

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



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

Version for:
IBM/Tandy and 100% compatibles,
Commodore 64/128,
Apple IIe/IIc

The IBM version was programmed by Glenn Axworthy.
The Apple version was programmed by Ken Bull.
The Commodore version was programmed by Ken Bull and
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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."

Getting Started

IBM

Start up your computer using your DOS disk. When you see the A> prompt, remove the DOS disk and replace it with the WHERE IN THE U.S.A. IS CARMEN SANDIEGO?® disk. Type **Carmen** and then press ENTER or ↵. (See Note 2.) The program will load into memory and begin an animated introduction. When you are ready to play the game, press any key to start. (If you want to use a joystick, see the instructions under **Controls** for switching to joystick mode.)

Note 1: If your computer has 128K of memory, you can use DOS 2.0 series; DOS 3.0 and later cannot be used unless your computer has more than 128K of memory.

Note 2: If you are using a Hercules monochrome graphics adapter or Hercules-compatible monochrome graphics adapter, type **Carmen Herc** when you see the A> prompt, then press ENTER or ↵.

WHERE IN THE U.S.A. IS CARMEN SANDIEGO? can take advantage of the additional speed of your hard drive. Copy all of the files into a directory named **CARMEN.USA**. WHERE IN THE U.S.A. IS CARMEN SANDIEGO? uses key disk copy protection, and each time the program is run you will be asked to insert the **CARMEN USA** disk into the floppy disk drive.

Apple

Two disk drives

Insert Side A of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? in disk drive 1 and close the drive door. Insert Side C (the second disk) of WHERE IN THE U.S.A. IS CARMEN SANDIEGO? into disk drive 2 and close the drive door. Turn on your computer and monitor. The program will load into memory and begin an animated introduction. After you've watched the introduction (or any time after the disk drive light goes off), and you're ready to start the game, press any key or a joystick button. During the game you will be prompted to flip the disk

to Side B when it is necessary. Side B will be on the back side of the floppy disk in disk drive 1. Always make sure you wait until the red disk drive light is off before you remove the disk from the disk drive.

One disk drive

Insert the WHERE IN THE U.S.A. IS CARMEN SANDIEGO? Disk 1, label side up (Side A), into the disk drive and close the drive door. Turn on your computer and monitor. The program will load into memory and begin an animated introduction. After you've watched the introduction (or any time after the disk drive light goes off), and you're ready to start the game, press any key or a joystick button. During the game you will be prompted to insert side B and side C into the disk drive. Side B is on the back side of Disk 1 and side C is on the label side of Disk 2. Always make sure you wait until the red disk drive light is off before removing the disk from the disk drive. Remember to close the drive door when placing the disk that has been requested into the disk drive.

If you have three disk drives, you may copy side B onto another floppy disk. Do not change the name of the disk when you copy side B of Disk 1. You will never need to swap disks while playing the game if you run the program with three disk drives.

Commodore

Turn on your monitor, your disk drive, and then your computer. After the disk drive light goes off, insert the WHERE IN THE U.S.A. IS CARMEN SANDIEGO? disk, label side up (Side A), into the disk drive and close the drive door. If you have a Commodore 128, put the machine into the Commodore 64 mode by typing GO 64. Then press the RETURN key. To load the program, type LOAD "CSD",8,1 and then press the RETURN key. The program will load into memory and begin an animated introduction. After you've watched the introduction (or anytime after the disk drive light goes off), remove the disk from the drive, turn it over to Side B, put it back in the drive, and close the disk drive door. When you're ready to start, press RETURN or the button on your joystick to begin the game.

You're on Your Way

Signing in

To get your assignment, you first need to sign in. Type your name and then press RETURN or ↵. If you make a mistake or run out of space, and you have an **APPLE** or **IBM** use the ← key to erase. If you make a mistake, and you have a **COMMODORE**, use the DEL key to erase, then retype. Once you've signed in, you'll be given the details of your assignment and sent on the trail of the thief!

Tools of the Trade

The items on the Main menu at the bottom right-hand corner of the screen help you track down and identify the villain.

Controls

To select an item, use either the keyboard or a joystick.

Note: If you are using a joystick with your **COMMODORE**, make sure to plug it into PORT#2 on your computer. If you are using a joystick with your **IBM**, make sure to plug your joystick into PORT A of your game controller adapter.

If you have an **APPLE**, use the arrow keys or push the joystick up and down until the option you want is highlighted. To select the option, press RETURN or button #0. Press ESC or button #1 to return to this menu if you accidentally make the wrong selection and want to choose another option.

If you have a **COMMODORE**, use the CRSR keys or push the joystick up and down until the option you want is highlighted. To select the highlighted option, press RETURN or the button on your joystick. Press the ← key (located at the top left of your keyboard) to return to this menu if you accidentally make the wrong selection and want to choose another option.

If you have an **IBM**, use the cursor keys or push the joystick up and down until the option you want is highlighted. (If you are using a joystick, you must first center the joystick and press CONTROL-I to activate the joystick mode.) To select the highlighted option, press ENTER or button #1 on your joystick. Press ESC or button #2 to return to the menu if you accidentally make the wrong selection and want to choose another option.

Select items from the menus in the program in the same way.

Special Keys

CONTROL-L lists your current rank at the Acme Detective Agency

CONTROL-D permits you to delete a detective's name from the Detective Roster

CONTROL-R ends current game and starts a new one

CONTROL-F permits you to view the Detective Hall of Fame

*****CONTROL-I** toggles joystick/keyboard control for the IBM

****CONTROL-J** toggles joystick/keyboard control for the Apple

****CONTROL-T** toggles joystick detection on/off for the Apple computer

***CONTROL-S** toggles sound on/off

****CONTROL-Y** flips y-axis on joystick

*****CONTROL-Q** ends the current game and returns you to DOS

*These functions are not needed for the **COMMODORE** version.

This function is not needed in the versions for the **COMMODORE or **IBM**.

***This function works for the version for **IBM** only.

Briefing

The villain you're after is hiding out in a city in one of the 50 states or 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.

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. 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 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.

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.

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

Use the items on the **Main** menu to help you track the villain down.

See Connections lists all possible destinations reached by connecting flights from your present location. Check these first to see where the villain might have gone—they change from game to game, so be sure to take a look even if you've been to the city in a previous game. When you've seen the connections, you can clear them from the screen by selecting **Hide Connections** or leave them on the screen if you prefer.

Depart by Plane lets you depart for the location of your choice once you've investigated and think you know where the villain has gone. An on-screen map of the United States shows your current location (black square) and the location of the connecting city that is currently highlighted (hollow circle). Once you select your destination, your travel route will be displayed.

Investigate lets you unearth clues so you can track the villain to his or her next destination. Clues are found in three locations, which change from city to city. Visit as many clue locations as you want, but remember that the more investigating you do, the more time you use. Use Fodor's USA travel guide to help unravel the clues you turn up.

Crime Computer helps you narrow down your list of suspects and get an arrest warrant for a specific villain. To use the Crime Computer:

Select **Crime Computer** from the **Main** menu. Then select **Use Computer** from the new menu that appears. In the upper right-hand side of the screen, you'll see a list of characteristics. As you gather clues about the suspect, enter information in the Crime Computer in the following way: Highlight a characteristic—Hobby for example. Then press RETURN or ENTER or a joystick button (button #0 on the **APPLE** joystick; button #1 on the **IBM** joystick) to cycle through all possible choices until you reach the one you want. If you don't know the characteristic, leave that space blank. When you have finished entering all the information you know about a suspect, select **Compute**. A list of all suspects who have the characteristics you've specified will be printed out.

When you've narrowed down the list to one suspect, the Crime Computer will issue an arrest warrant. Now you're ready to make an arrest as soon as you catch up with the villain. (If you need to change the warrant because new clues point to a different suspect, simply enter the correct characteristics in the Crime Computer and a new warrant will be issued.)

Time Out

Even super sleuths need a break. If you want time out, you can **Save** a case in progress, and then **Continue** the same case at a later time.

To save your case, select **Crime Computer** from the **Main** menu, then select **Save Case**. Follow the on-screen prompts to save your case. (Note that once you have saved the case, you cannot continue to play until you restart the game and tell the computer that you want to continue your case.)

To **Continue** a saved case, simply start the game as usual. After you sign in, the computer will recognize that you have saved a case, and will ask you if you want to continue the case at that time. Type Y (for yes) to continue and press RETURN or ENTER. You will then be whisked to the city where you left off. If you do not want to continue your saved case, type N (for no) and press RETURN or ENTER. Your saved case will be erased from the disk. Your rank and the total number of cases solved will remain unchanged. (Note: You can have only one saved case on the disk at a time.)

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 See 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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