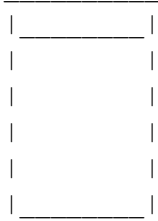


# Where in Time is Carmen Sandiego? Walkthrough

by The Lost Gamer

Updated to v1.5 on Jan 13, 2004

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There's nothing like a good cup of coffee. . .

Where in Time is Carmen Sandiego? Walkthrough  
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## 001-General Information

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This is a walkthrough for the Nintendo Entertainment System (NES) game called Where in Time is Carmen Sandiego? It's based off a game show, I think. The only game show I know that could deal with this game is Where in the World is Carmen Sandiego?, which has games made after it. Don't know where the time factor came in...

Anyway, you can e-mail me at [ilovecartoonssomuch@yahoo.com](mailto:ilovecartoonssomuch@yahoo.com), but make the subject blank so I know that it's not spam. And if you want to use this guide for something, ask me first (website policy). You don't want to break laws, do you? Of course you don't! Why would you play a criminal catching game if it was any other way...well, onto the guide.

## 002-Story

-----

You're a dude. You want to work for ACME. Besides providing Wile E. Coyote with various dynamite powered items, ACME also has a crime fighting division. You want to work for

this division. It mainly captures the agents of VILE, an evil organization headed by Carmen Sandiego. So, if you can get a job at ACME, the chief will probably let you go to work against the VILE members.

#### 003-Walkthrough

-----

You start off in the ACME headquarters. You're inside an elevator. The elevator can take you to the basement, or levels one through four. You can examine all the levels (most of them have humorous things to do), but you really want to make it to personnel and explore.

In personnel, you meet a strange-looking lady. She asks for your name. Type it in (you can use a naughty word). Then she'll ask for your access code. Since you're just beginning, select end and skip it.

Yay, you're an official ACME agent! The chief has a message for you. It seems that an unidentified man or woman has stolen something from a specific time. You'll have to catch the crook!

The Federal Time Travel Commission will give you a certain amount of time in which to solve the case. You'll have to catch the criminal before time is up. Not only that, you'll have to figure out who the criminal is (can't arrest someone without a warrant you know).

The chronoskimmer sends you to when and where the thing was stolen. You'll need to search. You can search a witness, informer, or use the scanner. Using the scanner takes too much time, so you probably shouldn't use it.

The witness/informant give you a clue to where the criminal took off to. And they can give you clues about who the criminal is (saying the hair color, eye color, etc.). In fact this is so important that I'll start a new section.

#### 004-Identifying the Criminal

-----

You'll need to identify the criminal to get a warrant. Without a warrant, you can't catch the criminal. There are five pieces of evidence you can use:

Sex  
Hair  
Eyes  
Artist  
Author

Now here are the possibilities:

Sex:

Male  
Female

Hair:

Black  
Blonde  
Brown  
Red

Eyes:

Blue  
Brown  
Gray  
Hazel

Artist:

Mary Cassatt  
Edgar Degas  
Jose Orozco  
Vincent Van Gogh

Author:

Fyodor Dostoyevsky  
Victor Hugo  
Rudyard Kipling  
Katherine Anne Porter

Now there are sixteen suspects. Each of them likes different things, so you use the clues you get to determine which one it is. And since some of the clues don't help much (I'm betting you don't know many Dostoyevsky books offhand), each person has a mini biography that can help you.

Here are the subjects with their biographies (try saying their names outloud. The names are just puns! And some of their jobs are just plain weird! Honestly, a cello seller and a worm rancher.)

Carmen Sandiego:

The ringleader. Black hair and brown eyes [editor's note: she really has red hair]. The last book she read was The Idiot.

"Auntie" Bellum:

Professional Southerner [editor's note: southerner really isn't a job...]. Blonde hair and hazel eyes. Loved reading "Ship of Fools".

Earl E. Bird:

Worm rancher. Red hair and brown eyes. He can recite all the verses of "Mandalay".

Justin Case:

Pre-need lawyer. Black hair and blue eyes. Once stole a painting from one of Holland's greatest artists.

Molly Coddle:

Sinister nanny. Brown hair and blue eyes. Is fascinated by French painters and authors.

Lee and Bill Ding:

Authority and contractor. Red hair and gray eyes. They just finished reading "Just so stories".

Ernest Endeavor:

Cello salesman. Blonde hair and blue eyes. Favorite painter is Mary Cassatt. Almost reformed after reading "Crime and Punishment".

Lynn Gweeny:

Owner of "Lot O' Bologna" delicatessen. Black hair and gray eyes. She loves Dutch painters and Russian authors.

Russ T. Hinge:

Handyman. Blonde hair and hazel eyes. Last project was to make a frame for his favorite painting, "The Bath".

Nosmo King:

Sells fake mood rings. Brown hair and hazel eyes. The last book he read was "Pale Horse, Pale Rider".

Rudy Lepay:

Ex-parisan cab driver. Brown hair and gray eyes. Brags about a big tip he received from a famous Mexican muralist.

Kari Meback:

Cat burglar. Brown hair and eyes. Also known as "the Virginia creeper". The last book she read was "Les Miserables".

Minnie Series:

TV actress. Blonde hair and blue eyes. Favorite painting is "cup of tea". Has read "The Jungle Book" at least five times.

Sybil Servant:

Semi-retired inventor. Has red hair and gray eyes. Would like to heist the paintint "Prometheus".

Sharon Sharalike:

Drives the "howdy harley" in her neighborhood. Has red hair and hazel eyes. Annoys people by reciting "Gunga Din" at parties.

Gene Yuss:

Dehydrated water salesman [editor's note: dehydrated water is just oxygen.]. Black hair and brown eyes. Has a subscription to "The Writer's Diary".

Okay, that's all of them! Use the clues you get to figure out which bad guy did the evil deed!

005-Where to Go

-----

The previous section dealt with the first half of the game's challenge, figuring out who the criminal. This section deals with the second half, chasing the criminal. You see, you get hints to where the bad guy went, along with hints on who the bad guy is. You know how to deal with the personality hints. Here's how to deal with the location hints.

The following paragraphs will contain the actual hints, and the places (there are twelve) that go with them.

For the twelve places, there are different times you can go to. Time #1 is from 400 to 1300. Time #2 is 1300 to 1700. Time #3 is 1700 to 1900. Time #4 is past 1900.

So, without any further ado, here are the places you can go, and the corresponding clues that go with them. I may not have all of them, but I have enough. Maybe you'll have to actually use your brains for some of this game (Use my brains? NOOOOOO!!!)

China, time one:

- (S)he wanted to see the first gunpowder fireworks.
- (S)he wanted to greet a visitor named Marco Polo.
- (S)he wanted to keep a Ch'in up against Genghis Khan.
- (S)he was going to visit the Sung era before the Mongols got there.

China, time two:

- (S)he wanted to speak to a visitor from the west name Matteo Ricci.
- (S)he planned to vacation in the Mongolian province.
- (S)he wanted to watch the overthrow of the Yuan dynasty.
- (S)he wanted to find out why the Dutch were leaving Formosa.

China, time three:

- (S)he wanted to report on the Taiping rebellion.
- (S)he was going to take a steamer up the grand canal.
- (S)he was disguised as a Tientsin sailor.
- (S)he wanted to witness the British takeover of Hong Kong island.

China, time four:

- (S)he was getting in shape for the Boxer Rebellion.
- (S)he was going to an embassy in the far east with General George Marshall.
- (S)he planned to get Chou Shujen's autograph on his new book.
- (S)he was going to report on the fall of the Manchu dynasty.

England, time one:

(S)he wanted to be the first person to cross the London bridge.  
(S)he was cramming for exams at the new Cambridge University.  
(S)he wanted to hear a new poem about Beowulf defeating the monster Grendel.

England, time two:

(S)he wanted to discuss money matters with Thomas Gresham.  
(S)he ran off to find Thomas More's utopia.  
(S)he wanted to meet Anne Boleyn before she lost her head.  
(S)he wanted to see the Mayflower set sail.  
(S)he stowed away aboard Drake's golden mind.

England, time three:

(S)he split to see Joseph Priestly perform some shocking new experiments.  
(S)he was celebrating with the Duke of Wellington over his success at Waterloo.  
(S)he wanted to talk to Austen about Emma.  
(S)he was steamed about Watt's new invention [editor's note: Wyatt invented the steam engine, not Watt].  
(S)he got some tickets for the new sport of rugby.

England, time four:

(S)he wanted to case the house of Egyptologist Howard Carter.  
(S)he wanted to catch Alfred Hitchcock's latest film.  
(S)he planned to fly a spitfire in the battle of Britain.  
(S)he was going to cancel his/her tickets for the Titanic.

France, time one:

(S)he planned to steal the newly installed window at Notre Dame.  
(S)he wanted to ask Charles Martel about his surname.  
(S)he wanted to sell some armor to the founder of the holy Roman empire.  
(S)he wanted to cheer up a lonesome monk called Peter the hermit.

France, time two:

(S)he wanted to show his/her sore finger to Ambroise Pare.  
(S)he planned to help the musketeers against Cardinal Richelieu.  
(S)he wanted to fight alongside Joan of Arc.  
(S)he left for the first April Fool's Day celebration.

France, time three:

(S)he wanted to see the city from the top of Mr. Eiffel's new tower.  
(S)he wanted to attend a "fantastique" new symphony by Hecto Berlioz.  
(S)he wanted to see the shocking experiments of Andre Ampere.  
(S)he went to talk to Louis Pasteur about his new process for sterilizing milk.

France, time four:

(S)he was invited to dine with Escoffier.  
(S)he wanted to be on the beach in Normandy for the allied invasion.  
(S)he wanted to see the final art exhibit by the Fauves.

(S)he planned to discuss some ideas with Jean Paul Sartre.

Holland, time two:

(S)he was sneaking off to steal a Bosch painting.

(S)he was going to see if (s)he could make William the Silent speak.

(S)he planned to peer at Jan Vermeer.

(S)he was going to stow away on Abel Tassman's ship.

(S)he was going to the funeral of Desiderius Erasmus.

India, time two:

(S)he wanted to get a job as a reader for Akbar.

(S)he was researching the cult of Krishna during the period of the Moguls.

(S)he was going to crash a party given by Shah Jahan.

(S)he wanted to check on the progress of the viceroy Albuquerque.

India, time three:

(S)he was going to see the last of the thugs get his comeuppance.

(S)he wanted to interview Ramakrishna.

(S)he wanted to vacation in the Bengal capital of Calcutta.

(S)he planned to attend the last feast of the Mahrattas.

(S)he wanted to take part in the Sepoy rebellion.

India, time four:

(S)he was wearing flowers and planning to celebrate independence in New Delhi.

(S)he had a plan to spring Nehru from jail.

(S)he was going to join a march led by Mahatma Gandhi.

(S)he was going to ask Mohammad Ali Jinnah if he needed any spies in his new country.

Italy, time one:

(S)he was headed full tilt for the Leaning Tower of Pisa.

(S)he wanted to tour the Independent Republic of Genoa.

(S)he wanted to spy on some vandals sacked out in Rome.

(S)he wanted to read a few sentences with Peter Lombard.

(S)he wanted to attend the first party given by the Este family.

Italy, time two:

(S)he planned to watch the groundbreaking for St. Peter's Basilica.

(S)he had an audition for Monteverdi's opera, "Orfeo".

(S)he wanted to discuss Malpidhi's recent discovery.

(S)he wanted to see if Bernini had lost his marbles.

Italy, time four:

(S)he wanted to spy on the dictator Mussolini.

(S)he wanted to meet General Eisenhower in Sicily.

(S)he was interested in Enrico Fermi's electrifying new experiments.

(S)he was going to hear Toscanini conduct in his homeland.

Japan, time two:

(S)he said yes to an invitation to the first Noh drama.

(S)he went to an event at Samurai cultural center.  
(S)he wanted to welcome the first Tokugawa Shogun.  
(S)he wanted to spy on Francis Xavier's mission.

Japan, time three:

(S)he wanted to greet Commodore Perry.  
(S)he wanted to study a new martial art called judo.  
(S)he was invited to the last Tokugawa Sushi party.  
(S)he was planning to attend the farewell party for the last Tokugawa Shogun.

Japan, time four:

(S)he planned to spy on Hideki Tojo.  
(S)he wanted to get a job rebuilding Hiroshima.  
(S)he planned to stop by the Attu islands.  
(S)he left to investigate the rumors of an impending attack on Pearl Harbor.

Mexico, time one:

(S)he planned to solve the mystery of the disappearing Mayas.  
(S)he talked about dredging a cenote for Mayan treasure.  
(S)he wanted to see the Aztec goddess of pulque, Mayauel.  
(S)he planned to open a pulque bar in an Aztec city.

Mexico, time two:

(S)he was going to attend the coronation of Montezuma II.  
(S)he was going to spy of Cortes' army of 555 men, 17 horses, and 10 cannons.  
(S)he was going to join Panfilo de Narvaez's expedition.  
(S)he was going in search of the seven golden cities of Cibola.

Mexico, time three:

(S)he planned to sell Santa Anna phony directions to the Alamo.  
(S)he planned to enlist in Santa Anna's army to fight in the war of the cakes.  
(S)he was going to steal the pen used to sign the treaty of Guadalupe Hidalgo.  
(S)he was scheming to steal fixtures from General Iturbide's palace.  
Iturbide's palace.

Mexico, time four:

(S)he planned to bring a sombrero to Emiliano Zapata.  
(S)he planned to give siqueiros a few tips about painting on walls.  
(S)he planned to play second violin with Carlos Chavez.  
(S)he was going to audition for Luis Bunuel's new movie.

Peru, time one:

(S)he was making a beeline for the land of the late Nazca.  
(S)he planned to shop at the Chan Chan market.  
(S)he was heading for the Andes in search of the Ancient Incas.  
(S)he wanted to haul off the Tiahuanaco temple of the sun.

Peru, time two:



(S)he wanted to research El Dorado with Francisco Pizarro.  
(S)he wanted to be the first graduate from the University of Lima.  
(S)he was carrying an order from King Charles V to protect the Incas.  
(S)he wanted to buy some land in the new capital founded by Pizarro.

Peru, time three:

(S)he wanted to get a job as a spy in the war of the Pacific.  
(S)he mentioned that (s)he was leaving for the Tacna-arica talks.  
(S)he had a message for Antonio Jose de Sucre.  
(S)he was packing a poncho and heading for an Andean country under Spanish rule.

Peru, time four:

(S)he wanted to fly to the headwaters of the Amazon river.  
(S)he had a ticket for a steamship ride up the Amazon to Iquitos.  
(S)he was flying to a country whose neighbors are Chile and Bolivia.  
(S)he was going to give advice to Hiram Bingham.

Russia, time one:

(S)he was going to look for the Tartar's loot.  
(S)he was going to meet the new Viking ruler Rurik.  
(S)he was heading off to help Batu Khan.  
(S)he planned to steal long ships from the Rus tribe of the Varangians.

Russia, time two:

(S)he was planning to break into the Kremlin palaces.  
(S)he was going to find out why Ivan I Kalita was called "Ivan Moneybag".  
(S)he was going to introduce Michael Romanov to the idea of break dancing.  
(S)he was going to help Boris Godunov spy on the Boyars.

Russia, time three:

(S)he was planning to scalp tickets to Modest Mussorgsky's opera.  
(S)he was going to celebrate the founding of St. Petersburg with Peter the Great.  
(S)he planned to learn morals by reading Ivan Krylov's fables.  
(S)he was headed in the direction of the new city of Vladivostok.

Russia, time four:

(S)he was going to kidnap Pavlov's dogs.  
(S)he was going to try to steal Stalin's moustache.  
(S)he was going to attend a lecture by Rasputin.  
(S)he was planning to steal the costumes made for a Diaghilev ballet.

Spain, time one:

(S)he was going to ask Avorreos a philosophical question.  
(S)he wanted to attend the party celebrating the foundation of Granada.  
(S)he left to help capture Toledo from the moors.  
(S)he was going on a pilgrimage to Galicia.

Spain, time two:

(S)he planned to study windmill-tilting with Cervantes.  
(S)he had signed on as a weather forecaster with the invincible Armada.  
(S)he was going to Cadiz to bid farewell to the conquistadores.  
(S)he wanted to borrow a book from Ignatius of Loyola.

Spain, time three:

(S)he planned to study palace intrigue at the court of Isabella II.  
(S)he was going to attend the coronation of Phillip V, the first Bourbon king.  
(S)he planned to celebrate the dissolution of the inquisition.  
(S)he was going to discuss portrait painting with Goya.

Spain, time four:

(S)he was going to do relief work in Guernica.  
(S)he heard the Alcazar was under siege.  
(S)he wanted to have his/her portrait painted by Juan Gris.  
(S)he planned to sell distorted watches to Salvador Dali.

USA, time one:

(S)he hoped to attend a Hopewell pottery sale.  
(S)he was heading for Vinland to help set up a Lutefisk stand.  
(S)he wanted to see how the cliff dwellers lived.  
(S)he planned to go exploring with Leif Ericson.

USA, time two:

(S)he was going to sample life on the Mississippi with Hernando de Soto.  
(S)he was scheming to steal John Winthrop's journal.  
(S)he wanted to go into the real estate business with Peter Minuit.  
(S)he planned to go surfing with Juan Cabrillo.

USA, time three:

(S)he wanted to discuss Intolerable Acts with Thomas Jefferson.  
(S)he wanted to study the art of the hoax with P.T. Barnum.  
(S)he wanted to investigate the murders in Rue Morgue with Edgar Allen Poe.  
(S)he hoped to acquire some common sense from Thomas Paine.

USA, time four:

(S)he was going to take running lessons from Jesse Owens.  
(S)he planned to welcome Lucky Lindbergh home.  
(S)he was going to fly around the world with Amelia Earhart.  
(S)he was heading for teapot dome to oil a few palms and make a few bucks.

006-Walkthrough (continued)

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Continuing from the other section...

You need to interview the informant and the witness (or just one of them). From them you'll get clues leading to who the culprit is and where they went.

So when you've listened to the clues, choose the travel button. Choose one of the places listed there (the one the clues hinted at). If you were right, a VILE henchman will be discovered when you interview someone in that place/time.

This repeats. You go somewhere, get clues, go somewhere else, get clues, and it goes on like that. However, you shouldn't revisit places you've already been to.

Eventually, you'll catch up with the criminal. You'll know when this happens because you get a sinister report. If you catch the culprit, but you don't have a warrant, make your best guess and get a warrant. Hope that it's for the right person.

So use the scanner or talk to the second dude. One of them will have you catch the criminal. This means you cracked the case! Good job!

If you run out of time, or mess up with the warrant, you get sent back in shame.

The chief sends you message. Hopefully, he gives you a promotion. He will give you a password, and an option to continue. You can turn your game off and on later, and simply recover your data by entering in the code the chief gave you at the personnel office.

Also, after you've done some cases, the places you can explore are different (new funny stuff).

Also for fun, in the middle of a case, abort for a new case. You get taken to Limbo IV. Wild.

Well, just keep solving the crimes again and again (it gets progressively harder). Keep doing it and doing it and doing it. You get to reach another rank when you solve a certain number of cases.

Cases Solved	Rank
Start	Time Cadet
1	Time Patroller
6	Time Investigator
15	Time Inspector
25	Time Detective
35	Ace Time Detective
50	Super Time Sleuth
80	Retirement

80 cases! That certainly is a lot! Good luck solving the cases! FYI, the first time you capture Carmen Sandiego, it will be the time you get promoted to Super Time Sleuth. Oh, if you're lazy and don't want to do the game 80 times (I did it 87 times, but maybe I counted wrong), check out the next section.

007-Avoid the Hassle

-----

So you want to beat the game, but not waste a lot of time?  
Have no fear. Just follow these simple steps and you'll beat  
the game easily!

Step One: Start the game.

Step Two: Go to personnel

Step Three: Log in as "Lost Gamer".

Step Four: Enter the security access code "HJZDLJB"

Step Five: Solve the case (this is the hardest step).

Step Six: Kick back and relax, you won!

Six steps? Yes, it's just that simple. I did all 79 cases,  
and you just have to solve one to win with my access code.  
It's much easier than doing the game 80 times. Hope you liked  
the game!

008-Credits

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