KONAMI INC. LIMITED WARRANTY

Konami recognizes that the software product that it has created and is marketing for use in its computer console is a highly sophisticated appliance, and will guarantee for a period of ninety (90) days from the date of purchase for the software product that it will be free of defects in materials and workmanship. This warranty shall not apply to any defective console results in failure of the software product if, in Konami's opinion, the defect was caused by customer misuse or accident. This warranty shall be void if the software product is altered by anyone other than an authorized representative of Konami. If the software product does not operate, or malfunctions, and Konami finds the failure to be due to defects in materials or workmanship which are covered by the warranty, Konami will repair or replace the software product within the warranty period. If Konami finds the failure to be due to defects which are not covered by the warranty, Konami will notify the customer of the nature of the defect, and the customer shall pay Konami for the cost of repair or replacement.

WELCOME TO THE WORLD OF KONAMI!

You are now the proud owner of Konami's authentic version of Where in Time Is Carmen Sandiego for the Nintendo Entertainment System. We suggest that you read the following instructions thoroughly before playing your Chronoskimmer for a blast to the past.

TABLE OF CONTENTS

A MEMO FROM THE CHIEF ........................................... 4
LETTER OF EMPLOYMENT ........................................... 6
WORKING AT ACME: Sign In, Please ................................ 7
Resuming A Previous Career ....................................... 8
Your Assignment ....................................................... 8
The Object Of Your Mission ......................................... 8
CHRONOSKIMMER USER'S MANUAL ................................ 10
FROM THE DESK OF THE CHIEF .................................... 15
Deciphering Clues ..................................................... 16
Deciphering A Sample Clue .......................................... 17
A MEMO FROM THE CHIEF

To: All Acme Offices
From: The Chief
Re: Sandiego, Carmen

As you all know, Carmen Sandiego is the ringleader of an international band of thieves who have been making life difficult for Acme and police forces throughout the world. They travel from one country to another as easily as you or I go to the supermarket. While we've been able to net her previous mobs, no prison seems able to hold her.

I need you all to help Acme crack its toughest assignment yet...track Carmen through time! Carmen and her V.I.L.L.E. henchmen have gained the ability to travel through time. They've broken into a super-secret laboratory and made off with the latest model time machine. Not content with pillaging the present, they are using this technology to loot the most famous treasures of the past 1500 years: Napoleon's hat, Don Quixote's lance, and even Paul Revere's horse. [Fortunately they took Mr. Revere's horse on April 19, 1775, the day after his famous ride, so no damage was done.]

You will be issued the latest development in portable time travel devices, the Chronoskimmer 325i. You will use it to travel through 1500 years of time and 48 locations. You can electronically scan the crime scene for clues and transcribe conversations with witnesses. It also contains a Capture Robot to nab your suspect with a minimum of fuss.

Acme has been granted a Federal Time Travel Commission license allowing us to use the Chronoskimmer with certain time limit restrictions. The attached information will assist you in your tasks.

Best of Luck from all of us here at Headquarters. We're counting on you!

The Chief
Sign In, Please
You will begin the game in the elevator of the Acme Detective Agency. If you wish to start a new career as an Acme detective, then go up to the Personnel Office on the second floor. The Personnel Manager will ask you to sign a standard Acme Detective Agency Liability Release Form. Use the CONTROL PAD to highlight the letter, and the A BUTTON to enter your choice. If you make a mistake, select [E] and press the A BUTTON to go back. After you sign your name, you will be issued a Chronotimer and then given your first assignment.

Resuming A Previous Career
Every detective needs to take a break from work now and then. When you exit the game, you are assigned a Security Access Code. When you return to the game, the Personnel Manager will ask you to sign in again. If you have a Security Access Code, she will ask you to enter it; if not, she will resume your detective with the same accomplishments as when you left. That means you have the same rank and credit for all your solved cases, but you won't be involved in the case you were investigating when you left.

Don't forget Aces' Birthday!
Your Assignment

Your Chronoskrimmer will run through a board diagnosis and then connect you with the Chief. He will give you an assignment. You'll be told what treasure was stolen, where it was stolen from, and when, whether the criminal was a man or a woman, and how much time the Fedral Time Travel Commission has authorized for the use of your Chronoskrimmer.

The Object Of Your Mission

The thief is heading for a hideout somewhere in time. There are sixteen possible suspects. To win the game and advance your career, you must accomplish two tasks before your deadline:
- Track the thief's movements to his or her final destination. You have to use the clues you'll find at each location to determine where the criminal is going next.
- Determine the identity of the criminal and obtain an arrest warrant. You will gather clues to the criminal's identity as you interview witnesses and informants.

Warrants are issued based on information you've entered in the Evidence Database. Therefore, as you uncover clues to the culprit's identity, be sure to log them in the Evidence Database.

As you complete cases you will receive promotions. You start as a Time Cadet, and as you move up the ranks you will become a Time Paroler, Time Investigator, Time Inspector, Time Detective, Ace Time Detective, and Super Time Sleuth. Once you have solved about 80 cases, you are retired from active duty. You can continue to serve Aces by signing in under an alias—a good idea, as Carmen's going may be after you.
CHRONOSKIMMER USER'S MANUAL

The basic operation of your Chronoskimmer is very simple: use the CONTROL PAD to move the pointer to the desired option, then press the A or B BUTTON to enter your choice. To get the most out of your state-of-the-art time travel apparatus, the following section will cover each of the functions on the Chronoskimmer.

**LOCATION SELECTON BUTTIONS**

**DATE DISPLAY**

**DATA BUTTON**

**ABORT BUTTON**

**TIME REMAINING**

**TRAVEL BUTTON**

**SEARCH BUTTON**

---

**Selection Buttons**

These buttons are used to choose between options offered by the Chronoskimmer. For example, in travel mode, the buttons will be used to select a time and place. Using the CONTROL PAD, move the pointer to the button you wish and press the A or B BUTTON to select.

**Travel/Time Leap Button**

When you select this button, the Chronoskimmer displays the destination panel. This contains the locations and time periods that you can travel to from your current location. Next to each time/place option is a selection button. Pressing one of these activates the Warp Sequence that transports you to that destination. If you are using the Travel buttons to help evaluate a clue, you can simply move the pointer to a different option button, such as the Date or Search buttons.
**Search Button**

Selecting the Search button lets you interrogate witnesses, question informants, and scan the crime scene for clues to the victim's next destination. In addition, the clues can provide you with information about the villain's appearance and character traits. When you first choose the Search button, you will see three options appear next to the Selection Buttons. You may use these buttons as often as you wish, but they use precious time! Two options ask you question witnesses or informants. The third searches the location for physical evidence. Each button provides you with a different clue. Sometimes a witness or informant will have information about the suspect's character. If this is the case, the option will appear at the bottom of the Communication Window. Checking the information does take a little more time, so keep your eye on the Time Remaining clock. If there is no more information from that source, the option CONTINUE appears.

**Data Button**

Selecting the Data button lets you use the ChronoSkimmer to enter Evidence and view the Dossiers. Each dossier contains detailed information about a subject. Each dossier contains a list of the gang members' sex, hair and eye color, and favorite author and/or artist.

The ChronoSkimmer also contains the Evidence Database. This checks your notes in the database against all of the criminal's dossiers. If it finds a match, you are issued a warrant and the Capture Robot is activated. More than one suspect matches the clues you've entered, you are given a list of possible suspects. You'll need to collect more clues to get a warrant issued.

Note: Only one warrant can be active at a time. If you modify or add to the Evidence Database and then choose COMPUTE, any existing warrant may become invalid even if no new warrant is issued.

You can leave the Evidence Database by selecting any other button with the CONTROL PAD and pressing the A or B BUTTON.
Abort Button

Selecting the Abort button lets you quit the case you are investigating and leave the game, if you wish. If you select Abort and change your mind, you are given an option to resume the game.

FROM THE DESK OF THE CHIEF

Remember to work quickly. Keep track of the time left on the Chronosimmer control panel. The Federal Time Travel Commission has never granted an extension on authorized hours for solving a crime. Don't waste time traveling to destinations unless you're sure it's the one to which the suspect has fled.

You'll know you are on the right track when you see a suspicious person or occurrence on the location panel. The suspect uses other V.I.L.E. gang members to check you out when you are getting close. If you interrogate a witness and they know nothing, you are probably in the wrong location.

Be aware of sneak attacks—they mean you're closing in on your suspect's hideout. Make sure that you have a warrant before you close in or the criminal will get away. You may want to return to the previous location to gather more clues or obtain a warrant.
Keep notes on a piece of scratch as you gather clues. Not all of the clues are contained in the New American Desk Encyclopedia. You will find additional location clues in the destination descriptions that appear in the communication window on your Chronosnapper. Keep track of everything, you never know what might be important.

Don't get discouraged. Even an Ace Detective can't solve every case. Remember that as you rise in the ranks, the cases become more difficult.

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 both the New American Desk Encyclopedia and the on-screen descriptions of each destination.

You'll find it easier to locate the information you need for your investigation if you become familiar with the New American Desk Encyclopedia. Take a moment to look at the section 'How To Use' at the beginning of the Encyclopedia. When you look up an item, you may want to note more additional terms cross-referenced in the entry. Cross references are in small caps.

Deciphering A Sample Clue

Here's how I teach my detectives to solve a clue if your investigations don't lead to any immediate conclusions: consider checking possible destinations by looking at the destination panel.

For example, let's say you use the Scanner button, and the clue is: 'You find a telescope.' This doesn't bring a specific destination immediately to mind. To narrow down the possibilities, check the location panel and find four locations: times India 1760-1895, Spain 1900-1955, Japan 1400-1299, and Italy 1300-1699.

With these possible destinations in mind, look up 'telescope.' Reading through the entry, you find cross-references to 'astronomy' and 'Galilei.' But nothing that helps narrow down the search. Looking up 'astronomy,' you find several references: Babylon, China, and Egypt, all prior...

1600
1650
Galileo's Telescope

1900
1750
Carmen is part of a crown jewels

Whirled peas appear for dinner.
TREAT YOUR KONAMI Game Pak Carefully

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no assurance that interference will not occur in a particular installation. If this equipment does cause 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 the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4