within Windows 95, select **Run...** from the Windows 95 **Start** menu, and type:

D:\SETUP16\SETUP16.EXE

(substitute the appropriate letter if your CD-ROM drive uses a letter other than **D:**). After running SETUP16.EXE, follow the on-screen instructions to complete installation.

Windows 95 and Windows 3.1

Choppy Sound or Dropouts During Normal Gameplay

If you experience "choppy" sound or sound dropouts during normal gameplay, it is an indication that your CD-ROM drive cannot seek quickly enough to keep up with the program's demands. The performance of your CD-ROM drive may be improved by changing its cache settings and making sure that its drivers are up-to-date. Please consult your Windows 3.1, Windows 95, and/or your CD-ROM drive's documentation for further information about your CD-ROM drive's ability to "read ahead" and increase its cache size. Please contact your CD-ROM drive's manufacturer to obtain its most up-to-date drivers.

When you start the *Where in the World is Carmen Sandiego? v3.5* game, the program performs a brief test to assess the speed of your CD-ROM drive. Based on the test results, the Simultaneous Music and Dialog setting in the **Game Options** menu may be affected. You can manually override this setting if you like. To access the Simultaneous Music and Dialog setting, go to the World Wiz Database Index screen, click the **Game Options** button, then select **Location Music**.

Video Display Problems

For the game to display properly, your Windows video driver must be set to display 256 colors or thousands of colors. The game will not function with video drivers set to millions of colors. To change your Windows video display driver, click the **Start** button, point to **Settings** and select **Control Panel**. Double-click the **Display** icon. Click the **Settings** tab. Find the options for **Color Palette** and change it to **256 Color** or **High Color**. Click the **OK** button to accept any changes you may have made. Windows may ask if you want to restart the system for the changes to take effect. Select **Yes**.

Screen Savers

This program usually will not have problems running on machines using After Dark® or any other screen saver. However, should you encounter a problem, we recommend that you first disable your screen saver before running the *Where in the World is Carmen Sandiego? v3.5* game. To disable, please refer to the manual that came with your screen saver.

Windows 3.1

Not Enough Memory

This program needs a total of 8MB RAM (5MB free) and requires Virtual Memory. If you encounter an insufficient memory error message, 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 Troubleshooting Guide included in the box with this product.

No Sound

If you are unable to hear music or sound effects from the game, check to see if you have Windows sound drivers installed. For additional information regarding this issue, please refer to the Troubleshooting Guide included in the box or the manual that came with your sound device for instructions on installing Windows sound drivers.

Adjusting Sound Levels

If you find there is an imbalance between the volume levels of the music and the characters' speech, we suggest you consult your sound system manual to make the appropriate adjustments between the wave and synthesized (MIDI) sounds. If this doesn't work, please contact your sound card manufacturer.

"Wave Sound Device Not Responding"

If you encounter this error message, you may need to update your sound drivers (wave drivers) to the most recent versions provided by your sound device manufacturer.

Macintosh

Memory

This program requires 4,550K (4.4MB) of available memory. Power Macintosh users need 4760K (4.6MB) free. To check your available memory, go to the Apple (■) menu and select **About This Macintosh**. *Total Memory* is the amount of physical RAM installed, *Largest Unused Block* is the amount of available memory.

On a Macintosh with 8MB total memory, you may need to free up additional memory by disabling extensions. For information on how to turn off individual extensions, please consult your Macintosh documentation or the documentation accompanying the various extensions you may have installed. (Be sure to keep the Sound Manager and QuickTime Extensions active, as you will need them for the game to run! Power Macintosh users must also keep QuickTime PowerPlug active.)

Sound Problems

If you are unable to hear music or sound effects from the game, check to see that the volume control in your Sound control panel is set high enough to be audible. To do this, click **Control Panels** on the Apple (■) menu, click **Sound**, and then set the volume to a higher level.

Video Display

This program requires your Macintosh to be set to display 256 colors. Power Macintosh users can also run this program in thousands of colors. To set your display, click the Apple (■) menu and select **Control Panels**. Double-click the **Monitors** icon, and then select **256 colors** or **thousands of colors**. If you do not see 256 colors or thousands of colors as an option, you may need to install additional VRAM (video memory) into your Macintosh. Close the **Control Panel** window. Try running the program again.

Virtual Memory

This program requires Virtual Memory to be turned off. To turn this feature off, click **Control Panels** from the Apple (■) menu, select **Memory**, and then set the **Virtual Memory** option to "Off." Close the Memory Control Panel and restart your computer for this change to take effect.

32-bit Addressing

This program requires your Macintosh to operate in 32-bit addressing mode. To turn on 32-bit addressing, click **Control Panels** on the Apple (⌘) menu and click **Memory**. You should see a 32-bit addressing option (this option does not appear if your computer only operates in 32-bit mode). Click the **On** button. Close the Memory Control Panel and restart your computer for this change to take effect.

Conflicts with System Extensions or Control Panel Devices

If this program appears to be running slowly, you might want to try turning off any unneeded extensions that may be running. If you have any system extensions which may interrupt gameplay or use needed memory (screen savers, for example) you may want to turn them off before you begin play. Please consult your Macintosh documentation or documentation accompanying the various extensions you may have installed for information on how to turn off individual extensions.

When All Else Fails

If you have worked through these troubleshooting suggestions and still need assistance, you can contact Broderbund 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/support

- America OnLine–Use the Keyword: BRODERBUND

- Mail–Send your questions to Broderbund 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 a.m. and 5:00 p.m., Pacific Time.

To clamp the cuffs on the wrists of Carmen Sandiego and her fellow V.I.L.E. (Villains International League of Evil) members, it takes dogged determination, persistent questioning, and the ability to stomach airline food. Here's what you'll need to know to start putting these twisted thieves behind bars.

Object of the Game

Somewhere, in a far-off part of the world, a theft has been committed by Carmen or one of the members of her V.I.L.E. gang. The perpetrator is currently hopping from country to country in an attempt to shake off would-be pursuers like yourself. In one of the countries, they will be making a rendezvous with Carmen to pass the stolen item on to her.

To solve a case, you must:

■ Figure out what the suspect looks like (using character description clues), and obtain a warrant for his or her arrest

AND

■ Track down the crook and make the arrest before your ACME Babel-Link Translator runs out of battery power

Note: Remember, you'll need that warrant! If you make an arrest without a warrant, or with the wrong warrant, the court will throw out your case and release the suspect. Also, the process of obtaining a warrant helps you determine what the suspect looks like, so you don't end up arresting an innocent person.

Signing In

When you first start up the game, you'll see the opening sequence, followed by a sign in ledger with a blinking insertion point. Type in your favorite name or alias using your computer keyboard, then click the **Enter** button. To complete the sign-in, select **Play with this name** or click the **Enter** button again.

If you've already played the game, you'll see a list of one or more of the names or aliases you've created, along with their rank and number of cases successfully completed. To select a name or an alias, click it, then

either select **Play with this name** or click the **Enter** key. Select **Play with this name** or click the **Enter** button again to complete the sign in. To erase a name or an alias, click it, then click **Delete this name**.

Check the box next to "Always Skip Opening Sequence" if you'd like to skip the opening animation and credits each time you run the game.

Your Assignment

Once you've signed in, the Videophone component of your ACME Babel-Link Translator will be activated (see page 28 for more information). You'll get a welcoming call from The Chief at the ACME Detective Agency headquarters. When The Chief asks you if you're ready to take on a case, three choices will appear. Clicking *Yes, I want a new case* allows you to get on the trail of one of Carmen's crooks. Clicking *No, I want to explore now* will send you to Explore Mode™, where you can travel around the world without the pressure of solving a case (for more information about Explore Mode, see page 33). Clicking *No, I want to quit the game* will send you back to your computer's operating system.

When you click *Yes, I want a new case*, The Chief will assign you a case and brief you on the details. The **Fly by Night Travel** screen will appear (for more information, see page 31), and you'll be winging your way to the scene of the crime.

Gathering Clues

After your plane has landed, you'll be treated to the sights and sounds of an exotic foreign locale and its landmarks. You can look to the left or right of the location by moving the pointer to the far left or right side of the screen. As you scroll farther left or right, eventually, you'll be able to view all around the location — a full 360 degrees.

Soon, you'll see various tourists of all sizes, shapes, genders, ages, and nationalities walking by. Since you've come here to find out more about your suspect, click one of the tourists, then click any of the three statements which appear in the center of your ACME Babel-Link Translator (for more information about using this futuristic sleuthing device, see page 24).

A tourist's reply to the first question, *Where did the suspect go?*, will give you a location clue, indicating to which country the suspect has fled. Their reply to the second question, *Tell me about the suspect,* will give you a character description clue, telling you what the suspect looks like. Character description clues are needed to obtain a warrant (see the section, "Obtaining a Warrant," below). These questions can be asked in any order; in fact, you're not required to ask both questions.

To keep track of your clues, you can save the text of a tourist's reply by dragging it and then clicking again to release it onto the yellow Notepad, which appears to the right of the list of statements (for more information, see page 25). To conclude your interview in a courteous manner, click *Thank you, goodbye.*

As you explore a particular location, you may also find various scraps of paper lying about, which could be clues left behind by your suspect. Click one of these scraps to read the text printed or written on it. To save this text, click it, then drag it to the Notepad.

Since your ACME Babel-Link Translator only has a limited amount of battery power, you should keep a close watch on how you expend this precious resource. You may not want to question every single tourist that passes by, especially if you've already figured out where the suspect was headed, or if you've already determined what your suspect looks like. Since it's your case, it's your call.

Obtaining a Warrant

As you question the witnesses in different countries, you'll begin to piece together a physical description of the culprit. You'll use the Digisketch to keep track of these character description clues and to obtain an arrest warrant. To open the Digisketch, click the red **Magnifying Glass** tab on the right side of the Translator (for more information, see page 30).

On the Digisketch, you'll see categories that describe different physical traits of the suspect, such as height, weight, and what they're wearing. Click any of these categories to cycle through all the possible traits, until you come to the one that best matches the suspect. When all of these

categories have been completed, the **Issue Warrant** button will be illuminated. You can now click this button to obtain that all-important legal document. The words *Warrant Issued!* will appear, above the list of traits you've chosen. If you've made a mistake in entering a character description clue, click *Change Warrant*, click the trait you want to change, and then request a warrant for this new suspect by clicking the **Issue Warrant** button.

Remember The Chief's favorite saying: "You can't arrest a crook without a warrant." If you fail to obtain a warrant, the criminal will be set free. Also, be sure to enter your character description clues in the *Digisketch accurately. If the traits you've chosen don't match the actual* traits of the suspect you arrest, he or she will go scot-free!

Traveling to the Next Location

After you've spent some time in a country questioning tourists, you may start to see the same tourists walking about. Your detective's intuition may tell you that you're not going to get any new information at this location. When that happens, you should think about heading to the country toward which all the location clues point. Click on the blue **Globe** button to contact Fly by Night Travel.

On the **Fly by Night Travel** screen, you'll see a list of countries you can fly to from your current location under the heading "FLIGHTS DEPARTING." You'll also see a large globe with a few red dots on its surface. Each red dot indicates a location displayed under "FLIGHTS DEPARTING." The lone green dot on the globe indicates your present location. To see all the dots, rotate the globe by clicking either the left or right arrows beneath it. Move the pointer over a dot to bring up the name of the corresponding country, along with some flight information. To fly to your next destination, click the name of a country or click its red dot on the globe.

If you've already flown to a particular country and picked up a few valuable clues during your visit, a check mark will appear alongside it the next time it appears on the **Fly by Night Travel** screen. If you've made the mistake of flying to a country that your suspect did not visit, you'll see a red circle-slash next to that country's name.

Nabbing the Hooligan

After you've landed at a new location, you'll soon know how close you are to catching the crook:

■ If you see two bumbling janitors, this means that the criminal you're chasing passed through this country on his or her way to another locale. These janitors, the ICK Brothers, Rick and Nick, have been sent by Carmen to clean up the trail of the suspect, which, as you'll see, is a difficult task for this inept duo! When Carmen's diabolical feline, *Carmine, hisses at you, it also means that you're on the right track and getting closer to the crook.*

■ If you don't see the two janitors or Carmen's Cat Carmine, and the tourists don't give you any information about a suspect, you've flown to the wrong country. You should either return to the previous country, or fly to a new country, because the suspect's trail is getting cold.

■ If you see Carmen's Cat Carmine, and the words *Stop, Thief! You are under arrest!* appear on the bar in the upper-middle section of the Translator, you've arrived at the country where the criminal is about to rendezvous with Carmen Sandiego. (Now is the time to make sure you have a valid arrest warrant that matches the description of the suspect. If you haven't obtained one yet, click the red **Magnifying Glass** tab. For more information, see the previous section, "Obtaining a Warrant.") One of the tourists that passes by will be your suspect. When a person matching the description of your suspect appears, click that person, then click *Stop, Thief! You are under arrest!* The crook will then be apprehended.

Moving Up in Rank

When you first join the ACME Detective Agency, you'll be given the rank of Rookie. As you successfully solve cases and arrest different members of Carmen's gang, you'll move up the ACME ladder and will be promoted to a higher rank. The Chief will announce your promotion to you over the Videophone after you've solved the required number of cases.

When you reach the rank of Super Sleuth, you'll get a chance to go after the bigwig herself, Carmen Sandiego. If you catch her, your name will be

entered into the Hall of Fame. You can view this by opening the World Wiz Database in the Translator, and clicking the **Hall of Fame** button. Once you catch that master thief, Carmen Sandiego, the game is over. If you want to play again, you'll need to sign in again under a different name or alias.

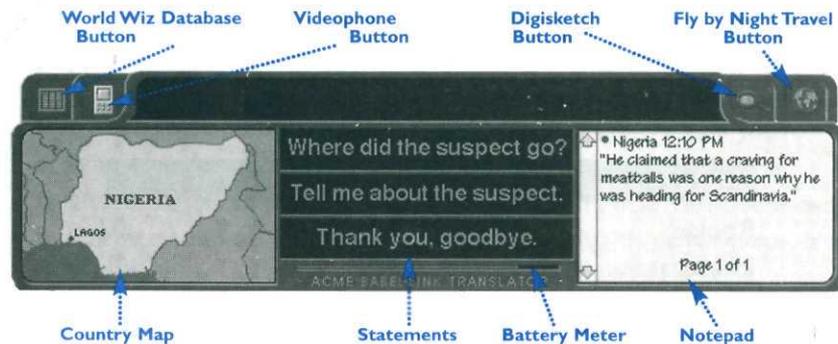| Rank	Minimum Number of Cases Solved
Rookie	0
Investigator	2
Senior Investigator	4
Inspector	9
Senior Inspector	15
Detective	22
Master Detective	30
Super Sleuth	39

The More Collars, the More Challenges

When you're a Rookie or an Investigator, you may find that your first few cases are fairly easy to solve. But as you move up in rank, the crooks will become more and more sophisticated, and hence, more difficult to catch. However, with practice, your skills as a gumshoe will improve, and hopefully, you'll be able to keep up with — and capture — these increasingly devious criminals.

Ending a Game

When you're ready to take a break from crime-solving, hold down the **Ctrl** key and press **Q**. If you use Windows 95 or Windows 3.1, you can also hold down the **Alt** key and press **F4**. If you're a Macintosh user, hold down the **Command** (⌘) button and press **Q**. You can also end a game by opening the World Wiz Database and clicking **Game Options**. Click **Quit** and then click the **Yes** button.

When you end a game, your current rank and the number of cases you've solved will be saved. However, if you quit while you're in the middle of a case, any information you've gathered for that case will be lost, and you'll have to start a new case the next time you sign in.

World Wiz Database Button · **Videophone Button** · **Digisketch Button** · **Fly by Night Travel Button**

NIGERIA
LAGOS

Where did the suspect go?

Tell me about the suspect.

Thank you, goodbye.

ACME BABEL-LINK TRANSLATOR

• Nigeria 12:10 PM
"He claimed that a craving for meatballs was one reason why he was heading for Scandinavia."

Page 1 of 1

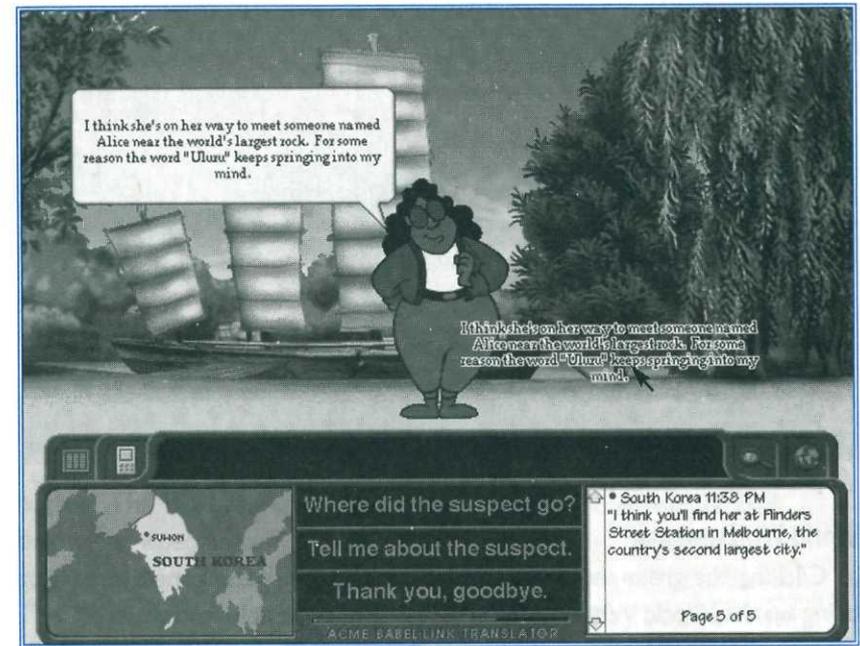**Country Map** · **Statements** · **Battery Meter** · **Notepad**

To catch Carmen and her V.I.L.E. gang, you'll use the very latest in high-tech crime-stopping equipment, the ACME Babel-Link Translator. This amazing device translates all the languages of the world. It also gives you everything you need to research different countries, call The Chief, create composite sketches of your suspects, travel to cities around the world, and more! It occupies the lower half of the screen, and displays a map of the country you're currently visiting in its lower-left corner.

The Translator has a limited amount of battery power, which puts a limit on your ability to catch the suspect. The red Battery Meter bar above the words "ACME BABEL-LINK TRANSLATOR" shows just how much energy is remaining in the batteries. As you conduct your investigation and fly to other countries, this bar will gradually shrink. When there is no more red in the bar, your batteries are drained, and your case is finished. Each time you begin a new case, the Translator's batteries will be recharged.

Note: Accessing the World Wiz Database does not drain any battery power, unless you use the Find feature; see page 28 for more information.

Questioning Witnesses

In the center of the Translator's screen, you'll find a list of three statements you can pose to any tourists in a particular country. To speak with a tourist, click him or her as they walk by. Once they've stopped and greeted you, click one of the statements on the list. You'll then see and hear the tourist's response.

I think she's on her way to meet someone named Alice near the world's largest rock. For some reason the word "Uluru" keeps springing into my mind.

SOUTH KOREA
SUWON

Where did the suspect go?

Tell me about the suspect.

Thank you, goodbye.

ACME BABEL-LINK TRANSLATOR

• South Korea 11:38 PM
"I think you'll find her at Flinders Street Station in Melbourne, the country's second largest city."

Page 5 of 5

Using the Notepad

On the right side of the Translator's screen, you'll see a blank yellow pad. This is the Notepad, which you can use to record the character description clues and location clues you gather. The Notepad stamps your notes with the name of the country where you conducted interviews, helping you remember where you received various clues. This travel log can prevent you from doing any needless backtracking during the case.

To use the Notepad, click a tourist's spoken text or the printed text on a scrap of paper, then drag it onto the Notepad and click again. You'll now see the text displayed on the Notepad, along with the name of the country, the time of day you spoke with that tourist or found that scrap of paper, and either a red or blue dot. A red dot indicates a character description clue, telling you what the culprit looked like. A blue dot indicates a location clue, giving you a lead to your suspect's next destination. The up and down arrows at the edge of the Notepad allow you to turn all its pages and read all the clues you've recorded.

Afghanistan	Egypt	Japan	Russia	Vietnam
Argentina	France	Kenya	Saudi Arabia	Zaire
Australia	Germany	Mexico	Singapore	Africa
Austria	Greece	Morocco	South Africa	Antarctica
Bolivia	Guatemala	Nepal	South Korea	Asia
Brazil	Hungary	Netherlands	Spain	Europe
Cambodia	Iceland	New Zealand	Sweden	North America
Canada	India	Nigeria	Tanzania	Oceania
Chile	Indonesia	Pakistan	Thailand	South America
China	Iran	Panama	Turkey	Talking Translator
Cuba	Israel	Peru	United Kingdom	Glossary
Denmark	Italy	Philippines	United States	INTERNET

World Wiz Database

Clicking the green index tab on the far left side of the Translator will bring up the World Wiz Database. By using this valuable information resource, you can learn more about any country and continent where Carmen and her gang may have fled. Using the Database does not drain any of the Translator's battery power, so you can do as much research as you like; however, the Find feature (see page 28) will sap some of your battery energy.

In the first screen of the Database, the **Index** button will be highlighted, and you'll be looking at an extensive list of countries and continents. You'll also see a **Glossary** button, which you can click to look up any unfamiliar words or phrases you may have heard from witnesses. To see which detectives have nabbed Carmen herself, click the **Hall of Fame** button. Click the **Game Options** button to see information about which game version you're playing, to change the background music and dialog settings, to change the character speed, to start a new case, to sign in as a new detective, or to end the game.

To get information about any of the countries and continents in the World Wiz Database, click any of the names on the list. This will bring up a list of facts and an essay about that country or continent. To scroll through the essay, either click the up or down arrows to the right of the text or move the slider bar up or down. To the right of the essay, you'll

see a window where you can view a map of the country, its flag, and either a video or photographs from that country. Click the **Map** button to see the map, and click the **Flag** button for a picture of that country's banner (see below for information on accessing the videos or photographs).

Volume Control | Play/Pause | Step Back | Step Forward

Viewing Videos or Photos

If you'd like to see a video from a particular country, click the **Video** button. This will bring up a slider bar and playback controls, located below the video screen. The video will begin playing automatically. To stop the video, click the **Pause** button at the left side of the slider bar. The **Pause** button will then turn into a triangular **Play** button. When you're ready to watch the video again, click this **Play** button. To step forward one frame at a time, click the right-pointing button; to step back one frame at a time, click the left-pointing button. Clicking the small speaker button at the far left side of the screen brings up the volume control for that video. To turn the sound up or down, slide the volume *control bar up and down.*

At some countries, you'll find detailed still photos instead of videos. When you're checking out one of those countries, the **Video** button will be replaced by a **Photo** button. Clicking that button will bring up the first photo from that country. Click **Photo-2** at the bottom of the photo to view the second photo; click **Photo-1** to return to the first photo.

To return to the World Wiz Database Index, click the **Index** button in the upper-left corner of the screen. You can also move to the preceding country on the index list in alphabetical order by clicking the left arrow adjacent to the **Index** button. To move to the following country on the index list in alphabetical order, click the right arrow. To leave the Database, click either the down arrow or the green Database **Index** button to close it.

Using the Find Feature

The World Wiz Database is extremely useful if the witnesses are describing locales unfamiliar to you. If they mention a city, geographical feature, monetary unit, or anything else you've never heard of, the Find feature may help you figure out which country they're describing.

When you open the World Wiz Database, you'll see the word *Find* in the lower part of the screen, with a blinking insertion point next to it. Using your computer keyboard, type in the word you want to look up, then either click the **Enter** button to the right, or press the **Enter** key on your computer keyboard. (You can use uppercase or lowercase letters, or both.) If the word is found, the Database will display the area of text where the word is used. This could be in the information about a country, a continent, or in the glossary. You'll also see the word highlighted in the text area. If the word appears more than once in the Database, the total number of matches will be displayed. Click on the right or left pointing arrows to see the other matches, or to cycle through these matches, click the **Next** button or press the **Enter** key on your computer keyboard. The Find feature depletes the Translator's batteries a small amount each time it's used, so use it wisely.

Videophone

Sometimes, following the elusive trail of a suspect can be a lonely job. For those times when you need some outside information or help, there's the Videophone. You can use it to call The Chief, to call one of the ACME Good Guides for help with finding your suspect, or to request a tour of a country from one of the Good Guides.

To bring up the Videophone, click the **Videophone** button in the upper-left side of the Translator. Click *Chief* to put in a call to headquarters. An image of The Chief will appear on the **Videophone**
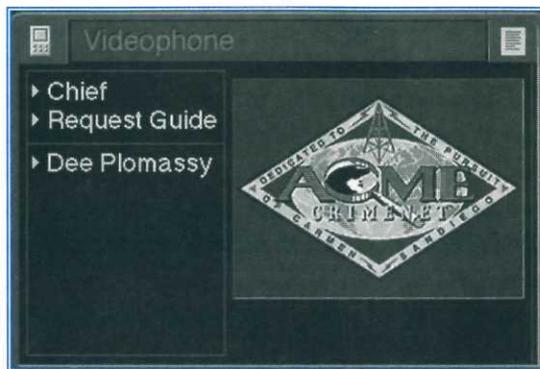
screen, and you'll get one of her helpful hints on how to go after a suspect. (For information about calling up one of the ACME Good Guides and getting a tour, see below.)

To close the Videophone, click either the **Videophone** button or the down arrow.

Just the Fax

Once you've arrested a criminal, he or she will be interrogated, and, sometimes, may reveal information about what Carmen Sandiego looks like. This information will be saved, and can be viewed by clicking the **Fax** button at the right of the Videophone. To close the fax, either click the left-pointing arrow or the **Fax** button. As you arrest more crooks, additional lines of information will accumulate, until you have a complete description of Carmen.

Getting a Guided Tour

If you'd like some first-hand information about any country where you're conducting an investigation, click *Request Guide* on the Videophone. One of the seven ACME Good Guides will immediately appear at your current location. The Good Guides will give you some historical and cultural insights into the country you're visiting, and may even point out some of the nearby attractions. (For a description of each of the individual Good Guides, see "The ACME Good Guides" section on page 35.)

During a tour, if a Good Guide pauses, click *Tell me more* in the upper-middle section of the Translator and the Good Guide will continue showing you around. Click *Thank you, goodbye,* when you've finished your tour and are ready to resume your chase. The Good Guide will continue to look for clues in that country for you. Later, if you'd like to re-contact a Good Guide and see what they've uncovered about your suspect, click the **Videophone** button. You'll now see a list of any and all Good Guides you've taken a tour from during a particular case. Click any of these Good Guides to see them on the Videophone screen and hear their nuggets of information.

The Digisketch

As you question witnesses, they'll give you various clues describing the suspect you're after. To keep track of these character description clues, as well as to obtain a warrant, you'll need to use the Digisketch. You access this state-of-the-art sketcher by clicking the red **Magnifying Glass** button on the right side of the Translator.

When the Digisketch is brought up, you'll see a description of the crime the suspect has been charged with, plus a list of categories of physical traits, including gender, hair color, height, and weight. Click any of these categories to cycle through the possible physical traits of your suspect. A physical image will appear, and will change with every click of your mouse button. Stop when you come to the trait that best matches the description given to you by witnesses.

When all of the categories have been completed, the **Issue Warrant** button will be illuminated, and you can click it to get your arrest warrant. A new screen will appear, with the words *Warrant Issued* at the top, along with all the traits you've selected.

If you find out later that you've entered the wrong trait, and need to correct it, click **Change Warrant**, then click the trait. Remember that if you arrest a crook using a warrant that doesn't match their actual physical appearance, that warrant is invalid, and the suspect will be set free. However, changing a warrant and issuing another one uses up battery power, so it's a good idea to make sure you've entered the correct traits the first time.

To close the Digisketch, click the down arrow in the lower-right side of the screen, or click the magnifying glass tab.

Fly by Night Travel

When you're ready to travel to another country, click the blue **Globe** button at the far right side of the Translator. This will bring up the **Fly by Night Travel** screen. You'll see a large globe with several red dots on it, indicating those locations to which there are flights available. These countries will also be listed under "FLIGHTS DEPARTING." The green dot on the globe indicates your present location, which is also listed immediately below "FLIGHTS DEPARTING." To rotate the globe left or right and see all the possible locations you can fly to, click either the left or right-pointing green arrows below it.

When you move the arrow pointer over the red dots on the globe, or over the list of countries under "FLIGHTS DEPARTING," flight information will appear on the lower part of the **Fly by Night Travel** screen. To choose a flight, click either a red dot on the globe or the name of the country on the list. After you hear a beep, which confirms your reservation, you'll be on your way to your destination. A red travel line on the small map in the lower left corner will indicate the progress of your flight. You may also hear the local flight attendant welcome you to a country in its local language. The English translation can be seen along the bottom of the travel window. When you've arrived, this map will change into a map of the country you're currently visiting.

If you've flown to a country that has not been visited by Carmen's criminals, a red circle-slash will appear alongside that country's name the next time you see it on the **Fly-by-Night Travel** screen. You'll also see a check mark next to a country's name if you've already visited it and obtained some valuable information there.

To close the **Fly by Night Travel** screen, click either the down arrow or the blue **Globe** button.

The ACME Global Language Link-Up

While you are at a location you may see a Satellite Kiosk. This is the ACME Global Language Link-Up. Click the kiosk and test your international sleuthing skills. You'll see and hear the local language while being quizzed. Match the word or phrase shown with one of the three translation choices. With each correct language match, you'll receive energy in your Ultrabar. When you have a fully charged Ultrabar, you'll be able to uncover any extra V.I.L.E. thieves hidden in your current location!

PLAYING THE LANGUAGE LINK-UP GAME

While playing the Language Link-Up game you can preview the foreign word before making a selection.

To **PREVIEW** a Foreign Word: Click the word in the center of a bar. You'll hear the word pronounced by a native speaker.

To **SELECT** a Foreign Word: Click the triangle along the left edge of the bar. When you click a triangle, the Language Link-Up game will tell you if you've successfully matched the English and foreign words.
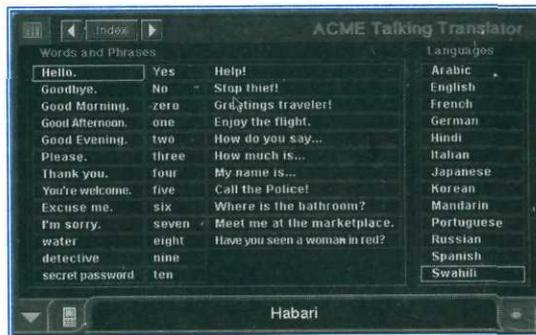
The ACME Talking Translator

The ACME Talking Translator puts a variety of foreign languages at your fingertips. Just select an English phrase or word, then select a language button to hear it in one of 12 different languages. The ACME Talking Translator button appears in the World Wiz Database.

Once in a while, you may feel like you need to recharge your own batteries, and get away from the world of crime. For those times, there's Explore Mode™. Here, you can use the Fly by Night Travel service to fly anywhere in the world. You can also look at the World Wiz Database, and view videos or photos about any country in the game. You can even call up one of the ACME Good Guides, who will give you a complete, uninterrupted tour of any country. In Explore Mode, there are no cases to solve, no tourists to question, and no worries about losing battery power.

To access Explore Mode, start the game over, and sign in. When the Videophone is activated, and The Chief asks if you're ready for your next case, click *No, I want to explore now.* The ACME Babel-Link Translator and its features will still be available. Click the green **Index** button to access the World Wiz Database, click the **Videophone** button to request an ACME Good Guide, and click the blue **Globe** button to travel to a particular country.

When you use the Fly by Night Travel service in Explore Mode, all the countries that appear in the game will be listed in alphabetical order, with only six displayed at a time. Click the up or down arrows on the slider bar to the right to scroll up and down the list, then click the country you wish to fly to. The six countries that you see on the list will be displayed as red dots on the globe, and you can also click any of these dots to book a flight.

When you're ready to go back to solving cases, click the **Videophone** button, then click *The Chief.* You will then be offered a new case; click *Yes, I want a new case,* to accept it.

http://www.carmensandiego.com/

WINDOWS 95

Where in the World is Carmen Sandiego? 3.5 offers direct access to the Internet while the game is running (Windows 95 & Macintosh). 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 World 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 & Macintosh

- Launch *Where in the World is Carmen Sandiego? 3.5*.

- Open the World Wiz Database by clicking on the green index tab on the far left side of the interface.

- Click on the **Internet** button in the bottom-right corner of the database Index screen.

- 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.

Activating your Internet Connection During Gameplay (Win95 & Mac)

- Open the World Wiz Database by clicking on the green index tab on the far left side of the interface.

- Click on the **Internet** button in the bottom-right corner of the database Index screen.

- Your web browser program will launch automatically and take you to the **Carmen Sandiego Connection** web site.

- If your browser fails to load, the most likely reason is lack of free memory. Try quitting all unnecessary programs before clicking the **Internet** button. See the ReadMe file for details.

Note: some Internet services, like AOL, may not be able to accept the Internet address which will take you directly to the Carmen Sandiego Connection web site. Users of these Internet services will need to specify the address directly:
http://www.carmensandiego.com/products/productsworldplayermain.html

Internet Connection in Windows 3.1

- Launch your Web browser manually and type the following Internet address:
http://www.carmensandiego.com/products/productsworldplayermain.html

Whenever you need first-hand information about the country where you're conducting your investigation, or if you need a little help with your search, the ACME Good Guides™ are at your command. To reach them, click the **Videophone** button on the Translator, then click *Request Guide*. One of the seven Good Guides will soon appear to show you around and give you some fascinating facts about the country's past, present, and its people. Each of these Good Guides has a different area of expertise, which they're only too happy to share with you.

A teenage prodigy, the mechanically minded Ivan is an incessant tinkerer, who used his knowledge of robotics to invent the ACME Babel-Link Translator and other ACME crime-fighting tools. Ivan's hobby is conducting block-by-block investigations of the Great Wall of China, the Pyramids of Egypt, and other past feats of engineering excellence.

Ivan will be your guide in the United States, China, Egypt, Panama, Australia, France, and Nigeria.
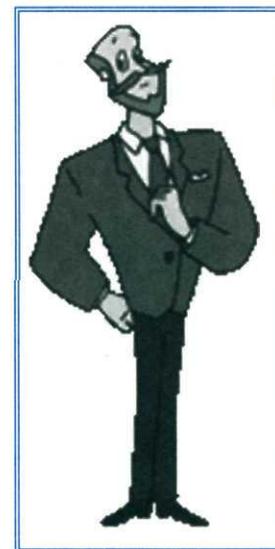
A professor of philosophy at the ACME Institute of Carmenology (ACME's School of Good Guides), Herman's nose can usually be found buried in a stack of research books. Herman is a serious, hard-working scholar who takes every opportunity to bring Carmen and her gang a little closer to great literature, even if it means literally "throwing the book at them!"

Herman will show you around Afghanistan, Japan, Indonesia, Israel, Saudi Arabia, Nepal, and Thailand.
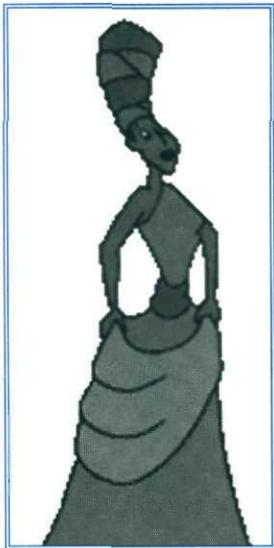
Dee's career as a diplomat began in early childhood, when she convinced a classmate who had successfully stolen third base to return it. Aided by her ability to speak 17 languages fluently, Dee is frequently called upon by world leaders for her expertise in political systems and economics. She has pursued peace throughout the world, impressing people with her grace, her elegance, and her very tall turban.

Dee is the local expert in Canada, Hungary, the Netherlands, the United Kingdom, Vietnam, Cuba, Argentina, Russia, Sweden, and Morocco.

Renee's interest in the arts began at birth, since her mother is the world-famous architect, Fallan Arches, and her father is the renowned bassoonist, Red Cheeks. The conductor of the ACME orchestra, Rene is also an accomplished artist whose paintings and sculptures can be found in museums around the world. Renee enjoys thwarting the efforts of Carmen's gang, because she doesn't believe that these "rip-off artists" deserve to be called artists!

Renee will show agents around India, Austria, Spain, Denmark, Germany, and Turkey.

A geologist, forester, and a natural force in his own right, Rock helps ACME agents learn more about the world's natural forces. Although he is as big and as tough as a Rocky Mountain boulder, Rock has a soft heart when it comes to the well-being of animals. He enjoys giving his massive neck muscles a good stretch by staring up at the heights of the Himalayas or pondering the depths of the Grand Canyon.

Rock will give you a tour of Brazil, Iceland, Kenya, South Africa, New Zealand, and Tanzania.
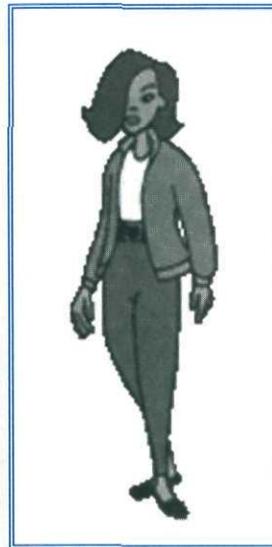
Ann has been interested in archaeology ever since she read about the "lost city" of Troy, and wondered how it was ever possible to lose an entire city! She graduated from the ACME Institute of Carmenology with a degree in "Ancient Cities and Other Dusty Stuff." Ann safeguards the world's historical treasures, because she wants to make sure that "the past is always present."

Ann will provide a wealth of information about Peru, Mexico, Guatemala, Iran, Greece, Chile, Italy, and Cambodia.

Kim is a firm believer that the world is just one big global village. After earning a Ph.D. in cultural anthropology, she became ACME's expert on the world's diverse social systems. Kim is one of the most well-connected people on the planet, and has the phone bill to prove it.

Kim will give you the facts about the Philippines, South Korea, Bolivia, Zaire, Pakistan, and Singapore.

Carmen Sandiego

A onetime ace *detective for the* ACME Detective Agency, Carmen turned to a life of thievery to give herself intellectual challenges that went beyond detective work. After leaving ACME, Carmen founded V.I.L.E., the Villains International League of Evil. Since she has a soft spot for those people who are less capable than herself, Carmen stocked the ranks of her new organization with some of the most inept incompetents in criminaldom. When she's not donning one of her numerous disguises, Carmen can be identified by her long brown hair, and will be wearing a red trench coat and a fedora.

Carmen's Cat, Carmine
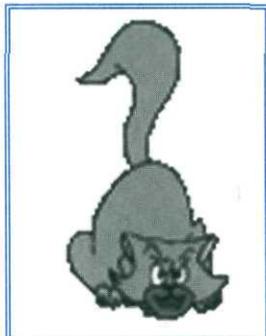
This purloining pussycat is Carmen's most notorious accomplice. An unfortunate incident involving an economy-sized sack of kitty litter has left Carmine with the warped mind of a criminal. Since many of *the members of the* V.I.L.E. gang are stumblebums, Carmen has trained Carmine to follow them, so that her hissing can scare off any pursuing gumshoes.

These two jellybrained janitors, Rick and Nick ICK, originally got into their chosen profession because they heard that if they could "clean up," they'd be rich. This dirty duo has been fired from every cleaning job they ever held, which gave them the ideal qualifications to join Carmen's gang. They attempt to clean up the tracks left behind by Carmen's henchpeople. If you run into Rick and Nick, it means you're on the right track and are closing in on your suspect.
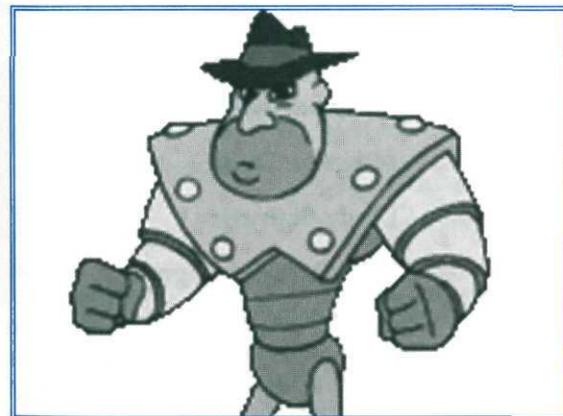
RoboCrook is Carmen's right hand man…um… robot. RoboCrook's history is a mystery but one thing is for sure, he will do anything Carmen asks him to. RoboCrook is committed to helping out fellow V.I.L.E. cohorts, by scaring off any ACME agents that get too close to a villain on the run.

The Members of Carmen's V.I.L.E. Gang

As you play the game, you'll be given the opportunity to capture every one of the purloining pilferers who are under the command of Carmen Sandiego. Here's a handy checklist so you can keep track of which ones you've arrested.

❏ **Herb Aside**

❏ **Harry Bacque**

❏ **Anita Bath**

❏ **Rob M. Blind**

❏ **Lisa Carr**

❏ **Les Cash**

❏ **Jack Cheez**

❏ **May K. Deal**

❏ **Phil O. Dendron**

❏ **Barb Dwyer**

❏ **Flo N. Eddy**

❏ **Jonah Fark**

❏ **Mel Function**

❏ **Don N. Hout**

❏ **Barry Koodah**

❏ **Leia D. Land**

❏ **"Shaky" Al LeBye**

❏ **Ruth Less**

❏ **Buzz "Ted" Loose**

❏ **Meg Maidey**

❏ **Auntie Matter**

❏ **Tsu Mi**

❏ **Dinah Myte**

❏ **Stu L. Pidjin**

❏ **Penny Pincher**

❏ **Dee Pockets**

❏ **M. T. Pockets**

❏ **Lou Pole**

❏ **Jerri Riggs**

❏ **"Mac" R. Roni**

❏ **Carmen Sandiego**

❏ **Art Schrival**

❏ **Kay Serrah-Serrah**

❏ **Skip N. Skule**

❏ **Indy Slammer**

❏ **Ken U. Sparadigm**

❏ **Ivana Steele**

❏ **Miss Ann Stuf**

❏ **Hal E. Tosis**

❏ **Olive Yermun**

Photo Credits

The 360-degree scrolling environments illustrated in the *Where in the World is Carmen Sandiego?* game were based upon photographs of actual locations. For many of the countries, on-site photographs were taken expressly for this purpose. Please note that minor artistic liberties were taken to account for elevation, trees, and distance.

Brøderbund would like to thank the many individuals and organizations that provided information and photographic references to help create realistic backgrounds.

Custom Photography (360-degree photographs) by:

Argentina: Carlos A. Pefaur

Austria: Salzburg City Tourist Office

Canada: Darleen Kluke

Denmark: May Britt Hollstein

Hungary: Peter Korniss

Israel: Moshe Shai

Japan: George Borden

Morocco: Alan Askew

Nepal: Thomas Kelly

Netherlands: Evert Vles

New Zealand: Barbara Sileo, John Sileo

Nigeria: Philip Trimnell

Saudi Arabia: Jessye La Penn

Singapore: Albert Lim

South Korea: Chul Woong-Kim

Spain: Paco Elvira

Sweden: Tina Buckman

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