Where in the World is Carmen Sandiego?

Mystery Action Game

User's Manual

For 1 or more players
Ages 8 to adult

A Mega Cartridge™ for the SEGA® System™

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Additional video graphics by **Richard Blewett,** Parker Brothers
Translation design by **Sam Kjellman,** Parker Brothers
Package design by **Karen Schmidt,** Parker Brothers
Copy edited by **Susan Nash,** Parker Brothers

HANDLING THE MEGA CARTRIDGE™

The MEGA CARTRIDGE is intended for use exclusively on the SEGA System.

Proper usage:

Do not bend, get wet, disfigure or subject to thinners, benzine or violent impact.

Do not expose to direct sunlight or heat source.

If it becomes wet, dry it completely before using.

When dirty, carefully wipe only with a soft cloth dipped in soapy water.

After each use, put cartridge back in case.

Proof of Purchase

Where in the World is Carmen Sandiego?®

EQUIPMENT

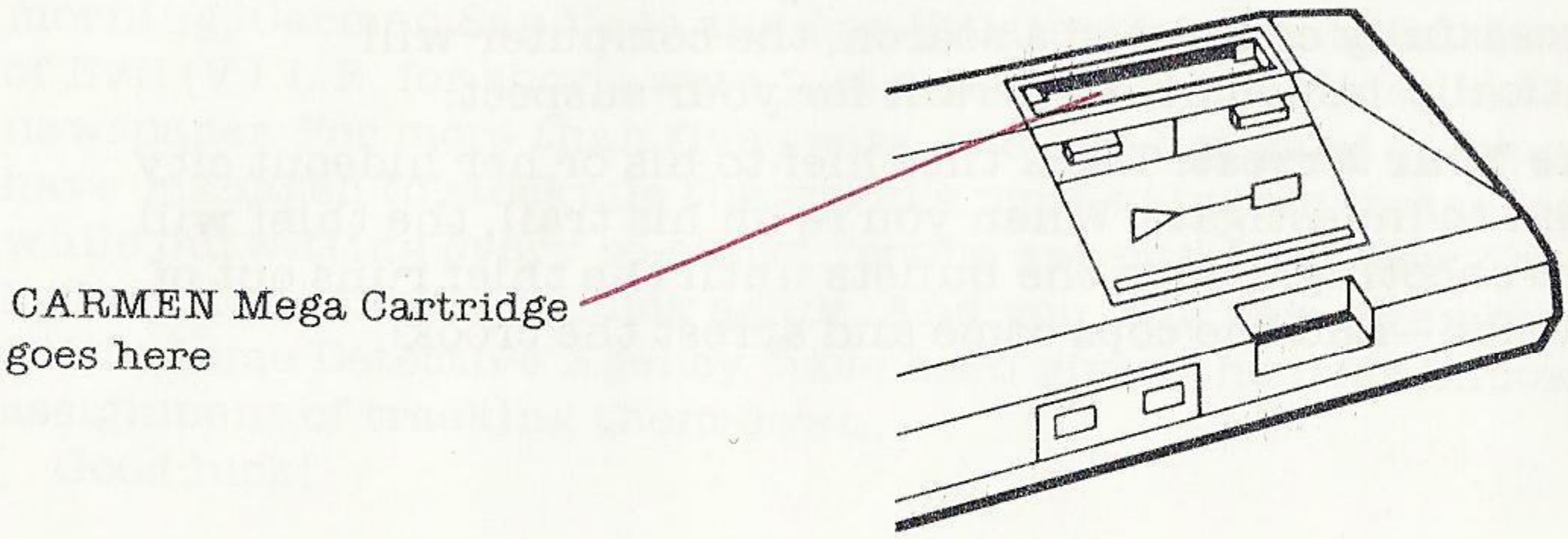
WHERE IN THE WORLD IS CARMEN SANDIEGO?® Mega Cartridge • User's Manual • Detective's Almanac

SET UP

How To Load Your Cartridge

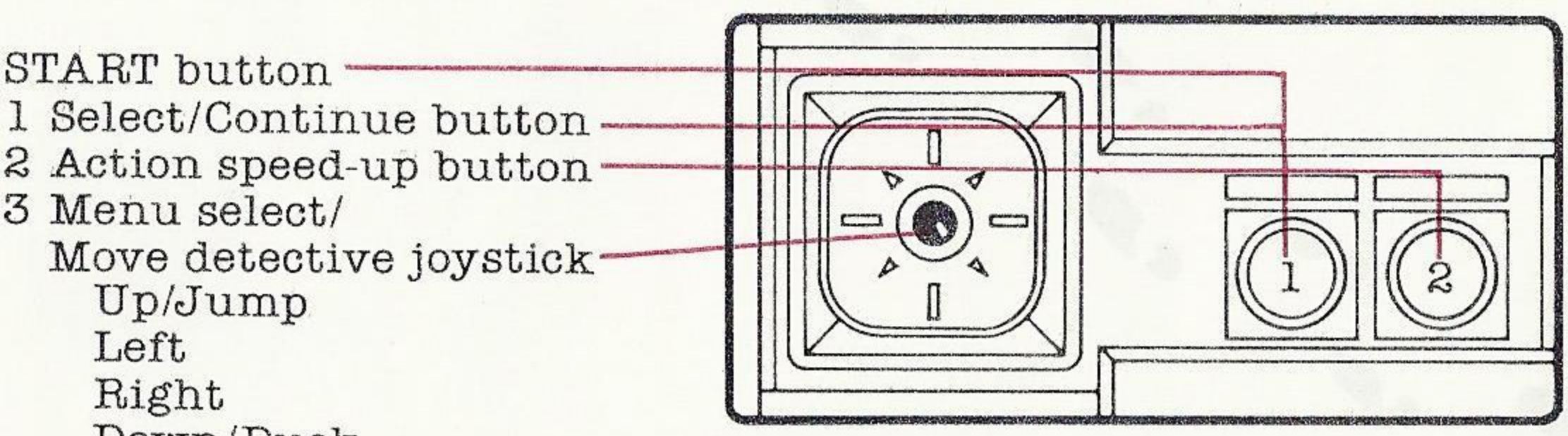
1. Make sure the power switch is on OFF.
2. Following the instructions in your SEGA System manual, insert the CARMEN SANDIEGO cartridge into the power base as shown below.
3. Turn the power switch to ON. (If nothing appears on screen, recheck how the cartridge is inserted.)

IMPORTANT: Always make sure the power base is turned off when inserting or removing the cartridge.



TAKING THE CONTROLS

Throughout this instruction booklet, we will refer to the parts of the hand-held controllers by the names on the illustration below.



ONE-MINUTE RULES—Quick Reference Summary

To Display World Map and Flight Connections: Move detective to center of Airport picture, then press Button 1.

To Catch a Flight: Go into Airport. Move cursor to name of city you want to fly to, then press Button 1.

To Interview Witness: Move detective in front of building doorway, then press Button 1.

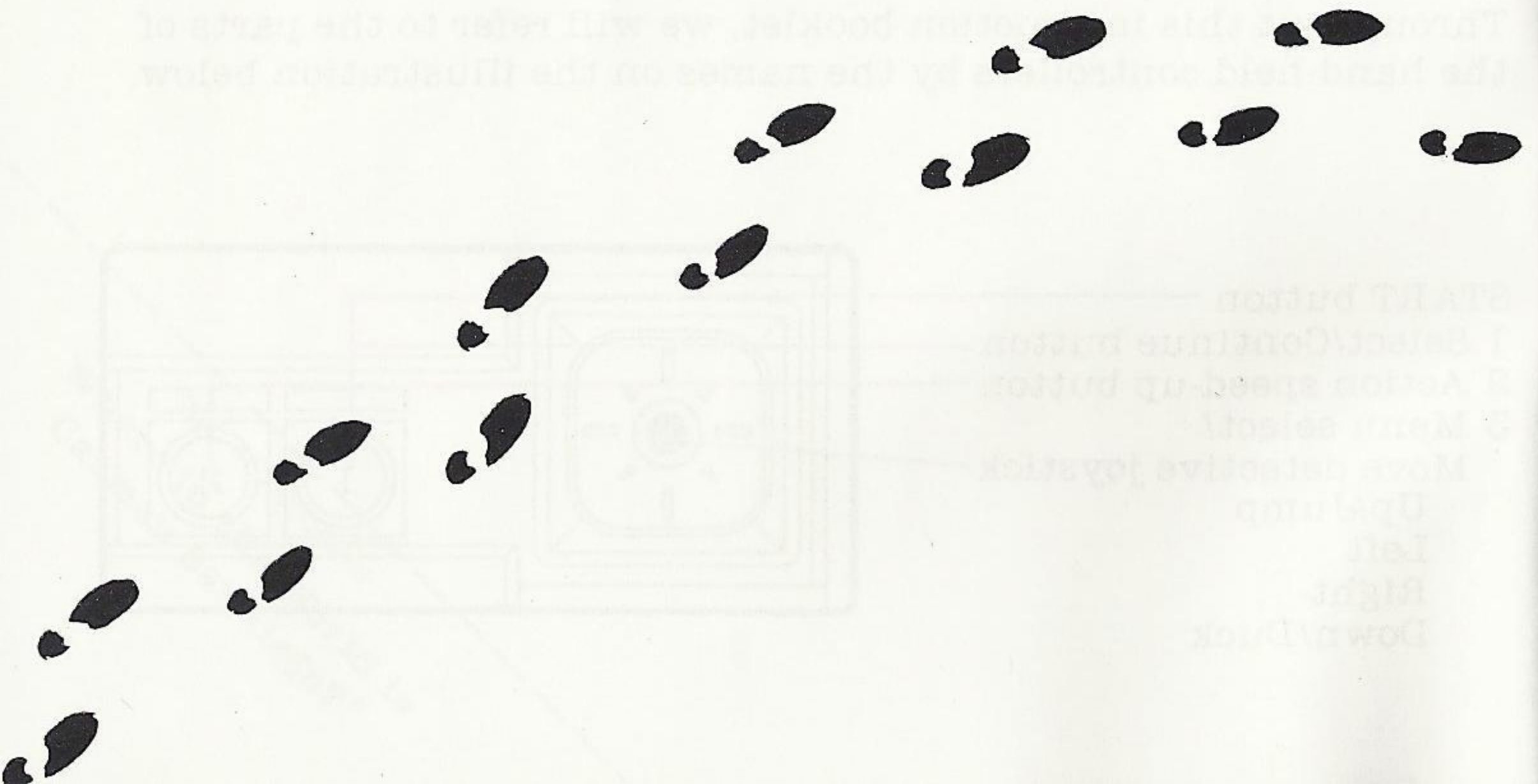
To Enter Fact on Crime Computer: Enter Phone Booth. Press Button 1, then move cursor to fact you want to fill in and click Button 1 until the correct fact appears.

To Conduct a Crime Computer Search: Move cursor to "Search for Suspect" then press Button 1.

To Avoid Injury: As you close in, the henchmen and thieves will fire bullets or throw knives at you. Jump up or duck down!

To Obtain an Arrest Warrant: After you've entered 3 or 4 facts and successfully completed a search, the computer will automatically issue you a warrant for your suspect.

To Make Your Arrest: Track the thief to his or her hideout city and begin to investigate. When you're on his trail, the thief will come out shooting. Dodge the bullets until the thief runs out of ammunition—and the cops come and arrest the crook!



GAMEPLAY

The Chase Is On . . .

Monday, 5 a.m. A ringing sound jars you awake. You grope for the phone and drop the receiver on the floor. Out of the darkness comes the voice of the chief: "Wake up, kid. Got an assignment for you."

You stumble out of bed, turn on the light and grab your brand new detective's notebook.

"Just got a call from Interpol," says the chief. "Looks like Carmen's gang has pulled another caper."

"Any leads?" you ask.

"Not with this bunch. They're too slick. Can't give you any more details on the phone. Better get down to the office double quick. It's going to be a rough one."

"Right, chief."

As your trembling hand replaces the phone on its cradle, you wonder why you ever got into this line of work. Before this morning, Carmen Sandiego and her Villains' International League of Evil (V.I.L.E. for short) were just sensational headlines in the newspaper. For more than five years, she and her gang of felons have managed to stockpile the world's most valuable treasures while outwitting every so-called "crime expert" from New York to Sydney. Now they've struck again. And you, the newest employee of the Acme Detective Agency, have been given the near-impossible assignment of tracking them down.

Good luck!

To Catch a Thief . . .

Signing In: As soon as you've inserted the CARMEN cartridge and turned the power ON, you'll be asked to pick your rank. Use the joystick to move the cursor; let's start at the Rookie level.

Once you've signed in, the Acme Crime Computer will give you the details of your assignment. To move on to the next message, press Button 1. After you've read all the messages, you're on your way!

NOTE: At any time during gameplay, you may speed up the text—and the action—by pressing Button 2.

Your Assignment . . .

One of the 10 possible suspects has stolen one of 90 national treasures and is hiding out in one of 30 foreign cities. Your job is to track down the suspect by collecting clues that will point you towards the city itself or the country in which the city is located and get the correct arrest warrant.

Look at the Police Dossiers at the back of this booklet for some background on the 10 suspects. Any one of them could be the thief.

We'll tell you right up front: The higher your detective rank, the tougher the case. And Carmen Sandiego, the thieves' ring leader, is the most elusive crook of the lot. It will take an Ace Detective to catch her!

Use the special Detective's Almanac to find facts and follow up on clues.

You've got just 7 days to solve each case, from Monday morning to Sunday night. So watch the time tick away on the on-screen clock (it operates in international time: from 0:01 to 24:00 hours) and try not to waste a move!



Start Your Search

You'll start at the scene of the crime—the city where the thief swiped the treasure. Refer to the Official Interpol Map in this book to orient yourself geographically when you arrive in a new locale. The main screen always gives your present location and tells you the day of the week and the time.

As you arrive in each new city, be sure to read the descriptions that appear on the screen. They contain information that will be useful in pursuing Carmen and her gang.

Airport/World Map

Move your detective to the center of the Airport building and press Button 1. This brings up the world map and list of all destinations you can reach on connecting flights.

Hint: Check in at the Airport as soon as you arrive somewhere—so you'll know the possible escape—and pursuit—routes. To leave the Airport, put the cursor on "Cancel Flight."

Investigation

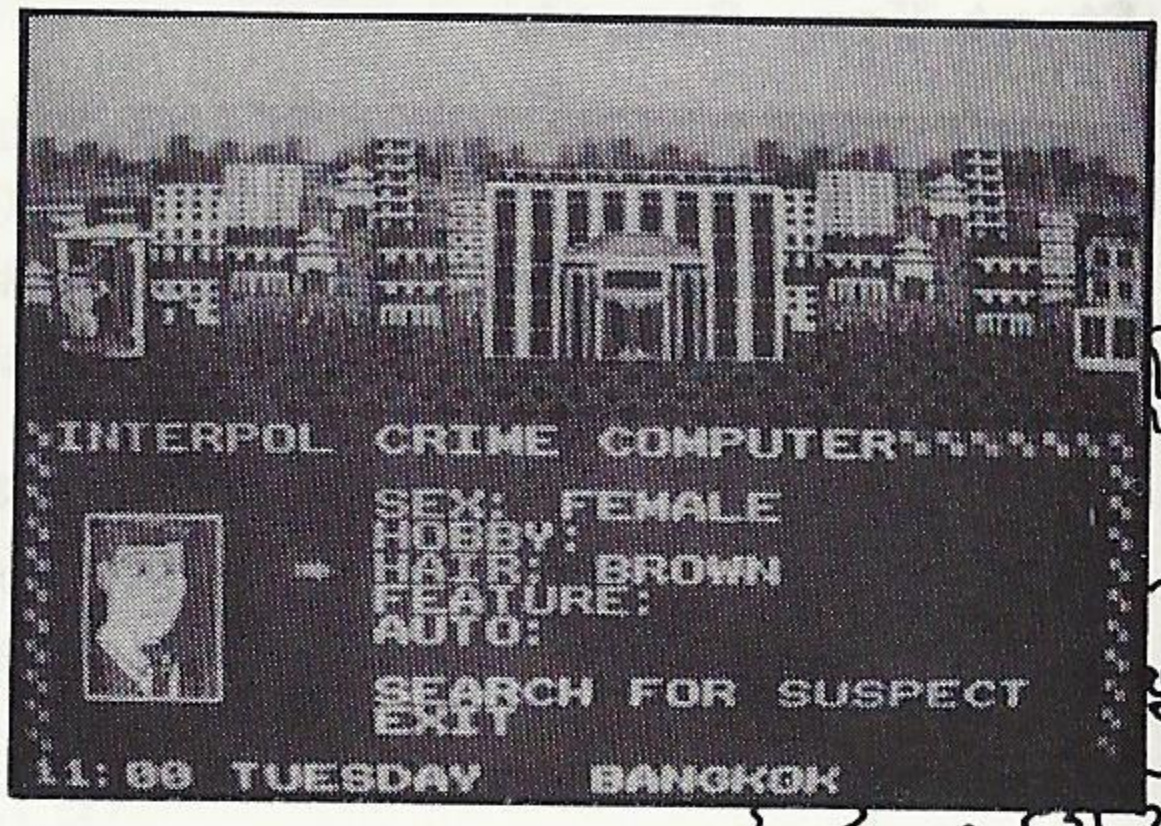
Move the detective in front of the door into a location (i.e., the Embassy) and press Button 1 to make a witness appear on-screen and give a clue. To exit, move the detective.

Visit as many or as few locations as you wish in a city, but, to avoid wasting time, use the Official Interpol Map and the Detective's Almanac to decipher clues and decide where to globe-hop next.

To fly elsewhere, go into the Airport and bring up the World Map. A blinking orange dot will mark where you are. Point the cursor at the city you want to travel to, and a white light will blink there. To depart for the new locale, press Button 1.

If you travel to a wrong city, the witnesses won't have any clues; backtrack and try to find the right trail. A clue may fit more than one city, so dig up more information.





Peking (Beijing)
(PEOPLE'S REPUBLIC OF CHINA)

Tokyo
(JAPAN)

Bangkok
(THAILAND)

Singapore
(SINGAPORE)

Port Moresby
(PAPUA NEW GUINEA)

Sydney
(AUSTRALIA)

Mexico City
(MEXICO)



CURRENTLY KNOWN
V.I.L.E. OPERATIONAL BASES

OFFICIAL INTERPOL MAP

#GXY-1743.7 **Rev. 3.2**

Interpol

As you collect clues about your suspect, either jot them down or enter them on the Crime Computer at Interpol:

Move your detective to the phone booth, and press Button 1; he'll automatically put in a call to Interpol. To enter the facts you've learned, press Button 1 until the fact you want appears on the screen.

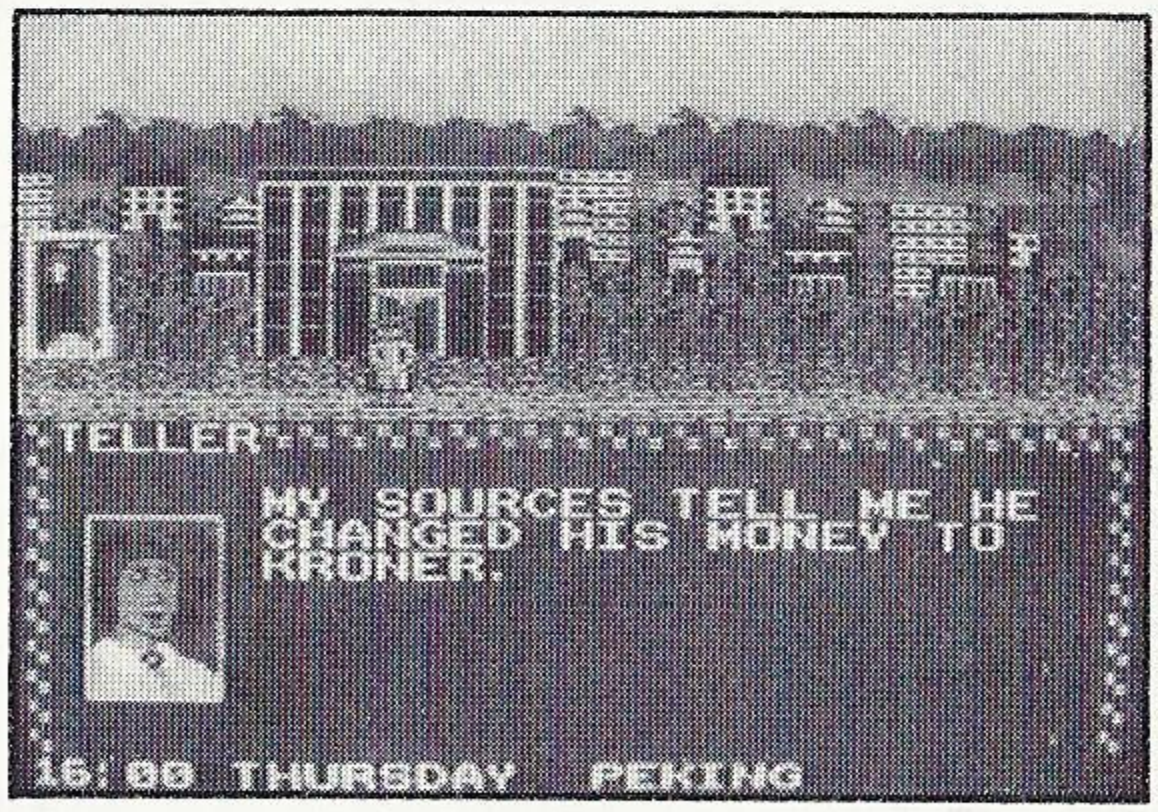
When you've entered 3 or more facts, you can do a computer "search": Move the cursor to "Search for Suspect" and press Button 1. If these facts fit only one suspect in the computer's memory and eliminate all the other thieves, it will automatically issue you an arrest warrant. Remember: Do your searches selectively; each one costs you valuable time.

If you're only using the menu to "store" facts (without actually doing a search), use "Exit" to move your detective out of the phone booth, then go back later with more information.

How to Use Your Detective's Almanac

Your most important investigative tool, this gives you hundreds of facts about the countries—and saves you precious time by helping you avoid unnecessary travel. Remember: Clues may point to either the connecting cities or to other locations in that country.

Example: You've had a tip that the thief went to a country whose currency is called Kroner. Go to the Airport and check your connections: London, Montreal and Oslo. Using the map in this rules book and the Almanac, find what country each city is in, and select the country that uses Kroner. You're off to Oslo!



Sleuthful Hints

- The clever thief stays in hiding and orders a crony—a V.I.L.E. henchman—to check you out if you're getting too close. When you see a suspicious person step out on the side of the screen, you know you're on the right track.
- No thief worth his or her salt gives up without a fight. The closer you get, the more dangerous your situation, so prepare to use your joystick controller to DUCK or JUMP flying bullets and knives. Be careful, because if you're injured you'll lose time recuperating. And the higher your rank, the more time it takes you to recover.
- Warning: The thieves are even deadlier than their henchmen.
- When a thief runs out of bullets, the cops come and haul him or her away.
- If the thief fires all his bullets and disappears off screen, he'll re-load off-screen and come back on-screen with one more bullet.
- Never backtrack if you're on the right track—you won't find any useful clues.
- Use the Crime Computer sparingly or you'll use up valuable hours. And don't waste time playing tourist or needlessly criss-crossing the globe. Instead, use the Almanac to pinpoint your clues.
- Before you attempt an arrest, be sure you've got a warrant from the Crime Computer. But don't wait too long to get one: If you don't have one—or if you've had one issued for the wrong suspect—you can't make the arrest and the thief will slip through your fingers!
- Every case is different. Whenever you begin a new assignment, you start at a new city, with a new suspect and a new stolen treasure.
- Once you've reached the top detective rank, play until you've caught Carmen Sandiego herself. She's one tough cookie to catch, and if you get her, you're an awesome Ace Detective and you've won the game!

POLICE DOSSIERS . . .
CLASSIFIED: FOR OFFICIAL DETECTIVE AND POLICE USE ONLY

Gleaned from Interpol's files and our field agents, these contain valuable clues for tracking down members of V.I.L.E.



Name: CARMEN SANDIEGO Occupation: Former spy for the Intelligence Service of Monaco

Carmen Sandiego (known as "Buffy") is an agent, double agent, triple agent and quadruple agent for so many countries even she has forgotten who she's working for. The auburn-haired founder of the Villains' International League of Evil (V.I.L.E.) has recruited the most cunning band of thieves in history. During her years as a Monacan secret agent, she posed as a tennis pro and always traveled to matches in her 1939 Packard convertible. Carmen has a fondness for tacos and never appears in public without her famous ruby necklace, "The Moon of Moldavia."



Name: FAST EDDIE B. Occupation: World class croquet player; carries custom-made mallets in the trunk of his convertible

Gentleman thief and society cat burglar, Fast Eddie mixes easily with the jet set and can usually be found at one of the top 10 playgrounds for the rich. Impeccably groomed, he once fought a duel with a waiter in his favorite Mexican restaurant when the man spilled a drop of hot sauce on his white linen suit. His most famous crime was the theft of a damask tablecloth. Posing as a waiter, he removed it from the table during a state dinner for the Ambassador—without spilling a drop or breaking a plate. The theft wasn't noticed until dessert was served. This raven-haired criminal mastermind's trademark is a diamond stickpin left at the scene of his crime.



Name: MEREY LAROC **Occupation:** Freelance aerobic dancer

For the past five years, this brunette beauty has traveled the world with her mobile health spa, conducting exercise classes for the extremely wealthy. Is this merely a cover for her criminal activities? When she isn't pilfering treasures, Merey can be found enjoying the good life. A world class mountain climber, she has a mania for fancy jewelry and spicy foods. Her favorite mode of travel is a fancy limousine where she can relax—and plot.



Name: DAZZLE ANNIE NONKER **Occupation:** Proprietress of the toughest yogurt bar east of Suez

Sole heir to the fortune of shoelace king Baron Franz von Nonker, Annie was disinherited when she ran off with the Croatian tennis team. Cast adrift when she failed to make the cut for the Davis Cup mixed doubles, she was forced to live by her wits—and the paltry $3 million saved from her allowance. With this modest windfall and her innate grit, the blond bombshell opened Chez Acidophilus. Frequented by the dregs of humanity, it's the headquarters for V.I.L.E. Annie is rumored to have a tattoo and a craving for shellfish. She drives a Bugatti limousine.



Name: LEN "RED" BULK **Occupation:** Ex-professional hockey player and compulsive gambler; barred from the sport for life when caught trying to bribe himself

Bitter and unemployed, Bulk turned to crime to support his gambling habit. He swears he will quit just as soon as he "wins the big one." Because of an unfortunate habit of blocking too many shots with his head, Len occasionally thinks he's a Big Horn sheep and tries to climb the nearest peak. Cannot fit into any car that has a top; he loves seafood and has a mermaid tattoo on his right thumb.



Name: SCAR GRAYNOLT **Occupation:** Plays the role of a mild-mannered folk guitarist; in reality, he's plug-ugly

Graynolt made a fortune selling reflective headbands to Scandinavian basketball teams so they could play outdoor games during winter months. A super athlete, Scar plays killer croquet for money. One of his prize possessions is a five-carat pinky ring he won from Ihor Ihorovitch in a three-day marathon match. Rarely seen in public, he rides around in a limousine with shaded windows with his trusted man-servant and only companion, a 6'8" Sherpa. He is said to have red hair.



Name: NICK BRUNCH **Occupation:** Hard-boiled ex-private eye, ear, nose and throat

Nick's only loves are fast cars and faster women, and he'll never turn down a caper that lets him live in the fast lane. An avid mountain climber, Brunch was last seen roaring through an Alpine village on his Kamikaze 1250 motorcycle. He generally wears a soiled trenchcoat, snap-brimmed fedora and Dick Tracy Crimefighter's ring on his left hand. He and close friend Scar Graynolt share an interest in Mexican food. Brunch has black hair, brown eyes and a seedy mustache.



Name: LADY AGATHA WAYLAND **Occupation:** Reader of mystery stories set in upper-class English drawing rooms and all-around colorful character in sensible shoes

While she has no ability solving murder cases, Lady Agatha is very interested in amassing great wealth. With her red tresses streaming, she speeds her Denghby super-chauvinist speedster through the countryside looking for great Mexican restaurants. An avid sportswoman, Lady Agatha has been known to pick up a few extra bucks on weekends trouncing unsuspecting locals on the tennis court. She sports a diamond ring the size of a small grapefruit—stolen from the Royal Treasury of Graustark.



Name: IHOR IHOROVICH **Occupation:** Pretender to the Czarist throne—and a lot of other things

A likeable brute fascinated with large marsupials, Ihorovich provides an additional hand for the mob's nefarious activities. Blond and sporting a strange Ukrainian tattoo, he has been known to eat the contents of an entire lobster tank. Ihorovich has a color television set in his limousine so he doesn't miss the Saturday morning cartoons.



Name: KATHERINE "BOOM-BOOM" DRIB **Occupation:** Three-time winner of the Trans-Siberian motorcycle race; official hostess for V.I.L.E.

This brunette beauty—a one-time centerfold for *Popular Mechanics*—is a health fanatic. Although she has never actually attended a meeting, she's a charter member of Merey LaRoc's aerobics class. A gourmet cook who specializes in seafood, she is also fascinated with the concept of mountain climbing. She has a tattoo of an eagle on her left bicep.

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