WHERE IN EUROPE IS CARMEN SANDIEGO?™

DESIGNED BY GENE PORTWOOD AND LAUREN ELLIOTT

il Giornale dell'interno

i sangue sulla Barbagia

Lo scandalo si costituis l'ex presi

Il ministro De incontra a Vero accusat

INCLUDES

Rand McNally Concise Atlas of Europe

NEW!

RAND McNALLY'S CONCISE ATLAS OF EUROPE

Programmed by Ken Bull

APPLE IIe/IIc/IIGS

Disk • 128K

Keyboard • Joystick

EXPLORATIONS

Brøderbund®

THURSDAY, DECEM

INTERNATIONAL TIMES TRIBUNE

# CARMEN SANDIEGO STRIKES AGAIN!

International Gang Vows to Steal Europe's Treasu

PARIS —

Carmen Sandiego and a new gang of criminals have launched an international crime wave, authorities said today. "Carmen's target this time is nothing less than all of Europe and its incredible store of national treasures," a top Interpol official warned.

In a unique display of international cooperation, Western and Eastern-bloc countries are undertaking an all-out effort to outwit master criminal Sandiego, who recently staged a spectacular escape from her top-security prison cell. Interpol has enlisted the aid of the world famous Acme Agency, with its computerized network of skilled operatives,

was last seen outside Marseilles and was believed to have boarded the Orient Express for an unknown destination. She is reported to have 15 new accomplices, including Clare d'Loon, a concert pianist accused of murdering several compositions, the sophisticated Lotta Style and Luke Warmwater, who was trying to rob a riverbank. Th

The gang sta a spectacular escape

Carmen Sandiego and accomplice glimpsed plotting next heist.
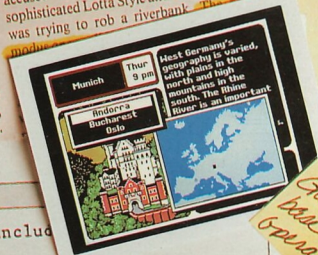
ACME Crime Computer

Gang's base of operations

BASE OF OPERATIONS:

All 34 nations of Europe. (Prime targets includ
Sofia, Stockholm, Madrid...)

INVESTIGATIVE TOOLS:

1. Rand McNally "Concise Atlas of Europe" -- Filled with the facts and maps needed to track the quarry.

2. New on-line Data Base -- provides additional information on European nations to help solve clues.

3. Computerized Crimestopper's Notebook -- helps keep track of clues to each suspect's identity.

4. Menu-driven program, colorful graphics and animation -- keep play fast-paced, interesting. *and FUN!*

INVESTIGATIVE PROCEDURES:

1. Search the scene of the crime.

2. Question all witnesses. *← Don't overlook any!*

3. Call local tipsters.

4. Travel Europe's great cities tracking the suspect.

5. Obtain correct warrant. *!!! ARGH!*

SUCCESSFUL INVESTIGATIVE STRATEGIES:

1. Master geography and map reading, to track the suspects.

2. Learn research skills to determine their suspect's whereabouts.

3. Pick up historical, economic and cultural facts to decipher clues.

RECOMMENDATIONS:

Demonstrate your skills in map reading, research and problem-solving to track down the guilty party and obtain the right warrant. If you're successful, you'll move up the ranks to Master Detective before you know it. And with 16 possible suspects, 34 targeted countries, and nearly 1,000 clues, you'll be kept continually on your toes!

OM: Agent M-22
The Chief
SE NUMBER: 41550
SPECT: Carmen Sandiego

evious criminal operations in Case #40050, "Where in the orld is Carmen Sandiego?" and Case #40150, "Where in the SA is Carmen Sandiego?"

AST KNOWN WHEREABOUTS: Somewhere in Europe...

Chief...

This is a tough case, make no mistake about it. Carmen and her gang are slipperier than a sack of eels! I was able to pick up her trail at the train yard in Nîmes but the elusive Ms. Sandiego has been able to stay one jump ahead of me ever since. I'm not positive, but she may have boarded the Orient Express. If it was Carmen, it means she's on the loose again and nothing in Europe will be safe until she and her gang are behind bars. There won't be a gondola left in Venice or a stone at Stonehenge, and the only thing left of Hamlet's Castle will be the moat!

We're going to have to pull out all the stops if we want a of catching this master thief. The best weapon at our Make sure all operatives use the new Nally's "Concise t

TELEX

FaberCastC

PARIS
RECEIVED
12-2

Brøderbund®

Carmen's Secret Code

0 47956 41550 2

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Munich Thur 9 pm
Andorra
Bucharest
Oslo

West Germany's geography is varied, with plains in the north and high mountains in the south. The Rhine River is an important

Crime Lab Wed 8 pm

France

Red, White and Blue
Franc
OUI French

France
Capital Paris
Flag: Red, White and Blue
Currency: Franc
Language: French

END LIST

Press any key to continue.

WHERE IN EUROPE IS CARMEN SANDIEGO?™

Brøderbund®

APPLE

128K

CARMEN SANDIEGO
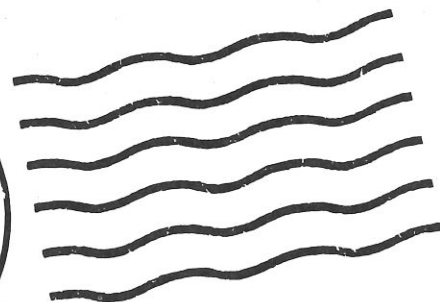EUROPE
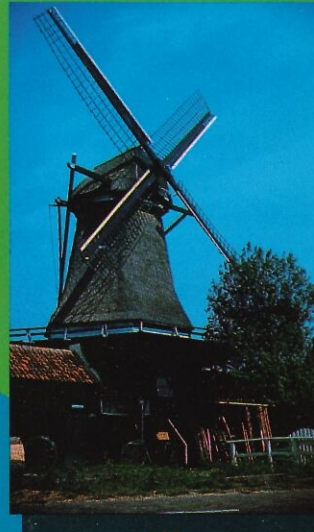
⊕ Rand McNally
Concise Atlas
of Europe

WHERE IN EUROPE IS CARMEN SANDIEGO?™

USER'S MANUAL

WHERE IN EUROPE IS CARMEN SANDIEGO?™

USER'S MANUAL

ACKNOWLEDGEMENTS

WHERE IN EUROPE IS CARMEN SANDIEGO?
was designed by Gene Portwood and Lauren Elliott.

The Apple version was programmed by Ken Bull.

The IBM version was programmed by Lance Groody.

The Commodore version was programmed by
Ken Bull and Chris Hecht.

PRODUCT MANAGER: Katherine Bird

GRAPHICS BY Leila Bronstein and Don Albrecht.

CLUE AND TEXT DEVELOPMENT BY
Susan Meyers, Katherine Bird and Gene Portwood.

MUSIC COMPOSED BY Louis Ewens.

MANUAL BY
Lawrence Ertel, Joanne Ryder and Katherine Bird.

SPECIAL THANKS TO:
Brøderbund Quality Assurance Department,
Latricia Turner, David Kessler, Nancy Morris,
Judy Barnett, Karen Ford, Marsha Bell, Al Sonntag
and the Brøderbund Operations Department

Carmen Sandiego would like to personally thank
the following people for making her gang what it
is today:

Carol Ann Bonhomme, Steve Dunphy, Karen Ford,
Greg Hammond, David Kessler, Carri O'Loughlin,
Diane Rapley, Sher Ripley, Beckie Rhodes,
Diana Slade and Christine Twomey

CONTENTS

QUICK START

START UP THE PROGRAM

Apple
Put the Carmen disk into your disk drive, label side up, close the drive door and then turn on your computer and monitor.

IBM or compatibles
Start up your computer with a DOS disk. At the A> prompt, put the Carmen disk into your disk drive, label side up, then close drive door and type **CARMEN**. (See "Getting Started" for special instructions if you have a Hercules or EGA card or are using the Tandy 1000.)

Commodore
Turn on your monitor, disk drive and then your computer. Put the Carmen disk into your disk drive label side up. Type **LOAD "CSD",8,1**. (Put Commodore 128 in 64 mode before loading program.)

PRESS ANY KEY TO START THE GAME

- Sign in as prompted by the security scanner. When the Chief contacts you, make sure to note the thief's sex and your deadline for solving the case.

- Use up/down arrow, cursor keys, Spacebar or joystick to highlight menu items.
  Use left/right arrow, cursor keys or joystick to cycle through options within menu items.

INVESTIGATE

- Select Investigate to uncover clues that let you track the suspect to his or her next destination.

- To decipher the clues, use the Rand McNally *Concise Atlas of Europe,* the Crime Lab Database, the Detective Guide, and the on-screen descriptions of each city and country.

GO TO AIRPORT

Select Go To Airport to check the available connections to other cities and to catch a flight to the suspect's possible destination.

USE NOTEBOOK

Select Use Notebook to record information from the Chief's periodic messages regarding the suspect's sex, hair and eye color, favorite type of movie and favorite type of book. This information will later be needed by the Crime Lab computer in order to get an arrest warrant.

VISIT CRIME LAB

- Select Enter Crime Notes when you want to enter information contained in the Notebook into the Crime Lab computer in order to get a warrant.

- Select Use Database to access a Database containing information about each country's flag colors, currency and main languages. This information will help you decipher clues which involve these elements.

- Select Return to Scene when you're finished at the Crime Lab.

- Select Save Case if you want to take a break in your investigation and resume it at another time.

SPECIAL KEYS

See the "Getting Started" section for information on special keyboard functions for your particular computer system. These keys will let you view the Detective Roster, delete a detective's name, end your current game, view the Hall of Fame, speed up sign-in and other functions.

TO WIN GAME

You need to track the thief to his or her final destination AND have the correct arrest warrant issued by the Crime Lab computer (see Use Notebook and Visit Crime Lab above). You must accomplish both tasks within your given deadline.

GOOD SLEUTHING!

Most important ... have fun!

GETTING STARTED

APPLE

1. Insert your WHERE IN EUROPE IS CARMEN SANDIEGO? disk, label side up (Side A), into your disk drive and close the drive door.

2. Turn on your computer and monitor. If you are using an Apple IIGS, make sure to have the speed set to Normal.

3. The program will load itself into memory and begin an animated introduction.   After you've watched the introduction, or any time after the disk drive light goes off, press any key or a joystick button to start playing the game. During the game you will be prompted to flip the disk over when necessary. Always make sure you wait until the red disk drive light is off before doing so.

4. To select an item from any menu in the game, you may use either the keyboard or joystick.

   Use the arrow keys, Spacebar or push the joystick up and down until the option you want is highlighted. To then select the highlighted option, press RETURN or button #0 on your joystick. Press ESC or button #1 if you accidentally make the wrong selection and want to cancel it.

Special Keys for Apple Users

CONTROL-L   Displays the names and ranks on the Detective Roster

CONTROL-D   Lets you delete a name from the Detective Roster

CONTROL-R   Ends the game and starts a new one

CONTROL-F   Lets you view the Detective Hall of Fame

CONTROL-S   Toggles sound on/off

   Speeds up text at sign-in (or skips all non-mandatory portions of sign-in entirely if pressed before text scrolling begins)

COMMODORE

1. If you're using a joystick, make sure it's plugged into Port #2 on your computer.

2. Turn on your monitor, your disk drive and then your computer.

3. Wait until your disk drive light goes off. Then insert your WHERE IN EUROPE IS CARMEN SANDIEGO? disk, label side up (Side A), into the disk drive and close the door.

   If you have a Commodore 128, put the machine into the Commodore 64 mode by typing GO 64 and then press the RETURN key.

4. To load the program, type LOAD "CSD",8,1 and then press the RETURN key. The program will load itself into memory and then begin an animated introduction.

5. After you've watched the introduction, or anytime after the disk drive light goes off, press any key or a joystick button to start playing the game. During the game, you will be prompted to flip the disk over when necessary. Always make sure you wait until the red disk drive light is off before doing so.

6. To select an item from any menu in the game, you may use either the keyboard or a joystick.

   Use the up/down CRSR keys, Spacebar or push the joystick up and down until the option you want is highlighted. To then select the highlighted option, press RETURN or the button on your joystick. Press the ← key (located at the top left of your keyboard) if you accidentally make the wrong selection and want to cancel it. You may then select another option.

Special Keys for Commodore Users

CTRL-L   Displays the current names and ranks in the Detective Roster

CTRL-D   Lets you delete a name from the Detective Roster

CTRL-R   Ends the current game and starts a new one

CTRL-F   Lets you view the Detective Hall of Fame

CTRL-Z   Speeds up text at sign-in (or skips all non-mandatory portions of sign-in entirely if pressed before text scrolling begins)

IBM, TANDY & COMPATIBLES

1. Start up your computer using your DOS disk.

2. When you see the A> prompt, remove the DOS disk and replace it with the WHERE IN EUROPE IS CARMEN SANDIEGO? disk.

3. Type **CARMEN** and then press ENTER or ↵.

   Note:

   • 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 ↵.

   • If you have an EGA card installed, you can access the 16-color mode by typing **CARMEN EGA**. If you are using a Tandy 1000, you can access the 16-color mode by typing **CARMEN TANDY**.

4. The program will load itself into memory and then begin an animated introduction. When you are ready to play the game, press any key to start.

5. To select an item from any menu in the game, use either the keyboard or a joystick. Use the up/

down cursor keys or the Spacebar 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 CTRL-I to activate the joystick mode.)

6. To select the highlighted option, press ENTER or ↵ or button #1 on your joystick. Press ESC or button #2 to return to this menu if you accidentally make the wrong selection and want to cancel it. You may select another option.

Hard Disk Installation

You can install WHERE IN EUROPE IS CARMEN SAN DIEGO on your hard disk by following the steps outlined below:

1. Set your current drive and directory to the location where you want to install the Carmen program (for example, **C:\CSDE**) If you need more information on creating and using directories, please consult your DOS manual.

2. Insert the WHERE IN EUROPE IS CARMEN SAN DIEGO disk into drive A and close the drive door. Type **COPY A:*.*** and then press ENTER or ↵. This will copy all of the files from the CARMEN disk onto your hard disk.

   Note:

   • In step #2 above, if your version of Carmen Europe is on a 3.5-inch disk, you may need to use a drive other than A depending on your system configuration.

   • You will need to briefly insert the WHERE IN EUROPE IS CARMEN SANDIEGO? master program disk into your default disk drive when starting the program from a hard disk.

Special Keys for IBM, Tandy and Compatible Users

CTRL-L   Displays the current names and ranks in the Detective Roster

CTRL-D   Lets you delete a name from the Detective Roster

CTRL-R   Ends the current game and starts a new one

CTRL-F   Lets you view the Detective Hall of Fame

CTRL-I   Toggles joystick/keyboard control

CTRL-S   Toggles sound on/off

CTRL-Q   Ends current game and returns you to DOS

CTRL-Z   Speeds up text on sign-in (or skips all non-mandatory portions of sign-in entirely if pressed before text scrolling begins)

PLAYING THE GAME

SIGNING IN

You begin the game outside the office of the Acme Detective Agency. An electronic security device will detect your presence and ask you to sign in. Type your name when the flashing cursor appears and then press RETURN, ENTER, OR ↵.

Note: To speed up the text that scrolls across the security device sign-in window, hold down the appropriate key combination for your computer system as outlined below:

     Apple: or button #0

     IBM: CTRL-Z

     Commodore: CTRL-Z or a joystick button

     To bypass the scrolling text altogether and jump right to the sign-in cursor, use the above keys before any text appears in the sign-in window.

If you make a typing mistake while signing-in on your Apple, use the DELETE key to erase and then retype. On an IBM use the ← or DEL key to erase. If you have a Commodore, use the left CRSR or INST DEL key to erase.

YOUR ASSIGNMENT

Once you've signed-in, expect a call from the chief about your assignment. You'll be told:

• what treasure has been stolen
• where the crime occurred
• whether the criminal is a man or woman
• what your deadline is for arresting the criminal

OBJECT OF THE GAME

The thief is heading for a hideout in one of 34 European countries. There are 16 possible suspects for the crime.

To win the game and advance your career, you must accomplish two tasks before your deadline:

1. Track the criminal's movements across Europe to his or her final destination. You'll have to use the clues you find in each city to determine where the criminal is going next.

2. Identify the criminal and get a warrant for his or her arrest. You'll get clues to the criminal's identity in messages from the Chief that appear periodically on the screen.

   Warrants are issued by the Crime Lab computer based on the information contained in the Notebook. Therefore, as you receive clues to the criminal's identity, be sure to log them in the Notebook. The use of the Notebook and the Crime Lab will be fully explained in the next section, "Tools of the Trade."

You must obtain a warrant for the guilty criminal before you catch up with him or her. Otherwise, the criminal will escape and you may want to reconsider your career as a detective.

TOOLS OF THE TRADE

THE MAIN PLAYING SCREEN

The Main Playing screen is illustrated below:

- Name of City
- Day/Time
- City/Country description
- Main Menu

Stockholm — Wed 11 am

During the Viking period, 800 to 1000 A.D., Swedish Vikings traveled to Byzantium and Baghdad. They traded furs and slaves for gold and silver. In the 17th century, Sweden was one of the greatest powers in Europe.

Investigate
Use Notebook
Visit Crime Lab
Go to Airport
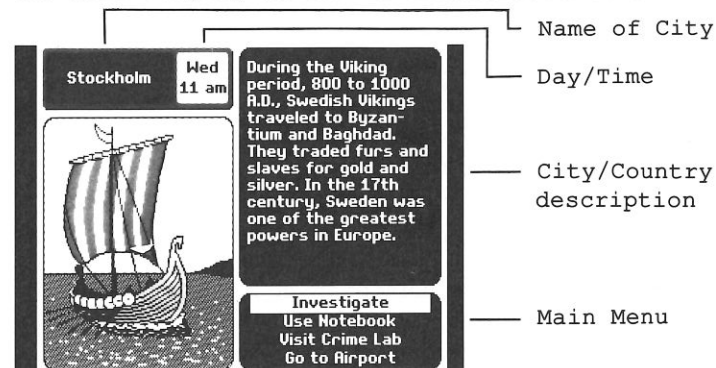
THE MAIN MENU

The main menu provides the following options to aid you in apprehending the criminal:

- Investigate
- Use Notebook
- Visit Crime Lab
- Go to Airport

Each of these menu options is outlined below:

Investigate

Investigate lets you uncover clues in the city you're currently visiting. You may find two kinds of clues: Destination Clues and Character Clues.

The Investigation Menu lists ways to get clues leading to the villain's next destination. You can choose to:

- Question Witness
- Search Scene
- Call Tipster

The clues you uncover will give you information about the country where the criminal is headed next. If you need more information, you can make a different selection from the Investigate Menu.

How to Decipher Clues

You have several resources that can help you unravel the clues you find:

- on-screen "snapshot" illustrating a highlight of each city or country.

- on-screen descriptions of each country you visit.

- Rand McNally *Concise Atlas of Europe* with its maps, gazetteer, index, etc. included with the program.

- Crime Lab's Database which contains information about the flag colors, currency and main languages of all the European countries.

For information on using the Crime Lab Database, please refer to the heading "Visit the Crime Lab" included in this section of the manual. For information on using the Rand McNally *Concise Atlas of Europe,* refer to the section titled "Tips from the Chief."

Use Notebook

Messages from your chief will occasionally appear on the screen telling you something personal about the criminal you are seeking. These messages are referred to as Character Clues.

Use Notebook lets you keep a record of the Character Clues you have found. Your notebook lets you keep track of the suspect's sex, hair color, eye color, and favorite type of movie and book.

To record information in the Notebook, do the following:

1. Use the up and down arrow keys to highlight a characteristic.

2. Use the left and right arrow keys to cycle through all the possible choices for each characteristic until you reach the one you want.

3. If you don't know a characteristic, leave the space blank.

The information contained in the Notebook will be needed by the Crime Lab computer in order to issue a warrant, so keep your Notebook up-to-date!

Selecting Use Notebook will not cost you any playing time so use the Notebook as often as you like.

When you have finished entering all the information you know about a suspect, press RETURN or ENTER or ↵ or a joystick button to Close Notebook. If you wish to Close Notebook without saving your changes, press ESC.

Go to Airport

Go to Airport lets you get out of town when you think you know the criminal's next destination. You can also go to the airport to check your connections and help narrow down your search.

After selecting Go to Airport, you're given two menu options:
- Depart by Plane
- Return to Town

A window will also appear listing all the city destinations that are currently available from your location. If you are just checking your connections, you'll want to select Return to Town to continue your investigation.

If you select Depart by Plane, a map of Europe will appear with a small square marking your current location and a blinking dot marking the location of the city whose name is highlighted in the destinations window.

By using the up/down arrow keys, you may now highlight any of the available destinations and then select it by pressing RETURN, ENTER, ↵ or the lower numbered joystick button.

Visit Crime Lab

When you want to obtain an arrest warrant for your suspect, you must visit the Crime Lab and enter your crime notes. The Crime Lab also has a special Database of information that can help you unravel the location clues you encounter as you chase the criminal. Lastly, the Crime Lab has a special feature for saving your case on disk.

After selecting Visit Crime Lab from the main menu, you will be given four options as outlined below:

Enter Crime Notes

Selecting Enter Crime Notes will automatically feed to the Crime Lab computer all the information contained in the Notebook. If the Notebook contains sufficient information about a suspect's identity, an arrest warrant will be issued for that suspect. Otherwise, the computer may give you a list of possible culprits without being able to narrow the suspects down to one individual. You will then have to go back to chasing the suspect and supplying more information to your Notebook.

Note: If you modify or add to your Crime Notes and then re-enter them into the Crime Lab computer, any existing warrant may be voided even if no new warrant is issued.

Use Database

Selecting Use Database allows you to access a special Database of information regarding the countries of Europe; the colors of their flags, their currency and the primary language spoken there. In conjunction with your Rand McNally *Concise Atlas of Europe,* this Database is a great resource for unravelling the Destination Clues you've discovered in your investigations.

For example, if you know the criminal is heading for a country where French is spoken and francs are spent, select Use Database to see if the Crime Lab computer can identify the country you seek.

The Database contains three search categories as outlined below:

flag colors

currencies

languages

Use the up and down arrow keys to highlight the desired category.

Use the left and right arrow keys to cycle through the choices contained in each category until you find the one you want.

Fill in as many categories as you can based on the clues you've discovered.

When you are finished, press RETURN, ENTER, ↵ or a joystick button. The Crime Lab computer will then search through its Database and try to identify the country that matches the search criteria.

The information you provided may not be sufficient to identify the destination country, but the computer may still be of help by narrowing your choices. You may then use your other resources to find the criminal's next stop.

Return to Scene

Selecting Return to Scene lets you leave the Crime Lab and go back to the city you left so that you can get on with the case.

Save Case

Selecting Save Case allows you to save a case-in-progress onto disk. After selecting Save Case, simply follow the on-screen prompts. You can have only one case saved under any particular name.

To continue a saved case, start WHERE IN EUROPE IS CARMEN SANDIEGO? again as usual. After you sign in, the computer will recognize that you have saved a case under your sign-in name and will ask you if you want to continue working on that case. Type **Y** and press RETURN or ENTER.

If you do not want to continue your saved case, type **N** and press RETURN or ENTER. *Your saved case will then be erased from the disk.*

TIPS FROM THE CHIEF

Work quickly. Keep track of the time and date on your screen. Remember you have a deadline to meet. Don't waste time using the Crime Lab's computer too often, investigating for too long at any location or flying to a city unless you're sure it's the one to which the suspect has fled. Each wrong or unnecessary move will cost you precious hours!

You know you're on the right track when you see a suspicious person or occurrence on your screen.

Beware of deadly missiles – they mean you're closing in on your suspect's hideout. If you know you are ready to nab the criminal and you still don't have a warrant, you may want to skip town fast. Go back to the previous city and try to find some Character Clues, get your warrant and then trail the villain again.

A clever detective sometimes goes to the airport to check the plane connections available. It takes an hour of your time, but you'll learn the villain's possible destinations and perhaps narrow down your search.

DECIPHERING CLUES

The key to your success in tracking Carmen and her gang is to decipher the clues you find accurately and efficiently. Remember that you may be able to decipher clues with information from any one of four sources:

1. On-screen descriptions of each city and country

2. Crime Lab Database

3. Detective Guide

4. Rand McNally *Concise Atlas of Europe*

INVESTIGATION HINTS

Here are some hints you may want to follow as you investigate:

• Read the on-screen descriptions of each city and country to gain information that will help you in future cases. (Some energetic detectives may even want to take notes.)

• Check the Detective Guide for information on the "snapshot" shown for each location. You might even find the solution to a clue!

• Remember that the Crime Lab Database contains information on each country's flag colors, main languages and currency.

• You'll find it easier to locate the information you need for your investigation if you become familiar with your Rand McNally *Concise Atlas of Europe.* The Atlas has a number of sections in which to find information. Make sure you check:

 – the special section on how to use the Atlas

 – the maps and any accompanying index; pay special attention to the varied types of maps

 – the fact chart

 – the maps and information contained in the gazetteer

Clues have been taken from ALL these sections.

• Although solutions to all clues can be found by using the on-screen snapshot descriptions, the Detective Guide, the Crime Lab Database and the Rand McNally *Concise Atlas of Europe,* you may also want to use other reference books to help in your investigation. The World Almanac® has a section on flags, for example, and may be a helpful guide. You might also want to consult a dictionary, especially one with a section of geographical entries.

DECIPHERING A SAMPLE CLUE

Here's an example of how to solve a clue:

If your investigations don't lead you to any immediate conclusions, consider going to the airport to check your connections. It may be well worth the time required for the information that it yields.

For example, let's say the clue is: "He told me he was going to take a bus to Turku." If you, like most people, have little idea where or what Turku is, you might want to check your connections to narrow down the possibilities. The connecting cities could be: Athens, Dublin, Helsinki and Prague. With this information you might then proceed as follows:

• To identify what country each of these connecting cities is in, check the Countries and Cities map of Europe on page 14 of your Atlas. You would find that Athens is in Greece, Dublin in Ireland, Helsinki in Finland and Prague in Czechoslovakia. Knowing which country each city is in will help later.

• Then look for the entry in the index. Check under T for Turku, for example.

 If the index lists the desired information, it will give you a "key locator" and a page number. For example, The locator might be "D10 50." This indicates the listing can be found on page 50 at coordinates D10. You can then turn to that page and find the exact location on the map. (The index also indicates the country location, too, but it'll be more interesting to actually find the spot on the map before moving along in your investigation.)

 The index may not list all smaller cities, geographical features such as rivers and mountain ranges, or the names of regions within a country. In that case, you may need to look directly at the

appropriate maps and search out the location yourself. Since you've already checked your connections and matched those cities with countries, you can turn to the appropriate maps. (Check the Table of Contents to find page location for each country's map.)

When you look at the map (or take the country directly from the index listing), you'll find that Turku is a town in Finland. Then you can rush to the airport and take the next plane to Helsinki, which as you know from your previous research, is also located in Finland.

Other clues may require you to use different sections of the Atlas. A clue about "a letter written in the Celtic language" might be solved by looking at the special map on languages. A clue that involves historical or economic information might be solved by reading the appropriate country's entry in the gazetteer. Note: The gazetteer is organized in alphabetical order according to the country name, so you will have to check your connections first to find which countries' entries you should check in the gazetteer.

A final strategy, if certain clues seem just too confusing or if you are unable to find a solution, is to deepen your investigation. For example, if you questioned a witness, try searching the scene or calling your tipster. Remember, however, that you've got a deadline and investigating takes up valuable time.

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ABOUT THE AUTHORS

From left: Ken Bull, Gene Portwood, Lance Groody, Lauren Elliott.

GENE PORTWOOD

Gene is a software designer at Brøderbund and a co-creator of the Carmen Sandiego series. When not trying to figure out where Carmen's run off to, Gene sits behind his computer dreaming up strange and wonderful new ways to exploit it. He has contributed to the design of other Brøderbund products including Captain Goodnight, Welcome Aboard, The Toy Shop, Karateka and Science Toolkit. Gene previously worked at Walt Disney Studios as an assistant animator and also worked in systems design and programming for such dreary applications as accounting and on-line information. Gene spends all his free time thinking of excuses to use his pilot's license.

LAUREN ELLIOTT

Lauren is a software designer at Brøderbund and co-creator of the Carmen Sandiego series. Lauren created the Science Toolkit series and has worked on many projects including Karateka, Captain Goodnight, The Toy Shop and MemoryMate. He came to Brøderbund in 1983 as the software industry's first known architect-turned-designer. His spare time is taken up with playing ice hockey and designing and personally building (block by block) his new home.

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KEN BULL

Ken is the programmer for the Apple and Commodore versions of Where in Europe is Carmen Sandiego?. He started programming in 1978 on a 16K Apple II with a cassette drive. Ken's first major project was Where in the U.S.A. is Carmen Sandiego?, which he programmed with his three South American parrots on his shoulder. He has also contributed to Brøderbund's Type! and On Balance. Ken drives a Saab with a stereo system that can rearrange your hair and can often be seen cruising with the muse down Highway 101.

LANCE GROODY

Lance is the programmer for the IBM version of Where in Europe is Carmen Sandiego?. He gave up a promising career in construction simulation software (don't ask) to join Brøderbund's team of in-house programmers. Lance is the only native Californian on the Carmen project and is trying to convince us to do Where in Northern California is Carmen Sandiego? His spare time is taken up with playing basketball and the guitar - not at the same time.

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