AGES 8-12

The Learning Company®

CARMEN SANDIEGO'S GREAT CHASE THROUGH TIME™

THE WORLDS OF CARMEN SANDIEGO™

Time-Travel Adventures Bring History To Life!

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Chronopedia reviewed and approved by Encyclopædia Britannica, Inc.

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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 Sandiego 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 Sandiego's crooks—and ultimately, arrest Carmen Sandiego herself. But that's not all. You've also got to solve any historical problems that Carmen Sandiego'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 Sandiego 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 Sandiego's chronological crime caper, you'll make history!

The Chief

GETTING STARTED

Carmen Sandiego's Great Chase Through Time v3.0 CD-ROM runs on Windows 95/98, Windows 3.1, and Macintosh. This section covers all versions, so look below for the section that applies to you.

After you install the program, please take a few moments to register the *Carmen Sandiego's Great Chase Through Time* game. Registering your product qualifies you for technical support and notification of future upgrades and special discounts.

System Requirements

WINDOWS*

Windows 95 or 98 or 3.1x
66 MHz 486DX or faster required
8 MB RAM; 16 MB RAM recommended
Minimum 5 MB 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**
Modem and Internet Service Provider (optional)***

MACINTOSH*

Power Macintosh
System 7.1.2 or higher
16 MB RAM; 9.5 MB free
Minimum 5 MB hard disk space
2X CD-ROM drive or faster
640 x 480 display, 256 colors
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.

** 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.

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

Windows 95/98 CD-ROM

To Install

1. Begin at the Windows 95 or 98 desktop.
2. Insert the CD-ROM disc 1 into your CD-ROM drive.
3. The Carmen Sandiego's Great Chase Through Time startup window will appear.
4. Click **Install/Uninstall** and follow the on-screen instructions to install the program.

If the Carmen Sandiago's Great Chase Through Time startup window does not appear automatically on screen, you can install the program manually.

5. Click the **Start** button on the taskbar and choose **Run**.
6. Type **D:\SETUP.EXE** in the line labeled **Open**. If your CD-ROM uses a letter other than **D**, substitute that letter for **D**, and click the **OK** button.
7. Click **Install/Uninstall** and follow the on-screen instructions to install *Carmen Sandiego's Great Chase Through Time*.

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

To Play

Make sure the *Carmen Sandiego's Great Chase Through Time* disc is inserted into your CD-ROM drive.

After successfully installing the program, click the Play Carmen Sandiego's Great Chase Through Time button at the startup window to start the program. The startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive.

If the Carmen Sandiego's Great Chase Through Time startup window does not appear automatically on screen:

1. Click **Start**, point to **Programs**, then to **The Learning Company**, and then to the Carmen Sandiego's Great Chase Through Time folder.
2. Click the Carmen Sandiego's Great Chase Through Time menu item to begin the game.

Note: You can skip through most animations, dialogs, and videos by pressing the Spacebar.

To Quit or Start a New Case

1. Move the cursor to the top of the program screen until it becomes a triangle. Then click to see the menu bar.
2. Choose **Save and Return to Roster** or **Save and Quit** from the **File** menu.

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.

To Uninstall

After you have successfully installed the *Carmen Sandiego's Great Chase Through Time* game, you may remove it from your hard disk using the Uninstall feature in Windows 95 or 98.

1. Click the **Start** button, point to **Settings**, and then click **Control Panel**.
2. Double-click the **Add/Remove Programs** icon.
3. Click the **Install/Uninstall** tab and select *Carmen Sandiego's Great Chase Through Time* from the list of programs.
4. Click the **Add/Remove** button and then click the **Yes** button to remove the program.
5. Click **OK** to clear the screen.

You may also remove *Carmen Sandiego's Great Chase Through Time* from the startup window. Click **Install/Uninstall** and follow the on-screen instructions.

Note: After uninstalling, the Carmen Sandiego's Great Chase Through Time 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 95/98.

Windows 3.1 CD-ROM

To Install

1. Begin at the Windows Program Manager.
2. Insert the CD-ROM disc 1 into your CD-ROM drive.
3. Click the **File** menu and select **Run**.
4. Type **D:\SETUP.EXE** in the line labeled **Command Line**. (If your CD-ROM uses a letter other than **D**, substitute that letter for **D**.)
5. Click the **OK** button and follow the on-screen instructions to install the program.

The install program will create a default directory, **C:\CSGCTT**, 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 Carmen Sandiego Great Chase within a program group named **The Learning Company**. The setup program may also run a QuickTime™ installer. Please follow its directions for installation.

To Play

1. Insert the *Carmen Sandiego's Great Chase Through Time* disc 1 or disc 2 into your CD-ROM drive.
2. Double-click the Carmen Sandiego's Great Chase Through Time icon within **The Learning Company** program group.
3. Click Play Carmen Sandiego's Great Chase Through Time at the startup window to start the program.

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:\CSGCTT\TIME16.EXE** and click the **OK** button. If you installed the game to another directory or drive, modify the path accordingly.

Note: You can skip through most animations, dialogs, and videos by pressing the Spacebar.

To Quit or Start a New Case

1. Move the cursor to the top of the screen until it becomes a triangle. Then click to see the menu bar.
2. Choose **Save and Return to Roster** or **Save and Quit** from the **File** menu.

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.

Power Macintosh CD-ROM

To Install

Before playing the Carmen Sandiego's Great Chase Through Time 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 (3 MB) of hard disk space.

To Install

1. Insert the CD-ROM disc 1 into your CD-ROM drive.
2. Double-click the **Carmen Sandiego Time 1** CD-ROM icon.
3. Double-click the icon labeled **Carmen Sandiego's Great Chase** and follow the on-screen instructions to install the program.

4. The installation program will create a **Carmen Sandiego's Great Chase** folder on your hard drive inside a folder called **The Learning Company**.
5. After installation is completed, you must restart your computer.

Note: To work properly, this product requires these extensions: QuickTime 2.5 or higher, QuickTime PowerPlug 2.5 or higher, Sound Manager 3.2.1 or higher, and Thread Manager (System 7.1.2 only). Recent Macintosh System software may already include some of these extensions. If you need to update to the versions included on the CD, see SOUND MANAGER AND QUICKTIME EXTENSIONS in Section III: Troubleshooting for instructions and additional information.

To Play

1. Insert the *Carmen Sandiego's Great Chase Through Time* disc 1 or disc 2 into your CD-ROM drive.
2. Double-click the icon labeled **Carmen Sandiego's Great Chase** to launch the application.

Note: You can skip through most animations, dialogs, and videos by pressing the Spacebar.

To Quit or Start a New Case

1. Move the cursor to the top of the screen until it becomes a triangle. Then click to see the menu bar.
2. Choose **Save and Return to Roster** or **Save and Quit** from the **File** menu.

You can also quit by pressing **Command+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.

To Remove

If you need to remove *Carmen Sandiego's Great Chase Through Time*, just drag the **Carmen Sandiego's Great Chase** folder (located inside **The Learning Company** folder) into the Trash and empty the Trash.

TROUBLESHOOTING

If you have followed the instructions in the previous section ("Getting Started") and you are still having problems loading or running the program, additional technical advice can be found in the online manual in the Troubleshooting ReadMe file on your program disc. If the advice there does not solve your problem, then see the section, "When All Else Fails," to learn how to contact The Learning Company Technical Support Department.

The Troubleshooting ReadMe file addresses the following issues.

Windows 98

Active Desktop
Sound Acceleration

Windows 95/98

Startup Screen and AutoRun
Reactivating AutoPlay
Changing Color and Resolution Settings
Large Fonts
QuickTime Movies Don't Appear
DirectX

Windows 95/98 and 3.1

Disk Space Error During Installation
Optimizing Performance
Screen Savers and Energy Saver
Disabling Programs Running in the Background
No Sound
QuickTime Installation
QuickTime Display Problems

Windows 3.1

Not Enough Physical Memory
Not Enough Virtual Memory
Video Speeding Up or Slowing Down, or Choppy Sound During Video

Power Macintosh

Hard Disk Space Requirements
Memory Requirements
Allocation of Additional Memory
Sound Manager and QuickTime Extensions
Conflicts with System Extensions or Control Panel Devices
Twin Turbo Video Card
Disabling Extensions
Virtual Memory
Tasking Out from the Application
Sound Problems
Jerky Videos

When All Else Fails

If you have worked through the suggestions in the Troubleshooting ReadMe file and still need assistance, you can contact The Learning Company 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.

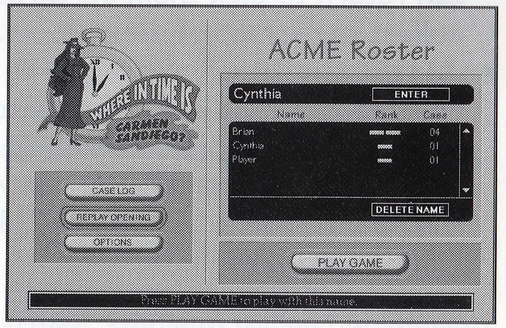
You can contact us in any of the following ways:

- Phone—Call our Technical Support Center at 319-247-3333 Monday, Tuesday, Thursday, Friday, 9 a.m. to 9 p.m. Eastern Time; Wednesday, 10:30 a.m. to 9 p.m.; Saturday, 10 a.m. to 2 p.m.
- E-mail—help@tlcsupport.com
- WWW—http://www.learningco.com
- Fax—319-395-9600
- Mail—The Learning Company, 1700 Progress Drive, P.O. Box 100, Hiawatha, IA 52233-0100, Attn: Technical Support

HOW TO TRACK A TIME THIEF

Signing In

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 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.

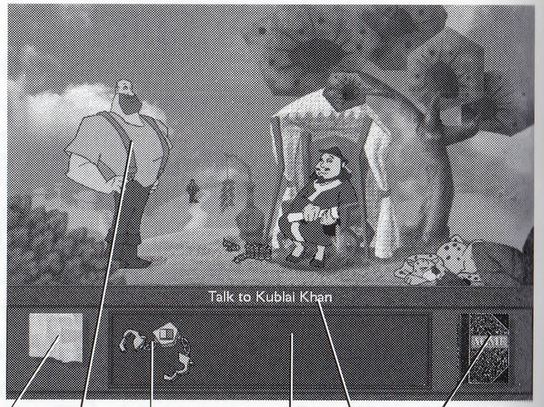
To play a game that is in-progress, select a name and then click **Play Game**. To erase a name from the Roster, select that name and then click **Delete Name**.

Object of Each Case

Within each time period, one of Carmen Sandiego's cohorts has stolen a loot item. As an ACME Time Pilot, it's up to you to do the following. (For help with gameplay strategies, see the online Game Notes file.)

- **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 Sandiego 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!



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 online Game Notes file.

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 information 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 Sandiego returns to pick them up. She 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 the complete message. However, Carmen Sandiego 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 travelled 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! For background on the V.I.L.E. thieves, see the online Game Notes file.

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 hidden 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

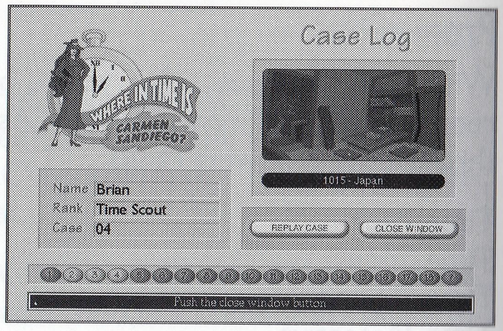
Anytime you quit in the middle of a Case, your current state of progress will automatically be saved.

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

- **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.
- **Keyboard**. Windows users: Press **Ctrl+Q** or **Alt+F4**. Macintosh users: Press **Command +Q**.

MENUS AND OPTIONS

Replaying Cases from the Case Log



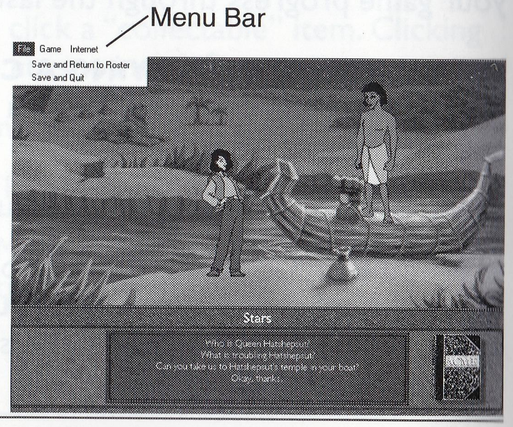
If you are a returning player, the Case Log allows you to check your progress and replay any Cases that you have already solved.

- From the ACME Roster, select a Player Name from the list, then select the **Case Log** button. This calls up the Case Log. (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, 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**.

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 **Save and Quit**. This will exit the game and save your current state of progress.

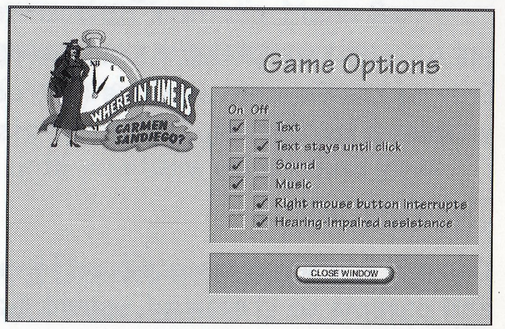
GAME MENU

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" below).

INTERNET MENU (WINDOWS 95/98 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 *Carmen Sandiego's Great Chase Through Time* area on the Carmen Sandiego Web site (see "Carmen Sandiego Internet Connection").

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. Selecting **Off** causes the text to 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 **Spacebar** 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.

The Customizer

Carmen Sandiego's Great Chase Through Time includes a special feature for teachers and parents to create a Custom Game—a selection of one or more of the Cases from the game. For information on the Customizer, see the online Game Notes file.

CARMEN SANDIEGO INTERNET CONNECTION

http://www.carmensandiego.com/

Windows 95/98 and Macintosh

Carmen Sandiego's Great Chase Through Time offers direct access to the Internet while the game is running (Windows 95/98 and Macintosh). The game provides a direct link to 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
- Launch *Carmen Sandiego's Great Chase Through Time*.
- 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.

ACTIVATING YOUR INTERNET CONNECTION DURING GAMEPLAY
- 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 *Carmen Sandiego's Great Chase Through Time* area, a section of the Carmen Sandiego Web site.

Note: Some Internet services, like AOL, may not be able to accept the *Carmen Sandiego's Great Chase Through Time* 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

- Launch your Web browser manually and type the following Internet address:

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. For information on historical fact vs. fiction in the puzzles, see the ACME Author's Notes in the online Game Notes file. Have fun, Time Pilot, and good luck!

General Hints

The General Hints below are general tips for playing the game.

If you're having trouble solving a Case, be sure to read through this section first before you move on to the "Detailed Hints" section.

1. TALK WITH EVERYBODY

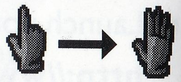
Conversation is a key way of gathering valuable clues. Make sure you talk with all the characters in a historical Case, and try asking them every available question. By talking with the people in a Case, you'll be able to find out what sort of history mischief the Thief has caused, and how you can set 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 Sandiego'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 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 *Carmen Sandiego's Great Chase Through Time* Internet Web site at: http://www.carmensandiego.com/time/player/

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 travelling.

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.

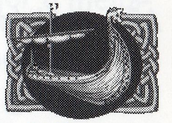
A2: After you've put a pipe in place, you can always pull it back out and try another one.

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.

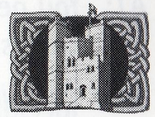
Q: MURASAKI STILL MOONING FOR THE MOON?

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?

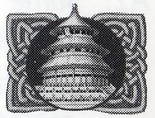
A1: You'll need someone who can make metal swords. What's another name for a metal-worker?

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.

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.

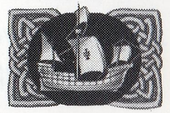
A3: Think of the columns that make up a real number. How many 100s are there in 600?

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.*

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.*

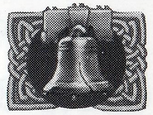
Case 13–Shakespeare in Elizabethan England (1599)

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.

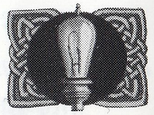
Case 16–Beethoven in Vienna (1808)

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.

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 SANDIEGO?

A1: You'll have to travel back through all the time periods you've visited before you can catch Carmen Sandiego!

A2: Carmen Sandiego 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 Sandiego has already visited.

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

Please do not call The Learning Company 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/

TO: ACME Detective Agents
FROM: THE CHIEF, Head of ACME Detective Agency
RE: www.carmensandiego.com

Carmen Sandiego™ has infiltrated the Internet! She and her crooked cronies are spreading a wave of crime throughout cyberspace. Register online at the ACME Detective Agency to enter the mysterious world of Carmen Sandiego and choose from a number of activities:

Where on the Web is Carmen Sandiego?™
Travel to kid-safe Internet sites to decode Carmen Sandiego's V.I.L.E. messages and catch her henchmen.

Detective Training Grounds
Brush up your detective skills by playing games including the new multi-player Carmen Sandiego's ThinkQuick Challenge™

Rankings Award System
Show off your sleuthing successes and win points as you climb in rank from Rookie all the way to Super Sleuth!

There's no time to waste. Log on to www.carmensandiego.com to help capture the world's most elusive mastermind, Carmen Sandiego.

Good luck, Rookie!

-The Chief

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