



WHERE IN THE WORLD IS CARMEN SANDIEGO?™

INSTRUCTION MANUAL



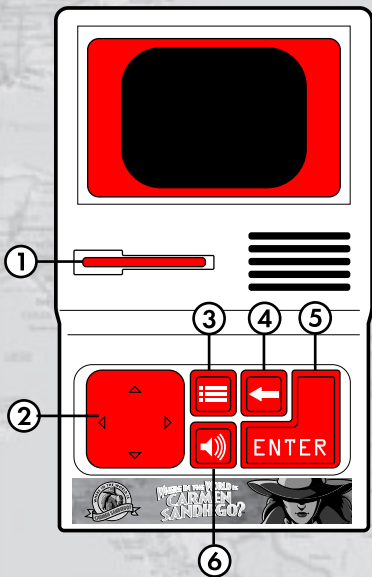
YOUR ASSIGNMENT

You are the newest member of the Acme Detective Agency, and you have been tasked with tracking down the infamous Carmen Sandiego and her Villains' International League of Evil (VILE)! They steal precious items from cities around the globe, and you must track the thieves down to get the goods back to their rightful owner.

As you hop from city to city, the locals will give you some clues about the thieves. You'll have to gather enough information to obtain a warrant so when you and the thieves cross paths, you can make the arrest!

Use the Crime Computer and Police Dossiers to assist you in your mission. There is a limited amount of time for each case, so work fast. As you successfully work through different cases, your detective rank will increase, and you'll have tougher cases to crack.

GAME CONTROLS



1. Power Button: ON/OFF

2. D-PAD: Use this to move across the menu screens.

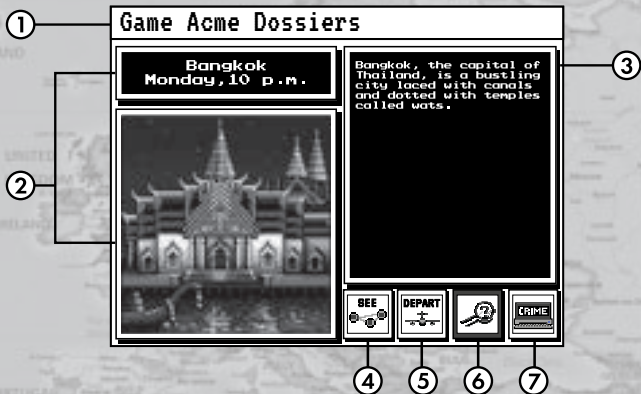
3. Toolbar Menu: Press this to access the top tool bar; press again to close it.

4. Backspace: Use this to back out of selections or backspace on the onscreen keyboard.

5. Enter: Use this to confirm a selection.

6. Volume: Press this to switch through different volume settings from OFF to LOW to HIGH.

HOW TO PLAY – SCREEN LAYOUT



1. Toolbar: Press the Toolbar Menu button to access options for GAME, ACME, and DOSSIERS.

GAME: Here you'll be able to Save, start a New Game, or Save & Quit.

ACME: Here you can access the Detective Roster and a Hall of Fame (which lists high scores).

DOSSIERS: This gives you access to the VILE profiles. You can use this to help you gather information on suspects.

2. City Name/Date & Time/Illustration

3. Information Panel: Information about the city and comments from locals will show here. You may also get alerts when you run into VILE henchmen!

4. See: Press this to check what cities you can depart to from your current location.

5. Depart: Press this button to select the city you would like to fly to from your current location.

6. Investigate: Go around the different parts of the city to question locals about your suspect.

7. Crime Network: Use this to input data about your suspect and obtain a warrant.

HOW TO PLAY – STARTING YOUR SEARCH

When you first log in to the game, you will be asked to identify yourself. If you are a new player, you will need to enter a new agent name. If you have played the game before, you can enter your agent name and the game will pull up your data from your previous plays.

The computer will give you your mission right after you log in, telling you there has been a robbery of a stolen good from a certain location. You will start your mission in that location, the city where the theft took place. You will look for leads by talking to the locals. Use the INVESTIGATE button to talk to locals in different parts of town.

You'll learn from the locals where the suspect moved to next. From that point you can use the SEE button to check what cities you can depart to from your current location. After you have decided on a city, go to DEPART to catch a plane to your next destination.

HOW TO PLAY – SLEUTHFUL HINTS

As you go about exploring the different cities for clues, you want to make sure you aren't wasting any time. Each case has a time limit, so try to deduce where your next city destination is as quickly as possible.

It is important to speak to witnesses, since they will be your key to learning about your next area and your suspect. Before you catch up to your suspect, you'll need to obtain an arrest warrant. Gather up as much information as possible, and input it into the Crime Computer to narrow down who your suspect might be. Make sure you've got that handled before getting too far in the case!

As you go about the cities, you might encounter a VILE henchman. This means you are on the right track!

VILE OPERATIONAL BASES



CITY

COUNTRY

CITY

COUNTRY

Mexico City

Mexico

Moroni

Comoros

Lima

Peru

New Delhi

India

New York

United States of America

Colombo

Sri Lanka

Montreal

Canada

Kathmandu

Nepal

Buenos Aires

Argentina

Bangkok

Thailand

Rio De Janeiro

Brazil

Singapore

Singapore

Reykjavik

Iceland

Beijing

China

Bamako

Mali

Tokyo

Japan

London

United Kingdom

Port Moresby

Papua New Guinea

Paris

France

Sydney

Australia

Oslo

Norway

San Marino

San Marino

Rome

Italy

Budapest

Hungary

Athens

Greece

Istanbul

Turkey

Cairo

Egypt

Kigali

Rwanda

Moscow

Russia

Baghdad

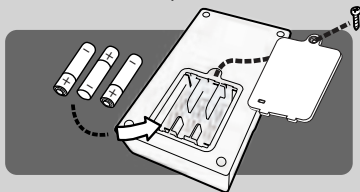
Iraq

BATTERY INFORMATION

- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), and/or rechargeable batteries.
- Do not mix old and new batteries.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the product.
- Do not short-circuit the supply terminals.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Sometimes a buildup of static electricity (from carpets, etc.) may cause the figure to stop working. If this happens, reinstall batteries to reset the toy.
- In an environment with radio frequency interference, the product may malfunction. If this happens, reinstall batteries to reset the toy.

BATTERY INSTALLATION

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover). Remove the cover. Insert 3 x 1.5V "AA" or LR6 size batteries (not included). Alkaline batteries are recommended. Replace the cover and tighten the screws.



FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) the device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

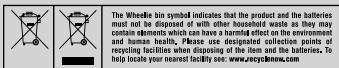
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



Item#
09613



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MADE IN CHINA
CAN ICES-3(B)/NMB-3(B)



The Wheelie bin symbol indicates that the product and the batteries must not be disposed of with other household waste as they may contain elements which can have a harmful effect on the environment and human health. Please use designated collection points of recycling facilities when disposing of the item and the batteries. To help locate your nearest facility see: www.recycleknow.com

WARNING! Not suitable for children under 3 due to small parts.

The colors and decorations of products enclosed may sometimes vary from the pictures on the packaging. Please retain this package for future reference.