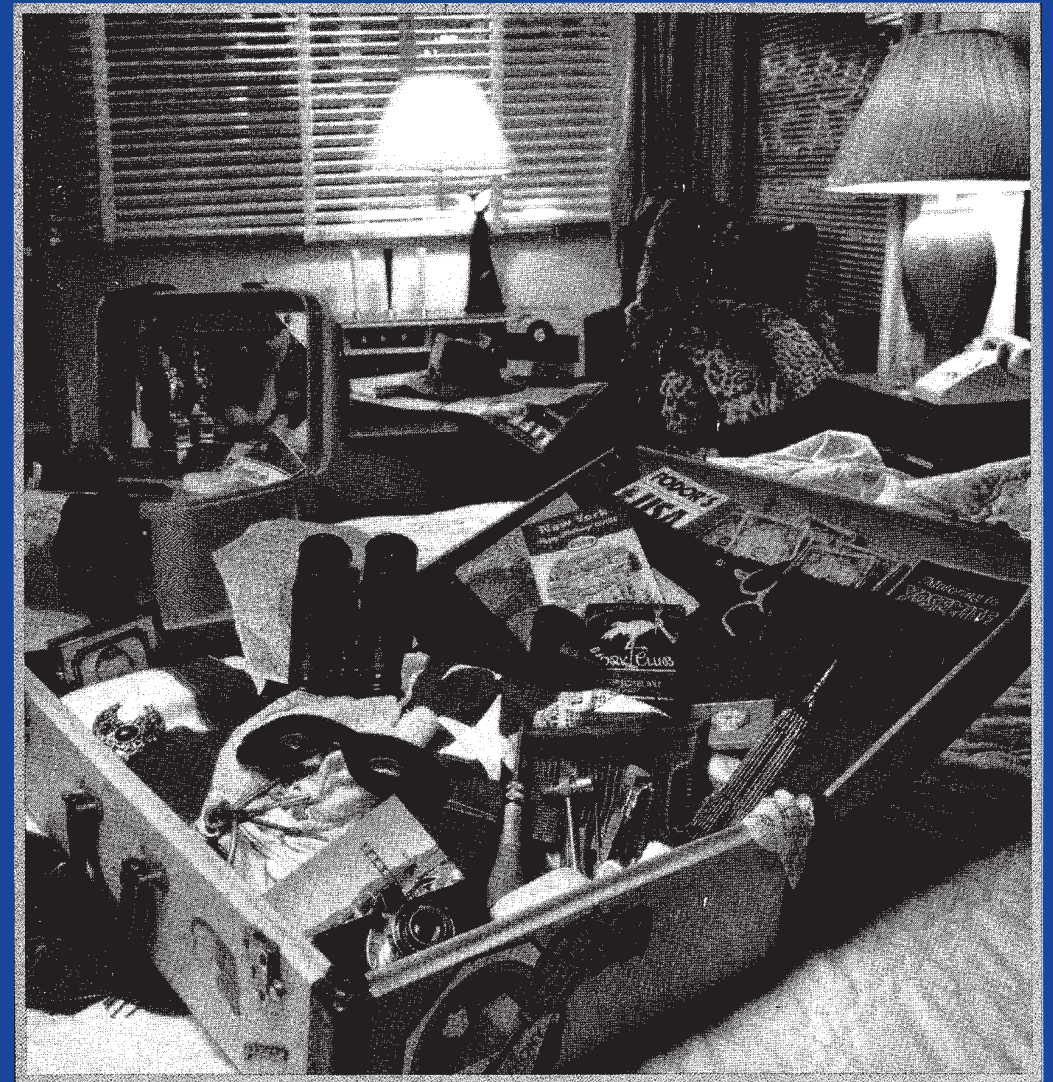


WHERE IN THE U.S.A. IS CARMEN SANDIEGO?®

User's Manual for Macintosh®, Apple IIgs®, Amiga®



For more information about information about Broderbund Software and our products,
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WHERE IN THE U.S.A. IS CARMEN SANDIEGO?

USER'S MANUAL

A Mystery Exploration Game for Macintosh, Apple IIgs, Amiga

Acknowledgements:

The Macintosh version was programmed by Chris Jochumson.

The Apple IIgs and Amiga versions were
programmed by Sculptured Software.

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R081

And you were dreaming of palm trees and sunshine...

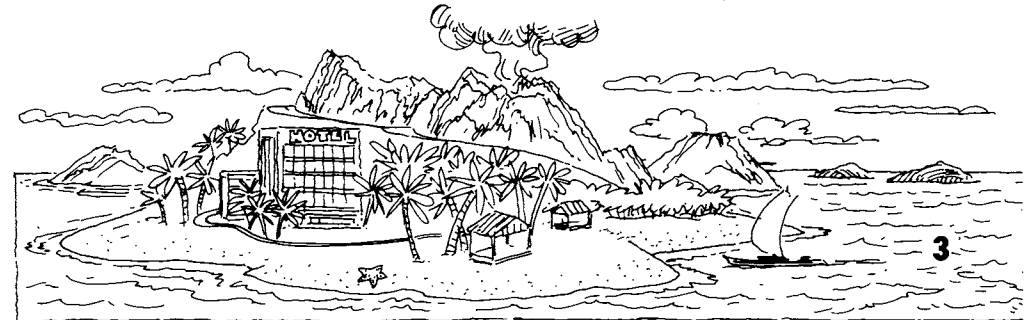
8 a.m., a miserable, stormy morning. After an hour-long commute in the pouring rain, you slosh into the Acme Detective Agency, grunt hello to your secretary, pour yourself a cup of scalding coffee and slump at your desk. It's been a tough year. The only thing good about it is that you've earned a vacation and you're scheduled to leave at 5 p.m. today. You take a swig of coffee and grab a travel brochure from your desk. Visions of sandy beaches, swaying palms, and cool blue waters fill your head.

Suddenly, you're snapped back to reality by a newspaper slammed down on your desk. "Read it and weep," a voice growls. Matt Brannigan, a beefy-faced lunk and one of the agency's top men, is looking down at you with a twisted grin.

You scan the headlines and your heart skips a beat. You can't believe your eyes: Carmen Sandiego has escaped from the toughest prison in Europe!

"The Chief has cancelled all vacations and put everyone on 24-hour-a-day alert," your colleague says. "We've got it on good authority that Carmen's headed for the U.S.A. with the worst gang of thugs and criminals ever assembled. No one rests until she's behind bars again!"

As you slam dunk your now worthless travel brochure into the metal trash basket beside your desk, you can't help but wonder at Carmen's timing in re-establishing her Villain's International League of Evil (V.I.L.E.) in the U.S.A. Why couldn't she have waited? Just a few hours more and it wouldn't have been your problem. Grimly, you gather your trench coat around you and head for the door.



"Maybe you'll get to see a bit of the country during this caper," your fellow detective offers as you head for the door. "Yeah," he chuckles, "just think of the whole thing as one big vacation—it'll make it easier."

READY FOR DUTY

Getting Started

We encourage you to make one backup copy of each disk. Store the original disks in a safe place and use the backups to play the game.

Macintosh

For two disk drives:

Turn on your computer. Insert both disks of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? into their respective disk drives. Double-click the Carmen USA icon when it appears on the screen. The program will load itself into your computer and an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

For one disk drive:

Turn on your computer. Insert Disk 1 of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? into your disk drive. Double-click the Carmen USA icon when it appears on the screen. After the program loads into memory, the disk will automatically be ejected from the disk drive. When prompted to insert Disk 2, insert WHERE IN THE U.S.A. IS CARMEN SANDIEGO? Disk 2 into the disk drive. At this time you will be prompted to swap disks; follow the instructions on the screen. The program will load itself into your computer and an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

Apple IIGS

For two disk drives:

Insert both disks of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? into their respective disk drives. Turn on your computer. Double-click the **Carmen.USA** program icon when it appears on the screen. The program will load itself into your computer and an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

For one disk drive:

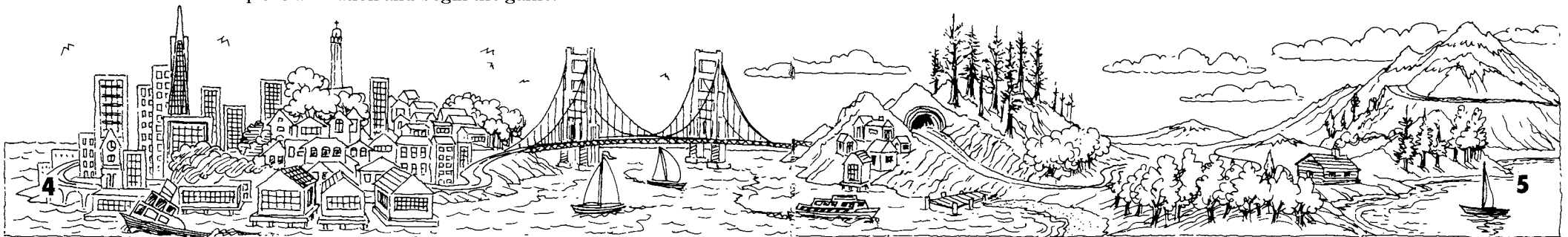
Insert Disk 1 of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? into your disk drive. Turn on your computer. Double-click the **Carmen.USA** program icon when it appears on the screen. At this time you will be prompted to swap disks; follow the instructions on the screen. After the program has loaded itself into the computer, an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

Note: The program requires ROM version 1.0 or higher.

Amiga

For two disk drives:

Turn on your computer. Amiga 1000 users will have to insert the **Kickstart**™ disk before continuing. When the **Workbench**™ disk is requested, insert the WHERE IN THE U.S.A. IS CARMEN SANDIEGO? Disk 1 into the internal drive and insert Disk 2 into your external disk drive. Double-click the disk icon named **Carmen USA** and then double-click the **Carmen USA** program icon when it appears on the screen. The program will load itself into your computer and an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.



For one disk drive:

Turn on your computer. Amiga 1000 users will have to insert the **Kickstart** disk before continuing. When the **Workbench** disk is requested, insert Disk 1 of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? into your disk drive. Double-click the disk icon named **Carmen USA** and then double-click the **Carmen USA** program icon when it appears on the screen. At this time you will be prompted to swap disks; follow the instructions on the screen. The program will load itself into your computer and an animated title sequence will appear. Click the mouse button to stop the animation and begin the game.

Macintosh, Apple IIGs and Amiga

To be promoted to the next detective level, you will need to answer a question using Fodor's® USA travel guide included in the package (See page 11).

Installing the Program on a Hard Disk

Macintosh

Turn on your computer and, if necessary, your hard disk. Click the icon for your hard disk to open the hard disk window. Create a new folder by choosing **New Folder** from the **File** menu. Rename the folder **Carmen USA**. Insert the Carmen USA Disk 1 into your Macintosh. Drag the **Carmen USA** icon and the folder named **Carmen USA Music** from the Carmen USA Disk 1 window over to the folder named **Carmen USA** on the hard disk. A dialog box will appear showing the progress of the copy process. When it is complete, eject the Carmen USA Disk 1 by dragging its icon over the **Trash** icon.

Now insert the Carmen USA Disk 2 into the Macintosh. Drag the folder named **Carmen USA Graphics** from Carmen USA Disk 2 over to the folder named **Carmen USA** on the hard disk. A dialog box will appear

showing the progress of the copy process. When it is complete, eject the Carmen USA Disk 2 by dragging its icon over the **Trash** icon.

Apple IIGs

Turn on your computer and hard disk. Double-click the icon for your hard disk to open the hard disk window. Create a new folder by choosing **New Folder** from the **File** menu. Rename the folder **Carmen.USA** by choosing **Rename** from the **File** menu. Insert WHERE IN THE U.S.A. IS CARMEN SANDIEGO? Disk 1 into your internal disk drive. When the disk window appears on the desktop, single-click the **Carmen.USA** program icon then hold down the shift key and single-click the **Carmen.USAData1** folder. Drag the two icons across the desktop until they cover the **Carmen.USA** folder icon on your hard disk drive. The program and folder will be copied onto your hard disk.

When the copy is complete, eject Disk 1 by pressing the button on the disk drive. Insert Disk 2 and drag the **Carmen.USAData2** folder across the desktop until it covers the **Carmen.USA** folder icon on your hard disk drive. The folder will be copied onto your hard disk. Open the folder on Disk 2 named **Icons**. Drag the icon across the desktop to the folder named **Icons** that is on your hard drive. Copying the icon for WHERE IN THE U.S.A. IS CARMEN SANDIEGO? to your hard drive will allow the Apple IIGs to show the **Carmen.USA** icon instead of the generic application icon that you normally see.

Amiga

Turn on your computer and hard disk. For those hard drives that are not auto-booting, use your own **Workbench** boot disk when starting your machine. Double-click the icon for your hard drive to open the hard disk window. Create a new drawer by single-clicking on the **Empty** drawer icon on your hard disk and then choosing **Duplicate** from the **Workbench** menu. Rename the new drawer, which will now be named **Copy of Empty**, by single-clicking it and selecting **Rename** from the **Workbench**



menu. Rename the drawer **Carmen USA**. Insert Carmen USA Disk 1 into your floppy disk drive. Double-click the Carmen USA Disk 1 icon. Drag the drawer icon named **Carmen USA Data 1** and the program icon named **Carmen USA** from the floppy disk to the new drawer on your hard drive. When the copy is complete, eject Disk 1 by pressing the button on the disk drive. Insert **Carmen USA Disk 2** and drag the drawer icon named Carmen USA Data 2 from this floppy disk to the new drawer on your hard drive.

Double-click the **Font Mover 1.1** icon. Click the gadget (DF0: or DF1:) where the **Carmen USA** program disk is located. This will display the three fonts to be copied. Click the gadget for the destination to which the Font Mover should copy all of the fonts on the **Carmen USA** program disk. You should select the font directory on your hard drive or the font directory on the **Workbench** floppy disk that you usually start up your Amiga with. Hold down the left mouse button and drag the cursor across the fonts that you want to copy to the destination directory. You should select all three fonts on the **Carmen USA** disk. The fonts highlighted will be copied to the destination directory.

Click the Copy gadget to initiate the copy procedure. After the Font Mover has finished the copy, click the Close gadget in the upper left hand corner of the Font Mover window.

Using Expanded Memory

Amiga

If you have one megabyte or more of memory you can run WHERE IN THE U.S.A. IS CARMEN SANDIEGO? faster by telling the program to use more memory. The program will use about 512K additional memory. To run the program using additional memory you will need to change the N to a Y in the tool types of the **Carmen USA** program icon.

Single-click the **Carmen USA** program icon. The icon should now be

highlighted. Go to the menu bar and place the pointer over the word **Workbench**. Press the right mouse button and select Info from the pull-down menu.

The Info window will appear with **Carmen USA** in the **Name** box. Toward the bottom of the Info window, a box will say:

TOOLTYPE BIGMEM=N

Change the N to a Y for YES. Click the Save gadget at the bottom of the Info window. The change will be saved and the Info window will close.

The program will now run with additional data in memory.

Should there be too little memory for the program to run with BIGMEM=Y, an alert will appear when you try to run the program. If you see the message, "Not enough Memory!" go back into the Info window and set BIGMEM=N.

One Last Note: **Carmen USA** is designed to run from your **Workbench**. There are two keyboard commands that you might find valuable. The "A" shown below refers to the Amiga key to the left of the spacebar. By holding down the Amiga key and pressing the "n" or "m" you will achieve the following results:

A + n: bring the Workbench forward

A + m: send the Workbench to the back

Using the Program

Macintosh and Apple IIGs

Except for entering your name into the Acme Crime Computer and answering occasional promotion questions, your keyboard need not be used at all when playing WHERE IN THE U.S.A. IS CARMEN SANDIEGO? However, if you enjoy using the keyboard, you may press the Return key instead of clicking the mouse whenever you see the prompt, "Please click



here to continue.” In addition, you may type in **Y** for Yes and **N** for No instead of clicking the mouse on the appropriate button. You may also simply press the Return key to signify a Yes response.

Amiga

Whenever you see the prompt, “Please click here to continue,” you must click the left mouse button or hit Return. The menu bar is hidden while playing the game. In order to see the menu options and make a selection, click the right mouse button to display the menu bar. Drag the mouse while holding down the right mouse button until the desired menu item is highlighted, then release the right mouse button.

YOU'RE ON YOUR WAY

Signing in

To get your assignment, you first need to sign in. Type your name into the Crime Computer and then press Return. Once you've signed in, you'll be given the details of your assignment. These include the treasure that has been stolen, whether the thief is male or female, and your deadline for arresting the criminal. When you're ready to begin, click the mouse button and you'll be off on the trail of the thief!

Resuming a Saved Game

If a game has been previously saved under the name you type into the Crime Computer, you will be asked if you want to resume that game. If you do, the Crime Computer will refresh your memory on the state of the game as you left it. If you don't resume the saved game, it will be lost when a new game is begun under the same name. A game in progress will be automatically saved when you **Quit** from the **File** menu.

Briefing

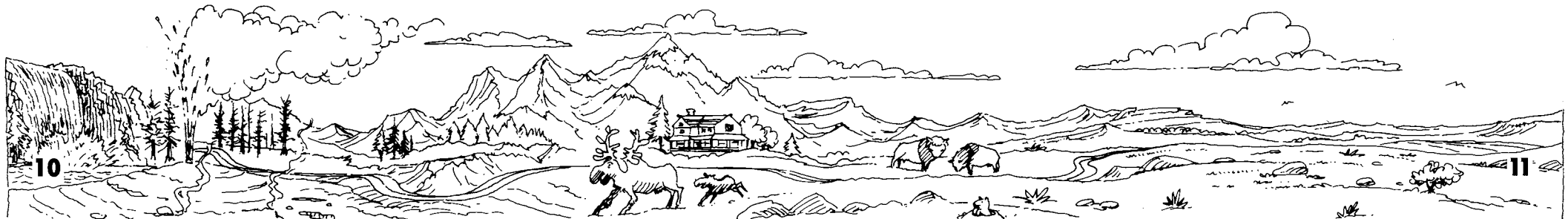
The villain you're after is hiding out in a city in one of the 50 states or in the District of Columbia (Washington, D.C.). He or she has left clues along the way, though. These clues can point to either the city itself or to the state where the city is located.

Carmen's gang has 16 members, including Carmen herself. Any one of them could be the villain, although Carmen is generally more elusive—and smarter—than the rest of the V.I.L.E. gang.

Clues to the identity of the thief will be given as you pursue the culprit from city to city. You'll log these clues into the Crime Computer. When the identity of the suspect has been established, the Computer will issue an arrest warrant. Obtaining a warrant is very important! If you don't have one, you won't be able to arrest the thief once you catch up with him or her.

During the search you can use the **Police Dossiers** menu to view the individual crime file for any of the suspects. Additional information about the suspects can be found in Carmen's secret Scrapbook—a stolen copy of which just happens to have fallen into your hands.

You begin at the bottom of the detective ranks, but as you prove yourself, promotions will come your way. Before being promoted to each new level, you must pass a Qualification Quiz using Fodor's USA travel guide included in the package. You will have three chances to answer correctly. If you pass, you will be immediately promoted. If you fail, you will need to solve another case before you can retake the quiz. Persevere, catch the crooks, and you'll climb your way up through the ranks—10 in all—to reach Super Sleuth status. Even then, you'll add Special Commendations to your record if you continue to crack the cases.



To track down the villain and solve the case, you'll need your own quick thinking and hard-nosed investigative skills, plus the Crime Computer, the special (included) Map of the United States, Fodor's USA travel guide, and your own purloined copy of Carmen's secret Scrapbook. You have only a limited amount of time to solve each case before the villain gives you the slip. Watch the clock and note the deadline indicated by the Crime Computer at the beginning of each game.

Hot on the Trail

Your starting point is the city where the villain (who has just swiped a valuable state treasure) was last seen.

Refer to your official Map of the United States to check locations by city and state so you'll know where you are and where you're going.

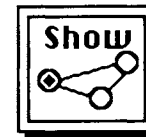
The upper-left portion of the screen always gives you your present location, the day of the week, and the time.

Be sure to read the descriptions of the city and state that appear on the screen. These contain valuable information that may be useful in solving later cases. Hint: Take the time to jot some of this information down. You'll be glad that you did!

TOOLS OF THE TRADE

The icons in the lower right corner of the screen help you track down and identify the villain. The menus across the top of the screen provide useful information about both gang members and crimefighters.

The Icons



Clicking this icon will show a list of all the possible destinations reached by connecting flights from your present location. It's a good idea to check this first to see where the thief might have gone. Clicking the mouse on the icon a second time will remove the list from the screen.

Note: If you double-click one of the listed destinations you will immediately travel to that location. This provides a shortcut alternative to clicking the **Depart** icon described below.



Clicking this icon lets you unearth clues so you can track the suspect to the next destination. A window will be displayed containing three specific locations for you to investigate. Simply click the one that you want.

Visit as many or as few locations as you wish, but remember that the more investigating you do, the more valuable time you lose. Use Fodor's USA travel guide to help unravel the clues you turn up.





Clicking this icon lets you depart for the city of your choice once you're ready to take off after the suspect. A map will be displayed on the screen with a blinking dot at your current location. Simply click the city to which you want to travel. Remember, though, that travel takes up lots of valuable time, so don't wander from state to state unnecessarily.



When you think you have enough clues to identify the criminal, click this icon and the Crime Computer will be displayed. The Crime Computer lists various identifying characteristics on its screen. Click each characteristic repeatedly to cycle through the available choices.

When the characteristics you want are displayed, click **Compute** and the Crime Computer will search through all known facts about each possible suspect. A warrant will not be issued if the characteristics fit more than one suspect; instead, the names of all possible suspects will be displayed. You'll have to gather more clues before a warrant will be issued.

Remember, you must have an arrest warrant to nab the thief once you catch up with him or her.

To return to the search, click the crime computer.

The Menus

The **Police Dossiers** menu contains a crime file on each member of Carmen Sandiego's gang. The files contain identifying characteristics of each gang member.

The **Game** menu contains the Hall of Fame which lists all the crime-fighters who have managed to attain Acme's top detective rank of Super Sleuth by capturing Carmen Sandiego herself. This menu also contains the Acme Detective Roster which provides a list of all crimefighters, their current rank, and number of cases solved.

The **File** menu allows you to begin a new game by selecting **New Game**. Your old game will be lost when you do this. Selecting **Quit** from the **File** menu lets you leave the program. The current game, if a game is in progress, will be saved automatically when you select **Quit**.

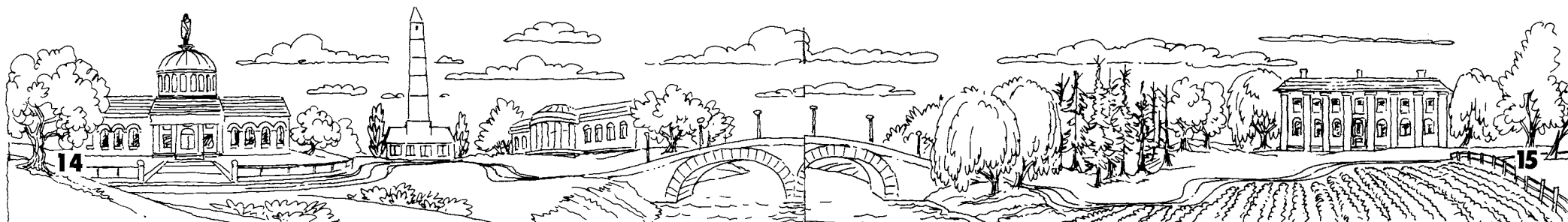
The **Edit** menu is not used in the Macintosh and Apple IIGS versions of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? It is provided only so that you can use it with Desk Accessories.

Investigative Pointers

You know you're on the right track when you see a suspicious person or occurrence on your screen. That's because the real villain stays in hiding and has a crony check you out.

The closer you get to the villain the more dangerous your situation becomes. Beware of deadly missiles—they mean you're closing in on your suspect and things are getting hot!

Don't waste time using the Crime Computer too often or investigating for too long at each location. Use Carmen's secret Scrapbook to pin down the villain's identity and your Fodor's USA travel guide to reveal the villain's route—if you use your head you'll advance faster than fellow detectives who do nothing but play their hunches.



Be sure you have an arrest warrant by the time you catch up with the villain. If you don't have a warrant, you can't make an arrest and the thief will slip through your fingers. And make sure your warrant is for the correct suspect—otherwise you could be in hot water with the Chief for risking a charge of false arrest!

Every case you're assigned is different. When you begin a new assignment, you'll start at a new city, look for a new stolen treasure, and follow a new suspect over a new route with new clues.

As you advance through the ranks, you'll get assigned to tougher cases, with difficult clues to unravel and a longer trail to follow.

If you reach the top of the ranks and have earned all the Special Commendations you can before mandatory retirement, you can always get back in action by using an assumed name when you sign in. This is a smart move. After all, your real name may be on Carmen's hit list!

Carmen's Scrapbook - Your Own Stolen Treasure

Lucky for you, the Acme Detective Agency has managed to purloin Carmen's own secret Scrapbook. In it, Carmen has collected mementos and information about every member of her gang. You can use this information to identify the V.I.L.E. villain you're looking for in your current case. For example, if Carmen notes that one of her henchman's (or henchwoman's) favorite snacks is tacos, you'll know that the villain's food preference is Tex/Mex (a category in the Crime Computer). Clues about Carmen are found in the Scrapbook, too. But like Carmen herself, these clues are elusive. You'll have to use all your detecting skills as you sift through the Scrapbook trying to identify this arch-villain's interests, hobbies, etc.

Travels with Fodor's—The Smart Way to Catch a Thief

Your most important investigative tool is your Fodor's USA travel guide. Here you'll find information about all 50 states and the District of Columbia that will help you stay hot on the villain's trail.

Here's how to use your Fodor's USA guide: Let's say you investigate and get information that the suspect wanted to visit Cape Canaveral. To figure out where the clue is leading, you would take the following steps:

1. Use Show Connections and your special Map of the United States to figure out in which states your current connecting cities are located. Your connections might include Miami, Annapolis, Helena, and Wilmington. By looking at the map, you'll find that Miami is in Florida, Annapolis is in Maryland, Helena is in Montana, and Wilmington is in Delaware.
2. Now look in Fodor's for information on these states. The first place to look is the Index at the back of the book. The Index is organized in alphabetical order. Sometimes you'll find the information you're looking for in the Index and you won't have to look any further.

In this case, when you read through the items listed under Florida, you'll find a listing for "Cape Canaveral" under the major heading "Geographical." (You'll also find it listed under the major heading "Practical Information," under the sub-heading "Tours.") Now you know that the villain has headed for Florida, so grab your suntan lotion and hop the next flight for Miami.

Some clues are harder to figure out and you'll need to scan the section for the state itself. To do this:

- A. Turn to the section of Fodor's devoted to the state you want to check out. You can find the correct page by looking up the state in the Index or



in the Table of Contents (the Table of Contents is at the front of the book and is organized by geographic regions).

B. When you've turned to the section for the state, take a look at the state map (included in each section). You'll find the answers to some clues right on the map.

C. If you don't find the answer on the map, scan the section headings (printed in darker type). You'll find the answers to some clues contained in these headings. For example, in the section on Illinois, one of the headings is "Land of Lincoln." If one of the clues you've been given is that the thief is doing research on Lincoln, then it's a good bet that he or she is heading for Illinois.

D. Sometimes you'll have to dig further. You'll notice that the sections for each state list such things as Museums, Historic Sites, Entertainment, and Sports. Check these sections for answers. For example, you may have learned that the villain plans to visit an infamous Confederate prison, and one of the possible connections is in Georgia. If you look in the section on Georgia, under the category Historic Sites, you'll find that prison—Andersonville.

E. Some clues are buried even deeper. You may have to read through the text for each state or check the general articles—The Arts in America, Distinctive American Vacations, etc.—at the beginning of the book. Also, remember to read the state descriptions—and note the pictures—that appear on the screen. Some clues are contained in these.

A Final Hint

Don't hesitate to use other reference books you may have on hand. The biographical and geographical sections of a dictionary may be helpful, as well as an encyclopedia, a map, or an Almanac. Use whatever you can to help you unravel the clues, save time, catch the crooks, and earn those promotions!

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If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department at 415/382-4700 between the hours of 8 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

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