

# Where in the World is Carmen Sandiego?™ Instructions

## Object of the game

The game has two parts. In the first part, players collect clues to figure out which one of Carmen's V.I.L.E. henchman stole a famous landmark. In the second part, player track the thief to his/her hideout. The first player to reach the thief's hideout wins the game.

## Contents

- Game Board with Landmark Spinner and Solution Key
- 226 Question Cards
- 8 Clue Cards
- 6 V.I.L.E. henchman pieces (oval)
- 6 Acme detective pieces (round)
- 6 Warrant/ Escape Cards
- 12 V.I.L.E. henchman stickers
- 12 Acme detective stickers

## Set Up

The following rules are for four players. If there are not four players, read the Special Set Up Rules at the end of these instructions, too.

1. Before playing for the first time, peel the detective and henchman stickers off the sheet and place them on the playing pieces. Each playing piece has two stickers, one for each side.
2. Assemble the Landmark Spinner.
3. Separate the Clue Cards, Warrant/Escape Cards, and Question Cards.
4. There are two Clue Cards in each of the four different categories: Eye Color, Gender, Favorite Food, and Shoes. Without looking at the green side of the Clue Cards, choose one card from each category and place the rest aside.
5. Place one of the Clue Cards face down in front of each player. Players should look at, and remember their Clue Cards.
6. Give one Warrant/Escape Card to each player, Escape side up.
7. Each question card has two questions on each side. Before starting play, the youngest player announces which questions the group will play for this game - red, green, or black. There is no difference in difficulty between the questions.

## **Getting Started**

Beginning with the youngest player, each player chooses a henchman and a detective of the same color, spins the Landmark Spinner, then places his/her henchman on that landmark.

The oldest player spins the Landmark Spinner to determine which landmark Carmen and her gang stole for this game. All players place their detectives at the scenes of the crime, in any space next to the stolen landmark.

## **Rules Part 1**

### **Clues**

There are four types of clues: Eye Color, Gender, Favorite Food, and Shoes. Clues determine which of the suspects stole the missing landmark.

Each player starts the game with one clue (exception: See Special Set Up Rules at the end of these instructions.)

Players get more clues as their detectives catch other players' henchmen.

### **The Solution Key**

The Solution Key appears at the top of the board. The Key shows a picture of each suspect, and lists the four clues that correspond to each suspect.

### **Starting a Turn**

On Player 1's turn, the player to Player 1's left picks the top geography card and reads a question to Player 1. Correct answers appear in bold. After Player 1's turn is over, play passes to the left (clockwise); this turn's reader becomes next turn's player.

### **Movement**

Each player controls one henchman and one detective. Players move either their henchman or their detective 5 spaces if they answer a geography question right.

Instead of answering right away, players may ask the reader for multiple choice options. Players move either their henchman or their detective 3 spaces after answering correctly with the multiple choice options.

Players who answer incorrectly may not move, their turn is over.

Players may move in any direction that they choose horizontally, vertically, or diagonally.

Players are not required to use all the spaces which they are entitled - they may stop moving at any time.

Players may not move their henchmen and their detective on the same turn.

Players may not ask for multiple choice options after answering incorrectly.

### **Movement Off the Board**

Since the world is round, henchmen and detectives may move from one side of the board to the other.

It costs one space to move to the other edge of the board

Each row had a number; players who move off the edge must place their pieces on the other edge in the same row, or one row above or below that row. For example, players who move off the left side of the board near Tierra del Fuego in row 19 appear in either row 18, 19, or 20 on the right side of the board.

Players may not move off the top or the bottom of the board.

### **Henchmen**

Each player had one henchman. Whenever a detective catches a henchman, the detective takes that henchman's clue(s). The main reason to move a henchman is to evade other players' detectives.

Do not remove henchmen from the board after detectives catch them.

Henchmen may keep more than one clue at a time.

### **Detectives**

Each player has one detective. Whenever they finish a turn on the same space as another player's henchman, detectives take all the clues in that henchman's possession. The main reason to move a detective is to nab clues from another players' henchmen.

### **Escape Cards**

Each player starts the game with one Escape Card. Players use Escape Cards when their henchmen are caught by detectives. Playing an Escape Card allows the henchmen to escape without giving up clues.

Each player may only use one Escape Card per game.

A player who plays an Escape Card spins the spinner, then moves his/her henchman to the landmark to which the spinner points.

After using their Escape Cards, players flip them over and place them aside; they will be used later as Warrants.

### **Making an Accusation**

When a player has seen all four Clue Cards, he/she is ready to make an accusation. Players may only make accusations when their detectives are in a Police Station.

A player may make an accusation on the turn that his/her detective arrives in a Police Station.

To make an accusation, the player announces the identity of the suspect he/she thinks stole the landmark, and the four clues that correspond to that suspect.

As the player lists the four clues, the players who hold those clues check to make sure that they are correct.

As soon as a player makes a correct accusation, remove the henchmen from the board, and begin Part II of the game.

### **False Accusations**

When a player makes an incorrect accusation, even if just one clue is wrong, he/she loses 3 turns. As players check their clues, they must wait until the accusing player lists all four clues to announce that a clue is incorrect. Players must not reveal the correct clue.

For example, if Player 1 announces "Pizza" and Player 2 holds the "Ice Cream" card, Player 2 must wait until Player 1 has listed all four clues before announcing that Player 1 is wrong. Player 2 may not reveal the Ice Cream card,

### **Rules Part II**

#### **Warrants**

After a player makes a correct accusation, he/she receives a Warrant, then spins the Landmark Spinner to find out where the suspect is hiding.

Players may not move on the turn that they receive a Warrant; they must wait until their next turn.

Once one player makes a correct accusation, all other players may get Warrants, too. To get a Warrant, these players must move their detectives to a Police Station.

When these other players reach the Police Station, their turn is over.

On their next turn, these players must correctly answer a geography question (with multiple choice options) to receive a Warrant.

Players who answer correctly stay at the Police Station and try again each time it is their turn until they correctly answer a question.

#### **Hideouts**

As soon as a player gets a Warrant, that player spins the Landmark Spinner to locate the suspect's hideout. Most of the time, each player will be heading for a different hideout.

## **Winning the Game**

The first player to reach the hideout that he/she spun wins the game.

## **Special Set Up Rules**

The only rule that changes when more or fewer than four players play is Set Up Rule #4, dealing with the Clue Cards.

For fewer than four players, place one Clue Card face down in front of each player. For three players, spin the Landmark Spinner and place the remaining active Clue Cards (i.e., do not use the discarded Clue Cards) green side down near the side of the board closest to that landmark. For two players, spin twice and place two Clue Cards face down near landmarks. The first henchman to reach one of these landmarks collects that landmark's clue.

For more than four players, spin the Landmark Spinner four times, and place one Clue Card green side down near the side of the board closest to each of the four landmarks. The first henchman to reach the landmark with a clue collects that clue.